

STAR WARS®

GALAXY GUIDE 4 ALIEN RACES



Revised and expanded for
Star Wars: The Roleplaying Game, Second Edition

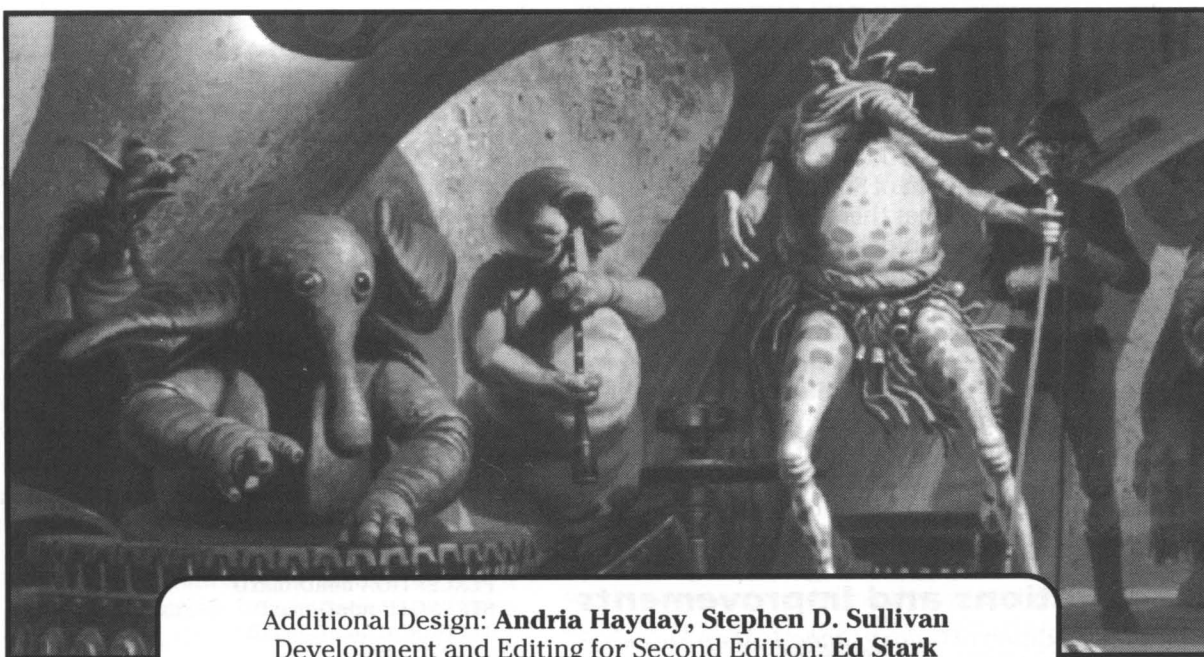


STAR WARS®

G A L A X Y G U I D E 4 A L I E N R A C E S

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Introduction

A large part of the sense of adventure inherent to *Star Wars: The Roleplaying Game* lies in the aspect of discovery. The universe, already incomprehensibly large, becomes even larger and more wondrous when the possibility of discovery — whether it be a new planet, an ancient civilization, or an unheard of alien race — looms on the horizon.

But there is no true discovery, unless there is, in fact, a mundane world with which the discovery can be contrasted, and it is that mundane world — if any aspect of *Star Wars* can be considered mundane — that this book, *Galaxy Guide 4: Alien Races*, seeks to describe.

The aliens in this book — many of them first appearing in the *Star Wars* movies — are the “friendly faces” of the *Star Wars* universe. Almost everyone in the galaxy will know what a Verpine looks like, and the pros and cons of asking it to help fix your ship; or know, when they see the green head spikes of a Rodian, that it might be a good idea to run, and this familiarity provides a base on which a true sense of discovery may be built.

Additions and Improvements

This edition of *Galaxy Guide 4: Alien Races* has been revised to:

- Incorporate the new standard alien species format introduced in the Second Edition of *Star Wars: The Roleplaying Game*,
- Detail the temperaments and personalities of the aliens presented, and
- Provide methods and rationale for using the aliens in the game.

Alien Species Format

Game statistics for all alien species are presented in the following format:

Species Name

Attribute Dice: #D

DEXTERITY minD/maxD

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KNOWLEDGE minD/maxD

MECHANICAL minD/maxD

PERCEPTION minD/maxD

STRENGTH minD/maxD

TECHNICAL minD/maxD

Special Skills:

Special Abilities:

Story Factors:

Move: min/max

Size:

Species Name: The name of the species.

Attribute Dice: This category records the number of attribute dice for an “average” individual. Player characters receive an additional 6D, while exceptional gamemaster characters may have more or fewer dice than average.

Attribute Minimums/Maximums: All species have a range of physical attributes into which most adult members will fall. The first number in the range is the minimum attribute level that can normally be possessed (juveniles and certain gamemaster characters can have lower at-

tributes). The second number is the maximum attribute level at which characters can begin (although attributes can be improved beyond the maximum through the use of Character Points).

Special Skills: This section will list any unusual or unique skills which the species can acquire because of its physiology or culture.

Special Abilities: This section lists any physical or instinctual abilities which the species has because of its physiology or psychology. Unlike skills, abilities are possessed by all individuals in a species and cannot be improved.

Story Factors: These are conditions which affect all individuals purely because of their identity as a species, including generalizations about how the individuals behave and how other species behave towards them.

Move: This is the distance that an individual can move in meters per move. As with the attributes, this is listed as a range, with the first number being the normal minimum move, while the second is the maximum move (characters cannot exceed their maximum move).

Size: The size range of normal, adult individuals.

Temperaments and Personalities

Each entry will also contain a section of Personality Notes which describes the usual reactions and characteristics of the species.

It is important to remember that the personalities described in this section are archetypes; that is, they describe a generalized member of the species. Specific individuals will have their own, unique, personalities. It is not, for example, impossible to encounter a kind Rodian, or a vicious Mon Calamarian, but, in each case, there should be specific, detailed reasons why these individuals are not expressing the traits shared by *most* members of their species.

Using Aliens in the Game

Each entry also includes a section of Game-master Notes and Suggested Skills which should allow the gamemaster to better see the species in the context of the *Star Wars* universe.

Obo Rin

When reading the following entries, keep in mind that the author, Obo Rin, is a staunch Imperial loyalist, working for Lord Darth Vader himself, and, therefore, the information he provides is not always reliable.

To: The Honorable Major Vontenn,
Imperial Liaison Officer of
Sentientology Studies

From: The Humble Obo Rin, Sentientologist

Regarding: *Catalog of Intelligent Life in the Galaxy*, Revised Edition.

Dear Major Vontenn:

Enclosed is my revised manuscript of the *Catalog of Intelligent Life in the Galaxy*, with changes as specified by Lieutenant Pandur. The lieutenant's suggestions greatly assisted me in my research processes, and I sincerely hope that you will find the expanded information to be of value.

I have greatly appreciated the response of both Lord Vader and Lieutenant Pandur to my first edition. The prestige afforded by my contract with the Empire has enabled me to call upon individuals whom I would otherwise have been unable to consult, greatly increasing the validity of the information contained within this work.

Please pass on my sincerest condolences to the family of Major Herrit, whose efforts to obtain a Duinuogwuin cadaver, at the direction of Lord Darth Vader, were most appreciated, if unsuccessful.

Your gracious servant,



Obo Rin

Intelligent Life In The Galaxy, Revised Edition

Dear Reader:

You have before you the first installment of the *Catalog of Intelligent Life in the Galaxy*. This work, commissioned directly by Lord Darth Vader, is intended for dissemination to all sentientologists under the authority of the Empire, and as such, resolves to provide a valuable description of the most important sentient species in the galaxy.

In an attempt to clarify the purpose of this work, this prologue presents possible answers to two questions.

Question Number One:

What is Life?

In a galaxy as complex as ours, a definition of life is not easily formulated. Nonetheless, I have set out to create a simple and readily understood universal definition of life, which is explained below:

- **Organization:** Every living organism has a

distinct form and appearance, yet is composed of a number of smaller, interdependent structures. These smaller structures are incapable of continued existence outside of the context of the total organism, just as the organism is incapable of existence without these smaller structures.

- **Irritability:** Living organisms respond to stimuli, such as physical or chemical changes in their environment.

- **Metabolism:** All organisms harness and utilize energy in order to continue their existence. This process usually takes the form of chemical reactions.

- **Reproduction:** Living organisms create more living organisms.

- **Adaption:** Organisms adapt to changes in their environment, and, occasionally, those very changes have been caused by the organism itself.

In order to be considered a form of life for this work, an organism must meet all of these criteria. For example, though a droid or other machine may seem to be a form of life, it is not, because each of the constituent parts of the droid are capable of existing independently.

Question Number Two:

What is Intelligence?

Intelligent species must be proficient at two interconnected abilities: abstract thought and communication.

Abstract thought is characterized by generalization. That is, the concrete forms of individual objects are combined into a grouping which describes all of the included items, yet identifies no specific item. Abstract thought allows species to create tools by improving the items around them, to contemplate methods of achieving what appears to be impossible, and to develop and utilize philosophical approaches to their lives.

By communication, I mean, specifically, the communication of abstract thoughts. This means that an intelligent being will be able to discuss the qualities of an object without discussing the object itself.

Without communication, intelligent beings have no means of organizing themselves into societies, and organized societies are integral to the developing complexities of intelligent thought.

Other Questions

All species in this work have these two qualifications in common, being both varieties of life and intelligent, but, once these are met, the range of applicable questions begins to vary widely, including, but not limited to:

How did the species evolve as an animal?
How does the species respond to the chal-

lenges of its environment?

What are the primary physiological reactions of the species?

What are the social interactions of the species, both within its own members and with other species?

These questions, plus more, are the questions that this volume aspires to address.

Organization

Individual entries are organized in the following manner. Where redundant, categories have been deleted.

Appearance and Biology: This section offers a brief description of the physical appearance and characteristics of the species, and may include information regarding the evolutionary history of the species.

Temperament: This describes the temperament of the species. Though it is, by its nature, an extreme generalization of a complex subject, it is by no means useless and should allow the reader to construct a useful psychological paradigm on which to base actions and responses during an encounter with any member of the species.

History and Culture: Simply stated, this is a brief history (often encompassing evolutionary data, for history and evolution are inextricably intertwined) which purports to describe the society and culture of the species.

Politics: This section provides a general description of the method by which the species governs itself.

Technology Level: This relates the effects of "native" technology on the species.

Trade and Technology: Unlike the previous section, this section describes the effects of galactic technology on the species.

In the Galaxy: This describes the species' relationship with galactic society.

Terminology

Although the term "race" is in common usage, it is inaccurate, the more appropriate term being "species" (although both are acceptable in colloquial discourse). In general, a "race" is a sub-category of a "species," with members of different races within a species having sufficient genetic similarities to allow for sexual reproduction, while members of different species are incapable of producing viable offspring.

Abyssin

Appearance and Biology: Abyssin are humanoid bipeds with long limbs, thin, well-muscled bodies and swarthy, weather-beaten faces. Their upper and lower jaws protrude slightly, giving their mouths a vaguely spherical appearance, and their teeth are rather large and white in comparison to the rest of their face. They are omnivorous. Their most distinctive feature is the single, slit-pupilled eye situated in the middle of their forehead.

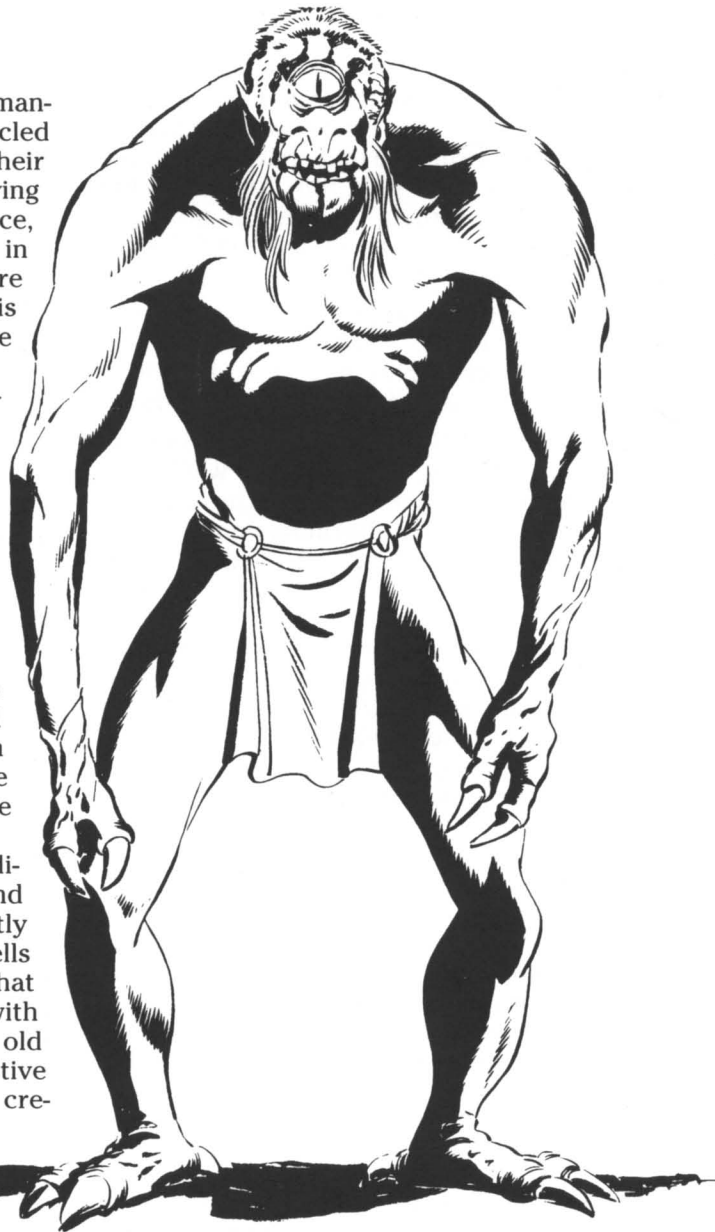
Like the other animals of Byss (see "History and Culture," below), the Abyssin have had to adapt to their world in a number of ways. One of their most interesting adaptations is the ability to regenerate. When an Abyssin is physically injured, its injury heals rapidly (providing the Abyssin has not been killed). Depending upon the severity of the inflicted trauma, the times necessary for healing range from a few minutes (in the case of a minor wound) to several days (in the case of the loss of an entire limb). This rapid regeneration is believed to be an adaptation that reduces the loss of precious fluids in the event of an injury — a useful trait in the desert.

The Abyssin ability to regenerate is predicated on their high rate of cell growth and replacement. Abyssin bodies are constantly consuming their own mass and rebuilding cells from that raw material, with the result that every cell in the Abyssin body is replaced with a new one within 80 standard hours. The old cells are then recycled back into the digestive system and used as raw materials for the creation of new cells.

Another fascinating Abyssin trait is that they have smaller organs than other creatures of comparative size and less organ redundancy. An Abyssin has only one eye, one lung, one kidney, and so forth. No doubt, this is a corollary of the fact that if an Abyssin organ is injured, it will quickly be repaired through regeneration, but it may additionally be an evolutionary measure used to conserve water by not wasting it on duplicate systems.

In general, the Abyssin function as well with one set of organs as most species do with two. The Abyssin eye, for example, contains a twin set of lenses and dual focal planes which allow the Abyssin to perceive the relative distances of objects, though, despite this modification, their depth perception is not as keen as that of most other species with true binocular vision.

Temperament: One of the most striking fea-



tures of the nomadic Abyssin society is the amount of violence it condones. This accepted — even encouraged — violence is a direct result of the Abyssin ability to regenerate. Since even the most grievous injury will heal in the space of a few days, the physical consequences of violence are of little concern to the Abyssin.

The basic tenet of Abyssin philosophy is that the universe is basically unchanging. Regardless of the events that occur, eventually everything will revert to its proper state. The effect of this is that, while the Abyssin will seldom instigate change, they are very accepting of it, because they believe that it will not endure.

History and Culture: Byss, the homeworld of the Abyssin, is an arid but sporadically fertile

planet located in the binary star system of Byss and Abyss. The planet Byss has a peculiar figure-eight orbit that carries it between its two stars (the distance between the stars being great enough that Byss suffers no devastating gravitational effects). During the time that Byss is passing between its suns — a time known to the Abyssin as “the Burning” — there is no night, weather patterns become erratic, and the climate grows unbearably hot.

Note: The Byss populated by the Abyssin is *not* the same world rumored to house the Emperor’s private retreat. It is a hot, dry desert world in another part of the galaxy altogether.

Most plants on Byss have developed extensive taproot systems to extract the water that collects deep beneath the surface. These plants, in fact, benefit from the Burning, undergoing a spurt of accelerated and uncontrolled growth as they are bathed in intense solar radiation from two suns.

The primary sources of water for the animals of Byss are artesian springs sparsely scattered throughout the deserts. Of course, competition for water at these oases is keen, so most animals have developed sophisticated water retention systems — such as storage humps and liquid-trapping layers of fat — that allow them to exist for long periods of time without having to visit an oasis and compete for the water supply.

The animals of Byss have also developed a wide array of additional adaptations for dealing with the harsh nature of their environment. Many of these native lifeforms hibernate during the Burning, while others live underground throughout their lives, burrowing to the plant roots that serve as their sources of food and water. Many other animals can simply withstand large fluctuations in body water content without suffering any ill effects.

The Abyssin roam the vast deserts of Byss in tribes of 30 to 40 individuals (led, almost always, by the fiercest and smartest fighter), herding their flocks of *gaunts* (bovine creatures whose meat, hides, milk, and bones provide many of the tribe’s needs) from one oasis to the next. When two tribes meet — usually at a spring that both wish to use — one of two things occurs: a “Trade” or a “Blooding.”

If water and food are plentiful, the chiefs will agree to a Trade. During Trades, *gaunts*, weapons, and young males and females are swapped back and forth between the tribes.

If water or food is scarce, however, a Blooding nearly always ensues. Bloodings are tribal battles — usually fought for water rights — which do not end until all of one tribe’s warriors are killed or incapacitated (or if they are driven off or captured — but, to the Abyssin, these count as being

killed). The victorious chief may then do what he wishes with the losing tribe’s survivors — kill them, take their belongings and set them free, absorb them into his tribe, or anything else he desires. Most often, if warriors of one tribe fought bravely, they will be assimilated into the victorious tribe. A chieftain who does not assimilate others into his (or her — chieftains can be female, though it is very unusual) tribe cannot look forward to good Trades or mercy for his tribe at Bloodings in the future.

Bloodings do not occur only between tribes, however. Most Abyssin fights end when one of the participants is beaten senseless. Occasionally, however, two Abyssin bear each other such enmity that they agree to a personal Blooding, in which the fight does not end until one of the combatants dies. As in tribal Blooding, the victor wins the loser’s property.

Perhaps the only facet of Abyssin life that is not ruled by violence is courtship and mating. Twice each year, the Abyssin hold a *Ja’Fai*, or mating race. Females who have just completed the rites of passage into adulthood are given a running head start, and young bachelors are allowed to chase them. The first male to catch a female wins her, and they become mates for life. (It should be noted, however, that females are generally faster runners than males, and a young female’s feelings toward the closest male behind her may influence how fast she runs.)

Late in their lives, which are up to 300 standard years long, Abyssin lose the ability to regenerate. Usually, an unregenerative Abyssin voluntarily enters the desert, going knowingly to his death. However, there are instances where an old Abyssin refuses to adhere to this practice. In these cases, the “ancient one” is viciously and ritually stoned. If his body regenerates, he is allowed to stay with the tribe. If not, he is ostracized by the rest of the tribe and regularly stoned until he walks into the wastelands, or until he dies.

Technology Level: The Abyssin have primitive toolmaking capabilities, dependent on plantlife for raw materials.

Trade and Technology: At first, Abyssin regarded spacefarers as rival tribes, which greatly confused early visitors to the planet. If a tribal chief judged water to be scarce at the artesian spring where off-worlder met Abyssin, he declared a Blooding. If water was not scarce, the chief declared a Trade. Eventually, however, an Arconan trader (familiar with the importance of water in a desert environment), deduced the logic and motivation behind this Abyssin behavior, and soon traders were landing only at oases where water was in abundance.

These traders, however, have found little of interest on Byss. Its primary export is, regrettably, slaves, although botanists have expressed interest in transplanting some of the hardier Byssan plantlife to other arid planets, and the meat of the gaunt has become a gourmet item of some limited popularity.

Despite their exposure to the technology of the galaxy, the Abyssin have little interest in it, preferring to live their lives as they have for thousands of years.

Abyssin in the Galaxy: Very few Abyssin leave their homeworld. Those who are encountered in other parts of the galaxy are most likely slaves or former slaves who are involved in performing menial physical tasks. Some find employment as mercenaries or pit fighters, and a few of the more learned Abyssins might even work as bodyguards (though this often does not fit their temperments).

Abyssin entry into the mainstream of galactic society has not been without incident. The Abyssin proclivity for violence has resulted in numerous misunderstandings (many of these ending in death).

As a cautionary note, it should be added that the surest way to provoke an Abyssin into a personal Blooding is to call him a *monoc* (a short form of the insulting term "monocular" often applied to Abyssin by binocular creatures having little social consciousness or grace).

Abyssin prefer to gather with other members of their species when they are away from Byss, primarily because they understand that only when they are among other beings with regenerative capabilities can they express their instinctive aggressive tendencies.

■ Abyssin

Attribute Dice: 12D
DEXTERITY 1D+2/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 1D/3D

STRENGTH 2D/4D

TECHNICAL 1D/2D+2

Special Skills:

Survival: Desert: During character creation, Abyssin receive 2D for every 1D placed in this skill specialization, and, until the skill level reaches 6D, advancement is half the normal Character Point cost.

Special Abilities:

Regeneration: Abyssin have this special ability at 2D. They may spend beginning skill dice to improve this ability as if it were a normal skill. Abyssin roll to regenerate after being wounded using these skill dice instead of their *Strength* attribute — but turn "days" into "hours." So, an Abyssin who has been wounded rolls after three standard hours instead of three standard days to see if he or she heals. In addition, the character's condition cannot worsen (and mortally wounded characters cannot die by rolling low).

Story Factors:

Violent Culture: The Abyssin are a primitive people much like the Tusken Raiders: violent and difficult for others to understand. Abyssin approach physical violence with a childlike glee and are always eager to fight. However, they are slightly less happy to be involved in a blaster fight and are of the opinion that starship combat is incredibly foolish, since you cannot regenerate once you have been explosively decompressed (this attitude has become generalized into a dislike of any type of space travel).

It should be noted that the Abyssin do not think of themselves as violent or vicious. Even during a ferocious Blooding, most of those involved will be injured, not killed — their regenerative factor means that they can resort to violence first and worry about consequences later. Characters who taunt them about their appearance will find this out.

Move: 8/12

Size: 1.7-2.1 meters tall

Notes

Suggested Skills: Abyssin on Byss will concentrate on primitive skills — *brawling, brawling parry, melee combat, melee parry, intimidation* and *survival: desert*. They have little interest in space travel or related skills.

Altorians

There are two species of intelligent Altorians, the Avogwi (known to off-worlders as "Altorian Birds") and the Nuiwit (known as "Altorian Lizards"), and their cultures and biologies are so intertwined that it is impossible to describe them independently of each other.

Altorians inhabit an arid world of rock and sand known as Altor 14. Altor 14 orbits the Roti-Ow binary star system, which consists of one orange and one white star (Roti and Ow, respectively) orbiting a common center of gravity. Aside from tinting the sky orange and making Altor 14 a hot world, the Roti-Ow binary has little effect on the planet.

Altor 14 has a rotational period of 94 standard hours. One side of the planet bakes for 47 standard hours beneath its twin suns, then cools off for 47 hours while turned away from Roti-Ow. Consequently, standing water on Altor 14 evaporates during the day. Altorian plants deal with this problem in one of two ways: by tapping water sources protected from the blistering heat, or by collecting water vapor when it becomes available during the night.

Copses of trees dot Altor 14's rocky wastes, growing near underground water sources, which each tree reaches via a long taproot (in especially large groves, these roots can extend for several kilometers). Because these trees — with the water they have collected and stored — are a primary source of

sunlight for photosynthesis. At night, however, the green wads unfold and spread out over the ground like tarpaulins, covering up to 1,000 square meters. As water vapor condenses during the night, the tarpaulin catches it and funnels it back to the body of the plant.

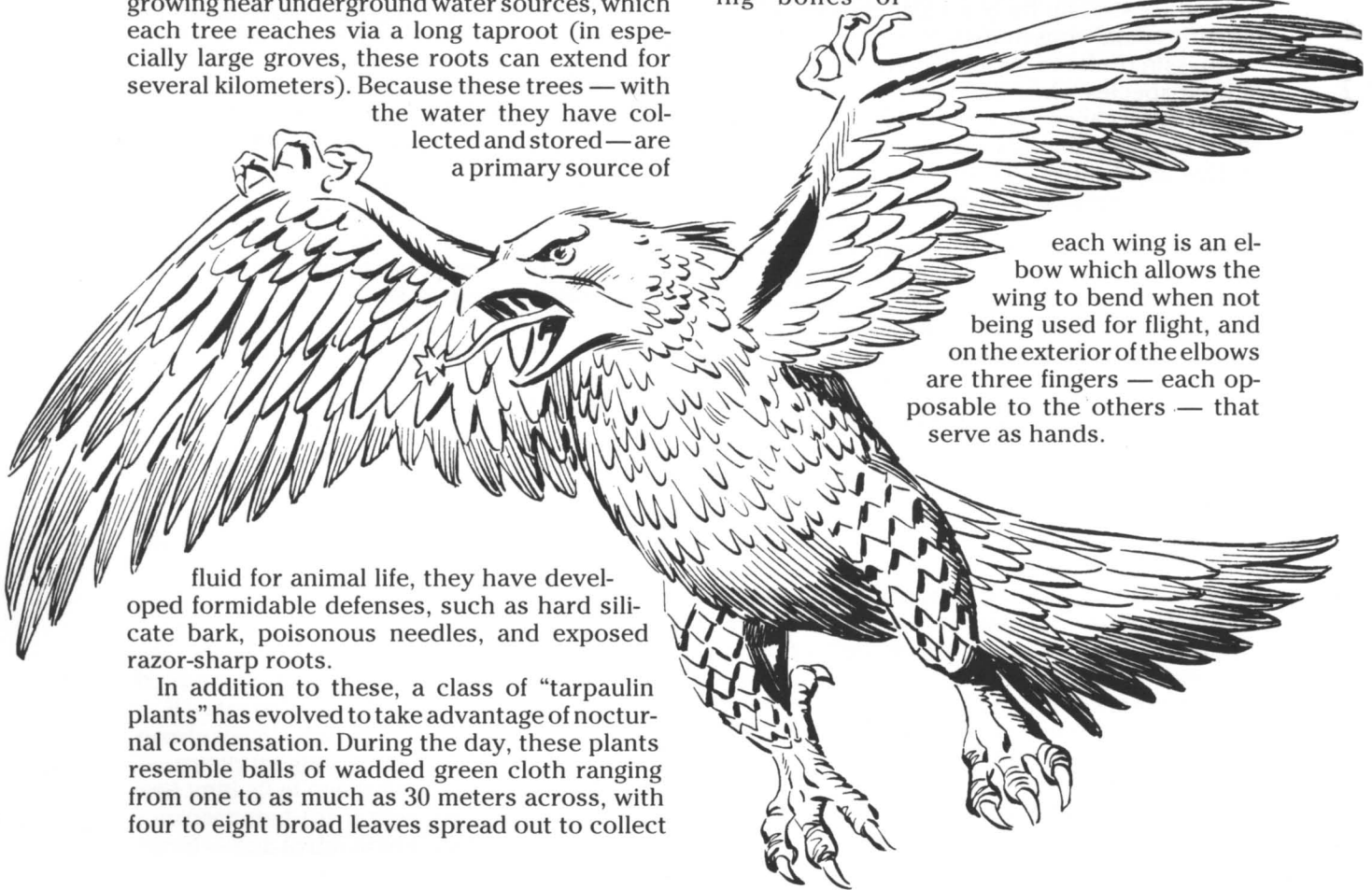
Tarpaulin plants are the main source of water for many of Altor 14's species of animals, who drink from the pools of condensation. At first glance, this might appear detrimental to the plants, for water is too precious a commodity to lose to thievery, but, in fact, this is a symbiotic relationship that benefits both the plant and the animal, because the amount of water consumed by the animal is insignificant, while the droppings left by the animal are used as a source of nutrients.

Avogwi

Appearance and Biology: The Avogwi are large, predatory birds with powerful, hooked beaks and wide eyes. Their bodies are covered from head to tail with feathers that range in color from pale to deep orange, while the two powerfully muscled legs are covered by red scales and end in two sharply taloned claws.

Avogwi commonly have wing spans of four to five meters. In the middle of the leading bones of

each wing is an elbow which allows the wing to bend when not being used for flight, and on the exterior of the elbows are three fingers — each opposable to the others — that serve as hands.



fluid for animal life, they have developed formidable defenses, such as hard silicate bark, poisonous needles, and exposed razor-sharp roots.

In addition to these, a class of "tarpaulin plants" has evolved to take advantage of nocturnal condensation. During the day, these plants resemble balls of wadded green cloth ranging from one to as much as 30 meters across, with four to eight broad leaves spread out to collect

Like most avian species, the Avogwi have high metabolisms in order to produce the tremendous amount of energy required for flight, and, because of this, their digestive tracts are extremely efficient, processing amounts of nutrients equal to 60 percent of their body weight each day.

To lessen the weight of their bodies and make flight less arduous, the bones of the Avogwi, like the bones of many other avian species, are tubular and honeycombed with supportive struts. With their sharp eyes, Avogwi can distinguish prospective prey at a distance of several kilometers, while orange feathers make them difficult for prey to see against Altor 14's orange sky.

In order to cope with the high temperatures of Altor 14, the Avogwi disperse excess body heat through their scaly legs, and, during heavy physical exertion, their scales can become hot enough to blister the flesh of tender-skinned species.

Temperament: The Avogwi are true carnivores, both biologically and psychologically. Their understanding of the world is that for every organism that lives, hundreds of others must die. And the Avogwi's preference, naturally, is that they be among the organisms that survive. The Avogwi are natural predators and will attack without provocation if they feel it is important to their survival.

History and Culture: Avogwi society is based upon hunting and water gathering. Their hands are poorly suited to technology and tool-use, being barely adequate for grasping prey, vessels, and primitive weapons. In fact, Avogwi use their beaks and flexible necks more like hands than their true hands. (For example, when drinking, the Avogwi hold the drinking vessel stationary, then crane their necks to the vessel, inserting their tubular tongues to suck up the liquid.)

Avogwi mate and reside in pairs. Each Avogwi pair establishes an eyrie atop a cliff, where intruders will have a difficult time disturbing them or their eggs, and claims all territory within 50 kilometers as a hunting reserve. Often, such eyries are inherited from parents, but they can also be acquired in duels (aerial fights to the death), games of chance, or trade. When no eyrie is available through one of these methods, the unlucky couple must fly off on their own, searching for an abandoned eyrie or a location suitable for establishing an eyrie.

Avogwi who are without eyries are known as "the Nestless Ones," and occupy the lowest rung of Avogwi society. Their life on Altor 14 is one of constant danger, because they can never be sure whether or not they are encroaching upon another pair's territory.

Politics: Despite their predatory culture, the

Avogwi have developed a fairly complicated philosophy, based on the teachings of *Toro-toral*, a legendary Avogwi who, according to their history, was the first Avogwi to fly. The centerpiece of this philosophy is a series of ceremonial battles, the results of which are used to determine the identity of the Avog, the true leader of the Avogwi. Though ceremonial, these duels are nonetheless fought to the death.

During these duels, one of the few occasions where Avogwi can be found gathered in large groups, the Avogwi relate to each other, in a presumably random fashion, the sayings of the great *Toro-toral*. The basic tenets of their beliefs are are:

- Creatures die, so that others may live;
- Those that would live must kill;
- Those that cannot kill will die;
- Those that die are killed so that others may live.

Technology Level: Technology is almost nonexistent in Avogwi society, and is disdained by the Avogwi when they encounter it in other societies.

Trade and Technology: The only resources which the Avogwi could possibly hope to use in galactic trade are those of the minerals that lie in the ground beneath their eyries, but the Avogwi steadfastly refuse to negotiate with the companies that desire these rights, and it is apparent that the Nuiwit will take advantage of the Avogwi's reluctance and enter into contracts regarding these rights as they slowly begin to occupy these lands (see "Nuiwit, Trade and Technology") taking this valuable resource away from the Avogwi.

The Avogwi disdain technology. While they realize that outside technology could make them better killers and better survivors, they are suspicious of things — especially things that are created by other species. They cannot understand why someone would trade them anything useful unless it would somehow undermine their strength — since they would have no compunctions about killing everyone and everything else in the galaxy if it meant they would survive longer or better.

Avogwi in the Galaxy: Though Avogwi are rarely found beyond Altor 14, their presence is steadily increasing, as the developing technology and growing cities of the Nuiwit drive them away from their eyries, forcing them to look for other homes (see "Nuiwit, Culture and History," below). Once they have left Altor 14, these Avogwi easily forget about both their homeworld and the Nuiwit.

While they are overwhelmed by the diversity of life in the galaxy, they soon learn to apply to it all the philosophies which they applied to their

life on Altor 14, seeing all that they encounter as potential prey.

Because of this, Avogwi are almost invariably found in positions of conflict. They find work as bounty hunters, guardians or mercenaries, although they appear to greatly prefer the unstructured employment of bounty hunting. Avogwi make very good Imperial killers as well, since they have no conscience about killing or subjugating lesser species for profit.

■ Avogwi

Attribute Dice: 10D

DEXTERITY 1D+1/3D+1

KNOWLEDGE 1D/3D

MECHANICAL 0D/1D+2

PERCEPTION 2D+2/5D

STRENGTH 2D/4D

TECHNICAL 0D/1D+2

Special Abilities:

Beak: Does STR+2D.

Talons: Do STR+1D.

Primitive Hands: Avogwi suffer a -1D penalty on all *Dexterity* skills which involve the manipulation of objects, unless those objects were specifically designed for Avogwi hands or can be manipulated with their beaks.

Story Factors:

Bloodthirsty: Every being who encounters an Avogwi risks death, whether it is because the Avogwi is hungry and sees that being as food, or because it is simply "time for another to die." Because of this, most beings will avoid Avogwi, which suits the Avogwi fine, but also forces the Avogwi to search out a suitable specimen when either of these two needs must be met.

Move: 15/20 (flying); 3/5 (walking)

Size: 1.5-2 meters tall

Notes

Gamemaster Notes: Most likely, any Avogwi in an adventure will be enemies of the player characters and will have one goal in mind — killing. They are commonly bounty hunters, but, occasionally, a major crime lord or planetary dictator will hire several for ceremonial guard positions.

Personality Notes: The Avogwi are a proud, savage species that place a low value on life and sees all other creatures, sentient and non-, as potential food sources. Not surprisingly, the Avogwi are not social creatures, and rarely are more than two (these being a mated pair), found together.

Avogwi are very much driven by their impulses, ignoring the consequences, and they react especially violently to anyone suggesting they are biologically related to the Nuiwit.

Suggested Skills: Avogwi leaving Altor 14 will have few skills other than *brawling* (with specializations in *talons*, *beak* and *aerial brawling*) and *nestbuilding* (a *Dexterity* skill). The Avogwi have little technology and fondness for technology, and, regardless of how long they are out in the galaxy, they will express little interest in learning any skills not connected with combat.

Nuiwit

Appearance and Biology: The Nuiwit (Altorian Lizards) are bipedal/quadrupedal reptiles whose bodies are entirely covered with tiny, horny scales, normally ranging in color from golden yellow to dark brown, with some variations of gray-green. Their eyes are mounted in sockets protruding from the sides of the head, but they have no visible ears. Their narrow, beaklike jaws are lined, bottom and top, with rows of rounded teeth, and they have long tubular, completely prehensile tongues ending in tough conical spikes.

Though neither species will tolerate the concept, the Avogwi are probably descended from the same ancestors as the Nuiwit. The Avogwi beak bears a striking resemblance to the narrow jaw of the Nuiwit, and their hollow tongues are remarkably similar.

Of course, there are also many differences between the Avogwi and Nuiwit. The Nuiwit are frugivorous, subsisting on a diet of fruit and tarpaulin leaves, while the Avogwi are completely carnivorous. The Nuiwit have a primitive sense of smell which they utilize by flicking their prehensile tongues, but the Avogwi have no olfactory sense at all. Obviously, the Avogwi have feathered bodies and the Nuiwit are scaled, but it should be noted that Avogwi feathers are simply an adaptation of horny scales, as is the case in many other avian species.

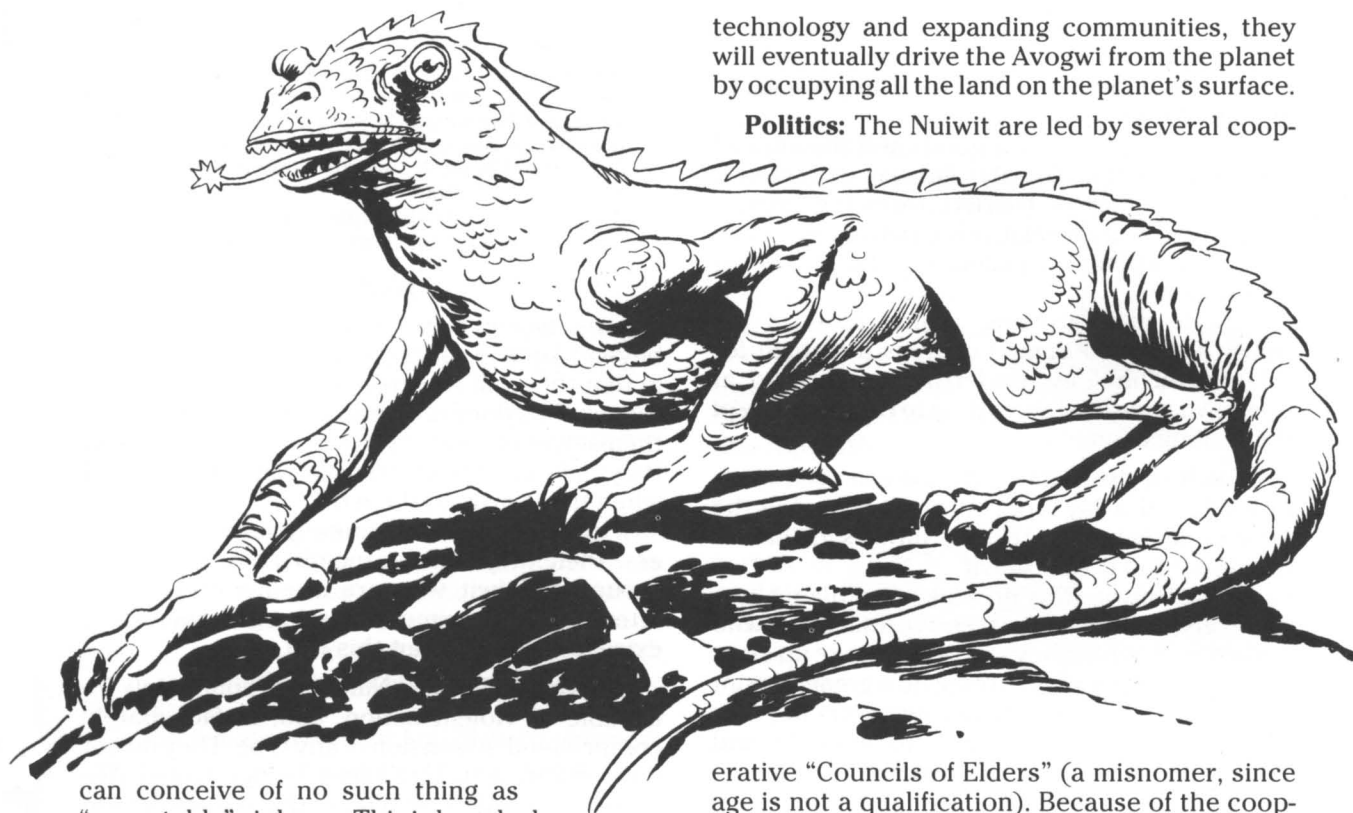
The Nuiwit are ectothermic, and this limits their range of activity to between five and 30 standard hours after dawn, when Altor 14 is not yet too hot, and between five and 30 hours after dark, when it is not yet too cold.

The Nuiwit are quadrupeds that have developed the ability to stand upon their rear legs in order to reach high growing fruit, and, subsequently, they developed hands on their forelimbs, enabling them to avoid the poisonous needles of the many fruit bearing trees.

Despite these advancements, the Nuiwit retain the ability of their primitive ancestors to lose or detach their tails and regrow them (although it is impossible for a Nuiwit to balance in a standing position without the aid of a tail).

The Nuiwit continue to possess detachable tails and bulging eyes largely because of the Avogwi, who find the Nuiwit better tasting than any other type of food. The Nuiwits' bulging eyes provide 360-degree vision, which is useful in keeping a constant watch for predators, and their detachable tails are often lifesavers because the attacking predator may be satisfied with the tail as a meal and not further pursue the fleeing Nuiwit.

Temperament: The Nuiwit are extreme pacifists, abhorring violence in all its forms, and they



technology and expanding communities, they will eventually drive the Avogwi from the planet by occupying all the land on the planet's surface.

Politics: The Nuiwit are led by several coop-

can conceive of no such thing as "acceptable" violence. This is largely due to the frugivorous nature of their diets. They limit their foodstuffs to only fruit and leaves that can be harvested without causing the death of the organism which has produced these items. Because of this, the Nuiwit are able to feed without causing death, and are able (in their minds, at least) to disprove the Avogwi belief that some organisms must die for others to live.

This is not, as is the corresponding belief in the Avogwi, a philosophy, as much as it is an integral part of the Nuiwit's nature. They are, in general, incapable of violence, and, if faced with the prospect, they will run — or die — either alternative being preferable to that of causing death themselves.

History and Culture: In contrast to the primitive and lawless nature of Avogwi society, Nuiwit society is highly structured and harmonious. The need to defend against Avogwi predation has forced the Nuiwit to form tightly-knit communities that gain strength in numbers, and the development of agriculture soon followed.

The only thing saving the Avogwi from genocide is Nuiwit pacifism. The Nuiwit realize that by destroying the Avogwi, they would eliminate their only predators on Altor 14. However, the idea of organizing an army to go out and systematically destroy the Avogwi and their eyries is incomprehensible to them, due to their abhorrence of violence.

Nor is violence necessary. The Nuiwit have realized that with their constantly developing

erative "Councils of Elders" (a misnomer, since age is not a qualification). Because of the cooperative nature of Nuiwit society, membership in these councils is decided by the consensus, a nonargumentative form of caucus, in which the Nuiwit discuss possible candidates until they have reached a peaceful agreement.

Technology Level: Advanced in industrial complexity, but based primarily on limited, localized centers of production. The Nuiwit are quite advanced in the science of agronomy and have developed several strains of needle-free fruit trees.

Fully developed hands have also aided the Nuiwit in developing other forms of technology. Nuiwit technicians use seismic readings to locate underground water supplies, and they use mechanical drills to open these hidden reservoirs. The water is used to supply large cities and farms. The Nuiwit have also developed mining, ceramics, and even primitive robotics industries.

Trade and Technology: Less than 15 standard years ago, a scout from the Rego Mineral Company discovered Altor 14. After negotiations of considerable length, the Nuiwit agreed to the establishment of trade relations with the company for the purposes of mining the silver, gallium, and selenium ores available in territories controlled by their communities.

In addition to this, the Nuiwit have found a large galactic market for their native crafts. Their goods, though primitive, are well constructed, with an uncomplicated sense of design that allows them to be appreciated both for their func-

tions and their beauty. The range of goods produced by the Nuiwit runs from small ceramic objects, to unalloyed metal furniture pieces, to archaic droids.

The simplicity of their goods and the implied simplicity of the Nuiwits' life has attracted a growing number of tourists from the greater galaxy, who visit the relatively unadvanced Nuiwit cities in an attempt to experience the "pleasures of simplicity."

Despite their growing wealth, most of the Nuiwit (like the Avogwi) express a disdain for galactic technology, preferring to proceed at their own pace, and according to the guidance of their ruling councils.

Nuiwit in the Galaxy: Nuiwit are even more rarely found away from Altor 14 than are the Avogwi, largely due to the Nuiwit's dislike of isolation from other Nuiwit.

Those Nuiwit who do leave the planet are, relatively, much more aggressive than those who remain, and, while they will seldom take up arms themselves, they seem to expend a great amount of effort in trying to convince members of other species to return with them to Altor 14 and rescue the Nuiwit from the Avogwi.

■ Nuiwit

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 1D+1/3D+1

TECHNICAL 2D/4D

Special Abilities:

Detachable Tails: If a Nuiwit's tail is grasped by an attacker, the Nuiwit can escape by making an *Easy Strength* roll. Success means that the Nuiwit's tail has detached from its body. After this occurs, the Nuiwit will not be able

to walk upright for the four standard weeks that it will take the tail to regrow.

Story Factors:

Pacifism: The Nuiwit are extremely vocal about their pacifism. If they witness an instance of violence (and this includes the consumption of any nonfrugivorous food-stuffs), they will not shy away from questioning the morality of the perpetrator.

Move: 5/7 (bipedal); 10/12 (quadrupedal)

Size: 1.3-1.5 meters tall (standing)

Notes

Gamemaster Notes: Most Nuiwit encountered beyond Altor 14 will be extraordinary individuals in that they will be extremely adventurous for a Nuiwit. This does not mean that they will involve themselves in combat (at least not normally), but they may be able to restrain their disapproval when those around them do.

If these Nuiwit are not simply galactic wanderers, then they will be members of that small group of Nuiwit who are attempting to draw attention to the crimes of the Avogwi, and will be extremely vocal about this fact.

Personality Notes: Nuiwit are completely incapable of violent action, and, in fact, barely comprehend dissension of any type. They do not understand why intelligent beings would disagree about anything. It is not that they believe in compromise; it is because they have come from a society that, because of its homogenous, communal nature, produces individuals with remarkably similar beliefs and thought processes.

Suggested Skills: It is highly unlikely that any Nuiwit will possess a combat skill, but almost all members of the species will be experts in *dodging*.

They will also have experience in the primitive analogs of most *Mechanical* and *Technical* skills.

Aqualish

Appearance and Biology: The Aqualish are stocky humanoids with large, hairless heads, large eyes, and inwardly-curved tusks.

There are two distinct races of Aqualish, easily recognized by the configuration of their hands. The most common Aqualish has a cupped, fin-like hand, with no fingers, and only a stubbed opposable thumb. The other race is distinguished by five-fingered, fur covered, claw-like hands.

Temperament: As a species, the Aqualish have nasty, belligerent dispositions and a tendency towards violence, and their desire for revenge is usually well developed.

History and Culture: The culture of the Aqualish is defined by the physical differences between the two races. Their homeworld, Ando, is a large, terrestrial world covered by water, swampy islands, and rocky outcroppings with very little solid land located anywhere on the blue planet.

In the *Aquala*, or finned Aqualish, the process of evolution from aquatic mammal to terrestrial was only partially completed. While the *Aquala* are completely adapted to life outside of the water, they prefer to dwell in and on Ando's many seas, living on small islands, floating raft cities, and large sailing ships. They gather their food by dragging nets and harvesting the abundant marine life that exists in the seas.

The *Quara*, or fingered Aqualish (who only represent a tenth of the population of the planet), left the seas completely behind, surviving instead in the swamps and wetlands of the larger islands.

In time, the harvests of the seas lessened, and the *Aquala* accused the *Quara* of being responsible for this occurrence, inciting a racial war that lasted for several generations, and, most likely, resulted in the development of the belligerent personality expressed by most modern Aqualish.

This war would have eventually resulted in the self-extinction of the Aqualish, had there not been an occurrence that forged in the two races an enduring, if somewhat incomplete, peace.

The timely arrival of a spaceship from another planet ended the war and suggested the goal that the Aqualish have taken as their own. Some believe that the visiting spaceship belonged to the Corellians, while others have suggested it was an early exploration ship from the Duros. Regardless of the source of the "invasion," the Aqualish put aside their differences and directed their hatred and anger at these powerful beings from the sky.

The Aqualish attacked and killed these first visitors to their planet, but they were careful to leave the ship that brought them relatively intact.

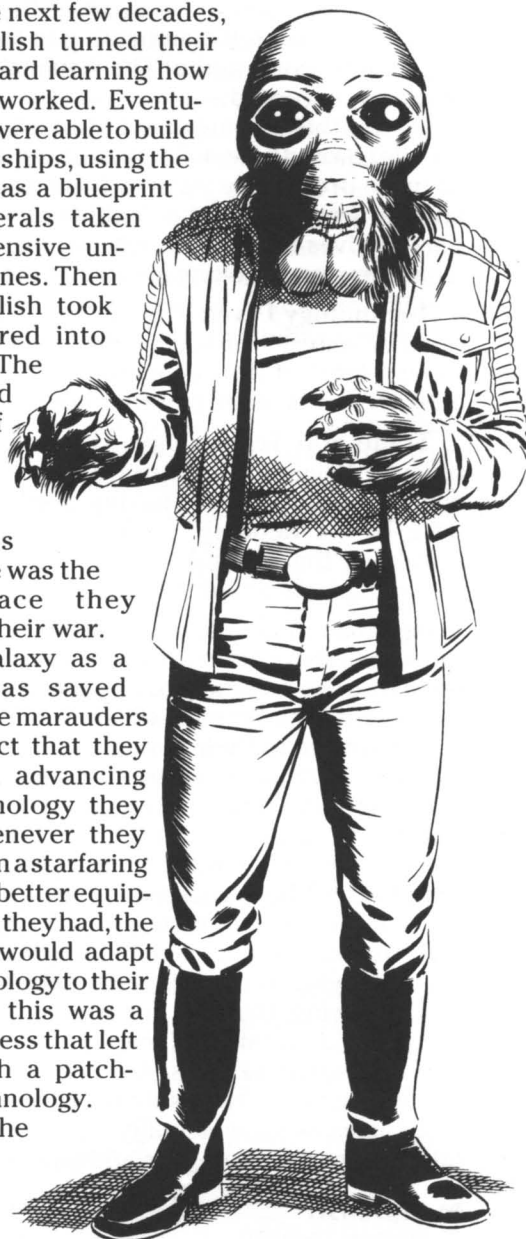
For the next few decades, the Aqualish turned their skills toward learning how the ship worked. Eventually, they were able to build their own ships, using the first ship as a blueprint and minerals taken from extensive undersea mines. Then the Aqualish took their hatred into the stars. The blasted surface of Ando's sister planet suggests that there was the first place they brought their war.

The galaxy as a whole was saved from these marauders by the fact that they were not advancing the technology they had. Whenever they came upon a starfaring race with better equipment than they had, the Aqualish would adapt the technology to their own, but this was a slow process that left them with a patchwork technology.

Then the Aqualish ran into the Republic.

It was during the time of massive expansion, when the Republic was inviting every alien species it encountered to join their union. But the Aqualish would have none of that. They attacked the first Republic ship they came across viciously and without warning. The Republic ship, better built and more powerful than the outdated Aqualish patchwork craft, destroyed the attacking ship and its crew. A short war followed, ending when the Aqualish sued for peace.

The terms of Ando's unconditional surrender to the Republic required that no offensive weap-



onry would be mounted on Aqualish hyperspace-capable ships, that the Aqualish government would accept teachers and advisors assigned by the Republic Senate, and that the planet and its people would become a ward of the Republic working toward full membership in the expanding galactic community. The Aqualish, not surprisingly, accepted.

Under this arrangement Ando thrived. Its people learned new skills and techniques, as well as more productive ways to focus their aggressive natures. Those who could not change their perspectives toward life left the planet to find what they were looking for elsewhere.

Technology Level: The Aqualish have developed all aspects of spacefaring technology, although most of this technology is derivative of advancements made by other species.

Trade and Technology: The Aqualish have recently begun to make use of the valuable resources of the oceans, having used the knowledge of the Republic to rectify the chemical imbalance that instigated the civil wars, and are exporting large amounts of aquatic foodstuffs.

Aqualish in the Galaxy: Today Ando is under the watchful eye of the Empire. If the species ever appears to be returning to its aggressive ways, it is sure that the Empire will respond quickly to restore peace to their planet — or to make certain the Aqualish's aggressive tendencies are channeled into more ... constructive avenues.

While Aqualish are rare in the galaxy, they can easily find employment as mercenaries, bounty hunters, and bodyguards. In addition, many of the more intelligent members of the species are able to control their violent tendencies, and channel their belligerence into a steadfast determination, allowing them to function as adequate, though seldom talented, clerks and administrators in a variety of fields. A very few Aqualish — those who can totally subvert their aggressive tendencies — have actually become extremely talented marine biologists and aqua-scientists.

■ Aqualish

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D+2/3D+2

PERCEPTION 2D/4D

STRENGTH 2D/4D+2

TECHNICAL 1D+2/3D

Special Skills:

Fins: Finned Aqualish are born with the natural ability to swim. They receive a +2D bonus for all movement attempted in liquids. However, the lack of fingers on their hands decreases their *Dexterity*, and the Aquala suffer a -2D

penalty when using equipment that has not been specifically designed for its fins.

Hands: The Quara do not receive the swimming bonus, but they are just as "at home" in the water. They also receive no penalties for *Dexterity* actions. The Quara are most likely to be encountered off-world, and they are usually chosen for off-world business by their people.

Story Factors:

Belligerence: Aqualish tend to be pushy and obnoxious, always looking for the opportunity to bully weaker beings. More intelligent Aqualish turn this belligerence into cunning and become manipulators.

Move: 9/12 (walking), 5/7 (swimming, Aquala only)

Size: 1.8-2 meters tall

Notes

Gamemaster Notes: Most Aqualish encountered in an adventure will be similar to Ponda Baba, the Aqualish that picked a fight with Luke Skywalker in the Mos Eisley Cantina. They are aggressive and rude, but only if they believe they have the upper hand.

Aqualish will be popular among the criminal sectors of galactic society, often working as smugglers and pirates. They are, however, seldom of any importance in the galactic society. There are few famous, or infamous, Aqualish. To most beings, they are just another short-tempered alien.

It is possible that player characters can find themselves allied with Aqualish — provided that the characters are involved in actions that will harm the Empire.

The Aqualish hate the Empire beyond all others, and, because of several planetary insurrections, Ando is fast on its way to becoming a police state under Imperial control. The Aqualish once considered themselves the masters of warfare and aggression, but now they bow to the true masters of power — the Empire. The Aqualish will never join with the Rebel Alliance, but that does not lessen their hatred of the Empire.

Personality Notes: Aqualish usually seem extremely angry, and spend most of their time looking for outlets for that anger. The more intelligent Aqualish may learn to control this anger, but they never completely overcome it. The most personable Aqualish are volatile and energetic, channeling their negative emotions into other pursuits.

Suggested Skills: Aqualish could possess any skills available, but the Imperial authorities will be especially suspicious of Aqualish who display any starship combat skills, because of the prohibition against weaponry on Aqualish starships. They usually learn movement skills (for land or sea), and they are usually good with custom-designed blasters.

Arcona

Appearance and Biology: Bipedal humanoids, the Arcona are scaleless reptiles with triangular heads and large, glittering eyes, and their skin ranges in color from mahogany through gray to ebony and bears a resemblance to fibrous wood. In place of a nose, a bulbous, diamond-shaped heat sensing organ sits between their eyes.

Arcona inhabit Cona, a hot, dense world orbiting the blue giant Teke Ro. Cona has no axial tilt, and its orbit is perfectly circular, so the planet has no seasons. Cona's atmosphere is an extremely efficient thermal distributor, with strong winds carrying heat out of the equatorial mountains toward the cooler poles and cooler air from the poles to the equatorial regions in a constant circulatory process, effectively equalizing the temperature across the planet's surface.

Cona's atmosphere is rich in nitrogen and hydrogen, but most oxygen remains locked in bedrock. Consequently, although the air contains a great deal of ammonia vapor, free water is rare. A few primitive plants capture and use ammonia as a poor substitute for water, but the more advanced plants have developed acids that they secrete and drip onto bedrock in order to free latent oxygen, which they then absorb into gastric pods in their root systems. At the same time, the leaves of the plants collect ammonia vapor from the atmosphere and draw it down the plant stems into the gastric pods, where the ammonia molecule is broken down into hydrogen and nitrogen. The hydrogen then mixes with oxygen and water is produced, while the free nitrogen is taken back to the crown of the plant, where it combines with additional ammonia vapor and carbon dioxide to create amino acids essential for life. Needless to say, the chemistry required for such a complex process is far from typical, botanically speaking.

Because everything they eat contains ammonia, all of the animals of Cona have a high ammonia tolerance, and many of them also utilize ammonia to create enzymes necessary to their survival. This is certainly true of the Arcona, who utilize ammonia in a supplemen-

tary circulatory system that eliminates waste, disperses body heat, and carries nutrients to their thick hides.

In spite of this, Arcona also need water for their primary circulatory systems, and, since the only reliable source of free water on Cona is the gastric pods of the plants which convert ammonia to water, the Arcona must collect water from these underground caches. In order to obtain these pods, the Arcona have developed powerful talons which they use to dig through the soil.

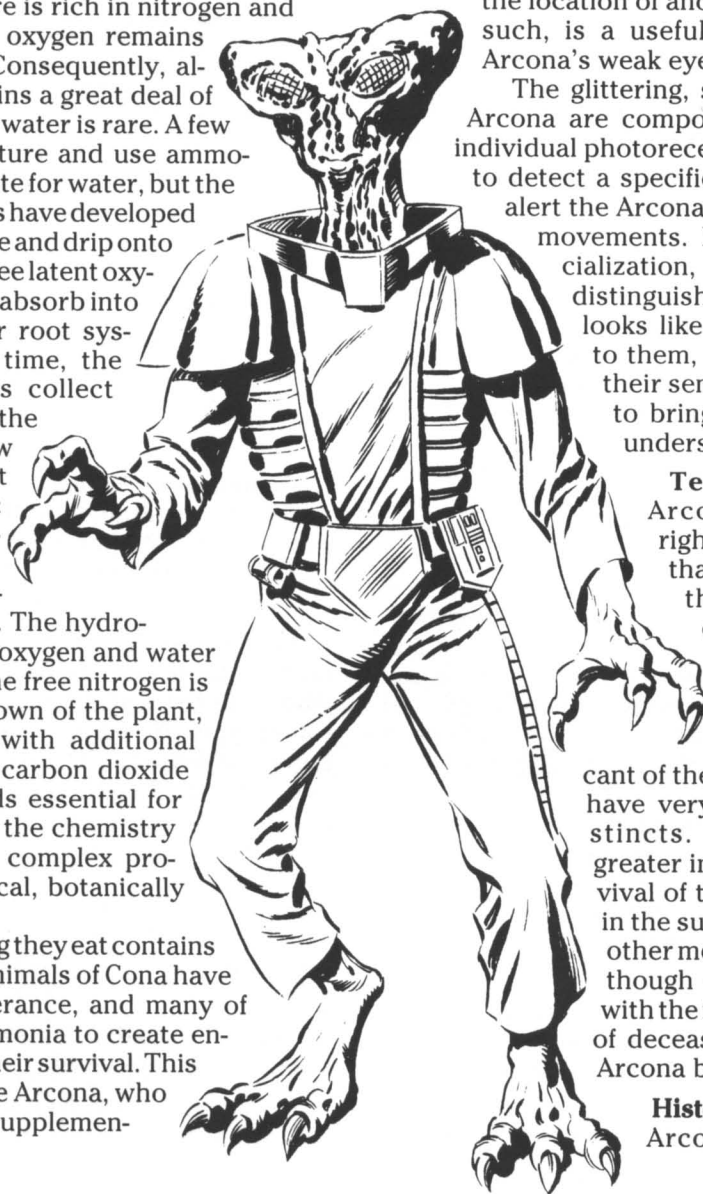
Another interesting adaptation of the Arcona is the bulbous growth between their eyes. Although it resembles a nose, this bulb has nothing to do with olfactory functions (these are fulfilled by the flicking tongue, which catches molecular samples and inserts them in the long nasal passages above the Arcona mouth for analysis). Instead, the bulb is an acutely accurate heat sensing organ, useful in sensing the approach or the location of another creature, and as such, is a useful supplement to the Arcona's weak eyes.

The glittering, sparkling eyes of the Arcona are composed of thousands of individual photoreceptors, each designed to detect a specific color or shade and alert the Arcona to even the tiniest of movements. Because of this specialization, Arcona eyes cannot distinguish shapes. The world looks like a multi-colored blur to them, so they must rely on their senses of heat and smell to bring the picture into an understandable focus.

Temperament: The Arcona emphasize the rights of the group over that of the individual, although, unlike many other communal societies, there are many acceptable variations.

The most significant of these is that the Arcona have very strong parental instincts. They place much greater importance in the survival of their own young than in the survival of the young of other members of the clan (although even this is flexible, with the fostering of the young of deceased parents to other Arcona being common).

History and Culture: The Arcona reside in loose



communities composed of collections of family nests. This society arises from the need to ensure the safety of the young, because Cona is a dangerous place for the immature and uninitiated. Arcona parents must look after their hatchlings carefully until they have learned the ways of the jungles of Cona, or the hatchlings could drink poison, trigger a thorn trap, or be consumed by a carnivorous plant.

Because of the long-term commitment involved in hatching a brood, Arcona do not lightly enter into parental partnerships, however, unlike many other species, the Arcona males are the ones who are finicky during this selection process.

Politics: Generally, members of an Arconan community make their nests within 20 kilometers of a clearing known as a "Grand Nest," where all adults meet every 20 days. All community business is conducted during these meetings, which are directed by the "Nest Leader," a male who is chosen by popular vote and can be replaced at any time.

Technology Level: Although the Arcona had only developed a limited technology (working metal and cultivating water bearing plants), they have made full use of the technology that was offered to them by the many traders who have visited their planet during the years since its discovery.

Trade and Technology: As is apparent from Cona's high density, the planet is rich in heavy metals. Many companies have established mining operations on Cona. Originally, these mineral rights were purchased with large quantities of water, however, prospectors quickly learned that small quantities of sodium chloride (salt) have a strange effect on the peculiar chemistry of the Arcona. The salt interacts with their optic nerves to create an intoxicating, hallucinatory array of colors. Unfortunately, the salt also has a side effect — it destroys the Arcona's ammonium-utilizing pancreatic organ, which converts ammonia vapor into a water-conserving enzyme. Arcona so affected become permanently addicted to salt, a condition easily discernible, since it changes the color of their glittering eyes from green to gold.

The Arcona have banded together and enacted strict planetary legislation prohibiting the importation and sale of salt, but this has not stemmed the tide of salt arriving from off-world, since small quantities of salt are much cheaper to import than large quantities of water.

Arcona in the Galaxy: The Arcona have quickly spread through the galaxy, establishing colonies on both primitive and civilized planets. In addition, individual family groups can be found on many other planets, and it is, in fact, quite diffi-

cult to visit a well-traveled spaceport without encountering a number of Arcona.

Arcona can be found participating in all aspects of galactic life, although many Arcona must consume ammonia supplements to prevent the development of large concentrations of poisonous waste materials in their bodies.

■ Arcona

Attribute Dice: 12D

DEXTERITY 1D+1/3D

KNOWLEDGE 1D/3D

MECHANICAL 1D+1/3D+1

PERCEPTION 1D+2/3D

STRENGTH 2D/4D

TECHNICAL 1D/3D

Special Skills:

Strength skills:

Digging: Time to use: One round or longer. Allows the Arcona to use their talons to dig through soil or other similar substances.

Special Abilities:

Senses: Arcona have weak long distance vision (add +10 to the difficulty level of all tasks involving vision at distances greater than 15 meters), but excellent close range senses (add +1D to all *Perception* skills involving heat, smell or movement when within 15 meters).

Thick Hide: Arcona have tough, armored hides that add +1D to *Strength* when resisting physical damage. (This bonus does not apply to damage caused by energy or laser weapons.)

Talons: Arcona have sharp talons which add +1D to *climbing*, *Strength* (when determining damage in combat during *brawling* attacks), or *digging*.

Salt Weakness: Arcona are easily addicted to salt. If an Arcona consumes salt, it must make a Very Difficult *willpower* roll not to become addicted. Salt addicts require 25 grams of salt per day, or they will suffer -1D to all actions.

Move: 8/10

Size: 1.7-2 meters tall

Notes

Gamemaster Notes: Arcona can be used in almost any location or situation, and their presence in the background of a scene can be very useful for projecting the feeling that the galaxy is strange, but nonetheless familiar.

Personality Notes: Arcona males tend to be more responsible and wiser than the females, who comprise a slight majority in the number of salt-addicts. Non-addict Arcona males will expend massive amounts of energy to prevent the importation of salt into Cona or any off-world Arconan communities. Addicts, on the other hand, will go to any length for a few grams of salt.

Individual Arcona, especially those who may have lost their families, will have a tendency to develop familial feelings towards individuals — including non-Arcona — to whom they are not related.

Suggested Skills: Arcona are eligible to possess any available skill.

Barabel

Appearance and Biology: The Barabel are vicious, bipedal reptiloids with horny, black scales of keratin covering their bodies from head to tail, and needle-like teeth, often reaching lengths of five centimeters or more, filling their huge mouths.

The Barabel evolved as hunters and are well-adapted to finding prey and killing it on their nocturnal world. Their slit-pupilled eyes collect electromagnetic radiation ranging from infrared to yellow, allowing them to use Barab I's radiant heat to see in the same manner most animals use light. (However, the Barabel cannot see any light in the green, blue, or violet range.) The black scales serving as their outer layer of skin are insulated by a layer of fat, so that, as the night is drawing to a close, the Barabel retain their ambient heat for a few hours longer than other species, allowing them to remain active as their prey becomes lethargic. Their long, needle-like teeth (which fold up toward the roof of the mouth when a Barabel closes its jaws) are well suited to catching and killing tough-skinned prey.

On the defensive side, the Barabels' scales are composed of a sturdy, protein-based keratin, providing them with a natural body armor resistant to punctures and blows — including low power energy bolts.

Temperament: The Barabel are extremely loyal to their mates and their parents, and they have been known to show genuine affection towards their young, but, apart from this limited group, all other beings are met with aggression. However, unlike other certain other species (see "Altarians: Avogwi," and "Charon," also in this volume), the Barabel are able to temper their aggression with intelligence. They understand that cooperation is often necessary to achieving a goal, and are highly efficient at cooperative actions, making them valuable additions to any organized military unit (see "Barabel in the Galaxy").

History and Culture: The Barabel inhabit Barab I, a dark, humid world in close orbit around the red dwarf Barab. Because of Barab I's proximity (less than 125 million kilometers) to its star, the planet is bathed in intense ultraviolet, gamma, and infrared radiation during its 60 hour long day. During the day, all the free water on the

surface evaporates, leaving Barab a humid and hazy world.

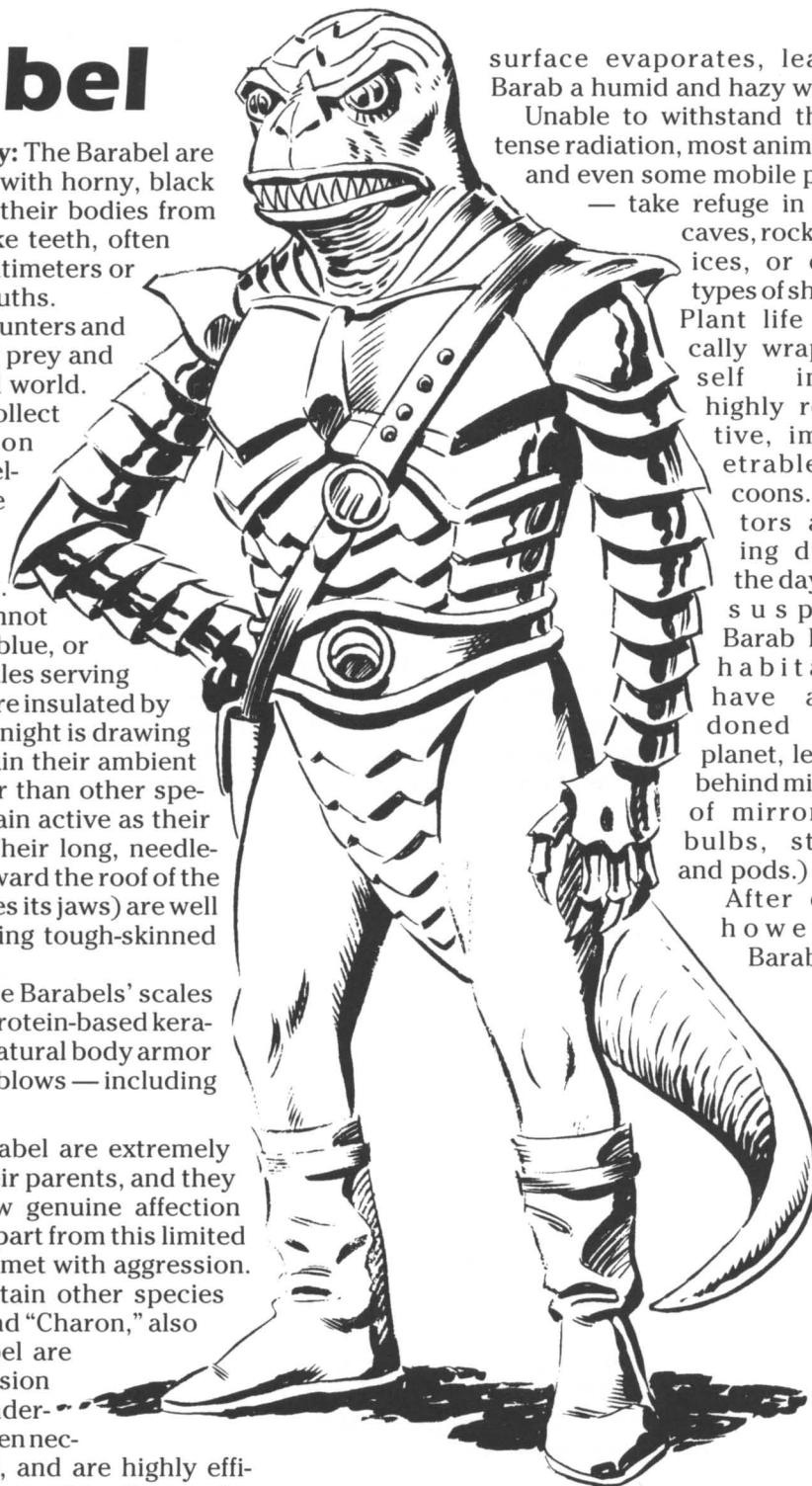
Unable to withstand the intense radiation, most animals — and even some mobile plants

— take refuge in deep caves, rock crevices, or other types of shelter. Plant life typically wraps itself inside highly reflective, impenetrable cocoons. (Visitors arriving during the day may suspect Barab I's inhabitants have abandoned the planet, leaving behind millions of mirror-like bulbs, stalks, and pods.)

After dark, however, Barab I be-

comes a different world. During the day, Barab I's rocky land has absorbed tremendous amounts of heat from its nearby sun; at night, it radiates this heat back into space. As soon as the sun goes down, the plants open their reflective cocoons and spread out a carpet of dark leaves. These leaves capture some of the heat being radiated back into space, converting it to chemical energy the same way most plants photosynthesize light.

A few minutes after the plants open up, the



animals crawl out of their protective burrows to begin feeding. Their variety is as endless as one might expect (though it should be mentioned that all animal life on Barab I is cold-blooded). Swarms of insects strip whole fields of plants down to reflective shells, and great lumbering herbivores rip plants, roots and all, from the rocky soil. Behind these follow the carnivores, wading through insect hordes and sucking them up by the thousands, or chasing down slow moving prey and devouring it in messy, prolonged feasts.

This cycle of life continues for approximately 40 standard hours, when the water burned off during the day begins to condense and return to the planet in the form of rain. By the time the downpour truly begins, the surface has cooled off to the point that most of Barab I's cold-blooded inhabitants are growing lethargic. They return to their shelters to take refuge from the rain and the intense radiation that will follow.

Barab I and the Barabels were discovered by an Imperially chartered corporation, Planetary Safaris. Planetary Safaris, as the name implies, specializes in organizing hunting expeditions to exotic worlds. After one of the company scouts discovered Barab I 20 standard years ago, Planetary Safaris began running regular hunting trips to the planet — the quarry being the Barabel themselves — ignoring and actively suppressing evidence that Barabel are intelligent.

Eventually, the Barabel, who are by nature solitary creatures, realized the magnitude of the threat to their species. The Barabel hunter Shaka-ka, a brilliant tactician, organized her fellow Barabel into armies which soon began overwhelming and destroying the Planetary Safari ships and expeditions which landed on Barab I.

Word of the slaughter of the hunting parties on Barab I soon reached the sector governor, Paro Lanto. Under the Dangerous Species Act, Governor Lanto sent a Star Destroyer to Barab I to investigate.

Captain Alater was dispatched from the Star Destroyer and discovered the true nature of the Barabel and the deceptions of Planetary Safaris. Following his report, Governor Lanto saw to it that Barab I was admitted to the Empire and its sentiments given the full protection of Imperial Law.

To mark the entrance of the Barabel into the Empire, Shaka-ka founded a permanent city, *Alater-ka*, and built a spaceport. Alater-ka remains the only city on Barab I, and it consists of nothing more than an interlinked network of caverns surrounding the spaceport.

Barab I is still far from what one would call a tame world, and it does not seem unlikely that the vast majority of Barabel have never heard of Planetary Safaris Inc., Alater-ka, or the Empire —

and would not care if they had. Aside from Shaka-ka's spaceport (which was probably built only for the purpose of collecting the resources needed to pay Imperial taxes), there is no indication that the Barabel intend to create a "civilization" at all. The vast majority of the Barabel prefer to live their lives as they always have, moving their family groups through the caves and jungles, following the wanderings of their prey.

It is interesting to note that Planetary Safaris' discovery of Barab I may not have been the first time the planet was visited by galactic citizens. The Barabel have a legend which claims that, many generations ago, the population of Barab I was divided into two opposing camps (the source of the disagreement surrounded the rights of access to certain choice hunting grounds) and these groups were preparing to battle. This battle would have resulted in the deaths of many, if not all, of the Barabel, but it was averted by the fortuitous arrival of a small group of Jedi Knights. These Jedi Knights resolved the conflict, bringing peace to Barab I and instilling in the Barabel a deep respect for the ways of the Jedi. While there is no way of confirming these events, there is no denying that the Barabel knew of the Jedi long before Planetary Safaris arrived on their planet.

Technology Level: None, although the Barabel have the capabilities to construct simple tools, they have no interest in this.

Trade and Technology: Although Alater-ka's facilities are crude, and its prices are outrageously expensive, the city's tourist accommodations and hunting lodges do not lack for customers.

The Barabel are not the only ferocious creatures on Barab I, and Shaka-ka has worked out an agreement with Planetary Safaris to run expeditions in pursuit of game as dangerous as the Barabel. Of course, instead of serving as prey, the Barabel now often act as porters and guides.

Barabel in the Galaxy: Spice smugglers, Rebels, and other criminals occasionally use Barab I as an emergency refuge (despite the dangers inherent in landing in the uncivilized areas of the planet), and it sees a steady traffic of sport hunters, but, otherwise, Barab I rarely receives visitors, and the Barabel are not widely known throughout the galaxy.

Barabel are not interested in bringing technology to their homeworld (and, in fact, have resisted it, preferring to keep their home pristine, both for themselves and the pleasure hunters that provide most of the planet's income), but they have no difficulty in adapting to technology and can be found throughout the galaxy, working as bounty hunters, trackers, and organized into

extremely efficient mercenary units.

■ Barabel

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/2D+1
MECHANICAL 1D/3D
PERCEPTION 1D+1/4D+2
STRENGTH 3D/5D
TECHNICAL 1D/2D+1

Special Abilities:

Natural Body Armor: The black scales of the Barabel act as armor, providing a +2D bonus against physical attacks, and a +1D bonus against energy attacks.

Radiation Resistance: Because of the proximity of their homeworld to its sun, the Barabel have evolved a natural resistance to most forms of radiation. They receive a +2D bonus when defending against the effects of radiation.

Vision: Barabels can see infrared radiation, giving them the ability to see in complete darkness, provided there are heat differentials in the environment.

Story Factors:

Jedi Respect: Barabels have a deep respect for Jedi Knights, even though they have little aptitude for sensing the Force. They will almost always yield to the commands of a Jedi Knight (or a being that represents itself believably as a Jedi). Naturally, they are enemies of the enemies of Jedi (or those who impersonate Jedi).

Reputation: Barabels are reputed to be fierce warriors and great hunters, and they are often feared. Those who know

of them almost always steer clear of them.

Move: 11/14

Size: 1.9-2.2 meters tall

Notes

Gamemaster Notes: Barabels are simple beings who would greatly prefer that they be able to lead simple lives. If they are forced into complicated situations, they prefer to let others make the tactical decisions, so they will almost never be found as leaders, but they are very successful soldiers and attendants.

Personality Notes: Barabel are pragmatic, impatient, and independent. They will kill if given reason, but are just as reasonable about allowing defeated enemies to live. Once a chain of command has been established, they are extremely willing to follow orders and work within a group, but, if absolutely necessary, they are not shy about challenging their leaders.

Suggested Skills: Barabel can learn whatever skills are necessary for their existence once they leave Barab I, but they prefer to concentrate on the physical skills (*Dexterity*, *Perception*, and *Strength* skills).

Bilars

Appearance and Biology: Standing a meter tall and being more or less bipedal, Bilars are often considered the cutest aliens in the galaxy — or the most grotesque. Their bodies are completely hairless and covered with pink, wrinkled skin. A pair of round ears sits atop the spherical head, and two dark eyes hang beneath the delicate brows. In the center of the face, a black wet nose protrudes from a short muzzle, and, beneath this, the thin lips are turned upward in a constant grin. Compared to their bodies, Bilars' arms are long and gangling, so by tilting their torsos slightly forward, Bilars can change their method of locomotion from walking on two feet to scurrying on four.

Temperament: Bilars are very inquisitive beings with extremely limited aggressive instincts and little experience with deprivation.

History and Culture: Bilars are found on Mima II, a small, tropical world orbiting the orange sun Lar. Mima II has a relatively fast rotation (15 standard hours) and a short year (103 standard days). Due to Mima II's proximity to Lar, Lar's gravitational influence draws the planet's tectonic plates over its molten core in much the same way a standard planet's moon draws tides across its oceans. As Mima II orbits its star, the

plates are pulled in different directions, constantly raising new mountain ranges, forming new land masses, opening new seas, creating new volcanoes, and so forth.

All of this geologic activity has released an abundance of carbon, hydrogen, oxygen, and many of the other building blocks of life. These, combined with the intense electromagnetic radiation from Lar, have produced a world that literally teems with life.

Great jungles of yellow, blue, and even green plants tower hundreds of meters above the ground, creating a biosphere with dozens of distinct levels. Hanging vines and clinging lianas cascade down the steep slopes of Mima II's youthful mountains. Where the oceans are too deep for plants to root, buoyant carpets of yellow moss blanket the surface.

Amazingly, the kings of Mima II's jungles are the Bilars — pink-skinned primates equally at home scurrying through the dense brush or swinging by their gangling arms through the jungle canopy. Bilars are timid vegetarians whose primary defense is to flee. If the enemy approaches on the ground, the Bilars climb into the trees; if the enemy is swinging through the trees, the Bilars drop to the ground. (Bilars have even been known to jump into raging rivers to escape riams,

vicious flying serpents that can swallow Bilars whole). Their ears, which are quite sensitive in the infra- and ultra-sonic wavelengths, can be rotated like sensor arrays to listen simultaneously in different directions, and their large black eyes are well adapted to vision in the murky, jungle environment, gathering and utilizing a large portion of the available light (including infrared wavelengths).

As useful as these adaptations are, though, they would hardly allow a species to dominate its environment, so the source of the Bilars' success can lie only in their social natures. In order to survive, Bilars learned early to eat and sleep in groups so that they would have more eyes and ears to watch and listen for enemies. This behavior quickly became encoded into their genes, and it was not long before Bilars born within a few days of each other developed special affinities and became lifelong members of defensive communities.

Within a few generations, the Bilar reproductive cycle adjusted itself to maximize each individual's chance of bonding with as many other Bilars as possible, with most Bilars being conceived and born within a few hours of one or more other Bilars. In time, individuals born within a few minutes of each other began to develop mindlinks that allowed them to share thoughts and combine their intelligences into group minds called *claqas*. (The exact process is still not understood completely, but it seems to involve pheromones, physical contact, and an unexplained ability to read the thoughts of other group members.)

The effects of this strange intelligence are incredible. Normally, a single Bilar (now a rare occurrence) is about as intelligent as a rodent. When two Bilars bind, they are twice as smart, somewhere in the neighborhood of domesticated

canines or equines. Three Bilars are twice as smart again, having the intelligence of low primates. Claqas of four Bilars achieve what is normally considered sentience; they are able to think abstractly and utilize tools, and seven Bilar claqas (not as rare as one might think) are geniuses by the standards of any species in the galaxy. There is even a recorded case of a 10-unit claq — who became an interplanetary con-artist named Unni Yerudi and, at one time, owned several clubs on Cloud City and eventually became the richest being in its sector (claqas are referred to as individuals, no matter how many are in the claq).

Although not genetically identical, Bilars within a claq are normally indistinguishable from each other, except by members of the claq, and this contributes to the impression that individuals members of a claq have no identity outside of the claq.

This type of communal intelligence is not without its drawbacks. The death of an individual Bilar will trigger depression or even catatonia in the remaining members of the claq, often resulting in the death of the entire claq.

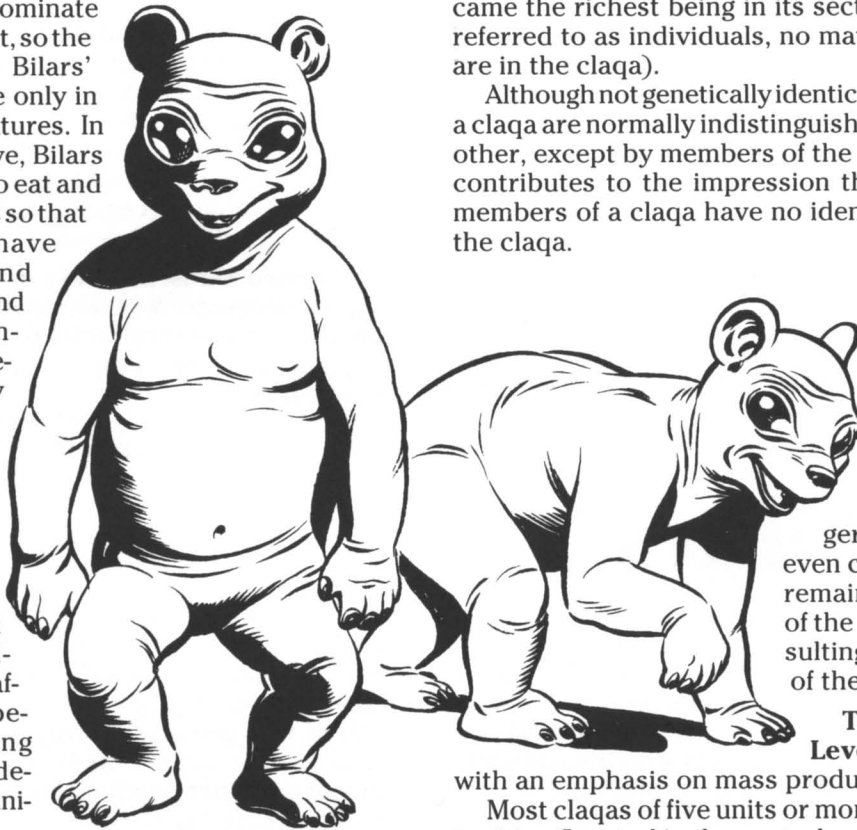
Technology Level: Pre-atomic

with an emphasis on mass production.

Most claqas of five units or more prefer to live in cities (located in the central portions of Mima II's tectonic plates in order to minimize damage from plate movement and collision). They have established a sophisticated technological society in a short time, no doubt due to the fact that Bilars expend little effort preparing or harvesting food. Mima II is so rich in plant life that even in large cities, all hungry Bilars need to do is go to a park, climb a tree, and pick something to eat.

Trade and Technology: Unfortunately for Bilars, most merchants avoid commerce with Mima II. Given the unpredictable nature of the Bilar personality, the bargaining advantage of their claqas, and the fact that Mima II has nothing to offer that cannot be found elsewhere, merchants simply prefer to do business where they stand a chance of turning a larger profit.

Bilars in the Galaxy: Bilars are not common in the galaxy, primarily because they cannot afford



to leave the planet (there being little on Mima II which is of value in exchange for space transport).

However, some of the larger claqas (most notably Unni Yerudi), have devised means by which they are capable of leaving the planet. Even in these cases, though, it is rare that a claq remains away from Mima II for an extended length of time, considering the ease of life on Mima II (especially as compared to the difficulties of life in the greater galaxy).

■ Bilars

Attribute Dice: 4D (distributed between *Dexterity* and *Strength*) plus claq dice

DEXTERITY 2D/4D

KNOWLEDGE *

MECHANICAL *

PERCEPTION *

STRENGTH 1D/3D

TECHNICAL *

* See *Group Mind* special ability.

Special Abilities:

Group Mind: The group mind of the claq only functions when every member can view at least one other member. When claqas are separated, the mental abilities of the Bilar decrease accordingly.

The abilities of the group mind depend upon the size of the claq. The "Attribute Dice" is the total number of dice that must be split among the four mental attributes, while the "Attribute Maximum" is the maximum possible for any of those four attributes.

Number In Claq	Attribute Dice	Attribute Maximum
1	0	0D
2	4 pips	+2
3	4D	1D
4	8D	2D
5	10D	3D
6	12D	4D
7	16D	5D
8	18D	5D
9	20D	6D
10	24D	7D

Intimidation: Individual beings find the group mind of the Bilar to be intimidating, so claqas receive a +1D bonus to opposed *Perception* tasks when their opponent is an individual and the claq is collected together.

Hearing: The Bilars can hear a wider range of wavelengths than can most species, giving them a +1D bonus to *Perception* tasks involving hearing.

Infrared Sight: The vision of the Bilars ranges from infrared to yellow, giving them a +1D bonus to visual *Perception* tasks performed in full to near darkness, and a -1D penalty to visual *Perception* tasks performed in full light.

Story Factors:

Group Mind: Other beings are often intimidated by the group mind of the Bilar, resulting in a wide range of reactions, ranging from simple discrimination to extreme hatred. Also, if a single member of a claq is killed, the entire group mind loses twice the dice for that loss until the claq can make a Very Difficult *willpower* roll (one roll per day is allowed).

Move: 5/7 (walking); 10/12 (swinging through vines)

Size: 1 meter tall

Notes

Gamemaster Notes: The vast majority of the Bilar on Mima II will be dull and uninteresting beings who have little concept of desire or ambition, but the larger claqas encountered beyond Mima II will be highly intelligent and are likely to have achieved significant power.

These groups could appear in an adventure as con-artists or minor crime lords, or they could be working in any profession that requires teamwork, such as a musical group, a theater group, or an acrobatic troupe. Rumors of Bilar assassins and slicers are also based in fact.

Note: Given the complexities of the group personality, it is suggested that players not be allowed to play Bilar characters. But, if they are, the player should control a group mind of no more than five Bilars.

Personality Notes: Bilars are generally fun-loving and carefree, willing to give anything a try. Although they understand the concept of danger, it never stops them from doing what they want.

Since all their needs are met when they are on Mima II, they have little experience with deprivation and disappointment, and can be very petty when met with those events, often acting like spoiled children.

Their dependency on the group minds has been extended, philosophically, to include all members of the species in a single "overmind" almost entirely negating the possibility of violence between different claqas (though this does not necessarily encompass non-Bilar sentients).

Suggested Skills: Bilar on Mima II are not likely to have any combat or starship skills, but Bilar encountered beyond the planet may possess any available skill.

Bith

Appearance and Biology: The Bith are highly evolved humanoids with enlarged craniums. They have large, lidless eyes with black irises that are almost as large as the eye itself and make it appear as if the Bith lack pupils in their ocular organs. Their noses recede, and baggy epidermal folds hang beneath their eyes, covering their faces down to the lower jawline, and nearly concealing their small, oval-shaped mouths.

It is difficult to guess the type of species from which the Bith are descended, because they have advanced so far along the evolutionary track that their bodies no longer contain even the slightest evidence of their original ancestry. As one might guess, their oversized heads are indicative of large and complex brains, far evolved beyond the galactic average. The regions controlling abstract skills such as language, music, art, scientific reasoning, mathematics, mechanical aptitude, and so forth are extremely large and well-developed, while the areas controlling aggression, reproduction, fear, and other instinctual behavior are small and atrophied, reflecting the fact that the Bith have lived in a highly organized society for so long they have nearly lost the ability to function on animalistic levels.

The Bith have five-fingered hands, with the thumb and small finger being fully opposable, and the dexterity of their hands is, no doubt, a reflection of the importance of tools to creatures who rely upon technology for their every need.

Their large eyes have also adapted to a technological lifestyle, being capable of focusing upon tiny details, such as microcircuitry, for long periods. In addition, the Bith lack eyelids because they have evolved past the need for sleep; their huge brains, which always have an abundant supply of oxygen, are seldom strained to the point of exhaustion.

One of the most interesting aspects of Bith physiology is the Bith respiratory system. The tiny nose located between their eyes is useful only as a respiratory intake passage. After inhalation, the air drawn into the single lung is transferred directly to the bloodstream. Waste gases are passed from the center of the body outward, then expelled directly through the skin — but only after every last useful molecule has been scavenged from the air.

Because of this peculiar respiratory pattern, the Bith sense of smell is not located in the nose. Instead, the epidermal folds beneath the eyes are lined with pheroreceptors that constantly trap and analyze air molecules, sending a constant stream of chemical analysis information to the powerful Bith brain.

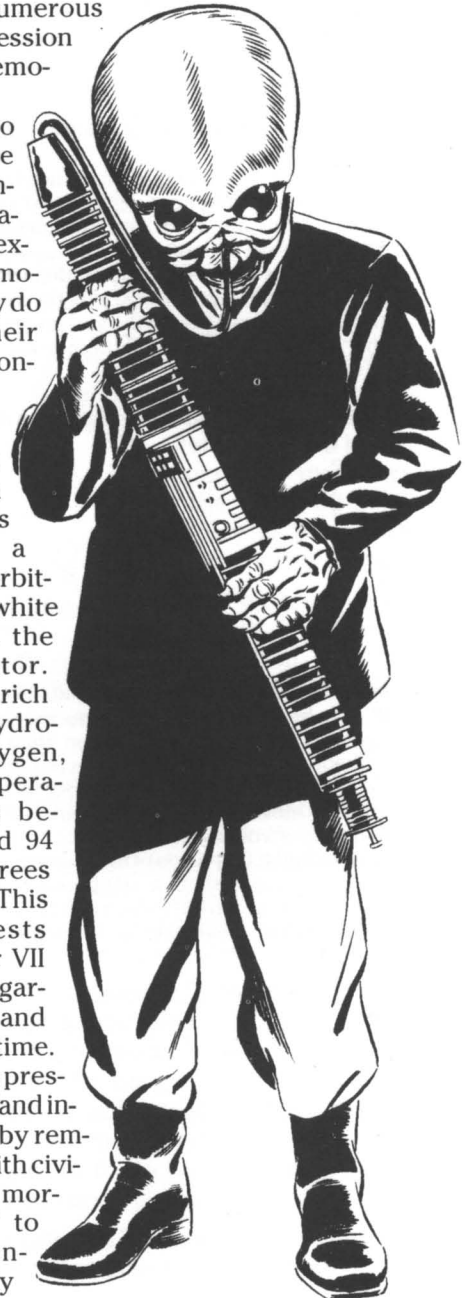
Temperament: Because of the recent biochemical catastrophe that devastated the environment of Clak'dor VII (see "History and Culture"), the majority, if not all, of the Bith residing on their homeworld have an extremely passive nature. They are almost unfailingly polite, and will go to great lengths to avoid causing offense. More than anything else, they fear anger and hostility, knowing that the expressions of these emotions could lead to the ultimate destruction of their species.

This, however, is not true of the Bith that are to be found in the greater galaxy. These beings are often energized by their residences on worlds that are full of vibrant life, and, with this energy, have found numerous means of expression for all their emotions.

This is not to say that these Bith are not intellectual creatures. They express their emotions, but they do not allow their emotions to control them.

History and Culture:

The Bith homeworld is Clak'dor VII, a small planet orbiting the large white star Colu in the Mayagil Sector. Clak'dor VII is rich in carbon, hydrogen and oxygen, and its temperature hovers between 68 and 94 standard degrees year round. This data suggests that Clak'dor VII should be a garden world — and it was, at one time. However, it is presently a wasteland inhabited only by remnants of the Bith civilization — a morbid "tribute" to the Bith tendency to rely



on technology. To understand how Clak'dor VII was nearly destroyed, one must understand the evolution of the Bith species.

There can be little doubt that the Bith are completely adapted to social life. Their lack of aggressive instinct is a reflection of their mastery over the environment and their confidence in the security they have attained within their society.

Perhaps mating provides the clearest example of their complete reliance upon technological organization. For the Bith, reproduction is entirely a matter of rational selection. Each prospective parent takes a DNA sample to a Computer Mating Service (CMS). The CMS then analyzes the sample and compares it to samples presented by members of the opposite sex. From these comparisons, CMS develops a series of computer models (called child-patterns, or CPs) projecting the outcome of a union between the customer and a dozen suitable mates.

After examining the CPs, prospective parents rank each CP according to their preferences, and a meeting is then arranged between clients who have ranked the same CPs in approximately, if not exactly, the same order. At this meeting, the prospective parents, or their agents, go through a lengthy set of negotiations concerning how many offspring the parents will create and how many offspring each parent will receive. (The problem of the liability for imperfect children never arises, because Bith procreative technology has progressed to the point of eliminating birth defects.)

Once an agreement is reached, the parents send the necessary cells to a Reproduction Center for fertilization and incubation. A year later, the appropriate children are delivered to each parent.

As peculiar as this method of reproduction may seem, Bith society is not unique in its capability to conceive artificially. What makes Bith society unique is its absolute reliance upon these techniques; the Bith not only prefer the certainty and convenience of breeding done through the Reproduction Center, they are, apparently, unable to reproduce any other way.

Bith reliance on technology has nearly been their undoing. Several generations ago, a conflict arose between two Bith cities, Nozho and Weogar, concerning the patent rights to a new stardrive. In accordance with the laws of their society, the two cities submitted their claims to a neutral arbitrator.

However, an agent from Nozho uncovered some compromising information about the arbitrator and blackmailed him. Subsequently, Weogar's mayor learned of the blackmail and refused to honor the arbitrator's decision, and soon both cities were producing the stardrive,

resulting in severe trade competition and the first Bith war in nearly a million years.

Unfortunately, when sophisticated technology such as that available to the Bith is involved, wars are almost always of a genocidal level. Nozho launched a chemical attack against Weogar, wiping out 90 percent of the city's population and guaranteeing that the Weogar industries would no longer be capable of producing stardrives. In retaliation, Weogar unleashed against Nozho a biological agent that altered the basic DNA structure of anything it contacted. The unforeseen result was a planet-wide wave of evolutionary degeneration and mutation that turned their garden world into a monster-filled wasteland.

The surviving, untainted Bith were forced to construct and retreat into hermetically sealed domes, where they live to this day, afraid to venture onto the surface of their own planet.

Politics: The leaders of Bith society are chosen by a series of computer programs that analyze each citizen's ancestry, intellectual capabilities, and current activities. As the controllers of society, these individuals are extremely powerful, although they are prevented, by a complex bureaucracy, from using this power for their own benefit.

The Bith government has worked steadfastly to advance the ideals and goals of the Empire, providing support for the computer programming needs of the military and assisting in the review of the designs of all new Imperial equipment.

Technology: Bith technology is highly advanced, and has been so for millions of years, but it has long ceased to be innovative, having reached a level beyond which the Bith cannot progress.

The irony of this is that, having lost most of their manufacturing capabilities as a result of the bio-chemical wars, the Bith are now dependent on the technologies of others. (The fabled Bith "supercomputers" of years ago are no more.)

The Bith are no longer able to produce the goods that they depend on, nor are they able to produce goods for exports, and, since the natural resources of Clak'dor VII have long since been exhausted, the Bith have no choice but to export the only resource of value that remains in their possession — their intellects.

Bith are employed by many institutions to analyze data, to create and maintain computer programs, and to refine the designs of stardrives. Having lost the resources to construct objects, they have become the premiere beings for the creation of ideas.

Bith in the Galaxy: Many Bith are employed throughout the galaxy, by both Imperial enter-

prises and private corporations, in occupations requiring extremely powerful intellectual abilities. These Bith retain much of the pacifism and predictability for which the species is known, dedicating themselves to the task at hand, and, presumably, deriving great satisfaction from the task itself. Unfortunately, it is also true that many Bith who are deprived of the structure afforded by a large institution or regimented occupation are often drawn to the more unsavory aspects of galactic life, schooling themselves in the arts of thievery and deception.

■ Bith

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D/6D
MECHANICAL 2D/5D
PERCEPTION 2D/5D
STRENGTH 1D/2D
TECHNICAL 2D/5D

Special Abilities:

Vision: Bith have the ability to focus on microscopic objects, giving them a +1D to *Perception* skills involving objects less than 30 centimeters away. However, as a consequence of this, the Bith have become extremely myopic. They suffer a penalty of -1D for any visual-based action more than 20 meters away and cannot see more than 40 meters under any circumstances.

Scent: Biths have well-developed senses of smell, giving them +1D to all *Perception* skills when pertaining to actions and people within three meters.

Manual Dexterity: Although the Bith have low overall *Dexterity* scores, they do gain +1D to the performance of fine motor skills — picking pockets, surgery, fine tool operation, etc. — but not to gross motor skills such as *blaster and dodge*.

Move: 5/8

Size: 1.5-1.75 meters tall

Notes

Gamemaster Notes: While many Bith will be the benevolent pacifists that would be expected of such an intellectual species, a large proportion of them will use their naturally high *Knowledge* and manual *Dexterity* to take advantage of less gifted beings, working as con-artists, pickpockets, and gamblers.

Bith would be appropriate participants in almost any adventure, either as enemies or allies.

Personality Notes: Bith tend to be introverted and quiet and most will have an undercurrent of depression in their personality, due to the catastrophic history of their homeworld.

Suggested Skills: Any skill would be appropriate for a Bith, although Bith on Clak'dor VII would be unlikely to possess any combat skills.

Brubbs

Appearance and Biology: Strong, sturdy, and resilient, Brubbs are bipedal reptiloids with pitted, knobby hides that can range from dusty yellow to grayish green, depending upon the dominant color of their surroundings. Their faces are vaguely humanoid, with bony brows, a flat, triangular nose, and a narrow, frowning mouth. Many males have a tuft, or tufts, of coarse black hair growing out of the back of their heads.

Although they have vestigial ears, Brubbs are nearly deaf, as the only thing to hear on Baros is the howling wind. Transparent membranes protect their eyes from blowing sand and dust when opened, and, if necessary, their narrow eye-slits can be completely covered by eyelids every bit as tough as the hide covering the rest of their bodies.

The Brubb's flat, triangular nose is useful only for respiration. Their sense of smell is confined to the forked tongue that occasionally darts and flickers from between their thin lips.

Temperament: The Brubbs are extremely social creatures and enjoy all types of social interactions. Almost all of a Brubb's leisure time will be taken up by social engagements, ranging from intimate dinners to huge dance festivals.

History and Culture: Brubbs come from Baros,

a large world orbiting the blue star Bari. Baros is typical of most galactic standard planets, save for its unusually large size and heavy gravity (equivalent to 2.9 standard gravities).

Baros is a dry, arid world of dust and rock. Though solar radiation is plentiful, organic nutrients are not, so plant life is sparse and meager. The Brubbs originally evolved as herbivorous lizards feeding upon the planet's most common form of vegetation, the prickly avabush. In order to defend themselves from *cags* — vicious, predatory marsupials — the Brubbs developed a dense, tough hide and the ability to change color to match the surrounding rock. (This defense mechanism works so well that it is nearly impossible to detect a motionless Brubb in a rocky environment.)

Early in their evolutionary history, the Brubbs began using their forelimbs to remove the dagger-like needles of the prickly avabush, enabling them to reach its tender fruits. Soon these limbs developed into hands, and the Brubbs began using simple tools, progressing quickly to full sentient intelligence.

Because of the great biological investment involved in the procreation of intelligent creatures, Brubb females lay only a single egg each Barosian year (567 standard days), and each

female selects her mate with great care, carefully examining the length and number of his hair braids before inviting him to a fertilization dance.

Under normal condition, the male and female remain with the nest to protect the egg. However, occasionally, a male will engage in a fertilization dance with more than one female, an activity which results in females who are forced to protect their eggs by themselves. Having to guard an egg alone bears such a stigma of disgrace that it is often considered a legitimate excuse for the deserted female to murder the philandering male.

Brubb civilization is centered around the *habas*, communities of 10-10,000 individuals. After an egg hatches, the parents separate, and the hatchling becomes a ward of the haba until it matures. All children are considered property of the haba, and every adult takes responsibility for rearing each child. When the children mature, they are traded to another haba for an equal number of children, thus avoiding the likelihood of inbreeding and also guaranteeing a homogeneous population. As an additional advantage, this regular fostering prevents much warring between habas.

In modern Brubb civilization, each haba dedicates itself to a specific function: avabush cultivation, manufacturing, mining, vacation resorts and so forth.

There is a special sort of haba dedicated to the pursuit of knowledge. Unlike normal habas, these "universities" do not maintain their populations by trading children. Instead, each of the other habas is allowed to propose a small number of candidates for admission to a university haba. If, after careful examination, a candidate is deemed worthy of admission, the university accepts it as a life-long member. The haba that proposed the candidate is then obligated to provide the university with an allowance for the candidate's living expenses for the rest of its life.

Usually, such allowances are quite generous, for it is a great honor to have a candidate accepted to a university. In return, the candidate is expected to pass on knowledge that might be useful to his home haba. As a result, the more Brubbs supported in a university by a haba, the more knowledge and technological advantage that haba has.

It was through one of these university habas that Baros came to the Empire's attention. Postulating that their planet was not the only civilized world in the galaxy, a group of astronomers began beaming coded messages into space. One of these messages was picked up by a cargo freighter and reported to the sector Moff, who dispatched a light cruiser to investigate its origin.

Politics: Habas are generally governed by a

council of the 10 oldest Brubbs. Because of the stress of "egging," females usually die at a younger age than males, so most habas are in fact governed by males. In many of the larger habas, females have organized to protest this form of discrimination, demanding that the composition of the council be changed to the five eldest males and the five eldest females. As yet, however, they have not been able to garner the necessary political clout to enforce their demands.

The latest strategy employed by the females may prove more effective. In the interests of prolonging their lives, an increasing number of females are refusing to egg (with the assistance of smuggled drugs that suppress their genetic drives). Aside from contributing to the tension between the sexes, this strategy is resulting in a decline of hatchlings that threatens to leave the habas short of children for trading.

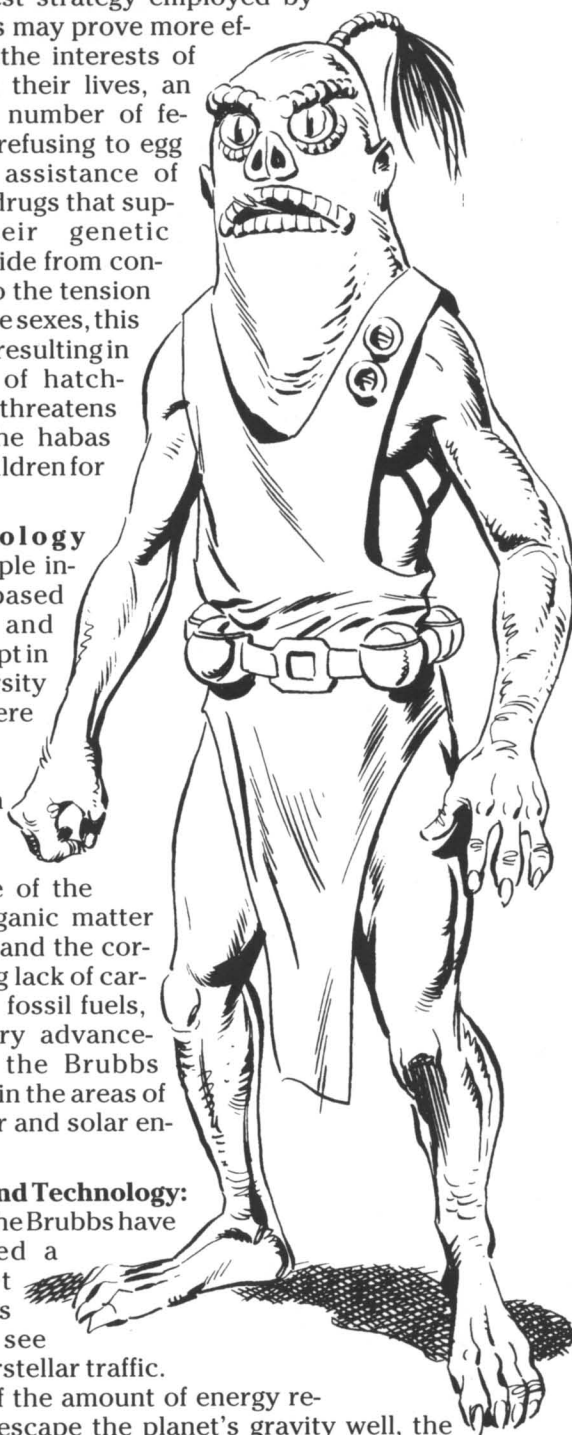
Technology

Level: Simple industrial, based on stone and glass, except in the university habas, where some Brubbs approach galactic standard.

Because of the lack of organic matter on Brubb, and the corresponding lack of carbon based fossil fuels, the primary advancements of the Brubbs have been in the areas of windpower and solar energy.

Trade and Technology:

Although the Brubbs have established a spaceport haba, Baros does not see much interstellar traffic. Because of the amount of energy required to escape the planet's gravity well, the



Brubbs have not been able to find a commodity of sufficient value to lure traders to their home.

The one exception to this is the Brubbs themselves. Because of their strength (the product of their evolution on a high-gravity world) and their concomitant tenacity, they make excellent guards and mercenaries — even though they are expensive to recruit. The famous underworld figure, Jabba the Hutt, is reputed to have hired several Brubbs to serve as guards aboard his sail barge.

The Brubbs are doing all that they can in order to increase the amount of interstellar trade in which their planet is involved, devoting an entire university haba to the question, and providing monetary support for Brubbs who wish to enter into the field of interstellar trade.

Brubbs in the Galaxy: Though Brubbs encountered in the galaxy are usually employed in some sort of physical labor, their unique appearance and chameleonic coloration, has created a demand for the Brubbs as “ornamental” beings, prized not so much for their abilities, as for their very presence. These Brubbs can be found on the richer core worlds, acting as retainers and companions to the wealthy.

■ Brubbs

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 2D/4D
PERCEPTION 1D/3D
STRENGTH 3D/5D

TECHNICAL 1D/3D

Special Abilities:

Natural Body Armor: The thick hide of the Brubb provides a +2D bonus against physical attacks, but provides no resistance to energy attacks.

Color Change: The skin of the Brubb changes color in an attempt to match that of the surroundings. These colors can range from yellow to greenish grey. Add +1D to any *sneak* attempts made by a Brubb in front of these backgrounds.

Move: 7/10

Size: 1.5-1.7 meters tall

Notes

Gamemaster Notes: Brubbs can fill a number of the less intellectual roles in an adventure, but, even when dealing with their enemies, they will attempt to turn every situation into a social gathering.

Generally, they are friendly and loyal. Despite their physical power, they try to avoid physical confrontations if at all possible — though they will follow the orders of a considerate employer almost without question.

Personality Notes: Brubbs are social creatures who enjoy good company. On their homeworld, they treat visitors as honored guests, and the only demand they make is that the visitor regale them with stories of his exploits off-world. Many of the more reserved species find the extreme friendliness of the Brubbs to be annoying.

Suggested Skills: Most Brubbs encountered in the galaxy will specialize in *Strength* and related skills.

Chadra-Fan

Appearance and Biology: The typical Chadra-Fan is a small, quick-witted humanoid with a flat face, large, flappable ears, two dark, round eyes and a flattened circular nose.

The Chadra-Fan's body is roughly a meter tall. Dense, gleaming fur covers it from head to toe, excluding the oversized hands and feet. Chadra-Fan walk erect, but with their long, thick fingers and agile toes, climbing is a natural skill.

Chadra-Fan have seven senses. Five resemble those of most humanoids: sight (ranging up to the ultraviolet level, however), touch, taste, hearing and smell. In addition, they have two other means of interpreting their surroundings: infrared sight and an advanced chemoreceptive smell. These last two senses, combined with keen hearing, help make the night on Chad come "alive" to a Chadra-Fan.

Chadra-Fan do not have overt physical sexual characteristics; visual stimuli play only a small role in relations between males and females. Instead, they communicate their desires by releasing chemical hormones. Some of these hormones are involuntarily released, producing a natural "aura" that Chadra-Fan use to display and distinguish sexual attractiveness, as well as family lineage. Many of these pheromones, however, are released at will to send a message of arousal, repulsion, anger, or fear. The message can be complex — and even confused when voluntary and involuntary messages conflict.

Not surprisingly, smell is of utmost importance to a Chadra-Fan. The Chadra-Fan nose has four nostrils. The outer pair detects water-soluble odors as do the noses of most other species, but the inner nostrils contain more specialized chemoreceptors.

Using this sense, the Chadra-Fan can also detect subtle chemical changes in several other intelligent species, and, when combined with their infrared sight, this affords them an uncanny ability to judge and even predict the true intentions of other species.

Temperament: Chadra-Fan are earnest in only one thing: the pursuit of pleasure. Otherwise, they tend to be flighty and have short attention spans. They have no faith in permanence, as they have seen how easily the sea can destroy all that they can build, so they are greatly concerned with their day-to-day existence, but less concerned with long term goals.

Because of the violent nature of the seas of Chad, the Chadra-Fan have an extreme fear of death by water, and the threat of drowning will cause most members of the species to go into shock. (This accounts for the seeming paradox

that, despite coming from a watery world, the Chadra-Fan tend to gravitate toward the drier worlds of the galaxy.)

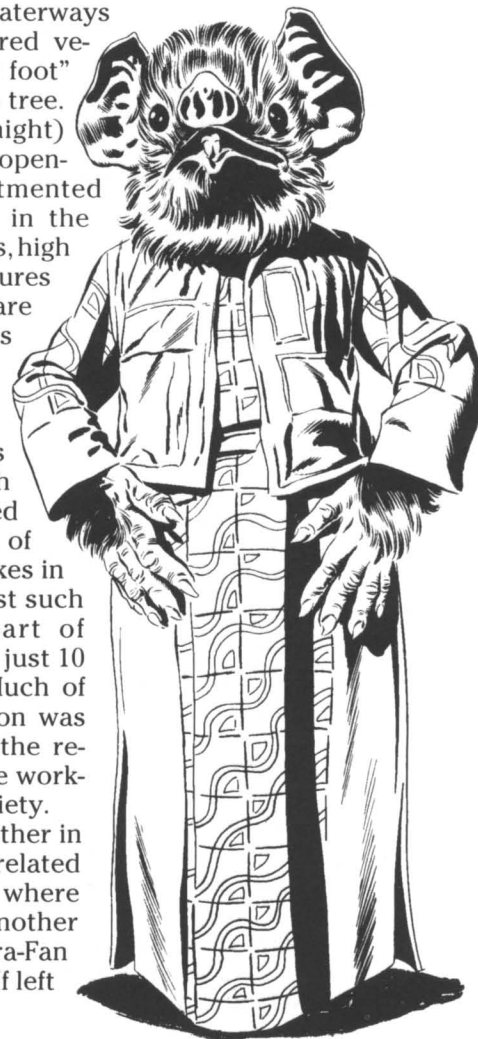
History and Culture: Chadra-Fan inhabit Chad, the fourth and only populated planet circling the blue-white star of the same name. Chad's rays warm the planet's surface to an average of 89 standard degrees, though readings as low as 20 and as high as 122 standard degrees have been recorded. The planet has almost no axial tilt, which allows the climate to stay fairly uniform with little seasonal change. Water covers three quarters of the planet's surface. Of the remaining quarter, only the narrow mountains might actually be considered dry.

Nine small moons cross the planet's vivid turquoise skies. Like conductors in a celestial orchestra, the moons lead a gentle, pulsing system of tides, creating a vast, "breathing" world laced with bayou, marsh, and bog.

The bayou is the Chadra-Fan's habitat. They make themselves at home in the area from the spongy hills of the red gum-tree forests to the endless waterways below towering, long-haired cyperill trees. They are most active at dawn and dusk, riding the waterways in odd methane-powered vehicles or traveling "on foot" by leaping from tree to tree. At midday (and midnight) they sleep in swaying, open-walled, multi-compartmented structures suspended in the branches of the cyperills, high above the water. (Structures of a more solid nature are futile, since hurricanes born far out at sea can strike the bayou with little notice.)

Chadra-Fan legends tell of at least five "death waves" in their recorded history — great walls of water spawned by quakes in the ocean floor. The last such wave struck the heart of Chadra-Fan civilization just 10 standard years ago. Much of the primitive civilization was destroyed, and today the remaining Chadra-Fan are working to rebuild their society.

Chadra-Fan live together in large clans, so closely related that it is difficult to say where one family begins and another ends. In fact, the Chadra-Fan cannot abide solitude. If left



alone for any length of time, a Chadra-Fan often dies. These creatures rarely travel by themselves, even outside their home system.

Children form the center of the Chadra-Fan community; they are adored and cared for by all. A Chadra-Fan child leaves its clan only to marry (a bond which lasts until death). The married pair resides with and bears children for the clan that currently has the fewest infants.

To an untrained ear, Chadra-Fan speech is little more than squeaking. Yet, the language is a complex system, using pitch, rhythm and duration of tone. Keen hearing is a must; tone-deaf Chadra-Fan are essentially deaf-mutes.

The Chadra-Fan's metabolic furnace burns at a rapid rate, and their mental and physical activity levels are correspondingly high. Consequently, they seldom have a sense of satisfaction lasting for any length of time. Each waking hour seems devoted to seeking food, water, or some form of entertainment. "Entertainment" usually means tinkering. Chad is rich in methane fuels, which the Chadra-Fan use to power all manner of strange contraptions (most of them useless). Sleep for the Chadra-Fan — snatched in brief naps at noon and midnight — rarely lasts more than two or three hours.

Chadra-Fan grow to full height in five standard years, reach sexual maturity at 15 standard years, and seldom live longer than 40 standard years. Their high metabolism helps them adapt easily to other environments, provided the atmosphere contains sufficient amounts of methane. The species is basically omnivorous, with one feeding habit of note: methyl alcohol is the drink of choice, as water would be to many other species.

Politics: Chadra-Fan have no designated leaders, instead, the most capable leader for the immediate task steps forward and takes control, then willingly relinquishes control when the task changes and another, more capable candidate is presented.

Technology Level: Pre-industrial. The Chadra-Fan are capable of mass production of goods, but they are not interested in this concept, preferring to construct all items by hand and according to a unique design.

Trade and Technology: Despite the fact that all goods manufactured by the Chadra-Fan can be more easily and cheaply produced elsewhere, Chadra-Fan technology is still highly prized by certain segments of the galaxy, having two factors which raise it above most other items.

One, each piece is unique. In many ways, the Chadra-Fan technology is more like art and, because of this, it is often valued whether it performs its designated function or not.

Two, each piece is made by a dedicated worker. When a piece of Chadra-Fan technology does

perform its designated function, it usually does so extremely well.

Chadra-Fan in the Galaxy: Chadra-Fan can be found in limited numbers throughout the galaxy, primarily working in technological research and development. In these positions, the Chadra-Fan design and construct items which may, or may not work. Any items which work are then analyzed and reproduced by a team of beings which possess more reliable technological skills.

Occasionally, a Chadra-Fan is able to secure a position as a starship mechanic or engineer, but allowing a Chadra-Fan to work in these capacities usually results in disaster.

■ Chadra-Fan

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 2D+1/4D+1

PERCEPTION 2D/5D

STRENGTH 1D/2D+1

TECHNICAL 2D/4D

Special Abilities:

Sight: The Chadra-Fan have the ability to see in the infrared and ultraviolet ranges, allowing them to see in all conditions short of absolute darkness.

Smell: The Chadra-Fan have extremely sensitive smelling which gives them a +2D bonus to their *search* skill.

Story Factors:

Tinkerers: Any mechanical device left within reach of a Chadra-Fan has the potential to be disassembled and then reconstructed. However, it is not likely that the reconstructed device will have the same function as the original. Most droids will develop a pathological fear of Chadra-Fan.

Move: 5/7

Size: 1 meter tall

Notes

Gamemaster Notes: Chadra-Fan can be used in any situation that requires an innocent troublemaker. They tend to have good natures, but their self-centeredness will often cause them to overlook the misdeeds of their companions. As a result, many Chadra-Fan in the galaxy will be considered criminals because of the company that they keep.

Personality Notes: The primary motivation of the Chadra-Fan is fun, and they will enter into any course of action, if they have been assured that they will find it pleasurable.

Chadra-Fan love tinkering with technological items — which usually means taking them apart and putting them back together in strange variations that cause bizarre malfunctions.

In general, Chadra-Fan are extremely exuberant and have such good natures that they like almost every being that they encounter.

Suggested Skills: Chadra-Fan will specialize in *Technical* skills. They might also develop high *sneak* skills so they can tinker unobserved.

Charon

Appearance and Biology: Resembling a biological cross between arachnids and humanoids, Charon are thin, multi-limbed sentients. They have mandibular chelicerae on the sides of their small mouths and bulging, slit-pupilled eyes.

Like true arachnids, Charon can spin sticky silk strands and form webs that serve to trap victims and to provide latticework structures that allow the Charon to climb from place to place.

Temperament: Although there is little information regarding the psychology of the Charon, it appears that they express no emotion save for the desire to destroy all life. In fact, they believe that it is their destiny to send living beings to the *Void of Death* (see "History and Culture"), and that the free will other beings seem to possess is a blasphemy.

History and Culture: The Charon come from a dimension known as *Otherspace*, a region

beyond the confines of this galaxy. It is in this dimension that the Charon's homeworld is slowly being dragged into a huge black hole.

Beyond this small piece of information, the nature of the Charon's home planet remains a mystery. Being close to a black hole, however, the planet is probably a cold, dark place, for the gravity of black holes is so great that even light is pulled into them.

The black hole has certainly affected the culture of the Charon. In the face of the imminent destruction of their entire planetary system, a death cult has risen to explain the apparent futility of existence. The premise of the cult is this: the Void is the way of the universe, and, eventually, everything will return to it. However, life seeks to triumph over the Void, refusing to acknowledge its primacy. Therefore, life must be destroyed.

The followers of the Charon death cult, then, believe it is their responsibility to help life along on the unavoidable journey to the Void.

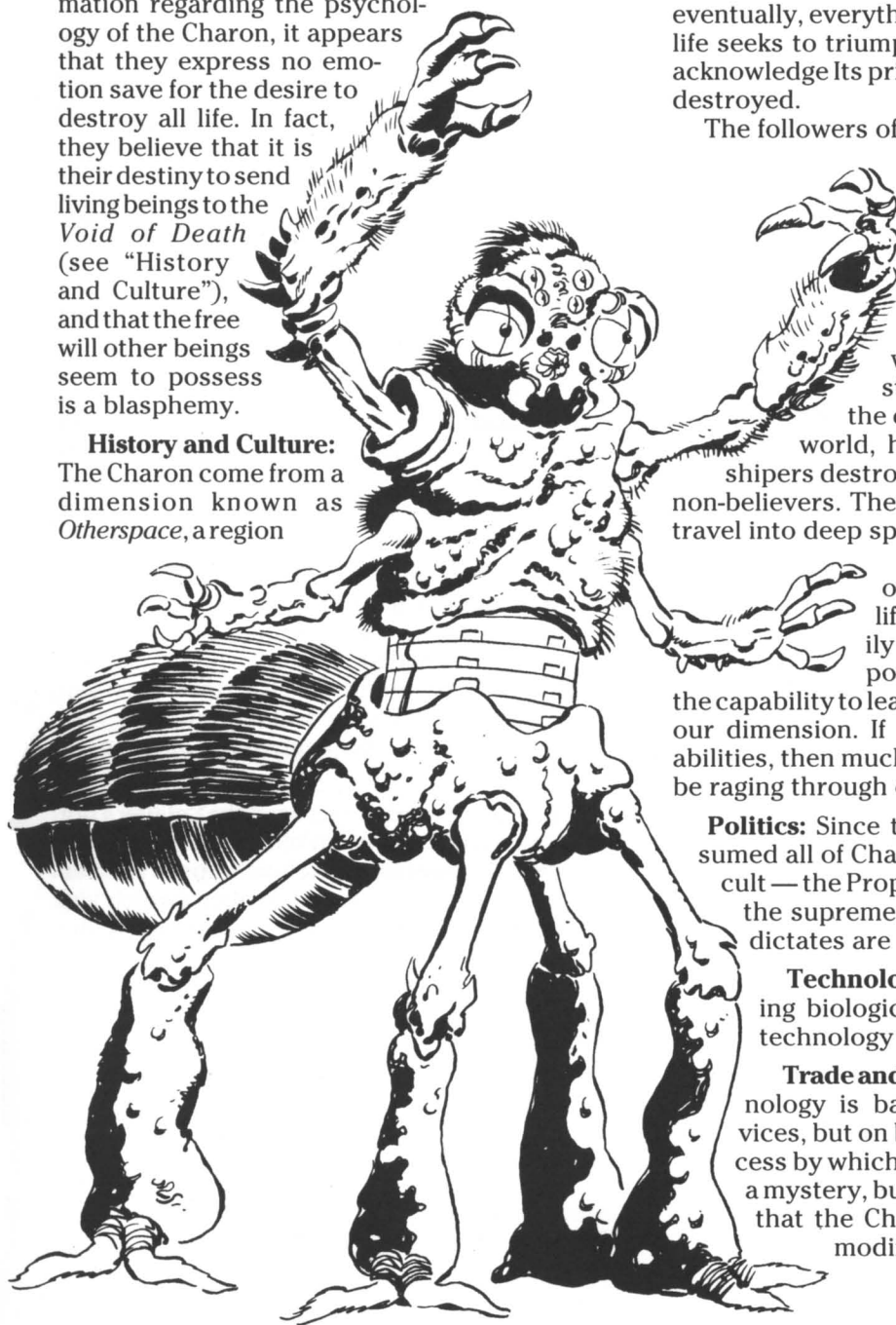
Ironically, shortly after the death cult became influential on the Charon homeworld, they developed a stardrive. Instead of utilizing the drive to escape their doomed world, however, Charon death worshipers destroyed their home planet and all non-believers. Then, they used the stardrive to travel into deep space.

The Charon spread throughout their galaxy and eradicated life wherever they found it. Luckily for our galaxy, the Charon possess neither hyperdrive or the capability to leave their galaxy and journey to our dimension. If they ever did develop such abilities, then much more than a civil war would be raging through our galaxy.

Politics: Since the Void death cult has consumed all of Charon society, the leader of the cult — the Prophet of the Void — is, in effect, the supreme leader of all Charon, and its dictates are followed unquestioningly.

Technology Level: Capable of producing biological analogues for all modern technology except hyperdrive systems.

Trade and Technology: All Charon technology is based not on mechanical devices, but on biological *constructs*. The process by which the constructs are created is a mystery, but the most likely possibility is that the Charon bioscientists surgically modify living beings in order to



create an organic machine that will meet their needs, although it is conceivable that the constructs are genetically engineered (or possibly a combination of the two methods is used). As a result of this, Charon technology is somewhat unsettling to behold, appearing as a mix between living beings and mechanical devices.

The Charon can, presumably, create many items of technology from living creatures, including bio-computers, organic energy weapons, and living starships.

It has been said that these constructs, while intrinsically living creatures, are totally devoid of all personality and free will. In addition, the development of new technologies has been stagnated by the lack of new genetic material in Otherspace.

Charon in the Galaxy: It is to be assumed that there are no Charon outside of Otherspace, although there have been reports of unexplained phenomena occurring in several of the outer systems, and these phenomena could be explained as being the actions of the Charon.

Although Otherspace and the Charon are of little interest to most beings in this galaxy, it has been reported that the Charon see this galaxy as a source of two important resources: beings to send to the Void, and fresh genetic material which can be integrated into their constructs.

Note to Lord Vader: *I must admit to never having seen a Charon in person, so this entry is speculation and rumor at best. The information was obtained from a drunken trader in a run-down cantina on Duron. (I have put in a chit for reimbursement for the bribe and the cost of the drinks.) Having such a dubious origin, it may very well be entirely fictitious. However, the looks in the eyes of the companions of the drunken trader led me to believe that he was revealing something better left hidden. And since those companions (descriptions to follow under separate cover) had the air of being sympathizers of the Rebel Alliance, my curiosity and Imperial zeal became further piqued.*

Consequently, I decided to include this report on the Charon and let you decide its truth and worth.

— Obo Rin

■ Charon Bioscientist

Attribute Dice: 16D
DEXTERITY 1D/3D
KNOWLEDGE 3D/5D
MECHANICAL 1D/3D
PERCEPTION 3D/5D
STRENGTH 2D/4D
TECHNICAL 3D/5D

■ Charon Warrior

Attribute Dice: 16D
DEXTERITY 3D/5D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 3D/5D
STRENGTH 3D/5D
TECHNICAL 1D/3D

Note: The following applies to both races.

Special Abilities:

Spinnerets: The Charon possess spinnerets which allow them to produce sticky silk fibers in which they can trap their opponents (web *Strength* 3D).

Claws: The two larger of the Charon's four arms end in heavy claws which are capable of doing STR+1D+2 damage.

Story Factors:

Void Death Cult: The Charon pursue death with a religious fervor and consider all living beings — including themselves — to be aberrations and will stop at nothing to bring them nearer to death.

Move: 10/12

Size: 2-2.5 meters tall (Warriors will fall in the larger end of the range.)

Notes

Gamemaster Notes: Charon are not common adversaries. They should only be used in situations that are supposed to be truly terrifying. The appearance of a Charon should be a singular event, one that will be remembered forever.

Personality Notes: Charon are nothing more than intelligent killing machines, but they are very intelligent, very evil — and very powerful.

Charon are divided into at least two classes, these being bioscientists and warriors. Bioscientists are more intelligent and fervent than warriors, who tend to be aggressive and single-minded.

Note: It is strongly suggested that players not be allowed to play Charon characters. The Charon are too powerful (which will upset the balance of the game), and are too alien (which will prevent the player from effectively taking the role of the alien).

Columi

Appearance and Biology: The Columi are highly evolved bipeds with huge cranial cavities. Typically, Columi are 1.75 meters tall, carrying at least a third of this height in their hairless, noseless heads. They have immense black eyes that lack eyelids, and throbbing, worm-like veins line their temples.

As a corollary to their mental evolution, the physiques of the Columi have deteriorated. Their arms and legs are boneless appendages that cannot support their own weight — even in the low gravity of Columus, and their bodies function merely as repositories for their lungs, hearts, and other indispensable organs, with the evolutionary trend being that these vital organs are drawing up into the cranial cavity.

Temperament: The devotion of the Columi to mental pursuits has caused them to develop an extreme distaste for any type of physical activity. They believe that there is no dignity in any activity save thought, and look down on those species who participate in physical labors.

To save themselves from the indignities of movement, the Columi have developed an elaborate technology which they control through radio waves generated in their minds. Machines, both simple mechanical devices, and, more recently, sophisticated droids, have been designed and constructed (the construction being accomplished by other machines, no less), to attend to every need of the Columi. Actual movement of a Columi individual, when it is necessary, is accomplished with the assistance of a repulsorlift chair.

History and Culture: The homeworld of the Columi is Columus, a small world, with an extremely low gravity.

The planet is geologically stable and void of the features produced by geologic activity — there are no mountain ranges, rifts, or depression basins on its surface. In addition, like many low-gravity planets, Columus has a low atmospheric pressure.

The net result is that Columus is a flat, muddy planet with weak winds of insignificant erosional force. Without erosion to wear away the rock, Columus has developed only a shallow soil layer. Water sinks into this shallow layer and penetrates no farther, because the bedrock beneath the soil has few cracks in its monolithic structure.

Despite this limitation of soil depth, the flora of Columus developed into as many varieties as on other worlds. The larger plants and trees, instead of developing deeply anchored root sys-

tems, sent their roots horizontally through the soil, often covering wide areas and providing a solid support structure.

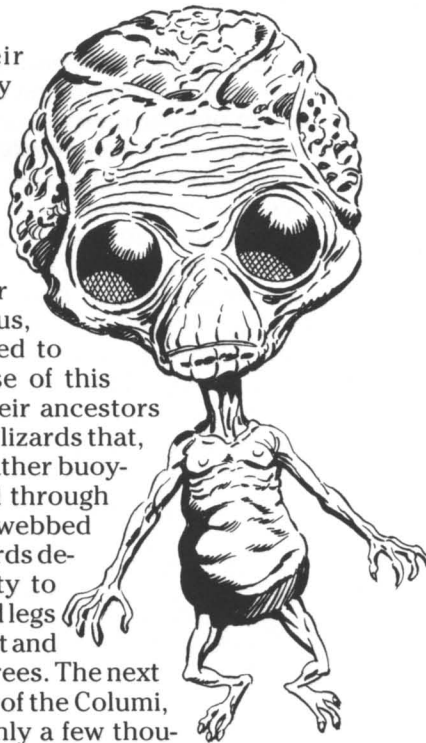
Like most other animals on Columus, the Columi evolved to make the best use of this muddy world. Their ancestors were herbivorous lizards that, with the aid of a rather buoyant belly, crawled through the marsh on four webbed feet. Soon, the lizards developed the ability to stand on their hind legs in order to pull fruit and leaves out of the trees. The next evolutionary step of the Columi, which followed only a few thousand years after their learning to walk semi-erect, was the laying of their eggs in the trees to better protect them from predators. Following that development, the Columi began living almost entirely in the trees, developing hands in place of claws and evolving a prehensile tail in place of the heavy caudal appendage that they had dragged around as quadrupeds.

It was only a matter of centuries before they learned to use tools, and began a rapid series of evolutionary developments — losing their tails and gaining a bipedal stance — that led towards true sentience.

Eventually, the Columi learned to mine metals and other raw materials from the bedrock, and they started building cities that rose high above the tree and mud, supported on great pylons.

Over the next few thousand years, Columi technology advanced as rapidly as had their evolution. They were one of the first species to develop interstellar travel, and the first to send scouts out to explore the far corners of the galaxy.

What the Columi found was terribly disappointing to their hopes of finding a species with which they could share the galaxy. Because the Columi were one of the earliest species to develop a complex civilization, they found nothing but barbarians (or barbarian precursors) on the planets they visited. In addition, the Columi, who had never been a hardy species, found the gravity on most other worlds prohibitive. They soon gave up interstellar travel and remained on their home planet, content to improve, in isolation, their society and their bodies.



The Columi spent the next millennia devoting themselves to meditation, science, and the improvement of their minds.

Eventually, the species evolved into the Columi of the present day, highly specialized organisms in which the brain — which now has four cerebrums and over 100 lobes (each dedicated to an independent function) — is 10 times larger than any other organ in their body.

In fact, the only organs (aside from their brains) which are becoming more, instead of less, important are their eyes. The eyes, serving as the only contact between the Columi's highly evolved brain and their world, have become much more than photoreceptors. In addition to seeing all wavelengths in the electromagnetic spectrum, the Columi can "hear" through their eyes by detecting and analyzing the frequency of sound and radio waves.

However, the eyes do not compensate completely for the lack of other organs. Columi have no sense of taste or smell, and only a vague sense of touch.

Unfortunately for the Columi, their isolation did not continue forever. Other species developed civilization, technology, and, eventually, interstellar travel, so it was inevitable that the day would come when an Imperial scout would land on Columus and offer the peaceful and immobile Columi the protection of the Empire.

Politics: The Columi rule their homeworld through a participatory democracy. Each individual is invested with a full voting share equal to that of every other individual. However, as is to be expected, the decision making process of the Columi government is not designed for the impatient. The Columi themselves have recorded instances of policy discussions continuing for more than 20 standard years.

One decision which the Columi reached quite expediently was that of their alignment with the Empire. After the discovery of Columi by an Imperial scout, only a few local days passed before the resolution to enter the Empire was approved. Since that time, many of their greatest thinkers have joined the ranks of the Imperial administration, offering their intellects for the greater glory of the Empire.

Unfortunately, it must also be noted that a number of the Columi have taken up with some of the more disreputable factions of society, peddling their gifts to the traitors of the Rebel Alliance, leaders of organized crime, and other unsavory beings.

Technology Level: High industrial, powered by atomic fusion and dependent on automated factories.

Trade and Technology: The technology of the

Columi is much like that of the rest of the galaxy, only there is much more of it. Because of the inadequacies of the Columi physique, even the simplest tasks cannot be accomplished without mechanical assistance.

However, because of the specialized nature of Columi technology and the automated factories which produce it, very few of their products are of interest to the galactic market, so despite the interest of the Columi in importing galactic goods (especially droids) and materials to their planet, very little trade occurs.

Columi in the Galaxy: Columi are seldom found "out in the open." They are special beings who operate behind the scenes, regardless of *what* they are doing. Actually meeting a Columi is an unusual event.

■ Columi

Attribute Dice: 12D

DEXTERITY 0D/1D

KNOWLEDGE 3D/7D

MECHANICAL 2D/4D

PERCEPTION 2D/5D

STRENGTH 0D/1D

TECHNICAL 2D/5D

Special Abilities:

Radio Wave Generation: The Columi are capable of generating radio frequencies with their minds, allowing them to silently communicate with their droids and automated machinery, provided that the Columi has a clear sight line to its target.

Story Factors:

Droid Use: Almost every Columi encountered will have a retinue of simple droids it can use to perform tasks for it. Often, the only way these droids will function is by direct mental order (meaning only the Columi can activate them).

Move: 0/1

Size: 1-1.75 meters tall

Notes

Gamemaster Notes: Columi will almost invariably be leaders or lieutenants of some type (military, criminal, political, or corporate) or scholars. In any case, they will be dependent on their assistants to perform the actual work for them (and they greatly prefer to have droids and other mechanicals as their assistants).

Columi are extremely fearful of all organic life except other Columi, and will rarely be encountered by accident, preferring to remain in their offices and homes and forcing interested parties to come to them.

Personality Notes: The concept of physical exertion is repulsive to the Columi, and they look down on all other species as inferior beings. Despite this, Columi are secretly terrified of the feral natures of primitive species, and will do anything to avoid a physical confrontation.

Columi also have a tendency towards agoraphobia, disliking large open spaces, and generally feel uncomfortable whenever they are in

unfamiliar locations.

The Columi despise the Empire, but they also fear the consequences of aligning themselves with the Rebellion. Many Columi serve the Empire merely because they are allowed to maintain their isolation — as long as they do their jobs, everyone leaves them alone.

Suggested Skills: Columi can learn any *Knowledge*, *Perception*, or *Technical* skills, but, in order to perform a *Technical* skill task, there must be another character present with whom the Columi can combine actions (since the Columi's ability to manipulate objects is limited).

Defel

Appearance and Biology: Defel, sometimes referred to as "Wraiths," appear to be nothing more than bipedal shadows with reddish eyes and long white fangs. In ultraviolet light, however, it becomes clear that Defel possess stocky, furred bodies ranging in color from brilliant yellow to crystalline azure. They have long, triple-jointed fingers ending in vicious, yellow claws; protruding, lime-green snouts; and orange, gill-like slits at the base of their jawlines. Defel stand 1.3 meters in height, and average 1.2 meters in width at the shoulder.

Temperament: Defel are tough, independent beings who stand by their word. A Defel that makes a promise will do everything it can to keep that promise, and will have nothing to do with a being that has broken a promise.

This is because, despite the fact that Defel are naturally individualistic, Defel society is based on cooperation. Without the cooperative efforts of all Defel, the species would not survive its difficult life on Af'El, so to the Defel, cooperation and the dependability of a being to keep its word are survival instincts, and any being that cannot honor its word has no need to survive.

History and Culture: The Defel inhabit Af'El, a large, high gravity world orbiting the ultraviolet supergiant Ka'Dedus. Because of the unusual chemistry of its thick atmosphere, Af'El has no ozone layer, and ultraviolet light passes freely to the surface of the planet, while other gases in the atmosphere block out all other wavelengths of light.

Because of this, life on Af'El responds visually only to light in the ultraviolet range, making the Defel, like all animals on their planet, completely blind to any other wavelengths. An interesting side effect of this is that Defel simply absorb other



wavelengths of light, giving them the appearance of shadows.

The Defel are by necessity a communal species, sharing their resources equally and depending on one another for support and protection.

Technology Level: The Defel have developed a high level of technology based on metal. Though they stopped short of air and space travel, the alloys developed by the Defel are among the strongest in the galaxy.

Defel live in well-maintained, underground cities, made necessary by the ravages of the terrible storms spawned by Af'El's thick atmosphere. Because of this, the Defel are excellent miners and metallurgists, but have never developed agriculture.

Trade and Technology: Because of the tremendous velocity needed to escape from the gravity well of Af'El, the planet is seldom visited. However, as it is the only known source of naturally occurring *meleenium* (trace amounts of which are used in durasteel and its associated alloys), Vulca Minerals, a mining corporation, does send a freighter to the planet once each standard year, exchanging a large shipment of fresh foodstuffs for a significantly smaller amount of meleenium.

Defel in the Galaxy: Since, on most planets in the galaxy, the ultraviolet wavelengths are overpowered by the longer wavelengths of "visible" light, Defel are effectively blind on unless on Af'El, so, when travelling beyond Af'El, they are forced to wear special visors have been developed to block out the longer wavelengths of light.

Like all beings of singular appearance, Defel are often recruited from their planet by other beings with specific needs. They make very effective bodyguards, not only because of their size and strength, but because of their terrifying appearance, and they also find employment as spies, assassins and thieves, using their natural abilities to hide themselves in the shadows.

■ Defel

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 2D/4D
STRENGTH 3D/4D+1
TECHNICAL 1D/3D

Special Skills:

Dexterity Skills:

Blind Fighting: Time to use: one round. Defel can use this skill instead of their *brawling* or *melee combat* skills when deprived of their sight visors or otherwise rendered blind. *Blind fighting* teaches the Defel to use its senses of smell and hearing to overcome any blindness penalties.

Special Abilities:

Invisibility: Defel receive a +3D bonus when using the *sneak* skill.

Claws: The claws of the Defel can inflict *Strength* +2D damage.

Light Blind: Defel eyes can only detect ultraviolet light, and the presence of any other light effectively blinds the Defel. Defel can wear special sight visors which block out all other light waves, allowing them to see, but if a Defel loses its visor, the difficulty of any task involving sight is increased by one level.

Story Factors:

Reputation: Defels are considered to be a myth by most of the galaxy — therefore, when they are encountered, they are often thought to be supernatural beings. Most Defel in the galaxy enjoy taking advantage of this perception.

Overconfidence: Most Defel are comfortable knowing that, if they wish to hide, no one will be able to spot them. They often ignore surveillance equipment and characters who might have special perception abilities when they should not.

Move: 10/13

Size: 1.1-1.5 meters tall

Notes

Gamemaster Notes: In many ways, the Defel personality will be similar to that of the Wookiee, the primary exception being that Defel are more independent (lacking the devotion to family and friends that characterizes the Wookiees). This is not to say that the Defel are not honorable, but where the Wookiee often bonds to individual beings, the Defel focusses on the task to which it has committed itself.

For example, if a Wookiee and a Defel agree to help a character rescue a prisoner of the Empire, nothing short of death will stop either from completing the task. However, once the task is completed, the Wookiee is likely to stay close to the character and the prisoner to ensure that they stay out of trouble, while the Defel will go on its own way.

Personality Notes: Defel are independent almost to the point of stubbornness, but they are honorable and very proud.

Suggested Skills: Despite the fact that Defel on Af'El will have little knowledge of the galaxy, they are able to learn all skills except those concerning space travel (although they will often learn these skills after leaving the planet).

Devaronian

Appearance and Biology: The Devaronians are mammalian bipeds. The males of the species have completely hairless, red-tinted skin, with a pair of dark horns growing from their heads, while the females are covered with a mat of thick fur ranging in color from white to brown, and they are hornless. In addition, the teeth of the males are all incisors, but females also have molars and prominent canines.

Temperament: The personalities of the two Devaronian sexes are quite different. Devaronian males are extremely interesting beings, leading exciting lives that are full of action and adventure, but they are not dependable or trustworthy.

Devaronian females, though, are extremely dependable and trustworthy, but they are not very interesting, and often allow their responsibilities to consume them.

If you need something done in a flamboyant manner and you can convince a male to do it, it will be done; if you need dependable, reliable service, a female is your only choice.

History and Culture: The Devaronians inhabit Devaron, a temperate world covered by low mountain ranges, deep valleys, and shallow lakes interconnected by thousands of navigable rivers.

They are descended from a species of horned, mountain-dwelling primates that used their horns as a defensive weapon against birds of prey. It is unclear why Devaronian males have retained these horns through so many evolutionary stages, though it may be related to their mating habits, since the males are inordinately proud of their horns, taking great care to wax and polish them.

Devaronian females prefer life in the mountains, where they live in comfortable homes and raise their young in the large villages that are the industrial centers of Devaron. Consequently, females are the ones who are responsible for all of the productive aspects of Devaronian economy.

Devaronian males, however, suffer from wanderlust, and are drawn to the planet's myriad

rivers as traders, merchants, and fishermen. This nearly constant separation of male and female seems to be an adaptation to the basic incompatibility of the Devaronian sexes. It appears that the females are not only content to raise their young and remain alone for long periods of time, but that they actually prefer having their males elsewhere most of the time.

Given the wanderlust of Devaronian males, it only seems natural that they were one of the first species to develop stardrives. Since then, they have become adept galactic traders and explorers, and can be found in spaceports and aboard freighters throughout the galaxy. Once a Devaronian leaves his planet for the stars, he rarely — if ever — returns, preferring instead to take his pleasure from traveling and meeting new beings. Few Devaronian females leave Devaron, except under employment contracts.

Politics: Devaron is governed by a loosely organized participatory democracy controlled by the females, who would not allow the males to participate even if they were interested. It is very organized and it is built around stability and strength — the males are “allowed for” rather than considered part of the society.

Technology Level: Hyperspace (although droids are not common).

Trade and Technology: Devaron is a subsistence planet — that is, it produces enough to support itself, but has no useful surplus for export. It does, however, have a constant flow of income in the form of support payments which are sent by the males to their mates.

Strangely, the wandering males are usually very conscientious about sending money home regularly.

This income allows the Devaronian females to import whatever goods they desire. In fact, several manufacturers use Devaron as a test market for new goods. So, despite the galactic opinion of Devaronian females as being angry and unpleasant, it is obvious that they are living a comfortable life on their planet.

Devaronians in the Galaxy: Male Devaronians have been in the galaxy for thousands of years and are common sights in almost every space-



port. They have been known to take almost any sort of employment, but, in all cases, these professions are temporary, because the true calling of the Devaronian is to travel.

Female Devaronians, however, rarely leave their homeworld, preferring to have the comforts of the galaxy brought to them. As a result, statistics for female Devaronians are not given (they are not significantly different, except they do not experience wanderlust — rather, they are very home-oriented).

■ Devaronian

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D+2
PERCEPTION 2D/4D+2
STRENGTH 2D/4D
TECHNICAL 1D/3D

Story Factors:

Wanderlust: Devaronian males do not like to stay in one place for any extended period of time. Usually, the first opportunity that they get to move on, they take.

Move: 8/10

Size: 1.7-1.9 meters tall

Notes

Gamemaster Notes: Devaronians will be good

sources of information about faraway systems, but they will usually know little about local systems (since, once they have been in the area long enough to learn about it, it is time to go). Because of this, they can be used to spread rumors about the distant reaches of the galaxy. They can also be counted on to provide transportation at a moment's notice, since they are always ready to move on, and they do not need any explanations (the urge to travel being sufficient).

Personality Notes: Devaronian males are wanderers and vagrants, and are extremely self-centered, although they are not generally concerned with material wealth — as long as they have enough to enjoy themselves. Because of their lack of ties with any one location, they have little concern about politics, galactic or otherwise. Males will, however, make a concerted effort to send home money or resources regularly for the support of their families.

Suggested Skills: Devaronians can possess any available skills, although the males will specialize in *Dexterity* and *Perception* skills, while the females specialize in *Knowledge* and *Technical* skills.

Duinuogwuin

(Star Dragons)

Appearance and Biology: “Star Dragons,” or Duinuogwuin, are huge, snake-like multipeds with gossamer wings. The average size of a Star Dragon is 10 meters, but legends persist of some over 100 meters in length. They are covered with large scales that give them a reptilian appearance, yet their floppy, external ears are distinctly mammalian, their sharply keeled sternums and overdeveloped pectoral muscles are avian, and their segmented bodies are arthropodal.

Duinuogwuin have one pair of legs for every body segment, while their diaphanous wings are attached to the upper portion of each segment (the wingspan usually being one and one-half times their length). Duinuogwuin hold the body segment closest to their head erect, and the legs on this segment have evolved for use as arms and hands.

The scales on a Star Dragon's face are so fine that they resemble pebbly skin, and the irises of a Star Dragon's eyes sparkle as though covered with glitter, while the shapes of the pupils are irregular and vary according to a Dragon's moods.

The body scales of the Duinuogwuin are basi-

cally gray, but this coloration varies greatly within that tone, from dirty white to silver to pale blue or even to black.

Duinuogwuin are monosexual, every member of the species being able to produce a haploid gamete that can combine with the gamete produced by any other member. The method of gestation, however, is unknown.

Unfortunately, no Dragon has ever been dissected, as they have steadfastly declined invitations to donate their bodies to science (efforts to obtain deceased Dragon bodies through other channels have met with failure).

However, it is possible to offer some conjecture about their physiological nature. It can be easily noted that with the segmented bodies and gossamer wings of insects, the scales of reptiles, and the ears of mammals, Star Dragons are evolutionary amalgamations. Instead of evolving to meet environmental demands, as most creatures do, Star Dragons have accreted toward a desired state of physical perfection — perhaps one they have already reached, and perhaps not.

One of their most interesting adaptations is the Star Dragons' ability to fly. On any world except those with extremely low gravity, it would

prove impossible for the delicate wings of the Duinuogwuin to take the strain of lifting their huge bodies against the pull of gravity; therefore, it seems likely that their bodies conceal some organ that functions as a repulsorlift mechanism.

However, no trait better illustrates the adaptability of the Star Dragons than their ability to fly through space. In order to brave the vacuum without protective equipment, Star Dragons must also be capable of recycling or producing oxygen and water, as well as hermetically sealing their bodies against the loss of these necessities. This would explain their great adaptability, because physiologically self-sufficient creatures need hardly worry about any unpleasantness a planet's environment might present.

On occasion, Star Dragons have also been observed to exhale superheated gases capable of scorching or melting anything short of plastisteel. The ability to generate such heat suggests the Duinuogwuin have a highly unusual method of generating immense amounts of energy, possibly some sort of organic cold fusion. Such a process would account for this ability and for many other of the abilities unique to the Duinuogwuin.

Cold fusion in a biological entity is not as unlikely as it sounds, requiring only the ability to turn ordinary hydrogen into deuterium, and a gizzard made from pure palladium.

Temperament: Duinuogwuins are considered to be wise and noble, and, although these descriptions are subjective, there is no question that they are highly intelligent, and this intelligence tempers all of their actions. They are quick to action, but not rash, and they are opposed to violence, but do not shirk from punishing those they feel are deserving.

Star Dragons are secretive about their pasts, and they treat inquiries into the nature of their physiologies with polite indifference at best. Due to the cosmic nature of their contemplations,

many Duinuogwuin tend to be absent-minded and preoccupied.

It is possible that the extreme longevity of the species is a factor in the exceedingly even



disposition of the Duinuogwuin. Most representatives of the species have lived for such long lengths of time that they are no longer surprised by the actions of others.

History and Culture: The Star Dragons are so ancient a species that nobody knows the location of their homeworld except, possibly, the Duinuogwuin themselves. However, they have adapted to environments on a great variety of worlds and are often encountered where one least expects to find them. There are documented reports of Star Dragons inhabiting the dark, humid world of Barab I, the steaming, ammonia-filled jungles of Cona, and the vast pylon cities of Columus. There are even recorded and verified cases in which Star Dragons have been encountered flying through deep space, millions of kilometers from the nearest planet (hence the species name Star Dragons).

The Duinuogwuin rarely die in public, preferring to go to an uncharted planet they refer to as the "Graveyard of the Dragons." Attempts to capture or kill Star Dragons without destroying them always end in failure or death for the hunter.

A curious aspect of Star Dragon behavior is their self-imposed isolation from their own species. Although Star Dragons are gregarious creatures who enjoy interacting with other species, they make a point of never living within a sector

occupied by another Dragon.

This is certainly not because they dislike each other. On the rare occasions when two or more Star Dragons have been encountered together, they have enjoyed one another's company immensely. It is more likely that Star Dragons simply have a respect for each others' privacy and living space. There is also the possibility of a genetic flaw causing their separation.

When two Star Dragons mate, the chance is great that the offspring will be non-intelligent. Such creatures become raving monsters that the parents are, by their moral sense, obligated to destroy. (The Krayt dragons of Tatooine may be an offshoot of an unfortunate accumulation of unintelligent Duinuogwuin offspring.) Given the alternatives of a self-imposed hermitage or of being forced to hunt one's offspring, it is not surprising that the Star Dragons have chosen to avoid each other.

This assumed genetic flaw may also hide the reason why so many Star Dragons become scientists and invariably specialize in research into various energy and matter theories. If the hypothesis concerning organic cold fusion is anywhere near the truth, it seems likely that the cure for the Duinuogwuin's hereditary infirmity may lie in the realm of nuclear physics rather than in biological genetics.

Trade and Technology: Duinuogwuin have little use for technology, being able to survive using their intelligences and their multifunctional bodies. They may trade their knowledge with others for useful knowledge in return.

Duinuogwuin in the Galaxy: There are few Duinuogwuin in existence, so, though they can exist in all parts of the galaxy, it is rare that they are observed.

Most of the information in the galaxy concerning the Star Dragons is mythological. They appear in the legends of many species, usually acting as a hero, rescuing oppressed peoples from their oppressors. A common belief is that it is impossible to search for and find a Star Dragon, but, when you are in need, the Star Dragon will find you.

Certainly there are times their non-intelligent offspring will find you as well.

■ Duinuogwuin

Attribute Dice: 18D
DEXTERITY 2D/5D
KNOWLEDGE 2D/5D
MECHANICAL 1D/4D
PERCEPTION 2D/5D
STRENGTH 3D/6D
TECHNICAL 2D/4D

Special Abilities:

Flight: Duinuogwuin can fly in both space and atmosphere.

Space Survival: Duinuogwuin can survive in deep space without any artificial protection. They must make a *stamina*

roll after every full month in space, beginning at an Easy difficulty level for the first month, and increasing in difficulty by one level for each additional month. If they fail, they must go to the nearest planet with a Human-friendly atmosphere as soon as possible.

Force Skills: *Control* 2D, *sense* 2D, *alter* 1D. It is believed that one in three Duinuogwuin possess Force skills.

Force Powers: Varies by individual.

Story Factors:

Isolation: Duinuogwuin live in self-imposed isolation.

Monster: A few Duinuogwuin are true monsters. They are mindless ravening creatures who seek only to destroy.

Evil Cunning: Still other Duinuogwuin are simply "evil," and they use their intelligence to manipulate and destroy others. The Star Dragons, being a "distanced" people, also consider these beings "genetic mistakes" and "non-intelligent." In truth, they are among the most dangerous creatures in the galaxy — and the older they get, the more dangerous they are.

Move: 18/25 (walking); space: 5, atmosphere: 210; 600 kmh (flight)

Size: 10-100+ meters long

Notes

Gamemaster Notes: The Duinuogwuin are a sad and noble species given to championing lost causes. They invariably provide what aid they can to player characters pursuing worthy and difficult goals.

Star Dragons accomplish their goals in a manner that is, in many ways, similar to that by which the Hutts conduct business. They primarily work with their minds, depending on other, more mobile species to perform much of the physical work. So, like the Hutts, the Duinuogwuin will often have a large number of attendants. However, the major difference between the Hutts and the Duinuogwuin is that those who serve the Duinuogwuin do so because of respect and affection, not because of fear.

It has been suggested that the Duinuogwuin have a genetic predisposition for utilizing the Force. Modern Duinuogwuin deny the existence of such a predisposition, claiming that, if it ever existed, it died out long ago. This may be a reaction to the anti-Jedi fervor sweeping the Empire.

Note: Because of their power, it is suggested that players not be able to play Duinuogwuin characters.

Personality Notes: While most beings find themselves to be in awe of the Star Dragons, they themselves are eager to be treated as equals, and are capable of being quite friendly and entertaining. However, regardless of the personality of the Duinuogwuin, there is always the weight of intelligence and history in its eyes, an aspect of these beings that separates them from all others.

Suggested Skills: The Duinuogwuin will have extensive *Knowledge* and *Perception* skills, but will have few skills that require the manipulation of physical objects — except through the use of the Force.

Duros

Appearance and Biology: The Duros are tall, thin, blue-skinned humanoid aliens with large eyes, a slit mouth, and no nose. They evolved in the Duro star system, on a planet that so closely matches the standard, terrestrial planet favored by Humans, that Humans could have evolved on the planet as easily as the Duros did.

Temperament: Duros tend to be a calm, peaceful species (although they are quite capable of action, see "Duros in the Galaxy," below), and this aspect of the personalities enhances their acceptance in all parts of the galaxy.

As individuals, they are extraordinarily dependable workers, quiet and somewhat taciturn. In addition, they are gifted storytellers, capable of retaining the interests of extremely diverse audiences for extended lengths of time. These beings are powerfully drawn to the professions concerning star travel.

To a Duro, the pleasure is in the trip, not the destination.

History and Culture: The Duros have long been traveling the space lanes. Setting out from their planet early in galactic history, the Duros quickly established a series of space stations and docking ports throughout their star system. Soon those stations became cities in space, with Duros living equally well both on the planet and in the orbiting stations, and, eventually, emigrating almost entirely into the floating cities. Shortly after this, the Duros developed hyperdrive and began exploring the galaxy.

Meeting other early star traveling species such as the Human Corellians, the Duros began trade routes that are still in use today. While other species build better ships, few can boast of more capable pilots and navigators than those pro-

duced throughout the space cities of Duro.

When visiting the Duro star system, tourists and business people rarely ever go planetside, since the Duros homeworld is almost completely uninhabited, its surface covered by huge automated farms that produce foodstuffs for the inhabitants of the orbiting cities. Most visitors find what they are looking for in the dozens of orbiting stations, space docks, and shipyards.

Politics: The Duro star system is governed by a consortium of publicly owned starship construction corporations, and all political decisions are made by the stockholders of these companies, allowing the Duros to participate in the governing of their system by purchasing stock in these companies.

Technology Level: Hyperspace and galactic trade.

Trade and Technology: The main commerce of the Duros remains shipping and exploration.

Under Imperial contract, they construct huge cargo carriers to haul trade goods and supplies between Imperial worlds, using their orbiting shipyards and employing individuals from all over the galaxy.

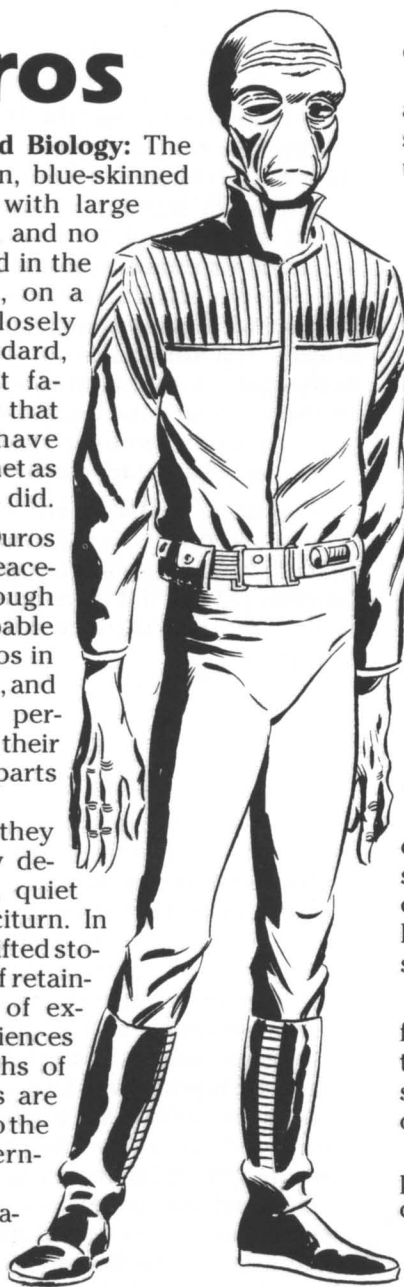
In addition, whenever new routes need to be opened, faster lanes developed, and unexplored space charted, companies from Duro are usually contracted to handle it. The Duros have a reckless nature when it comes to space travel, and sometimes this recklessness is needed.

Duros in the Galaxy: Today Duros can be found piloting everything from small freighters to giant cargo carriers, as well as serving other shipboard functions on private ships throughout the galaxy.

While Duro is still, officially, loyal to the Empire, Imperial advisors have recently expressed concerns regarding the possibility that the system, with its extensive starship construction capabilities, might prove to be a target of the traitorous Rebel Alliance. To prevent this occurrence, the Empire has set up observation posts in orbit around the planet and has stationed troops on several of the larger space docks, in an effort to protect the Duros from those enemies of the Empire that are seeking able bodied pilots and ships. Also, in order to lessen the desirability of their transports, the Empire has "suggested" that the Duros no longer install weaponry of their hyperspace capable craft.

■ Duros

Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 1D+1/2D+2
MECHANICAL 2D/4D+2
PERCEPTION 1D/3D
STRENGTH 1D/3D



TECHNICAL 1D+2/4D**Special Abilities:**

Starship Intuition: Duros are, by their nature, extremely skilled starship pilots and navigators. When a Duros character is generated, 1D (no more) may be placed in the following skills, for which the character receives 2D of ability: *archaic starship piloting*, *astrogation*, *capital ship gunnery*, *capital ship shields*, *sensors*, *space transports*, *starfighter piloting*, *starship gunnery*, and *starship shields*. This bonus also applies to any specializations. If the character wishes to have more than 2D in the skill listed, then the skill costs are normal from there on.

Move: 10/12

Size: 1.8-2.2 meters

Notes

Gamemaster Notes: The Duros are a brave, sometimes rash, people who love space travel. They are usually encountered in spaceport cantinas, telling stories of their travels to any who will listen. A few have begun to get involved with the Rebellion, but most have remained neutral.

This neutrality has caused the Empire to iden-

tify the Duros as potential traitors, so Duros will be closely watched by Imperial personnel.

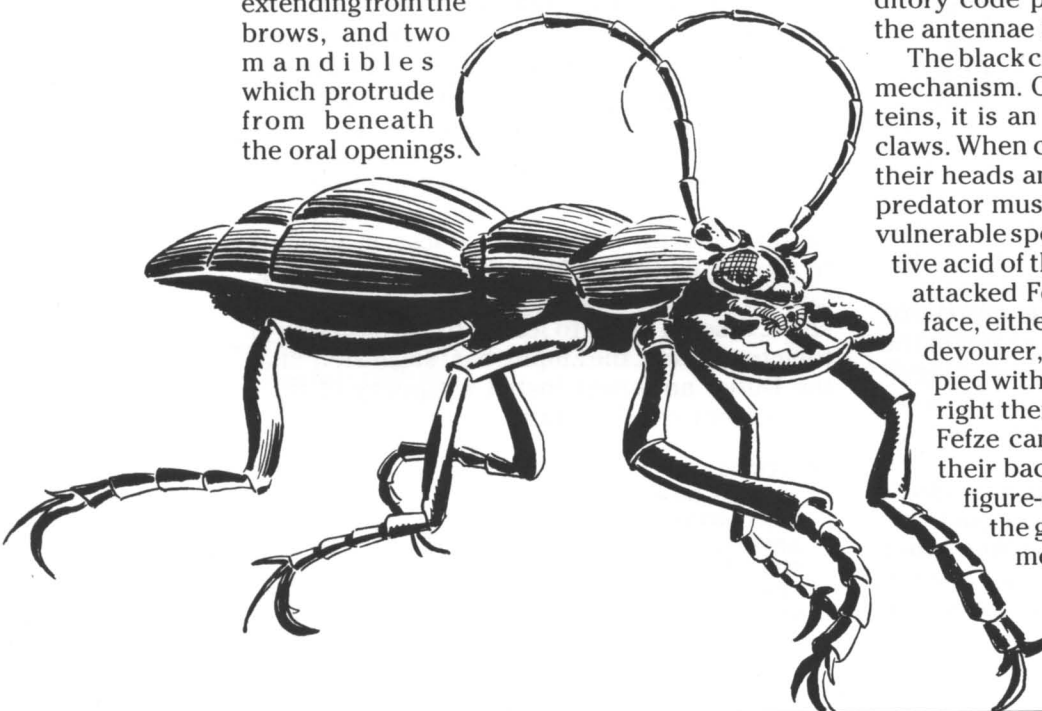
Personality Notes: The Duros have devoted themselves to space travel, the starship being their preferred environment. Duros who are not employed in starship crews will invariably be found in collateral occupations (starship construction or repair, space station maintenance, docking bay administration).

They will not talk much, unless they are telling stories, but this does not mean that they are antisocial. On the contrary, the Duros are extremely gregarious, usually traveling in mated pairs or family groups. They just enjoy telling stories and listening to others.

Suggested Skills: Duros can have any available skills, but they will concentrate on those that are useful in space, although Duros from the homeworld will not have any planetary *survival* skills. They may also have skills that help them tell stories.

Fefze

Appearance and Biology: The Fefze are meter-high arthropods. Their bodies are divided into three distinct sections: head, thorax, and abdomen. A chitinous, black carapace covers the backside of the thorax and the abdomen. The carapace is split lengthwise along its middle and attached to the upper thorax by strong tendons and muscles. Fefze have two compound eyes, one on either side of the head, with antennae extending from the brows, and two mandibles which protrude from beneath the oral openings.



The two antennae above the Fefzes' eyes serve a triple purpose. Extremely sensitive to vibrations, the antennae are similar in function to the tympanic membranes in the auditory organs of many species, relaying sound waves to the brain for interpretation. The antennae also collect and analyze molecules from the air, providing the Fefze with a primitive sense of smell. Finally, the Fefze communicate via a seemingly abstract auditory code produced by rubbing and clicking the antennae in intricate combinations.

The black carapace is a complicated defensive mechanism. Composed of hard, enzymatic proteins, it is an effective shield against teeth and claws. When caught by a predator, the Fefze pull their heads and legs beneath the carapace. The predator must then roll its prey over to reach a vulnerable spot. At this point, the powerful digestive acid of the Fefze becomes a weapon, as the attacked Fefze spits acid into the predator's face, either blinding or stunning its would-be devourer, then, while the predator is occupied with the damage done by the acid, Fefze right themselves and flee. In an emergency, Fefze can fly. The two carapace halves on their backs can be opened and flapped in a figure-eight motion, lifting the Fefze off the ground and carrying them up to 200 meters.

Temperament: Fefze are completely devoted to their swarms.

They believe that as long as the swarm survives, they themselves will never truly die.

Apart from that, Fefze have little concern for the complexities of life. They are mainly concerned with playing games, making music and art, dancing, and looking for beauty and pleasure.

History and Culture: Fefze come from Fef, a moderately large planet orbiting an orange-yellow star. Fef has a thick atmosphere that is rich in hydrogen, oxygen and carbon which traps and holds thermal radiation from the star, raising the planet's temperature to 104 standard degrees, making Fef a hotbed of organic chemistry.

On Fef, life is either rapidly growing, or decomposing. A typical tree grows half a meter during a standard month, eventually reaching a height of 120 meters or more. Then, when that same tree dies, a mere 25 or 30 standard years later, it decomposes to mulch in just a few standard weeks.

The Fefze evolved to take full advantage of the rapid life cycles on the planet, being able to digest any form of carbon-based organic matter. Before eating, they cover their prospective food with a powerful acid that frees all carbohydrates present in the food. The Fefze then lap up the resulting paste and assimilate the carbohydrates. Any material other than the carbohydrates is converted into a protein-rich paste that many other species find nourishing.

This is apparently an elaborate defense mechanism on the part of the Fefze. When attacked by a hungry predator, the Fefze simply secrete this protein gruel and flee. The predator is then faced with a choice: stop and eat the gruel, or continue pursuing its prey. More often than not, the predator takes the sure meal.

Despite their defensive mechanisms and incredibly adaptive digestive systems, Fefze live no longer than approximately 10 standard years. Such short life spans normally inhibit the assimilation of experience needed to develop a sophisticated sentience, but the Fefze have overcome this problem by evolving an intelligence that is separate from their short-lived bodies and utilizes as a database the accumulated experiences of all individuals within a hive.

The Fefze are one of the rare species with true hive intelligence. Studied individually, they are no smarter than the average insect found on a million worlds — they know how to eat, reproduce, and more or less how to avoid danger. But studied as "swarms" (groups of 10 to 100), Fefze are as shrewd and adept at abstract thought as any normally intelligent species.

Fefze swarms are difficult things to comprehend. A swarm begins as a group of hatchlings from a single egg globule, although the eggs

within the globule usually come from a variety of mothers. The hatchlings mature together, playing and feeding as a group. During this time they develop the ability to perceive each others' moods, desires, and thoughts through a combination of body posture, antennae rubbing, body scents, and sounds. By the time they reach adulthood (in half a standard year), the hatchlings lose their individual identities and operate with one mind — a mind that has access to the thoughts and experiences of each swarm member.

Individual Fefze function in much the same way cells function in brains. Each individual is given, or takes on, the responsibility for storing certain memories or performing specific mental functions. When the swarm requires that information, it is retrieved from the Fefze possessing it.

Swarms live for hundreds — sometimes even thousands — of standard years, because the swarm survives independently of any individual member, so, after a swarm forms, one of its highest priorities becomes recruiting additional hatchlings in order to prolong its life and spread its mind base.

This is usually accomplished through a *swarm dance*. Swarm dances are ritualistic, joyous gatherings in which swarms meet for the purposes of propagation. Males from each swarm fertilize the eggs of females from other swarms. Each swarm then creates its own globule of protein paste. Two thirds of the females lay their eggs in the globule belonging to their own swarm, and these globules are taken to the home territory of the hive for hatching.

The two swarms then work together to create a third globule belonging to neither of them. One third of the females from both swarms lay their eggs in this globule, which is then abandoned in the hope that it will mature into a new swarm. In this manner, both swarms create new members to perpetuate themselves, and the species is perpetuated through the formation of the new swarm.

Because the Fefze are well adapted to their environment, they have made few attempts to modify it. As a result, the Fefze have never developed the technological skills that most beings associate with intelligence (see "Trade and Technology"). They have, however, devoted a large amount of energy to the arts, including dance, music and several unique forms of organically based ephemeral art.

Fefze Dance Swarms: As the Fefze developed intelligence, it seemed inevitable that the instinctive patterns of the swarm dance would develop into an art form. Fefze choreography combines the swirling movements of scurrying insects with the leaps and bounds of low gravity koncco

dancers, then supplements this with kinetic sculpture, producing a complex work of art that is appreciated on almost all civilized planets.

Fefze Music: The Fefze create music by extending the normal parameters of their vocalizations, rubbing their antennae, clicking their mandibles, and whistling through their spiracles. While this art form is not as widely appreciated as the Fefze dance swarms, it continues to have its aficionados.

Fefze Art: Because of the natural ebb and flow of life on Fef, the Fefze have little interest in creating works of art that will endure. Instead, they specialize in media which will soon disappear, working with decomposable organic materials, colored sands, and microorganisms.

Trade and Technology: Because of the abundance of readily available foodstuffs, and the efficiency of their natural defenses, the Fefze never developed the dexterous manipulative appendages that most beings associate with sentient life, and this has prevented the Fefze from developing a true, physical technology.

Fefze in the Galaxy: Lack of technology has not stopped the Fefze from spreading to every corner of the galaxy. Because they can turn any type of organic, carbon-based matter into nourishing food for other species, companies such as the New Horizons Development Corporation often strike favorable deals with the Fefze in order to recruit them as colonizers and food producers.

Fefze swarms are also found working as artists on many of the more civilized worlds, although the value of their arts are often questioned. Some beings feel that the Fefze can have no insight, because they have never truly suffered, living lives that were relatively free of danger and conflict, while other beings believe that the art of the Fefze is of greater value than that of any other being, for precisely the same reasons.

■ Fefze

Attribute Dice: 4D (distributed between *Dexterity* and *Strength* only)

DEXTERITY 1D/3D

KNOWLEDGE 2D/5D*

MECHANICAL 1D/2D*

PERCEPTION 1D/4D+2*

STRENGTH 1D/3D

TECHNICAL 1D/2D+2*

* For entire swarm. The intellectual abilities of the Fefze are spread throughout the swarm, not localized in the mind of one being. They have 8D for these Attribute Dice.

Special Abilities:

Hive Mind: Fefze are a true "hive mind" species. When capable of communicating with other members of the hive mind, they can work as a group. When separated from the hive mind, Fefze act like unintelligent insects.

Food Production: Within a time period of one standard day, a Fefze can convert 20 kg of organic material into 5 kg of protein paste.

Acid: 4D damage, range of 1 meter (uses *Dexterity* to hit).

Flight: Fefze can fly a maximum of 200 meters, but must rest for a minute after doing so. If they do not rest, all actions are at -2D.

Story Factors:

Food Producers: Regardless of their primary employment, most Fefze swarms will supplement their income by producing food.

Move: 12/15 (walking), 15/18 (flight)

Size: 1 meter tall, 1.5-3 meters long

Notes

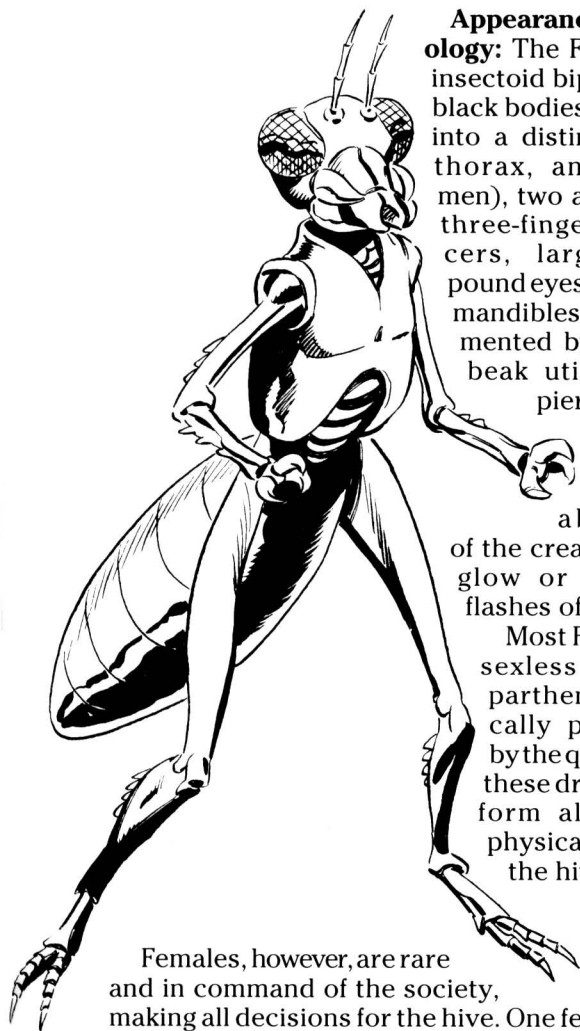
Gamemaster Notes: Fefze encountered in the galaxy will usually be torn between the desire to create art and have fun, and the need to earn a living.

Note: It is suggested that players not be allowed to play Fefze characters.

Personality Notes: Despite their preoccupation with art and pleasure, Fefze will tend to be extremely conservative, and resistant to change. The most important aspect of their life is the swarm.

Suggested Skills: The Fefze will concentrate on *Knowledge* and *Perception* skills, being limited by the fact that they cannot use any skills that require the manipulation of technological devices.

Flakax

**Appearance and Biology:**

The Flakax are insectoid bipeds with black bodies (divided into a distinct head, thorax, and abdomen), two arms with three-fingered pincers, large compound eyes, and four mandibles (supplemented by a small beak utilized for piercing and sucking).

In addition, the abdomen of the creature may glow or give off flashes of light.

Most Flakax are sexless drones, parthenogenetically produced by the queen, and these drones perform all of the physical labor of the hive.

Females, however, are rare and in command of the society, making all decisions for the hive. One female, the queen, rules each hive and produces all of its young.

Males are slightly more common than females, but, despite their intelligence, their only function is to aid in reproduction, and, once the males have performed this function, they are consumed by the queen.

Temperament: Flakax have no emotions as most species know them. Instead, they are completely amoral and pragmatic, the one exception to this — under normal conditions — being the queen, who provides all emotions, aspirations and creativity for the hive, and her primary motivation is ensure the safety and welfare of herself and the hive. Beings and activities which do not concern the hive are of no interest to her.

A dangerous exception to this lies in the rare case of a hiveless Flakax. Like many insectoids with a rigid social order, the physical and emotional well-being of the Flakax depends on the

hive. Individuals who leave the hive — usually males scheduled for extinction, or drones rendered hiveless by the death of their queen — tend to become psychopathic or dysfunctional.

History and Culture: Flakax owe their name to their native planet, Flax, in the Ptera system. The planet's highly active plate tectonics have created a multi-faceted topography, which includes mountains of staggering proportions that prevent normal atmospheric transference of moisture from the seas — which cover half of the planet's surface — to the inner regions of the planet's land masses. As a result, over a third of the surface is covered by desert, receiving almost none of the moisture that evaporates from the seas.

Unlike many other insectoid species, the Flakax have retained the biological and social organization of the hive insects from which they evolved, living in huge colonies beneath the dunes of these deserts. In centuries past, the Flakax survived by leaving the colonies at dusk to hunt. Today, they work for Imperial support companies, harvesting minerals from the bedrock below their home.

In recent years, many Flakax lands have been purchased by the Imperial government in order to allow the Empire access to the valuable wealth of resources beneath the planet's surface. As part of the purchase agreement, Flakax hives are now working directly for the Empire, mining these lands in exchange for the protection and support of the Imperial military.

Flakax have little concern or regard for art or knowledge, the subjects which many beings use as the basis for determining a society's culture. They are totally devoted to the duties assigned to them by the hive, and uninterested in anything else.

Politics: The Flakax have no societal structure beyond that of the hive, with the hives cooperating or clashing according to the whims of the queens.

Technology Level: Primitive, with no tool use.

Trade and Technology: Despite their highly evolved society, the Flakax have developed little technology of their own. They have, however, developed an advanced ability to design and construct complicated structures, and this ability has proven to be their primary export, with hives of Flakax employed as construction teams on many of the less developed planets.

Flakax in the Galaxy: Most Flakax encountered outside of the confines of the planet Flax will be members of a hive devoted to construction, and, as such, these individuals will most likely be involved in activities directly related to

their occupations.

Note: Individual Flakax should be avoided, due to the unpredictable nature of the “hiveless” Flakax. They tend to be dysfunctional or even psychopathic.

■ Flakax

Attribute Dice: 10D
DEXTERITY 2D/4D
KNOWLEDGE 1D+2/3D
MECHANICAL 2D/4D
PERCEPTION 1D/3D+2
STRENGTH 2D/4D
TECHNICAL 1D/3D

Story Factors:

The Hive: Flakax will be most concerned with the survival of the hive and the queen, and only after this is insured will they express any concerns about their own survival. Units within a hive can act “as one” (i.e., they automatically coordinate their actions).

Move: 10/12

Size: 1.8-2.3 meters tall

Notes

Gamemaster Notes: The Flakax are, in effect,

slaves of the Empire, but they do not seem to resent this new arrangement. They are, and have always been, a species of creatures devoted solely to a sense of duty owed to the hive. They show no emotions — no fear, no joy, no hate, no love — making them the perfect Imperial work force.

They are also a terrifying opponent in combat, because they are capable of extremely complex coordinated actions and will fight to the death.

Personality Notes: The Flakax (with the exception of the queen) have no personalities, being almost completely amoral.

However, this does not mean that they are unintelligent. They are single-minded, and it will be impossible to sway them from their delegated course of action.

Note: Flakax should not be player characters.

Suggested Skills: Flakax will not have any skills which require tool use, preferring to use only their natural abilities in completing their tasks.

Givin

Appearance and Biology: Givin appear (visually) to be the animated skeletons of a humanoid race, because unlike most vertebrates, they carry their bone-white skeletons on the exterior of their bodies. Their large, triangular eye sockets dominate their faces, giving them perpetually sad, anguished expressions, and a small, frowning mouth only adds to this impression. Though the Givin are generally humanoid in shape, they are rather thin and tubular, with oddly working body joints. They must carry their arms and legs “held out” from their bodies, like reptiles, giving them the appearance of Twi’lek string puppets.

Temperament: The Givin are a very close-knit species with a subtle dislike for all other species, who they consider to be inferior because of their inability to exist in a vacuum. (The exception to this being, of course, the Duinuogwuin, for whom the Givin hold great respect.)

Apart from other Givin, they are only comfortable with species such as the Duros and Verpine, who are themselves starship builders and with whom the Givin can find a common ground. Curiously, the Givin cannot abide Mon Calamarians, despite the fact that the Calamarians are one of the most talented starship building species, because the differences in design philosophy between the two species are too great for the Givin to accept.

History and Culture: The Givin homeworld of

Yag’Dhul is small, but dense. Three large moons and a low frequency retrograde rotation combine to produce some of the severest tidal effects known in the galaxy. Yag’Dhul’s retrograde rotation is 175 standard hours, but it takes Yag’Dhul and the moons only 53 standard hours to orbit each other. So, Yag’Dhul’s month is 122 standard hours shorter than its day: the planet spins in the direction opposite the orbit of the moons. Therefore, Yag’Dhul’s oceans and even its atmosphere flow from one side of the planet to the other in a pattern predictable only through the application of advanced mathematics.

To understand the evolution of the Givin and their world, it is necessary to fully appreciate the effect of the planet’s enormous, unpredictable tides. One moment a being might be standing next to a serene pond, gazing contemplatively at floating flowers and frolicking water mammals, while, an hour later, the lake might be rushing past under the tremendous pull of Yag’Dhul’s three moons, carrying with it the flowers, the frolicking mammals — and even the surrounding air. Within two hours, all that will remain of the lake is a frozen plain exposed directly to the vacuum of space.

Life on Yag’Dhul has adopted two basic survival strategies to deal with this unpredictable environment. The first method is to remain mobile, so that when the water and the air rush to

the other side of the planet, the organism is carried along. The advantages of this are obvious, because, under these conditions, the organism is never exposed to the harsh conditions of a vacuum. Unfortunately, due to the unpredictability of the tides, it becomes difficult to establish regular cycles for breeding, feeding, photosynthetic activity, and other functions. In addition, the tides may carry the organism to the frigid polar regions one day, then to the sultry equatorial areas the next, and surviving the rapid changes between such extremes presents its own challenges.

The other survival strategy is for the organism to seal itself against the vacuum as did the evolutionary ancestors of the Givin. The exoskeleton is actually an organic vacuum suit composed of impermeable bone plates linked together by flexible membranes (which also serve to seal all bodily orifices). While inside their skeletons, Givin have no need for respiration, deriving all necessary energy from stored fats.

This solution is imperfect, however. As the Givin have become more complex physiologically, their energy requirements have increased, and it has become impossible to simply wait inside an exoskeleton until the atmosphere returns. While a coldblooded reptile can shut down its bodily systems for an indeterminate time, warmblooded creatures such as the Givin will quickly consume all of their stored energy.

As the Givin have grown more intelligent, they have realized that it is possible to predict the tidal patterns. Using advanced mathematics and complicated formulas describing the orbits of the moons and the planet, they have learned to predict the exact time, direction and duration of tidal flows.

Not surprisingly, the study of mathematics has become a religion for the Givin, and mathematical law has become the code by which they live, with some priests even experimenting with "transcendental mathematics" and the development of formulas which foretell the future.

Mathematicians are the

most powerful and revered members of Givin society. The most intelligent of the Givin young compete in mathematical contests for the right to enter monasteries dedicated to the study of mathematics, where through ardent investigation and the assiduous application of quadratic equations, quantum theory, and computational complexities of non-linear systems, they hope to be graced with the solutions to life's most complex equations, such as the meaning of life expressed mathematically — or, at the very least, they hope to become a leader of their community.

For several reasons, the Givin are markedly distrustful of outsiders. When confronted with exposed flesh, the Givin feel as though they are talking to someone who lacks the sense to seal his orifices before an oncoming tidal flow. Although Givin are generally polite enough to overlook appearances, they also find strangers to be extremely rude. When greeted, outsiders almost always react rudely by refusing to solve simple quadratic equations used in introductions in polite Givin society.

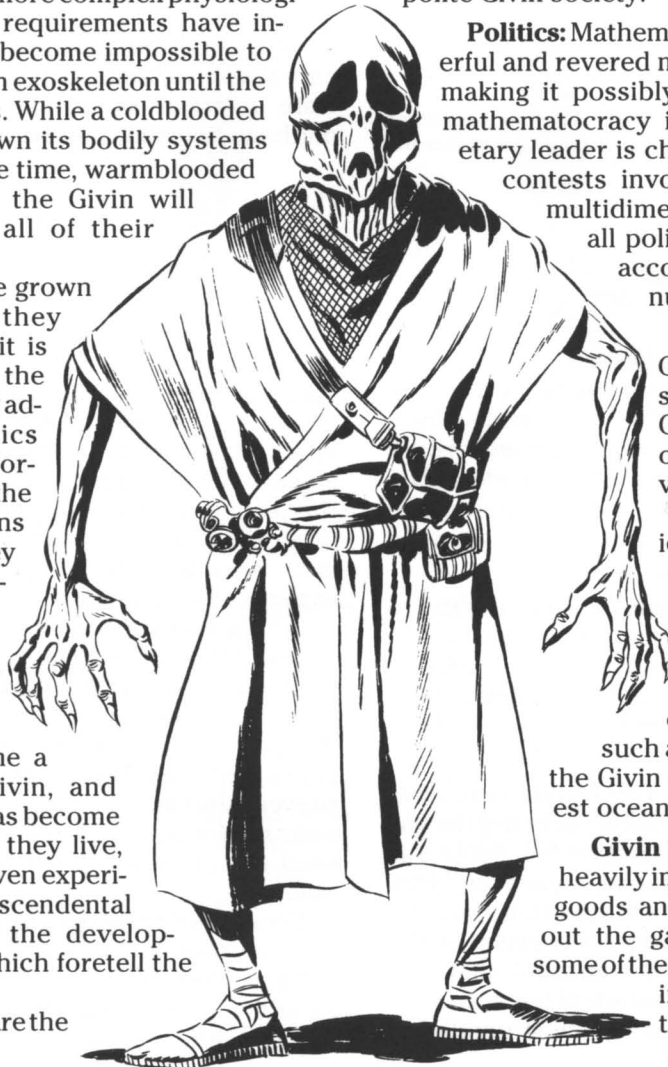
Politics: Mathematicians are the most powerful and revered members of Givin society, making it possibly the only example of a mathematocracy in the galaxy. The planetary leader is chosen through a series of contests involving the calculation of multidimensional differentials, and all political decisions are made according to the guidelines of null-modal probability.

Technology Level:

Guided by the absolute insights of mathematics, Givin society has developed an extremely advanced technology.

Givin now reside in cities comprised of hermetically sealed buildings capable of withstanding even the severest ravages of the planet's tides, and their priests can predict the tides with such accuracy that, at low tide, the Givin routinely mine the deepest ocean floors.

Givin in the Galaxy: Givin are heavily involved in the transport of goods and can be found throughout the galaxy, and they possess some of the sleekest, fastest starships in the galaxy. However, these ships are of little use



to other species, as the Givin take full advantage of their peculiar physiology to save weight and increase cargo space, pressurizing only their sleeping quarters.

Other species also find it impossible to use the highly proprietary Givin navigational equipment. All available space in the computer is dedicated to data storage, because the Givin make their navigational mathematical computations—even for hyperspace jumps—in their heads.

■ Givin

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D

MECHANICAL 2D+2/4D+2

PERCEPTION 1D/3D

STRENGTH 1D+1/3D

TECHNICAL 3D/5D

Special Abilities:

Mathematical Aptitude: Givin receive a bonus of +2D when using skills involving mathematics, including *astrogation*. They can automatically solve most “simple” equations (gamemaster option).

Vacuum Protection: Every Givin has a built-in vacuum suit which will protect it from a vacuum or harsh elements. Add +2D to a Givin’s *Strength* or *stamina* rolls when resisting such extremes. For a Givin to survive for 24 standard hours in a complete vacuum, it must make an Easy roll, with the difficulty level increasing by one every hour thereafter.

Increased Consumption: Givin must eat at least three times the food a normal Human would consume or they lose the

above protection. Roughly, a Givin must consume about nine kilograms of food over a 24 hour period to remain healthy.

Move: 8/10

Size: 1.7-2 meters tall

Notes

Gamemaster Notes: Givin will almost always be encountered in space. In addition to being skilled pilots, mechanics and shipbuilders, the Givin also excel at piracy and deep space combat (since, once they board a ship, all they have to do to kill its passengers is open an airlock and hang on). When introducing a Givin into an adventure, take special care to look for situations where you can make use of its ability to exist in space.

Personality Notes: Despite their attempts to be polite, Givin cannot hide their contempt for all beings that cannot survive in a vacuum, and those species that allow their flesh to be exposed to the elements.

Contempt, however, is not the same as hatred, and the Givin are very tolerant of these weak beings, provided they are considerate enough to keep all of their flesh covered.

Suggested Skills: Givin will be able to learn almost all available skills, but most will concentrate on those skills that are connected with mathematics and space travel.

Gotal

Appearance and Biology: Gotal are large bipeds with two cone-shaped protuberances on the tops of their heads. They have gray-brown, coarse-skinned faces with knobby brows set over red-tinted eyes, flat noses that protrude only a centimeter or so from their facial plane, and mouths filled with sharp incisors. Shaggy gray fur covers the rest of their bodies.

Temperament: Because of their ability to “read” other being’s minds (see “Gotals in the Galaxy”), the Gotal are—or appear to be—extremely diplomatic and polite. However, they invariably speak in dull monotones, a trait which causes many other species to distrust them.

History and Culture: The Gotal come from Antar 4, the fourth of six moons orbiting the gas giant Antar in the Prindaar system. Antar 4 is composed primarily of silicon, nickel, and iron, with large magnetite deposits located throughout its crust. Water covers 60 percent of the surface, although the moon’s unusual rotational pattern prevents the formation of icecaps.

Antar 4’s rotational axis is almost parallel to

its orbital plane, making seasonal climatic fluctuation extremely pronounced. The climatological variations are further complicated by the moon’s intricate day/night cycles. At times, both sides of the planet experience “daylight” (due to the planet Antar’s highly reflective surface). At other times, when Antar 4 is completely hidden in the shadow of Antar, neither side of the moon experiences daylight—although, sometimes, Antar 4’s sister moons illuminate its night and, occasionally, Antar 4 has typical day/night cycles.

These changes play havoc not only with the moon’s weather cycles but also with the rhythmic patterns and sensory apparatus of all manner of life-forms. The erratic seasons and climate prevent the establishment of any type of growth patterns for plants, forcing them to constantly seed and grow whenever conditions are favorable.

Because of the extreme variability of natural light sources, animals on Antar 4 rarely rely on sight as their main sense. Some employ echolocation, others rely almost entirely on smell, and still others utilize hearing.

The Gotal themselves have the most unique set of senses on Antar 4. Because of the electromagnetic radiation from Prindaar and Antar and because of the concentrations of magnetite in the crust of the moon, Antar 4 is "alive" with emanations invisible and undetectable to most species. The cones of the Gotals' heads are filled with nerve endings and receptor cells especially adapted to detecting fluctuations in magnetic fields, infrared emanations, radio waves, neutrino bombardment, and practically any form of any energy emission.

The Gotal also have eyes and ears, but these sensory organs are primitively developed compared to the cones, which can detect and analyze signals of which most beings will never be aware. The only sense the Gotal lack is a sense of smell — but it hardly seems they need one.

As hunters, the Gotal use their cones to sense prey, primarily *quivry* herds, at distances of up to 10 kilometers. Without seeing the target, the Gotal can determine the number of animals present, their type, and even pinpoint the locations of weak and infirm members. At closer ranges, the Gotal can sense the prey's electromagnetic aura, which provides the Gotal with valuable data regarding the animal's mood and awareness.

Needless to say, such abilities make the Gotal some of the most successful hunters the galaxy has ever seen.

But the Gotal have also put their cones to other uses. They monitor each other's subtle electromagnetic auras for clues as to moods, desires, thoughts, and so forth. By utilizing such data, they can easily avoid angering, or even irritating, one another.

Among themselves, Gotal speak aloud to convey abstract ideas, but never to express emotions, and, because the Gotal have no need to express emotional content with their speech, their vocal cords allow them to speak only in monotones. They appear emotionless to other species at first glance.

This sensitivity to other Gotals has also served them well in mating and rearing young. Because

they read each other so well, they have eliminated the elaborate courtship rituals most other species find necessary. On Antar 4, love at first sight is the rule rather than the exception, and the relationships based on this love usually last. Gotals mate for life and bear children as soon as their lifestyle permits.

Because their cones are sensitive from the moment of birth, Gotal children are overwhelmed by all of the data flooding their minds. They are entirely helpless — and constantly upset — until they learn to filter out unwanted signals. After this time (at approximately one standard year of age), the babies begin learning about life in earnest. Gotal walk by an age equivalent of two standard years, talk by three, and mature at 12. Until they are mature, they are usually upset, irritable, and, sometimes, nearly psychotic from the barrage of emotions they can only partially filter. When they learn to filter these emotions, they become remarkably stable and mature.

Politics: The Gotals have developed one of the few societies which exists in peaceful anarchy. Because of their sensitivity to the feelings and emotions of other mem-

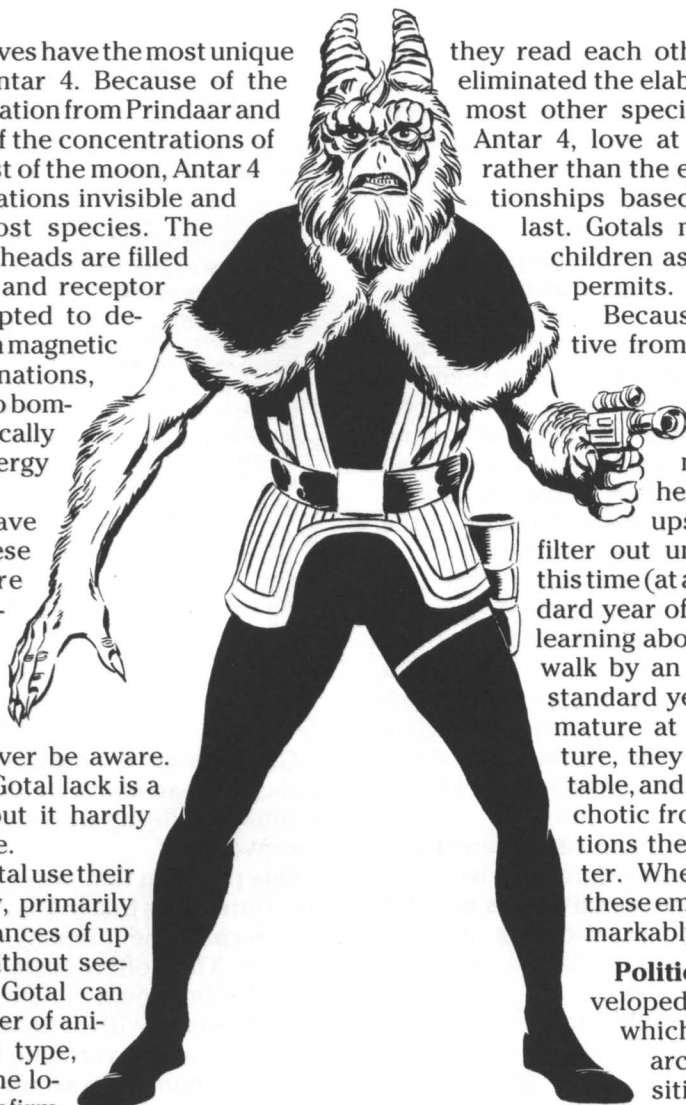
bers of their society, they have no need for government or law.

Technology Level: Hyperspace, with limited electronic components.

Trade and Technology: Because of the proximity of Antar 4's five companion moons, the Gotals were relatively proficient in the complexities of space travel even before their discovery by the marauding explorers of the Old Republic, establishing colonies on four of the five planetoids, and mining the fifth.

A curious fact about the technology of the Gotals is that it is primarily based on chemical reactions that do not produce large amounts of electromagnetic radiation. Perhaps EM radiation interferes with their abilities.

Gotals in the Galaxy: Gotals have spread themselves throughout the galaxy and can be found on almost every planet possessing a significant population of non-Humans. They have found employment in mercenary armies and as



members of planetary armies, where they make excellent lead men on combat teams, as they are rarely fooled by sophisticated traps or camouflages (although, due to concerns expressed by high ranking officers in the Imperial military regarding a possibly tendency for the Gotals to empathize with their enemies, they are banned from service in the forces of the Empire). Along these same lines, they make excellent bounty hunters and trackers.

Gotals have also made a name for themselves as counselors and diplomats, using their enhanced perceptions to help other beings cope with a wide range of psychological problems and situations. They can often anticipate tension and mood swings, not to mention misinformation.

Many individuals are uncomfortable in the company of the Gotal claiming that they can read minds. While this is not accurate, it is true that the Gotal can use data received from their cones to make educated guesses as to what the activity levels in certain areas of a creature's brain might mean. Of course, this ability makes them formidable opponents in business, politics, and gambling, and it is rumored that the finest gamblers in the galaxy learn to bluff by trying to trick Gotal acquaintances.

However beneficial it might seem, sensitivity to so many forms of energy input can be a hindrance in some situations. Gotal senses become overloaded in the presence of droids or other high-energy machines, and this fact has kept the Gotal from utilizing many modern technological advances, as well as from developing them.

■ Gotal

Attribute Dice: 12D
DEXTERITY 1D+2/4D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D
PERCEPTION 2D/5D
STRENGTH 2D+1/4D+1
TECHNICAL 1D/3D

Special Abilities:

Energy Sensitivity: Because Gotals are unusually sensitive to radiation emissions, they receive a +3D to their *search* skill when hunting such targets that are within 10 kilometers in open areas (such as deserts and open plains). When in crowded areas (such as cities and dense jungles) the bonus drops to +1D and the range drops to less than one kilometer. However, in areas with intense radiation, Gotals suffer a -1D penalty to *search* because their senses are overwhelmed by radiation static.

Mood Detection: Because of their skills at reading the electromagnetic auras of others, Gotals receive bonuses (or penalties) when engaging in interactive skills with other characters. The Gotal makes a Moderate *Perception* roll and adds the following bonus to all *Perception* skills when making opposed rolls for the rest of that encounter.

Roll Misses Difficulty By:	Penalty
6 or more	-3D
2-5	-2D
1	-1D

Roll Beats Difficulty By:	Bonus
0-7	1D
8-14	2D
15 or more	3D

Fast Initiative: Gotals who are not suffering from radiation static receive a +1D bonus when rolling initiative against non-Gotal opponents because of their ability to read the emotions of others.

Story Factors:

Droid Hate: Gotals suffer a -1D penalty to all *Perception*-based skill rolls when within three meters of a droid, due to the electromagnetic emissions produced by the droid's circuitry. Because of this, a Gotal's opinion of droids will range from dislike to hate, and they will attempt to avoid droids if possible.

Reputation: Because of the Gotals' reputation as being overly sensitive to moods and feelings, other species are uncomfortable dealing with them. This often hurts them in matters of haggling, as any species who knows their reputation will not put themselves in a situation where any dealing must take place. Assign modifiers as appropriate.

Move: 10/15

Size: 1.8-2.1 meters tall

Notes

Gamemaster Notes: Gotal can be used in any aspect of an adventure, although they will rarely be found in the highly technologically advanced Core Worlds.

One problem that arises when Gotal and non-Gotal interact is that the Gotal have a tendency to misinterpret the intensity of emotions in other species. They often mistake affection for love, anger for imminent violence, and envy for murderous intent. With sufficient exposure to alien life, most Gotal overcome this handicap, but it has led to numerous misunderstandings.

Few Gotal are willing to work for the Empire. As a species, they mistrust the Emperor's intentions — despite repeated assurances from diplomats that Imperial intentions are both honorable and peaceful.

Personality Notes: Gotals are primarily calm, peaceful beings, whose lives have been disrupted by the static of galactic technology. When at all possible, they will prefer to use archaic technology over modern electronics, preferring hydrocarbon powered groundcars to landspeeders, and chemically powered slugthrowers to blasters. They are happiest on the more primitive planets, where they can retreat into the quiet of the wilderness.

Suggested Skills: The Gotal are able to possess any skills, but they will prefer to specialize in those that do not involve technology, and it is extremely rare for a Gotal to possess any skills involving droids.

Ho'Din

Appearance and Biology: Ho'Din means "walking flower" in the native tongue of the Ho'Din, and that name suits this species well. Their coloration and their slender shape, topped by their full head of snakelike tresses, covered with gleaming scales in shades of red and violet, combine to give them the appearance of a giant *wuppa* flower in full bloom.

Ho'Din believe they evolved from plants, but such a claim seems unlikely. They are cold-blooded, oxygen breathing reptiles with two dark, bulging eyes and a wide, lipless mouth. Their snakelike "hair" is actually a multitude of thermographic appendages that allow them to monitor the ambient temperature. Their four-fingered hands are equipped with ridged suction pads to aid in climbing, while a small bit of webbing (often clipped for vanity's sake) between their fingers and between their toes suggests an amphibious past.

Temperament: Ho'Din are nature worshipers and will almost always react negatively to anything that adversely affects a world's ecosystem. Where their appearance is concerned, they tend to be vain and easily insulted.

History and Culture: Ho'Din live on Moltok, one of the inner planets of the Dartibek system. A close, swift orbit such as Moltok's would make the planetary temperatures intolerable were it not for the active volcanoes that fill the sky with ash, shielding the planet from the sun's harsh rays. At dawn and dusk, the dust-laden skies turn a brilliant shade of crimson, which fades to a gray haze when the sun is high.

A high degree of axial tilt renders the polar regions of the planet inhospitable to the cold-blooded Ho'Din, who normally choose to dwell in the rain-drenched forests of the lower latitudes, where temperatures climb to as high as 113 standard degrees during the day. Cold spells are rare, but not unknown, and can send the Ho'Din into a deep, almost hibernating sleep.

Ho'Din are master botanists, and creating a home and garden of great size and beauty provides a means of achieving status. They construct their dwellings above and within the cano-

pies of the huge trees that make up the world-covering forest, literally "growing" their houses from the native flora.

Huge aerial vines, both dead and alive, are crafted into walkways and structural supports. Petals of enormous flowers adorn the interior and exterior walls of Ho'Din dwellings, which the Ho'Din often weave from knife-shaped leaves.

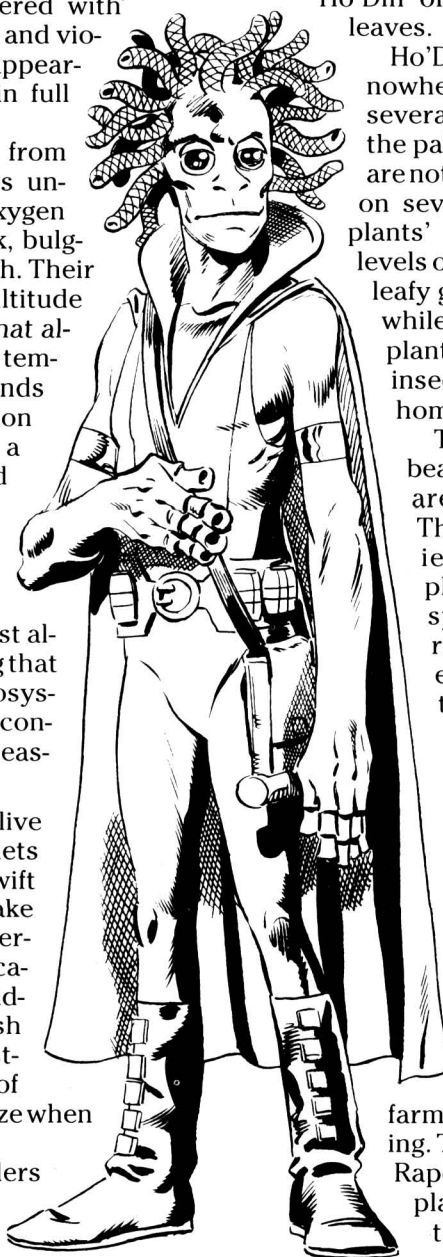
Ho'Din gardens contain plants found nowhere else in the galaxy. Flowers several meters across, in colors from the palest pinks to the darkest blacks, are not uncommon. Most gardens grow on several levels, according to each plants' need for light. On the higher levels of their gardens, Ho'Din cultivate leafy greens that are a dietary staple, while, on lower levels, carnivorous plants act as "sentries" to prevent insects from gaining access to the home.

Though Ho'Din strive to cultivate beauty, their greatest contributions are as herbal-pharmacologists. Through the ages they have studied and cultivated medicinal plants in ways known to no other species, and Ho'Din medicine is recognized as a legitimate and effective treatment for diseases that plague a variety of species.

Ho'Din know of technological achievements on other worlds, but today, on Moltok, they limit that type of scientific advancement, which they deem "unnatural." This is due to a recent tragedy.

Roughly three centuries ago, the arboreal ancestors of the Ho'Din moved to the forest floor and began widespread clearing of the surface for the purpose of mining, farming, and low-tech manufacturing. This period, known as the "Great Rape of the Land," led to a virulent plague that nearly exterminated the Ho'Din.

The forest floor on Moltok teems with organisms that accelerate the process of decay, quickly replenishing the soil of the forest floors to nourish the huge trees of the forest, and as the land was cleared and the flora disappeared, some of these organisms adapted themselves to a new hosts — the Ho'Din. Living within the Ho'Din's digestive track, these parasites literally drained the Ho'Din of nourishment, forcing them to retreat back into the trees.



After decades of research, the Ho'Din developed herbal therapies to rid themselves of the parasitical organisms plaguing them, and this therapy (still used today), combined with the eventual restoration of the natural ecosystem on Moltok, allowed the Ho'Din to survive as a species.

The Ho'Din's close bond to the environment is fostered by their most prevalent religion, [Dinante Fli'R].

The precepts of the [Dinante Fli'R] are that the primal ancestors of the Ho'Din sprouted from the planet as mobile plants, however, as punishment for their sins against the [Dinegia] (the passive force of nature), these early Ho'Din were changed into animals. The Ho'Din believe that by acting as good stewards for the flora and its environment, they will eventually complete the [Flik'a kirki], or "Virtuous Circle of Nature," and be reborn as plants.

Reverence for these beliefs are mirrored in Ho'Din customs. For example, the Ho'Din deposit their dead on the forest floor as a gift to the soil, and they celebrate the harvest as a sign of the Dinegia's forgiveness.

Ho'Din mate for life, and reproduction is blessed only if the church condones it. In these cases, a priestess acts as an intermediary, distributing the "seed" of life, which she has "gathered" from the male, to the female, in imitation of the manner in which insects play a part in the fertilization of plants. Children born without the sanction of this ceremony are drugged into sleep and sacrificed to the forest floor, where Dinegia can purify their souls.

Ho'Din children are born blind and without the snake-like locks their parents revere. Sight comes within a few standard days, but the locks do not appear until the child is approximately seven standard years old. The locks emerge as green sprouts, slowly growing about one centimeter each standard year. At about 30 standard years of age, a Ho'Din reaches sexual maturity, and the locks cease to grow and turn to their final shade of red or violet, and do not fade for the rest of the Ho'Din's life (which usually lasts 120 standard years or more).

Politics: The [Dinante Fli'R] and its clergy are the only accepted rulers of Moltok.

Technology Level: While the Ho'Din will avail themselves of technology while on other worlds, it is strictly controlled on Moltok, and most records of the technological advances made by the Ho'Din themselves have been erased. They believe that technology is an affront to nature, and it is only acceptable on other planets, because those planets have already been substantially harmed by the actions of thoughtless animal species.

Trade and Technology: The Ho'Din export large amounts of medicinal plants, many of which command extremely high prices, but they import very little, making the planet one of the richest in the galactic market.

A large amount of this wealth is used by the Ho'Din to support efforts to re-establish healthy botanical populations on planets that have been struck by catastrophe and to create "garden" worlds where all beings can commune with nature.

Ho'Din in the Galaxy: Ho'Din are found in many parts of the galaxy, although, when traveling to other worlds, they will usually take an oxygen supply (although some individuals can adapt to atmospheres less oxygen-rich than their own), and some of the more adventurous Ho'Din take up residence on other planets. Their great beauty (appreciated by many, though not by all, species) often leads to successful careers in modeling or entertainment.

However, most Ho'Din that are encountered will be interested in botany, and Ho'Din botanists are constantly scouring the galaxy, looking for plants that may be useful in their research.

■ Ho'Din

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 2D+2/4D+2

TECHNICAL 1D+1/3D+1

Special Skills:

Knowledge skills:

Ecology: *Moltok.* Time to use: at least one hour. This specialization can only be acquired by characters (normally only Ho'Dins) who have spent at least 10 years on Moltok. This is the ability to recognize and identify the countless plants on Moltok.

Technical Skills:

(A) *First Aid: Ho'Din Herbal Medicines.* Must have first aid 5D. Time to use: at least one hour. This specialization can only be acquired by characters (normally only Ho'Dins) who have spent at least 10 years on Moltok. This specialization covers the ability to use Moltok's various medicinal plants for healing and disease control.

To determine the difficulty to make the correct medicines, the gamemaster should determine the difficulty. For example, healing a broken leg or arm would be an Easy to Difficult difficulty, curing a rash would be Very Easy, stopping a disease native to Moltok could range from Very Easy to Heroic, curing a disease not known on Moltok will probably be Heroic. The character then makes the skill roll to determine if the medicine is made properly — the effects of the medicine depend upon the situation. For example, the medicine may cure the disease, allow the patient extra healing rolls, and/or give bonus dice to future healing rolls.

Story Factors:

Nature Worship: The Ho'Din will go to great lengths to ensure the survival of a plant, considering the existence of plants to be more important than the existence of animal organisms.

Move: 10/13

Size: 2.5-3 meters tall

Notes

Gamemaster Notes: Because of the ecological damage that has been done on most technologically advanced planets, the Ho'Din will almost constantly be in a state of righteous indignation.

Most Ho'Dins in the galaxy will either be guileless botanists, completely wrapped up in their research, or incredibly vain "artistes," who are wrapped up in themselves.

Personality Notes: Ho'Din botanists are driven by their monomaniacal desire to save nature, while Ho'Din models and dancers are driven by a desire to gain more adoration.

Suggested Skills: Ho'Din can possess any available skills, although those who have not been away from Moltok will not have any highly technological skills, except those directly related to botany.

Hutts

Appearance and Biology: Hutts are large gastropods with bulbous heads, and thick bodies that quickly taper into a muscular tail, and two relatively small arms that function as limited manipulative appendages.

The Hutt's head is of singular appearance. Two enormous yellow, reptilian eyes protrude from the surface of the face, while, beneath the upturned nose, the lipless mouth spreads broadly from earhole to earhole.

Physiologically, the Hutts are evolutionary amalgamations. Like annelidian worms, they are hermaphrodites, containing both male and female reproductive organs. But, when bearing and raising young, they resemble marsupial mammals and nurse their newborn in a specialized pouch. In addition, like those of many sea-going mammals, the slit-like nostrils of the Hutts seal tightly, and this, coupled with their extremely large lungs, allows them to remain underwater for significant lengths of time. And, like the serpents to which they are often unfavorably compared, Hutts can open their jaws to miraculous widths, allowing them to swallow almost anything.

Despite this variety, Hutts seem most closely linked to gastropods. The entire base of the body can act as a slow, creeping foot (although it is not uncommon for Hutts to grow so large as to be rendered immobile), and they have no skeleton, but, instead, produce an internal mantle that supports and shapes the head, while a specialized radula deep in the throat shreds food in preparation for digestion.

A Hutt's skin is its greatest defense. The epidermis resists all but the harshest chemical corrosion, while mucus and oily sweat make the surface slippery and difficult to grasp. If an enemy does take hold, or even punctures a Hutt's skin, a heavy layer of muscle and blubber protect the vital organs.

A newborn Hutt weighs less than 100 grams —

only one ten-thousandth of the mass it can one day achieve. After its birth, the tiny, blind creature claws its way instinctively toward the parent's brood pouch. Once it is safely within the pouch, the tiny Huttlet feeds on milk supplied by its parent.

With each passing standard year, the baby Hutt increases in size and cunning, remaining in the brood pouch for over 50 standard years. On reaching this age, they weigh up to 70 kilograms and measure over a meter from head to tail, but still have only the intellectual capacity of a 10-year-old Human.

Hutts are one of the longest-lived species in the galaxy, reputed to live at least 1000 standard years. By the time they have passed 130 of those years, they have attained both the height and intellect of an average Human and weigh roughly 500 kilograms. A Hutt the size of the infamous Jabba on Tatooine would probably be 600 years old, tipping the scales at 1,000 kilograms.

Temperament: In truth, the main characteristic of a Hutt is its self-centeredness. Hutts are born with a belief that they are the center of the universe, and that their desires are important above all else, and it is their strength in this belief that allows them to thrive, despite the fact that, physically, they are almost completely powerless.

They achieve outside influence by exerting the considerable power of their impressive egos and intellects. Hutts are the supreme experts at convincing others to perform tasks. Hutts are normally considered to be unpleasant beings but they can just as easily be kind and pleasant, if that will allow them to attain their goals.

History and Culture: Hutts evolved on Varl, a barren, pock-marked planet circling the white dwarf, Ardos. According to Hutt legend, both they and the planet Varl are the only surviving witnesses to a great celestial tragedy.

Varl was once a lush, forested world whose

azure skies were crossed by two suns, Ardos and Evona, who were lovers and gods in the Hutt mythology. These gods ruled the system in peace until Evona was lured into collision with a tiny black hole and perished. The other planets mourned her death, colliding violently and crushing each other into asteroids, many of which then crashed into Varl's surface.

Ardos, in agony over the loss of his mate and the destruction of his children, began to self-destruct, and he ejected his gaseous shell, searing Varl in the process, eventually condensing into the white dwarf he is today, a god no longer worthy of the Hutts' respect.

That story offers important insights into the Hutts' exalted view of their own species. Evona died; the Hutts survived. Ardos withered; the Hutts survived. Fire, heat, and meteoric rain nearly destroyed their own planet; still, the Hutts survived. Surely this proves their greatness, say the Hutts. Surely this means that they are destined to be gods, more powerful than the gods before them. Imperial astronomers easily point to the impossibilities inherent in the Hutts' legend, but this much is true: Varl, and only Varl, orbits the dwarf star, Ardos. And there are *lots* of asteroids in the system.

A more likely explanation, handed down through the years by starship pilots and galactic explorers, is that the Hutts destroyed the planet themselves, embroiling it in a civil war of such vicious ferocity that only a Hutt could comprehend it.

Whatever the nature of the catastrophe, the Hutts survived, and managed to regain sufficient power and technology to relocate from the barren wastes of Varl to the paradise of Nal Hutta, a large, terrestrial planet in the Y'Toub system, in the center of an area of the galaxy now known as "Hutt Space."

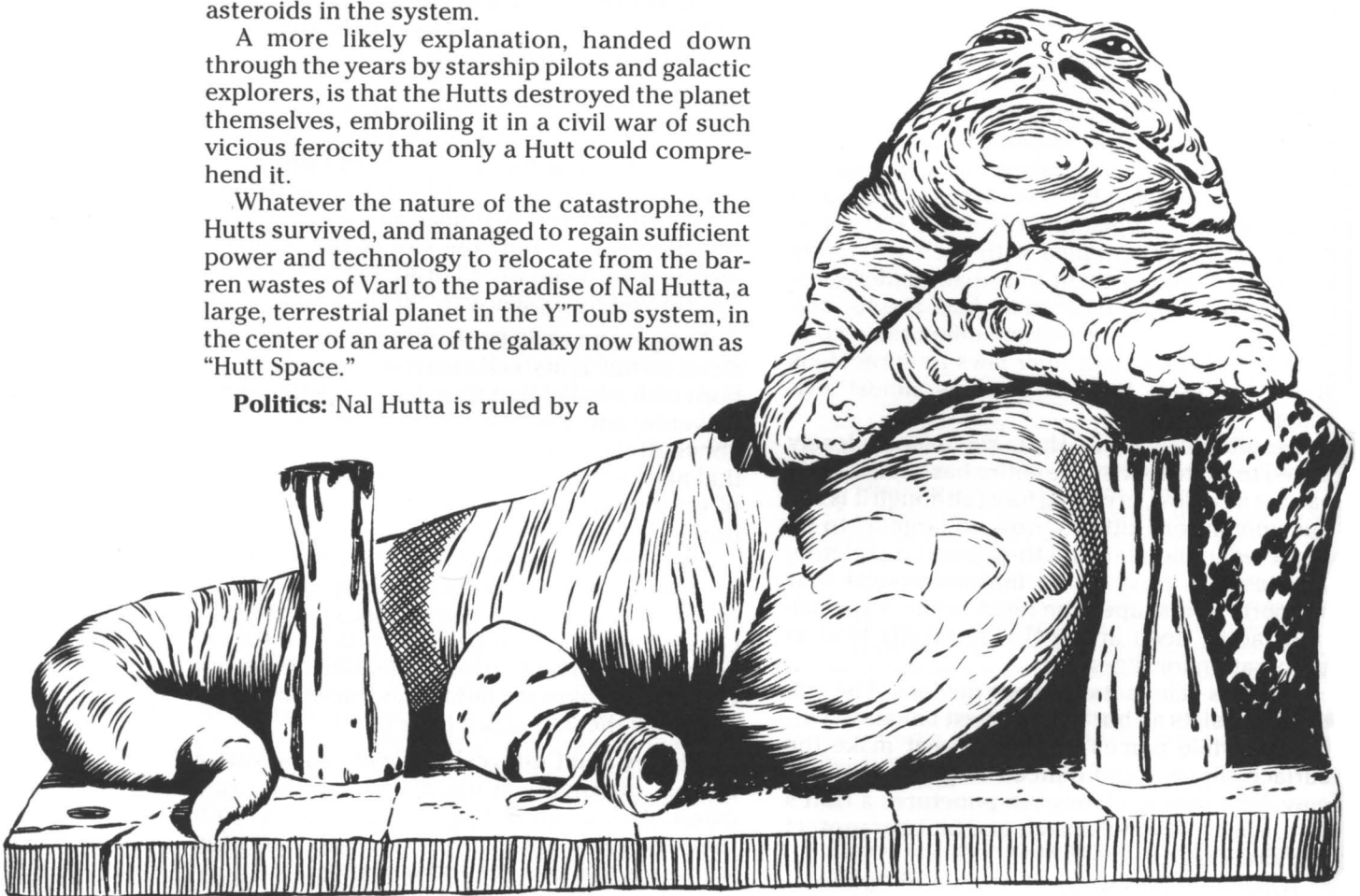
Politics: Nal Hutta is ruled by a

council of the eldest members of the "Clans of the Ancients," Hutt families who can trace their ancestry to the days before the death of Ardos. While the methods by which this council arrives at its decisions is unknown, it is obvious that they wield great power and command the respect and obedience of all Hutts in the galaxy.

Note: Familial ties are the ties that bind in Hutt society. Many Hutts are fabulously wealthy because their ancestors passed on their fortunes to their offspring — and many Hutts will only have one offspring in their long lifetimes.

Technology Level: There is no real information regarding the level of technology developed by the Hutts themselves, but there is no question that they have made use of the most recent advances in galactic technology (often acquiring these advances through theft and duplicity long before they are offered to the Empire).

Trade and Technology: Hutts are not manufacturers. They do not create goods; instead they match those with needs with those who can provide those needs, and extract their profits from both. They are galactic middlemen.



Hutts in the Galaxy: The Hutts provide the knowledge and insight that fuels trade throughout many sectors of the galaxy. Despite the low opinion with which Hutts are regarded by many in the galactic community, it is a fact that, without their efforts, many planets and systems that are now quite wealthy would still be poor, empty worlds, barely able to survive.

While Hutts themselves may not be common, their influence can be felt throughout innumerable systems in the Outer Rim, and it is obvious that the scope of their power is continually widening, making it inevitable that space travelers will often encounter beings who have been affected, knowingly or unknowingly, by the policies of a Hutttese trader.

Hutts have concentrated their efforts in many vital industries, not the least of which is the “business” of crime. It is commonly believed that Hutts control the criminal empires of the galaxy and while that rumor is not entirely true, it does have a strong basis in fact.

■ Hutts

Attribute Dice: 14D
DEXTERITY 0D+1/3D
KNOWLEDGE 2D/5D
MECHANICAL 1D/3D+2
PERCEPTION 2D/5D
STRENGTH 2D/5D
TECHNICAL 1D/4D

Special Abilities:

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their *Perception* dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.

Story Factors:

Reputation: Hutts are almost universally despised, even by those who find themselves benefitting from the Hutt’s activities. Were it not for the ring of protection with which the Hutts surround themselves, they would surely be exterminated within a few years.

Self-centered: Hutts cannot look “beyond themselves” (or their offspring or parents) in their considerations. However, because they are master manipulators, they can

compromise — “I’ll give him what he wants to get what I want.” They cannot be philanthropic without ulterior motives.

Move: 0/4

Size: 3-5 meters long

Notes

Gamemaster Notes: Hutts are powerful beings, but, in many ways, they are totally dependent on others and cannot act without first convincing others to act for them. As a result, they must develop a form of respect or trust in those who are closest to them.

Hutts do not leave Nal Hutta without first gathering a group of retainers and attendants. Many of these will be slaves (slaves being a major import of Nal Hutta), but others will be employees, and still others will be inferior creatures who hope to profit from being near to the shining presence of the Hutt. A Hutt’s retainers will be extremely loyal to their leader, caught in a perverse web of hate, fear, and affection.

Hutts do not travel without reason, so they will not be encountered accidentally. Their influence, however, could permeate many aspects of an adventure.

Personality Notes: Hutts are nasty megalomaniacs who believe themselves comparable to gods. They are tough, resilient, and completely immoral beings who enjoy exercising power over others.

Hutts are evil, cruel, and manipulative, and it is only because they share these traits with other, “lesser” beings — who have greater abilities to act — that they can succeed.

Suggested skills: While Hutts will have extensive *Knowledge* and *Perception* skills, they will strongly resist any suggestions that they learn skills which necessitate physical movement — they even have comparative contempt for the *stamina* skill.

Ishi Tib

Appearance and Biology: Ishi Tib are green, amphibious bipeds with rough, leathery skin. Their faces resemble a four-pointed star canted at a 45-degree angle, with a yellow, lidless eye resting at each end of the two upper points of the face, while the lower points flank a hooked beak. Above this beak, in the center of the face, are two broad nostrils.

These nostrils, which function equally well on land or in the water, allow Ishi Tib to smell prey (or predators) at a great distance, while an Ishi Tib's sharp beak is a powerful weapon, capable of puncturing scaly skin or snapping off small appendages such as tails and fingers.

Ishi Tib have thick, muscular arms ending in stubby hands, with two leaf-like fingers and two opposable thumbs (one for each finger) on each hand. Like their arms, the legs of Ishi Tib are thick and muscular, terminating in two flat feet that vaguely resemble fins.

Ishi Tib have never adapted to life completely away from the water. Their skin and lungs — internal gills capable of processing air and water — are sensitive to the loss of moisture and vital salts derived from sea water, so, approximately every 30 standard hours, Ishi Tib must submerge themselves in a briny solution similar to the water found in the oceans of their homeworld. If they fail to do so, their skin and lungs dry out, eventually cracking open and causing them to bleed to death (both internally and externally).

Temperament: Ishi Tib are patient, thoughtful beings who are not given to rash acts. They are meticulous planners capable of executing large, sophisticated projects. This makes them excellent tacticians, executives and comptrollers. However, once a course of action has been determined, an Ishi Tib will not rest until it is complete.

In combat, Ishi Tib are ferocious. When they are cornered or are pressing the attack, they

become uncontrollably frenzied, attacking their opponent until it dies — or they do — then consuming the bodies of the dead (if they can).

History and Culture: Ishi Tib come from Tibrin, a world of moderate size completely covered by a shallow ocean. Tibrin circles Cal, its yellow star, and has one lifeless moon, Plah.

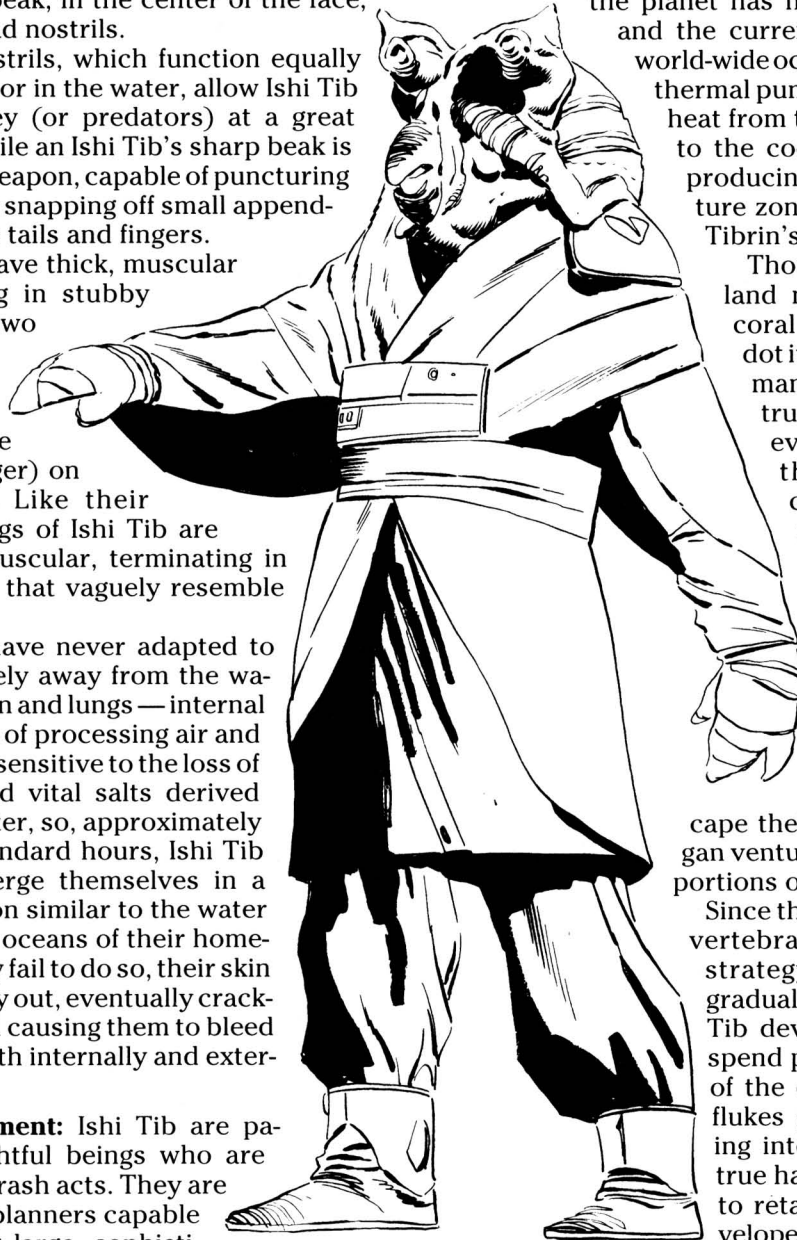
Tibrin's axis is perpendicular to its orbital plane and its orbit is almost perfectly circular, so the planet has no seasonal variation, and the currents of Tibrin's briny, world-wide ocean act as planet-sized thermal pumps, transferring solar heat from the equatorial regions to the cooler polar areas, and producing a tropical temperature zone that covers most of Tibrin's surface.

Though Tibrin has no true land masses, a number of coral reefs and sand bars dot its watery surface, with many of these reefs protruding above the water even during high tide, their reef-forming colony creatures having adapted to life in the air.

Ishi Tib evolved in the shallow waters near these reefs. Their ancestors were large, bony fish that had well-developed forefins and tapering flukes. To escape their predators, they began venturing onto the exposed portions of the reefs.

Since the reefs were devoid of vertebrate life, this survival strategy worked well, and, gradually, the ancestors of Ishi Tib developed the ability to spend prolonged periods out of the ocean. Their fins and flukes grew stronger, evolving into arms and legs with true hands and feet, in order to retain moisture, they developed leathery layers of epidermal tissue that resisted the evaporative effects of the sun.

As the Ishi Tibs' bodies evolved, so did their minds. Although they had effectively escaped their predators, their new environment presented other challenges, and, as they learned how to solve these problems, the Ishi Tib developed



rational thought, the ability to use tools, and cooperative communities.

Ishi Tib civilization is communal in nature, with the needs of the group being considered above the needs of the individual. These "schools" range in size from a few hundred members to more than 10,000.

Ishi Tib have no spouses and the frequency of reproduction is determined by the population requirements of the school and the resources of the area in which the school lives. When the school deems it necessary, fertilized eggs are laid in sandbar hatching areas, many of which have been used since the beginning of recorded Ishi Tib history.

Once the young hatch, the responsibility for raising them falls to the school as a whole, and no individual ever knows the identities of its parents or children.

Politics: Ishi Tib schools are governed in accordance with ecological law by representatives elected to terms lasting one standard year. To prevent the concentration of power in any individual or group's hands, representatives may never serve more than one term in the government.

Technology Level: Industrial in complexity, though not in appearance.

Trade and Technology: On their homeworld, Ishi Tib live in cities built upon carefully cultivated coral foundations. Though they live on land, they no longer have reason to fear the sea, because they have domesticated or driven off even their most ferocious predators, and now they cultivate edible seaweed in vast, underwater fields, maintain huge schools of fish bred especially as food, and harvest crustaceans and shellfish from immense underwater corals.

Ishi Tib strive for harmony with their aquatic environment. Their cities are not so much constructed as grown from living coral, and, because what pollutes one part of the ocean pollutes it all, they utilize no technology which can foul their environment, patiently testing each scientific discovery for environmental impact before legalizing its use.

Ishi Tib in the Galaxy: Although they have little interest in leaving their homeworld, Ishi Tib are highly sought after by galactic corporations and industrial concerns due to their organizational skills. Once hired, they fill managerial positions. Ishi Tib tend to choose firms focused on ecologically sensitive activities.

As a result, most Ishi Tib in the galaxy are quite wealthy, having been lured from their home by substantial offers of corporate salaries and benefits.

■ Ishi Tib

Attribute Dice: 12D
DEXTERITY 1D+1/3D+1
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D
PERCEPTION 1D+2/4D
STRENGTH 2D/4D
TECHNICAL 2D/4D+2

Special Abilities:

Beak: The beak of the Ishi Tib does *Strength* +2D damage.

Planners: Ishi Tib are natural planners and organizers. At the time of character creation *only*, they may receive 2D for every 1D of beginning skill dice placed in *bureaucracy*, *business*, *law enforcement*, *scholar* or *tactics* skills (Ishi Tib still have the limit of being able to place only 2D of beginning skill dice in a skill).

Immersion: The Ishi Tib must fully immerse themselves (for 10 rounds) in a brine solution similar to the oceans of Tibrin after spending 30 hours out of the water. If they fail to do this, then they suffer 1D of damage (cumulative) for every hour over 30 that they stay out of the water (roll for damage once per hour, starting at hour 31).

Move: 9/11

Size: 1.7-1.9 meters tall

Notes

Gamemaster Notes: While many Ishi Tib are offered very desirable employment packages by corporations in need of their services, many of these same corporations ultimately find that the Ishi Tib's reverence of nature interferes with the pursuit of profit. These individuals soon find themselves unemployed and stranded on a foreign world. These are the Ishi Tib that most residents of the galaxy will see.

These unfortunate individuals immediately begin to use their skills to attempt to return home, hiring themselves onto starships in any position that they can acquire, then slowly working up through the ranks. However, by the time many of these Ishi Tib have reached a position where they are able to return home, they are no longer interested, and remain in the galaxy.

Personality Notes: Ishi Tib from Tibrin are most greatly concerned with the affects of their actions on their fellow Ishi Tib and their descendants, and this will influence every decision that they make (and because of this consideration, they are incapable of making quick decisions).

Ishi Tib who have been in the galaxy for a while are usually more self-centered, although they will have a tendency to transfer their concern for other Ishi Tib to whatever beings surround them.

Suggested Skills: Ishi Tib on Tibrin can have any skill except space skills, while individuals who have been stranded in the galaxy will have quickly acquired several skills that will be of use on a starship.

lyra

Appearance and Biology: The lyra are large, multi-limbed cephalopods, with bulbous bodies, approximately one meter in diameter. On the ventral side of a lyra's body, several limbs surround a rasping mouth. Their leathery-looking skin has an elastic quality that allows their boneless forms to contort into peculiar shapes, and they can vary their coloration to match their environment. The number of tentacles the lyra have varies with their age and social position, though they always have at least four, and for each tentacle, a lyra has one eye growing from a slim stalk on its upper body.

Temperament: The lyra are a pompous, egotistical species with a knack for offending other species. They are extremely class conscious and cannot understand why so many four-limbed species labor under the misconception of being equal in status to the lyra.

History and Culture: The planet of the lyra, F'tral, is a large world orbiting the blue-white star, F'la Ren. Clear, fresh water covers 93 percent of the planet's surface. In some places, this vast ocean is as deep as 11 kilometers, while in others it is merely an immense, shallow tidal pool. The little land that does exist on F'tral is located in chains of volcanic islands that form where the planet's tectonic plates collide. F'tral's atmosphere is thin, composed primarily of oxygen, carbon dioxide, and sulfurous fumes emitted by the volcanoes.

The volcanic islands are covered with lush plant life. Because the soil is poor in organic enzymes, most plants have developed alternative means of securing the proteins and other nutrients required for survival. *Fisher plants*, for example, trail long wriggling tendrils off the shores of their islands. When a water-dwelling animal touches one of these tendrils, the plant quickly entwines its prey in the tentacle and drags it ashore to be consumed. *Seducer plants* use sweet smelling nectar to lure prey into the tangles of stems and vines. As the victim feeds on the nectar, the vines and stems slowly close around it, eventually strangling the creature to death.

Cannibal plants prey upon other plants by using crude forms of locomotion to roam about the land and feed on their stationary cousins. Some cannibal plants place themselves next to hunters, sinking a system of roots into the ground. These parasitic roots fuse with the hunter's roots, then begin drawing nutrients out of the hunter plant. In other cases, the cannibal plant simply envelopes its victim in a cocoon of large leaves and secretes digestive acids.

With such fierce competition for nutrients, it is little wonder that animal life never developed beyond the insect and reptilian stages on land. Instead, the versatile cephalopods evolved to fill the ecological niche left vacant by the absence of advanced vertebrates. With their muscular, warm-blooded bodies and the ability to adapt to variations in temperature, pressure, and other environmental vicissitudes, cephalopods quickly established themselves as the dominant lifeform in F'tral's oceans.

Because of their size and their large cranial capacities, the lyra soon became the dominant form of cephalopod. They retain the grasping, many-suckered tentacles of their ancestors, and their many eyes are sensitive and well adapted to vision in the water. Lyra move via a combination of muscular contractions and hydropneumatic propulsion. Because they absorb oxygen through their skin, lyra can survive on land, but, when out of the water, they are awkward creatures who must resort to throwing their tentacles forward and then dragging their bodies along.

Twice a year, males and females of the same caste gather at the breeding grounds. The males use their camouflage ability to produce a startling array of colors in their skin, and females perform elaborate, courtship swimming maneuvers. When two individuals are attracted to each other on the basis of their courtship performances, the male fertilizes the female's eggs internally via a specialized mating tentacle. In time, the egg hatches inside the female's body, and she releases it into the sea to be cared for by the four-limbed caste, among whose functions is the rearing of the young.

Politics: Lyra society evolved technologically because of the lyra's ability to use their tentacles to create tools and manipulate their environment. Today, this fact is reflected in the lyra's rigid caste system, which is intricately linked to the number of tentacles possessed by individual lyra. The greater the number of tentacles an individual has, the higher its status in lyra society.

In most societies, caste systems create inequity and resentment. However, this is not the case in lyra society. All newborn lyra have four tentacles, but, as they mature, they grow more tentacles (and the corresponding eyes). Lyra continue growing extra tentacles and eyes throughout their life, so that individuals are guaranteed that their position in life will continue to improve as they mature. Consequently, most lyra regard the caste system as a beneficial institution which ensures that the oldest, wisest individuals will hold positions of responsibility. This does not mean that younger individuals will not feel resentful of their elders (who get to make all of the

decisions), but that feeling seems to be natural in many species.

Limbs lost to accident or combat result in a corresponding loss of status, because the lyra believe that an individual who loses a limb cannot be very wise. Because of this, individuals who lose a limb must destroy a corresponding eye. Those who lose eyes, however, are not required to destroy limbs. Instead, they retain their caste, but without the privilege of dominance over those of the next lower caste.

Although disagreements between lyra of different castes are virtually non-existent (because the individual with the higher caste is always considered right), conflicts between lyra of equal caste are common. If such conflicts cannot be resolved through debate or discussion, the lyra result to dueling. Such duels rarely end in a duelist's death, however, since the removal of a limb lowers the combatant to an inferior caste and makes him subservient to his opponent, who is then, by definition, the victor of the duel.

Technology Level: The lyra live in vast, submarine cities on F'tral's ocean bottoms. Using the heat of undersea volcanoes to smelt ores, they have developed many forms of technology, including interstellar travel. Their corrosion resistant alloys are valued throughout the galaxy, as are products of their hydraulic, magnetic, and fusion technologies.

Lyra have devised a unique solution to the problem of retaining a hydrosphere within a starship. Most aquatic species never achieve space travel, because they assume that, in order to survive, they must fill the living areas of their starships with water. This solution creates insurmountable problems, as the mass of a liquid is much greater than the mass of a gas, making the liquid filled ships so heavy that they cannot escape the gravity well of the planet.

To avoid this, the lyra fill the cabins of their starships with a mixture of gasses to which they add a large amount of water vapor. The free-floating water vapor keeps the skin of the lyra moist, allowing for the free transfer of the specially formulated gas mixture through their epidermal cells.

In addition, because of the stresses inherent in the extreme accelerations necessary to achieve spaceflight (magnified by the lack of a skeleton in the lyra), the lyra are leaders in the field of gravity manipulation. Lyra ships can retain a constant gravitational acceleration, and

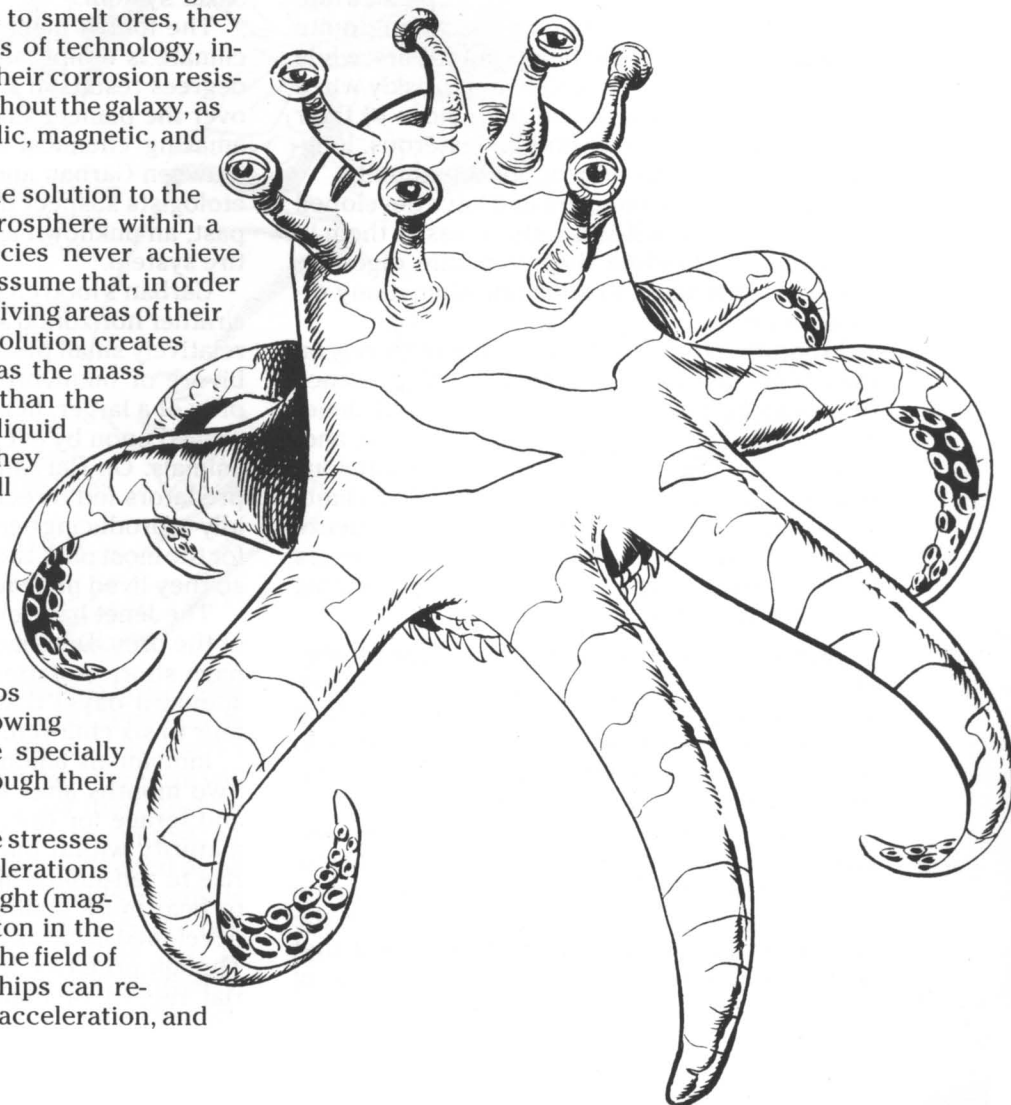
even compensate for inertial disturbances, in situations where lesser systems would surely fail.

Trade and Technology: The lyra trade aggressively with other species in the galaxy, though they prefer to visit planets with marine docking facilities. Although the lyra have little trouble finding buyers for their wares, they seldom make favorable deals, and most species find lyra merchants to be arrogant and distasteful. (This is no doubt due to the lyra's inbred prejudice against beings who possess fewer than five limbs.)

Lyra in the Galaxy: lyra traders are found in many parts of the galaxy, though they prefer to remain in low to zero gravity environments (barring the availability of fresh water environs). When on dry land, the lyra travel in floating ponds—repulsor sleds which contain large pools of water.

■ lyra

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D



MECHANICAL 1D+2/3D+2**PERCEPTION** 1D/3D**STRENGTH** 2D/4D**TECHNICAL** 2D/4D**Special Abilities:**

Tentacles: For each tentacle a lyra uses in combat, add the following bonuses to its *Strength*, *brawling*, and *brawling parry* abilities: 2 tentacles: +1D, 3-4 tentacles: +2D, 5+ tentacles: +3D

Aquatic: lyra are native to underwater conditions, breathe water and suffer no ill effects due to extremes in water pressure.

Water Reliance: lyra must subtract -1D from all *Dexterity* skills when out of the water.

Story Factors:

Caste System: lyra automatically look down on any being that possesses fewer than five limbs.

Move: 12/15 (swimming); 3/5 (walking)

Size: 1-2 meters in diameter**Notes**

Gamemaster Notes: lyra, being large and bombastic, will probably be used most often for comic relief, or as a nonthreatening obstacle (such as a disagreeable merchant). However, as with most bombastic creatures, there is always the threat that they will turn their pompousness into violence. With their multiple limbs, they can be formidable opponents.

Personality Notes: lyra are egotistical and easily offended, just as they easily offend others.

Suggested Skills: lyra can have any skills, but are limited by the fact that they must use equipment that is specially designed for their anatomy.

Jenet

Appearance and Biology: The Jenet are, by nearly all standards, ugly, quarrelsome bipeds with pale pink skin, and red eyes. A sparse white fuzz covers their thin bodies, becoming quite thick and matted above their pointed ears, while long stiff whiskers — which twitch briskly when the Jenet speak — grow on both sides of their noses. Their lanky arms end in dexterous, long-fingered hands with fully opposable thumbs.

The Jenet are scavengers and have developed keen senses of smell and sight to assist them in gathering food, while their versatile digestive systems allow them to consume almost any organic material.

In addition to smell and sight, the Jenet rely on their acute hearing to alert them to the presence of predators. Once a predator is sensed, Jenet avoid it by fleeing in the opposite direction, and, as a result, they are fast runners, prodigious leapers, excellent swimmers, and proficient climbers — and, in an emergency, they can squeeze through openings as small as 12 centimeters wide by disjuncting their limbs and separating their cranial plates.

Temperament: Possibly because of their highly efficient memories, Jenets seem rather quarrelsome, boring, and petty. Trivial matters which are soon forgotten by most other species remain factors in the personality of the Jenet throughout its lifetime.

Although some non-Jenet species have accused the Jenets of fabricating many of the memories that they claim in an effort to manipulate others, there is no denying the fact that the Jenets have remarkable memories — and that they hold grudges for improbable lengths of time.

History and Culture: The Jenet inhabit Garban, one of the seven life-bearing planets in the Tau Sakar system.

The fourth planet from Tau Sakar, Garban's climate is temperate, though its axial tilt of 17 degrees results in significant seasonal variation over the planet's entire surface. Because of the amazing chemical and climatic resemblances between Garban and its six sister worlds, planetologists suspect that, sometime in the distant past, an unknown species planetsided the entire system.

Garban's food chain was peculiar in that it had a rather horizontal structure. On most worlds, a relatively small predator feeds on a smaller herbivore or omnivore. This predator is then the prey of a larger, fiercer predator, who is in turn preyed upon by even larger and more ferocious animals. On Garban, however, a small number of predators fed directly on a wide variety of rapidly-reproducing herbivores and omnivores, and, for the most part, the predators did not compete, so they lived in peace with each other.

The Jenet have evolved from the fertile ranks of the prey. Descended from rodent stock, they have short gestation periods (equivalent to 90 standard days) that usually result in litters of four to six children.

Individuals among the Jenet mature quickly. Two months after birth, Jenet young can walk and forage for themselves, and they reach full maturity within one standard year. This quick rise to self-sufficiency leaves Jenet females free to bear more children. The first Jenet warrens developed in caves beneath the planet's surface. Though primitive Jenet left no written or pictorial record of their life, archaeologists have

learned a great deal by studying their elaborate refuse piles.

Jenet never discard anything. Everything they acquire is either secreted away in their personal quarters, or stored in a community heap. Considered community property, the heap is located in an easily accessible area and consists of discarded food, containers, broken tools, and so forth, and one of the favorite Jenet pastimes is rummaging through the community heap.

By analyzing primitive heaps, archaeologists have determined that early Jenet spent most of their lives huddled in their caverns, fearfully venturing outside only in search of food. Gradually, the caverns became overcrowded and the Jenet moved to Garban's surface, beginning a systematic campaign to destroy the predators that preyed upon them, and soon rendering these creatures extinct.

Despite their status as Garban's masters, the Jenet remain scavengers, having little aptitude for agriculture or animal husbandry.

Although most other intelligent species find the Jenet quarrelsome and distasteful, the Jenet are supremely cooperative among themselves, due to their complex and highly structured social order based on their incredible memories.

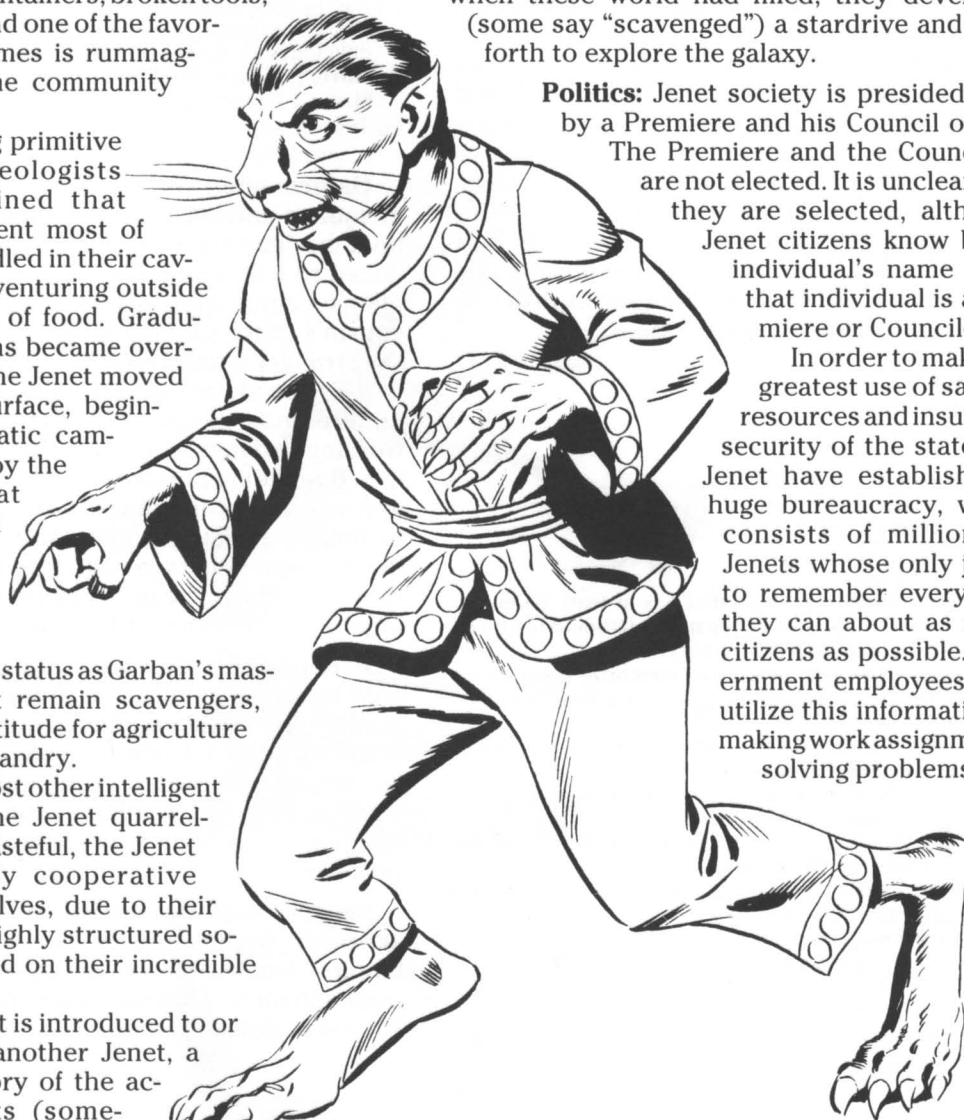
When a Jenet is introduced to or discussed by another Jenet, a complete history of the accomplishments (sometimes dubious) of the Jenet being discussed or introduced is included as part of its name. This catalog of accomplishments implies a position in the society's strict hierarchical structure, and any Jenet present will immediately know whether or not they must, or will want to, cooperate with the individual. Although status is constantly being adjusted by an individual's deeds, accomplishments resulting in upward mobility must be witnessed by two other Jenet to become part of a name, and, in order to avoid fraud, Jenet are never allowed to introduce themselves. Two Jenet may interact,

or even work, together for years without being introduced — if there are no other Jenet around to introduce them.

After becoming the undisputed masters of Garban, the Jenet quickly overpopulated their planet. In order to relieve the pressure, they colonized the other worlds in their system, then, when these world had filled, they developed (some say "scavenged") a stardrive and went forth to explore the galaxy.

Politics: Jenet society is presided over by a Premiere and his Council of 127. The Premiere and the Councilors are not elected. It is unclear how they are selected, although Jenet citizens know by an individual's name when that individual is a Premiere or Councilor.

In order to make the greatest use of sapient resources and insure the security of the state, the Jenet have established a huge bureaucracy, which consists of millions of Jenets whose only job is to remember everything they can about as many citizens as possible. Government employees then utilize this information in making work assignments, solving problems, and



awarding resources. The "community heap" is overseen by this bureaucracy.

Technology Level: Hyperspace, with automation replaced by mass labor.

Trade and Technology: Because of fears that the Jenet homeworld and colonies would be targets of the marauding Rebel Alliance, the Tau Sakar system and its affiliated colonies have been granted the protection of Imperial military forces. In gratitude for this protection, the Jenet are mining the rich veins of ore that run through the seven planets of Tau Sakar, a job they find

utterly contradictory to their nature, which, nonetheless, they continue to perform in order to bring glory to the Empire.

Jenets in the Galaxy: Many Jenet can be found in systems beyond those of Tau Sakar and the Jenet colonies. Their primary employment is administrative, using their remarkable memories in governmental, commercial, and criminal enterprises.

Regardless of where they reside, Jenets prefer to dwell among their own kind. Given the speed with which the Jenets reproduce, this is not a difficult goal to attain. However, isolated populations, despite the speed of their growth, often suffer the ill effects of inbreeding. A curious result of this is that there is a constant flow of youngsters between Jenet populations, as one warren trades young with another in order to broaden the available genetic pool.

■ Jenets

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D+2/4D

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D

STRENGTH 1D/4D

TECHNICAL 1D/3D+1

Special Abilities:

Enhanced Memory: A Jenet that has at least 1D in any *Knowledge* skill automatically gains a +1D bonus to the use of that skill because of its memory.

Astrogation: Because Jenets can memorize coordinates and formulas, a Jenet with at least 1D in *astrogation* gains +1D to its roll.

Hearing: Jenets' advanced hearing gives them a bonus of +1D for *Perception* checks involving hearing.

Swimming: Jenets can advance the *swimming* skill at half the normal Character Point cost.

Climbing: Jenets can advance the *climbing* skill at half the normal Character Point cost.

Flexibility: Jenets can disjoin their limbs to fit through incredibly small openings.

Story Factors:

Tactless: Despite their memories, the Jenet have not learned the secrets of tact. They will freely embarrass or insult any other being which they encounter. Among other Jenets, this is of no concern, for the embarrassed or insulted party usually possesses knowledge which it in turn can

use to offend its offender. In the Jenets, this type of interaction is a measure of pride — if you cannot be insulted, then you have not gained enough notoriety — however, other beings are not as understanding.

Reputation Value: Jenet value reputations. When they introduce their friends, they will describe their friends' accomplishments in glowing, often exaggeratory, terms. Their enemies get less favorable treatment. A few Jenet are sensitive when they are not introduced in the same way by their non-Jenet friends (their Jenet friends will always remember to do this). Sometimes, this presents difficulties for those seeking discretion.

Move: 12/15 (running), 10/13 (swimming)

Size: 1.4-1.6 meters tall

Notes

Gamemaster Notes: With their incredible memories and irascible personalities, the Jenet hold grudges for a long time. Upon being introduced to a stranger, they may remember some offense committed against a friend's distant cousin's sister's husband, and then they deride the stranger about this offense in public.

Because of the high rate of reproduction, the Empire finds the Jenets to be useful as slaves working in dangerous situations, and has established breeding populations throughout the galaxy, selectively breeding the Jenets in an attempt to increase their pacifism and decrease their intelligence. Jenets resent this treatment, but they do not have the personality types necessary to join the Rebellion at this time.

Personality Notes: Jenet are extremely bothered by trivial details, and this does not endear them to the members of many other species. In addition, the Jenet, who are conditioned to living in extremely crowded conditions, have a tendency to stay in close physical proximity to their companions, a habit which many others find to be intrusive.

Suggested Skills: Jenet can have any skills, although, because of the machinations of the Empire, Jenet with combat skills are becoming rarer and rarer. They specialize in *Perception* and *Technical* skills.

Kitonak

Appearance and Biology: Kitonaks are one of the toughest species in the galaxy. Their tough, leathery hide can withstand all but the roughest abrasions, acting as a natural armor that covers the Kitonak totally, sealing all bodily openings. In fact, with the exception of their arms and feet, nothing of significant vulnerability protrudes from their bodies.

Kitonaks have two pudgy arms, each ending in four short, stubby — yet surprisingly nimble — fingers. Their mushroom-cap heads have two eyes, ears, and a mouth, none of which are obvious to the casual observer.

Temperament: Kitonaks are extremely patient beings, preferring to wait instead of act. In fact, one of the few things that anger the Kitonak is the impatience of other beings. If rushed, they will resolutely slow down to a pace even slower than their normal plodding, just to make whoever is rushing them wait longer.

History and Culture: Kitonaks are perfectly adapted to life on Kirdo III, their native planet. This hot, desert world contains vast seas of white sand, oceans of red, cracked mud, and escarpments of craggy, yellow-orange hills. Kitonaks live among the white, sandy dunes, where the winds sometimes reach speeds up to 400 kilometers-per-hour. In milder storms, with winds whipping at 200 kilometers-per-hour or less, the Kitonaks simply anchor their feet, and lean their aerodynamic heads into the wind. Even as the blowing sand forces other animals to take shelter, it is not unusual to find hundreds of Kitonaks standing stalwart against the wind like a forest of thick fingers. But when rocks start to fly, even Kitonaks “dig in,” burrowing into a dune to await the storm’s end.

Kitonaks are as easy-going as their skin is tough. They rarely do anything in a hurry. It is not that they are lazy; they simply excel at waiting. With an extra set of lungs designed to store oxygen, they can put off normal breathing for three or four standard hours, and their ample fat storage systems enable them to go without food for weeks, and even then finding food is a matter of simply standing still and waiting.

To feed, a Kitonak stands motionless, mimicking the *sulfaro* plant that is favored by near-sighted and dim-witted *chooba* as a food-gathering location. At dawn, the half-meter-long, yellow chooba rise from their burrows in the sand and set out to find a *sulfaro*. Eventually a chooba will climb the patient Kitonak, heading toward the Kitonak’s gaping mouth, which resembles cavities in the *sulfaro* plant that are often used by

birds as nesting sites. The chooba hopes to find a bird’s nest to plunder for breakfast, but, instead, it becomes breakfast.

One chooba can supply a Kitonak’s nutritional requirements for up to a standard month, providing the Kitonak digests the chooba in its naturally patient manner and does not exert itself too much during that month.

The nomadic Kitonaks wander the desert in small tribes of roughly 100 members, following the migrating chooba, and as the chooba migrate slowly, the Kitonaks follow slowly.

Kitonaks can move while prone by progressing in a sort of humped slithering across the sand, and a similar locomotion helps them burrow into the sand, but the form of locomotion preferred by the Kitonaks is “walking.”

Kitonak feet are actually muscular pads. To “walk,” they hold their legs still, and stretch and contract the well-ridged bottoms of their feet. Progress is slow, but Kitonaks seldom hurry.



It is not certain how this species follows its food of choice, but it would appear that their olfactory organs are in the bottoms of their feet. Their sense of pressure (also located in their feet) is remarkably developed, and allows them to detect subtle vibrations in the sand that often proceed desert storms.

Kitonaks have no natural enemies on the surface of Kirdo III and fear only two things: quicksand and caves. Quicksand harbors creatures waiting for a tender morsel such as a Kitonak to “drop in.” The caves harbor something worse.

Kitonaks believe that the cavern openings, with their acrid, cool, outflowing breaths, are gateways to the Kitonak mythological underworld, and no Kitonak who has ventured into one of these caves has returned.

The centerpiece of the Kitonak’s day is the “Telling of the Story.” Usually only one story is told per night, but it can last for hours, as each member of the tribe takes a turn, adding some new twist to the plot, and helping to instruct the young in the virtues of patience. The full story may actually be told over several nights, but each episode ends after those hours of telling.

About once in a decade, rain comes to the Kirdan Desert, the great desert that covers Kirdo III. When this happens, Kitonaks cast aside their leisurely attitude. When it comes, the rain falls in torrents, turning the cracked mud to raging rivers and dotting the sands with briny pools. Seeds that have lain dormant for years may suddenly sprout, unfolding for a short life.

At the first signs of rain, Kitonaks migrate toward the dry, cracked river beds for the “Great Celebration of Life.” As the water rises, the lumpy figures plunge into the river and submerge, beginning the Kitonak “Dance of Love,” an important part of their mating ritual.

Hours later, when the Kitonaks emerge from the water, far downstream from where they entered, some of them have infant Kitonaks in tow. Uninformed observers often conclude that Kitonak reproduction is a rapid affair with practically no gestation period, when, in truth, the Kitonak gestation period is the same as the period between rains. Females who emerge from the river carrying an infant were fertilized during the last celebration, and this most recent celebration has only served to trigger the birth sequence.

Young Kitonaks never stray far from their mother’s side, clinging to her adequately droopy folds of flesh for their first year of life, nursing while they listen to her tales.

During storms, Kitonak young stand sheltered in the mother’s wind-shadow. In time, the children begin to test their ability to withstand the gales on Kirdo III. Cautiously, they step out from

their mother’s leeward side, and point their own heads into the wind. Some attempts at independence fail, and the little Kitonak tumbles downwind until a member of the tribe can catch it and return it to the safety of its mother.

Kitonaks mature fully in about nine standard years, in time to take their own turn at adulthood in the next Great Celebration. When the population of the tribe becomes too high, the more adventuresome nine-year-olds leave the tribe, and begin to wander the sands alone or in small groups, in search of a tribe whose population is low. At night, these lonely nomads busy themselves by hollowing out chidinka plants and creating a *chidinkalu* on which they play songs that proclaim their desire to find other Kitonaks. Occasionally, the attempt backfires, and off-world slavers hear their haunting music, capture them, and put them to work as jizz wailers in unsavory space station lounges.

Politics: The Kitonaks have developed a participatory democracy that encircles their entire world. Because of the lack of quick and efficient communications among the various tribes, years can pass before a question is resolved (by which time the problem has, hopefully, solved itself).

Technology Level: Kitonak technology is almost nonexistent, consisting only of items of an ephemeral nature. During times of calm winds, they will construct objects of entertainment — primarily musical instruments — from available materials. These objects are simply made, because the Kitonak know that they will most likely be lost during the next galestorm.

Kitonak in the Galaxy: Most Kitonak in the galaxy left their homeworld as slaves, but their patience and nature to work slowly make them unmanageable as slaves, and they are soon freed (or killed) by their impatient owners — who will often take “pay back” from the Kitonak after the being lands a job. These Kitonak usually find subsequent employment as musicians, primarily in the popular genres of jizz and ontechii, paying off their slave-debts and earning a decent living in the process.

These free Kitonak have considered the questions of introducing technology to their homeworld and of protecting their fellow Kitonak from slavery, but have, not surprisingly, decided to wait and see what develops.

■ Kitonak

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D+1/4D

TECHNICAL 1D/3D

Special Skills:

Strength skills:

Burrowing: This skill allows the Kitonak to burrow through sand and other loose materials at a rate of 1 meter per round.

Special Abilities:

Natural Armor: The Kitonak's skin provide +3D against physical attacks.

Story Factors:

Interminable Patience: Kitonak do not like to be rushed. They resist attempts to rush them to do things at +3D to the relevant skill. In story terms, they seem slow and patient — and stubborn — to those who do not understand them.

Move: 4/8

Size: 1-1.5 meters tall

Notes

Gamemaster Notes: There is no doubt that most Kitonaks in the galaxy will be musicians, but music is not a steady job, so most of these will also be supplementing their incomes with another job — often as spies and information brokers. The Kitonaks have two qualities which make them more than adequate spies: an oral storytelling tradition, which allows them to remember and then recount the events that transpire, and the patience to sit and wait for something to happen. Add to this the fact that most other species cannot tell when a Kitonak is awake or asleep (or even if the Kitonak is a sapient being),

and you have an almost perfect spy.

But such a useful source of information does not come without its costs. In addition to having to pay well, the beings who want the information have to have the patience to sit and listen while the Kitonak tells the story. Its way.

Personality Notes: Kitonak will not perform actions without thoroughly thinking their consequences through, and then, of course, they usually prefer not to do anything. They are insufferably calm and collected, and truly believe that inaction is the best course. They know that if you wait long enough, supper will come to you. Player character Kitonak should be those who have “made up their minds” to do something (like join the Rebellion), and they will be set on that course — even though peripheral decisions will still take time.

Suggested Skills: Kitonak will only have a few skills before they leave Kirdo III: *storytelling* (a *Knowledge* skill), *music performance: chidinkalu* (a *Dexterity* skill) and *swimming*, but, once they enter the galaxy, they will easily pick up other skills. Kitonak will learn combat skills, but they prefer not to carry weapons, as carrying a weapon is an action which often leads to combat.

Kubaz

Appearance and Biology: Kubaz have humanoid bodies and limbs with four broad, stubby fingers on their hands and two large toes on each foot. The most striking feature of the Kubaz face is the short prehensile trunk that serves as a nose. Kubaz have rough-textured, greenish-black skins, and bristly hair grows from the tops of their heads. Kubaz eyes are extremely large and sensitive to the red wavelengths of light, so they wear protective lenses in most foreign environments.

Temperament: Kubaz are cultured beings who place a high value on tradition and the sanctity of the family. They enjoy art, music, and other forms of sophisticated entertainment, though insect banquets are their favorite. Although they will not be insulted if a guest does not join them for an insect feast, they will certainly conclude he lacks culture and a discriminating palate.

History and Culture: Kubaz are natives of Kubindi, a large world circling the blue giant Ku'Bakai. This star is known among astronomers for its magnificent solar flares, which have withered its four closest planets into little more than

scorched, barren balls of rock, and have made Kubindi, Ku'Bakai's fifth planet, into an arid world given to unpredictable storms and oscillating weather patterns.

Kubindi's flora and fauna have adapted in many interesting ways to the planet's severe climate and to Ku'Bakai's unpredictable bursts of radiation. Insects, which are quite adaptable to radiation of all types, thrive on Kubindi, and range in size from microscopic mites to giant sun-beetles as large as banthas, with many new mutations appearing after periods of intense flare activity.

Many lifeforms have developed thick epidermal layers of dead cells to shield them from excess stellar radiation, while others dare to venture on the planet's surface only at night.

The herbivorous forerunners of the Kubaz started eating insects after a powerful solar flare burned Kubindi's plant life away. Faced with starvation, the Kubaz began opening hives and lapping up the insects inside.

The Kubaz were well-suited to preying upon such insects, for they were strong enough to

smash the hives, had a thick leathery hide to protect them from stings, and their forelimbs ended in sharp, broad claws that were perfect for digging. In fact, they were so well adapted that even after the plants returned, the Kubaz continued to prey upon the delicious morsels inside the hives, eventually developing prehensile snouts and sticky tongues that made feeding upon the insects much easier.

For thousands of generations, the Kubaz wandered Kubindi in family herds foraging for insects. Eventually, their population became so large that nests of insects were becoming rare.

The Kubaz soon realized it would be easier to farm insect hives than to forage for them, so they abandoned their nomadic way of life in favor of insecticulture, developing highly efficient methods of farming large numbers of hives in small amounts of growing space.

In early Kubaz society, thefts of hives were common. One hive looked more or less like another, and proving ownership was nearly impossible.

To overcome this, the Kubaz developed designer insect strains, giving each family a particular design for their insect herds, allowing theft to be easily proven. However, the sensitive Kubaz palate quickly grew tired of the same designer insect.

To increase the variety of their meals, families began to exchange hives (with the queens carefully removed, of course), and a planetary trading community soon evolved.

The development of trade led to more technological advances, and Kubaz society became increasingly complex. They developed rapid-transport methods for delivering hives from distant locales, computer technology for keeping track of accounts, and the ability to reproduce exotic environments in

order to keep hives fresh in transport and storage. Eventually, they developed space travel, and the Kubaz currently farm insect delicacies on the sixth, eighth, and eleventh planets of the Ku'Bakai system.

Kubaz family members usually live in close proximity to each other, though each couple has an apartment of its own. They share their apartments with their infants, but children go to live in a family creche when their age is equivalent to five standard years. At the creche, they are cared for by single adult females.

Politics: Kubaz social policies are primarily determined by the desires of the larger trading families.

Technology Level: Industrial, but with limited mass production.

Kubaz in the Galaxy: Although Kubaz are not common sights in galactic spaceports, they have been in contact with the Empire for many years, and have become famous in some circles for the exotic cuisine of their homeworld.

Kubaz

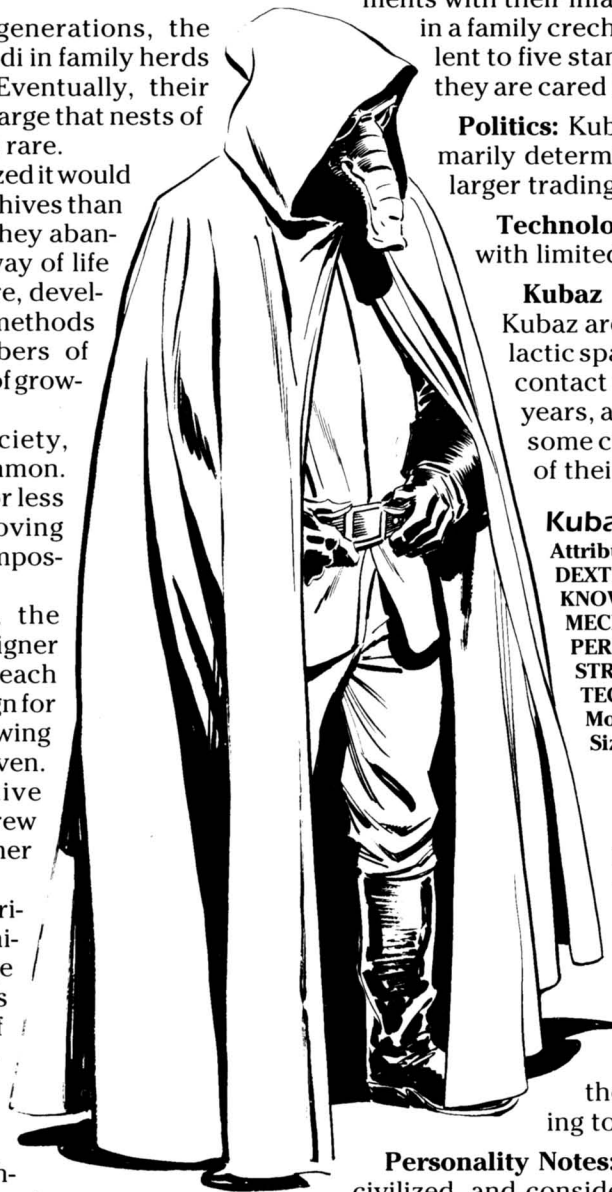
Attribute Dice: 12D
DEXTERITY 1D+2/3D+2
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D+2
PERCEPTION 2D+2/4D+2
STRENGTH 1D/3D
TECHNICAL 2D/4D
Move: 8/10
Size: 1.5 meters tall

Notes

Gamemaster Notes: The Kubaz are eager to explore the galaxy, but are currently being limited by the lack of traffic visiting the planet. To overcome this, they are busily attempting to develop their own spaceship technology (although the Empire is attempting to discourage this).

Personality Notes: The Kubaz are extremely civilized, and consider tact and decorum to be among the most important aspects of life.

Suggested Skills: Kubaz can have any available skills, although Kubaz who have not explored the galaxy will not have any skills involving space travel or droids.



Laboi

Appearance and Biology: The Laboi are mammalian, snake-like beings who range in length from two to six meters, and in girth from one to three meters. Like reptilian snakes, they lack hands, but their bodies are covered with thick fur that varies in color from brilliant red to royal blue. Their eyes have slit pupils, and circular ears protrude from their heads, and with their long snouts and mouths full of canine teeth, they appear quite menacing.

Temperament: Due to the means by which the Laboi collect their food, the species has a genetic predisposition towards aggression, an aspect of their personality that is expressed in every facet of their personality. Despite this, most Laboi are surprisingly tolerant of the beliefs and values of other species and are capable of politely interacting with many different types of beings.

There are members of a few Laboi tribes, however, who hold no value in sentient life other than that of the Laboi. To these individuals any creature, sentient or not, is food.

History and Culture: Laboi inhabit Laboi II, a small world in close orbit around the red giant Er'Dox Kaan. Laboi II's period of rotation is 4,040 standard hours, which is just 10 standard hours less than its year.

Normally, this would mean that one side of the planet constantly faces its sun. However, Laboi II's rotation is retrograde, and, instead of turning toward Er'Dox Kaan, Laboi II is always turning away.

The result of this is that each side of the planet faces the nearby sun for almost 2,020 standard hours at a time. During these long days, the surface of the planet becomes so hot it melts many types of rock, while during the 2,020-hour night, the surface cools to sub-zero temperatures.

Despite the low density of Laboi II's atmosphere, the huge temperature differential between the night and day sides creates a fierce wind, which redistributes heat, keeping the planet's night side from becoming too cold, and helping to cool the day side.

Because a large percentage of the surface melts and reforms every day, soil formation is impossible on Laboi II, and there is no plant life, but many forests of brilliantly colored mineral crystals form when molten lakes of rock begin to cool.

Despite the lack of plants, Laboi II is rich in different forms of animal life, all of which have interesting strategies for surviving the extremes of their harsh environment.

Many of the insects of Laboi have developed life cycles that take advantage of Laboi's long periods of hot and cold, while other creatures spend their lives migrating into the slowly advancing twilight zone, feeding on insects, and still others have biologically adapted to the extremes of Laboi II's climate.

The Laboi fall into the latter category.

The long fur on their bodies serves as an insulating layer during the cold night, and, between dusk and dawn, the fur is colored brilliant red, blue, or green in order to camouflage the Laboi in the mineral forests, while, during the hot day, the fur turns white to reflect heat.

The Laboi snout ends in four large nostrils and contains a complex of sinus cavities solely dedicated to the olfactory senses. The Laboi are carnivorous, and they are adept trackers that can follow even the faintest of trails. Because their sense of smell is so well developed, the Laboi are finicky eaters. Their favorite food is the *ovolyan*, a bantha-sized, reptilian quadruped. The *ovolyan*'s favorite food is, coincidentally, Laboi — but only those small enough to swallow whole, as the *ovolyan* lacks teeth and cannot chew prey into digestible bits.

Regardless, killing *ovolyans* is dangerous and many Laboi perish while on hunts. The Laboi deal with the high mortality rate of hunts in two ways. First, any Laboi under two meters long are considered expendable and their loss is not mourned. Second, the litters of Laboi females grow larger as the mothers increase in size. For example, a young female of two meters might bear only a single "worm," while an ancient female of eight meters might have as many as 20 worms.

Though the lack of manipulatory appendages has prevented the Laboi from advancing techno-



logically, they have a rich and varied cultural life. During the night, the packs of Laboi live in carefully tended, multi-colored crystal gardens.

They cultivate these gardens through selective agitation of minerals in molten rock pools. Laboi originally used their tails to grasp simple, rock stir-sticks. However, many Laboi, especially older females, have a limited ability of telekinesis. Using telekinesis to agitate the molten rock, they achieve results far more beautiful and subtle than possible with mere physical manipulation.

The source of the Laboi's telekinetic abilities is not clear. Perhaps it is a result of electromagnetic properties held by certain mineral crystals, but it may also be related to the Force. Despite their primitive lifestyle, the Laboi are extraordinary philosophers and theorists. Many of them follow a mystical religion that hints at the existence of the Force, and it is conceivable that some of them have developed a certain small ability to tap into its powers.

Politics: Laboi society is organized around the hunting packs that pursue the ovolyan. The largest male Laboi is always the "pack leader," though it would be an exaggeration to say packs are dominated by the strongest. Rather, Laboi have a deep and abiding respect for age. In their species, which continues to grow throughout its adult life, size is the best indicator of age. The pack leader is responsible for orchestrating the defense of the pack, and is also in charge of sending out "hunts."

Hunts are led by a "chief," the largest available male who is not the pack leader. The chief is aided by smaller Laboi, who track down the ovolyan, lure it into an ambush, and engage in the actual physical combat. The chief enters combat with the ovolyan only if it appears the prey might escape or defeat the hunting party.

Trade and Technology: Laboian mineral crystals are popular on many of the core worlds, so traders regularly visit Laboi to collect these, despite the fact that there is little in the galaxy that the Laboi themselves desire.

Laboi in the Galaxy: Laboi are not common in the galaxy, but neither are they unknown. Because of their lack of appendages, they are most likely to be employed in intellectual capacities, working as theorists, philosophers, and executives.

In addition, it has been reported that a number of Laboi are moving into the criminal areas that have, until now, been the province of the Hutts.

■ Laboi

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D+2/4D
MECHANICAL 1D/3D+2

PERCEPTION 2D/4D

STRENGTH *

TECHNICAL 1D/3D+2

*The *Strength* of the Laboi varies with its size. It is 1D+1 for Laboi two meters or less in length, then increases by 1D for every 2 full meters of length, up to 5D+1 for the largest Laboi (10 meters). Every two meters of length costs 1D.

Special Abilities:

Teeth: The teeth of the Laboi do damage equal to *Strength* +2D.

Fur: Their fur protects Laboi from extremes of both cold and heat.

Telekinesis: Certain Laboi females can use their minds to move items weighing less than 5 kg. They are limited to manipulating one item at a time (and cannot do anything else while doing this) and that item must stay within 10 meters of the Laboi. To compensate, Laboi females cannot grow more than eight meters in length.

Story Factors:

Reputation: Most members of the galaxy assume that if they encounter a Laboi, they will be eaten, so they do one of two things: run or attack.

Move: 10/12

Size: 2-10 meters long

Notes:

Gamemaster Notes: Laboi are limited by their inability to manipulate objects, so they will most likely be used in situations where they initiate, but do not carry out, activities. In this way, they will be similar to Hutts, but their organizations will be smaller and their fame less. In addition, it is possible that the Laboi will be in a legal position, such as an executive in a large corporation.

Roleplaying Note: Due to their unique physiology, player characters will encounter certain problems with Laboi. Large Laboi (six meters plus) can coil up into smaller "packages" (about one third their size) for indefinite periods of time, but they are cramped and uncomfortable. Similarly, unless they have incredibly customized technology, they cannot do much except bite and dodge in combat. Such technology (mouth-operated guns, etc.) would be very hard to come by and at least 10 times as expensive as normal tech.

Personality Notes: Even Laboi who place a value on sentient life do not hold that value high, and, when faced with the choice of hunger or eating its companions, a Laboi does not have to debate long before beginning its meal. (Laboi usually judge the value of life in units we call "calories.")

Suggested Skills: Because of their inability to manipulate items, Laboi will be limited to *Knowledge* and *Perception* skills, with the exceptions of *brawling* and *brawling parry*. The Laboi are capable of understanding most *Mechanical* skills, but they are unable to perform the tasks that make these skills useful unless they have special technology designed for their specific use.

Mon Calamari

Appearance and Biology: The Mon Calamari are an intelligent, bipedal, salmon-colored amphibious species with webbed hands, high-domed heads, and huge eyes.

Temperament: The Mon Calamari are generally a soft-spoken, gentle people, but they have an almost legendary determination and dedication that is often seen as obstinacy. Once they have decided on a course of action, they are not easily swayed.

History and Culture: The Mon Calamari are from the watery world of Calamari. While water covers most of this planet, there are rare islands and tiny continents, but even these contain large bogs, marshes and lake chains.

The Mon Calamari are shore dwellers, land creatures with an affinity for water. Their ancestors quickly developed a rudimentary aquaculture system, farming fish and cultivating kelp, but technological advances were slow because of the difficult time the Calamarians had in extracting metals from the planet's crust. (It has been hypothesized that this slow development contributed to the peaceful history of the planet.)

Today, floating cities dot the oceans of the water world, artificial continents resting above the constant sea. Calamarians have created a highly civilized culture. Art, music, literature and science are at a level of creativity unsurpassed in the known galaxy. Always, these gentle folks saw the stars as islands in the galactic sea, and as such, they reasoned that other beings inhabited those faraway places. They dreamed of finding other civilizations with which to share their hopes and aspirations.

It is remarkable, but the Mon Calamarians had been in space long before their paths intersected with those of the greater galaxy. Immediately following the discovery of their planet by Imperial survey teams, the Mon Calamarians were

offered a place in the Empire, but, surprisingly, the Mon Calamarians refused this offer, preferring instead to remain autonomous.

But, because of the growing presence of rebellious forces in the area, the Empire took it upon itself to station a security fleet in the Calamari system to protect the peaceful Mon Calamarians from the ravages of the war.

It was fortunate that this fleet was in place for, shortly following the discovery of Calamari, the planet was attacked by Rebel forces and the Imperial fleet was forced to defend its peaceful inhabitants.

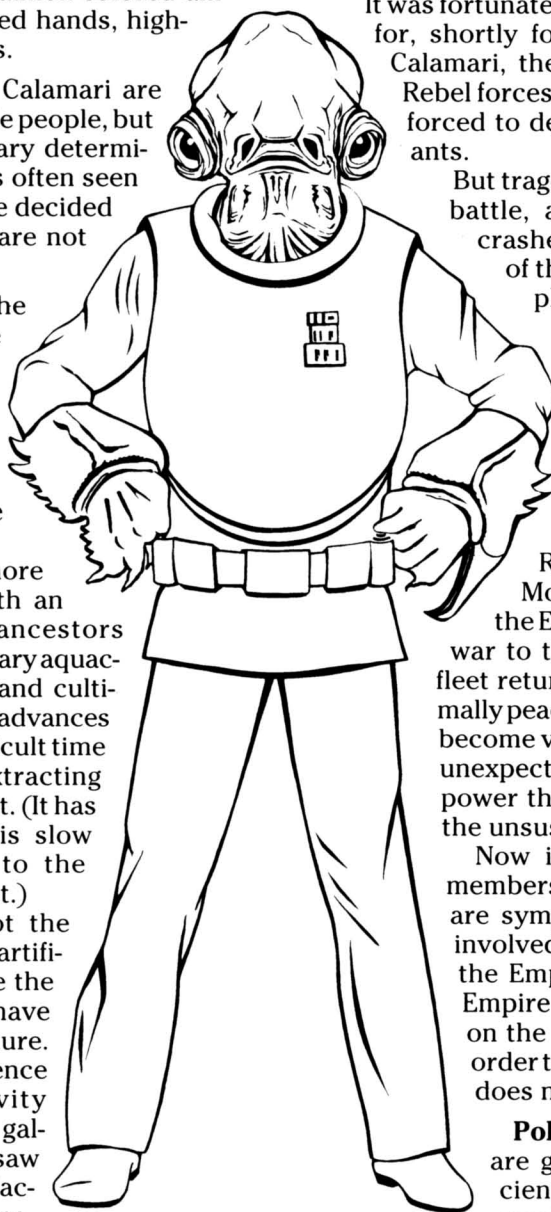
But tragedy struck and, during the battle, a crippled Imperial ship crashed into the watery surface of the planet, the resulting explosion destroying three of the famous floating cities. In order to prevent any additional tragedy, the Imperial forces retreated from the planet to regroup.

During this time, traitorous members of the Rebellion convinced the Mon Calamarians that it was the Empire that sought to bring war to the galaxy, and, when the fleet returned to Calamari, the normally peaceful Mon Calamarians had become violent. They unleashed an unexpected barrage of destructive power that completely obliterated the unsuspecting security fleet.

Now it is apparent that most members of the Calamari people are sympathetic to, if not highly involved in, the Rebellion against the Empire. Because of this, the Empire is keeping a watchful eye on the system and its people, in order to ensure that greater harm does not befall them.

Politics: The Mon Calamari are governed by a highly efficient representative government, similar to the Senate of the Old Republic before its degradation. (Although the integrity of this body has been questioned since the Mon Calamarians' alliance with the Rebels.)

Technology Level: Alone among the more recently discovered species, the Mon Calamarians developed a technology that, though unique, was comparable to that of the greater galaxy. In



fact, their starships, although displaying significant differences in philosophy of mechanics and design, are sometimes more efficient than those of the Empire, although their construction is extremely difficult.

Trade and Technology: Unfortunately, the Calamari system is currently under a complete trade embargo. This situation should be rectified once hostilities between the Empire and the Rebels cease.

Mon Calamari in the Galaxy: Large numbers of Mon Calamari have chosen to serve in many facets of the Imperial fleet, providing support for the military as it fights to restore peace to Calamari.

The Truth

While this may be the Empire's interpretation of the "facts," see *The Star Wars Sourcebook* for the Mon Calamaris' side of the story.

■ Mon Calamari

Attribute Dice: 12D
DEXTERITY 1D/3D+1
KNOWLEDGE 1D/4D
MECHANICAL 1D+1/3D+1
PERCEPTION 1D/3D
STRENGTH 1D/3D
TECHNICAL 1D+1/4D

Special Abilities:

Moist Environments: In moist environments, Mon Calamari receive a +1D bonus for all *Dexterity*, *Perception*, and *Strength* tasks.

Dry Environments: In dry environments, Mon Calamari receive a -1D penalty for all *Dexterity*, *Perception*, and *Strength* tasks.

Amphibious: Mon Calamari can breathe both air and water and can withstand the extreme pressures of the ocean depths.

Story Factors:

Enslavement: Most Mon Calamari not directly allied with the Rebel Alliance are enslaved by the Empire, and the Empire has placed a high priority on the capture of any "free" Mon Calamari.

Move: 9/12 (walking); 8/10 (swimming)

Size: 1.3-1.8 meters tall

Notes

Gamemaster Notes: In the few years that the Mon Calamarians have dealt with the Empire, they have possibly suffered more than any other species. Repeated attempts by the Empire to "protect" them have resulted in hundreds of thousands of deaths.

The Empire did not see this new alien species as an advanced people with which to trade. The Empire saw an advanced world with gentle, and, therefore, stupid, beings ripe for conquest, and it was decided to exploit this "natural slave species" to serve the growing Imperial war machine.

Initially, the Mon Calamari tried passive resistance as a means of rejecting the Imperial invaders, but the Empire responded to the defiance by destroying three floating cities as an example of its power. The response from the Calamarians was unexpected, as this peaceful species with no history of war rose up and destroyed the initial invasion force (with only minor help from the Rebellion).

Now, the Calamari system serves as the only capital ship construction facility and dockyard controlled by the Alliance. The Empire, preoccupied with controlling other rebellious systems, has been unable to mount an assault on these shipyards.

Personality Notes: Mon Calamari are peace-loving, idealistic beings, gentle and soft-spoken, but they have learned what war is, and are now committed to restoring peace to the galaxy. In the Alliance they have found the vision of a peaceful congress of many races that they sought, and they are fighting to make that vision real.

Mon Calamari are extremely even tempered, slow to anger, and have remarkable capacities for concentration, rarely being distracted by emotional responses.

Suggested Skills: Mon Calamarians can possess any available skill. Most encountered in the galaxy will have starship- and capital ship-related skills.

Ortolans

Appearance and Biology: Ortolans are heavy, squat bipeds with long, trunklike noses and beady black eyes. They have floppy ears and rather small mouths, which are, nevertheless, well adapted for eating. Each hand ends in four chubby fingers and a thumb that is not quite opposable. A thick, baggy hide, covered with soft fuzz resembling velvet, hangs off their rotund bodies.

Originally nocturnal, the Ortolans retain many vestiges of their primitive lifestyles. Their large pupils are quite efficient in dim light, while bright light hurts their eyes. The Ortolans' floppy ears are extremely sensitive to sound waves, but their long snouts also have densely packed tympanic organs that channel low wavelength sounds through flexible eustachian tubes into their ears. Of course, the Ortolans' noses are useful for more than just hearing. These long trunks also contain olfactory passages that allow Ortolans to smell food up to two kilometers away.

The Ortolans also use their quite flexible (though not prehensile) proboscis to generate sound. To the ears of most other species, Ortolans seem fairly silent, almost mute. However, individuals capable of hearing into the subsonic range know otherwise, claiming that the galaxy holds few tortures more cruel than sitting in a roomful of Ortolans using their trunks to carry on endless subsonic conversations. Of course, Ortolans are also capable of communicating in normal sonic ranges when the need arises.

The heavy layer of blubber in Ortolan bodies serves both as insulation, and as an auxiliary energy supply in case food becomes scarce. To maintain this abundant safety factor, Ortolans eat at every possible opportunity.

Ortolan hands evolved out of a hoof-like foot, and they have never developed truly opposable digits. To compensate, their fingers have evolved suction pads that aid in tool manipulation and in climbing while foraging for food.

Temperament: Ortolans tend to be friendly and agreeable, especially to individuals that offer them gifts of food. This obsession with food has caused members of other species to view the Ortolans as foolish simpletons, but this is not true. The Ortolans are very clever, as indicated by the fact that they use the condescending attitude of other species as a way to obtain food from them.

History and Culture: Ortolans come from the planet Orto. This small planet is a cold world orbiting its red dwarf star in a highly elliptical pattern. Its year is 589 standard days long, and its rotational period is slightly over 24 standard hours. Water is

plentiful, though much of it is frozen in the form of snow or ice, and as might be expected of a small world, Orto's atmosphere is fairly thin, though it is rich in oxygen.

Due to Orto's elliptical orbit, its axial tilt, and its thin atmosphere, the growing season lasts an average of 161 standard days and occurs only in latitudes near the equator, making it difficult for Ortolans to raise food crops that require a lengthy growing period.

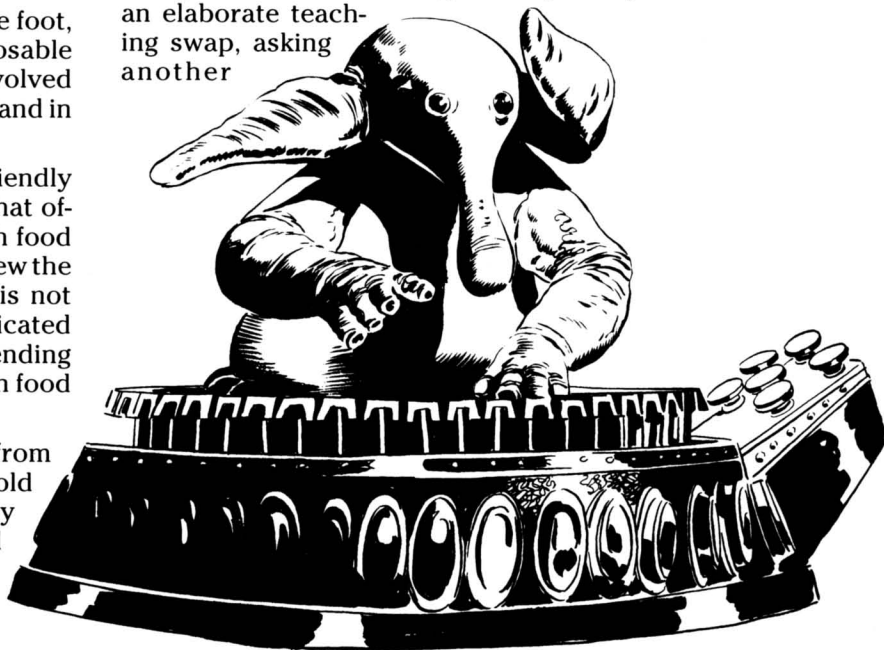
Using seismic instruments, geologists have discovered a tremendous crater buried beneath the northern polar cap of the planet. This crater suggests that the planet was hit by a large cometary, or possibly planetary, body in its recent geological past, and this collision may have resulted in Orto's peculiar orbit and, almost overnight, transformed the climate of most of the world into an arctic wasteland.

It is apparent that the great climate-altering disaster depleted the food supplies so drastically that all lifeforms massing more than approximately 200 kilograms perished.

Primitive Ortolans were just small enough and ate little enough to escape extinction, while their primary predators perished, allowing the Ortolans to thrive.

Their large cranial capacities and well-developed brains also aided them, allowing them to create or find shelter, and find alternate food sources at a time when most species were freezing and starving to death.

The Ortolan birthrate is low. Babies are born with completely developed musculature and dental structure. Education of the offspring is the responsibility of the parents and, occasionally, a child shows extraordinary aptitude in a field that is beyond the parents' expertise. When they recognize such a situation, parents participate in an elaborate teaching swap, asking another



Ortolan family to teach the child in return for some other service.

Parental obligations end when the children reach an age equivalent to seven standard years, at which time they are unceremoniously thrown out of the household to forage for themselves (unless they have a skill they can use for the benefit of the household).

Because of their highly developed sense of hearing, the Ortolans' favorite form of entertainment is music (preferably dinner music). They prefer concerts featuring the full spectrum of sound, from the subsonic to the ultrasonic. Ortolan concerts are held in spacious, dimly lit halls that feature easily accessible food bars. The concerts themselves tend to be rather loud, in order to drown out the cries of wandering food vendors and the noise of politely, happily-munching audiences.

One of the current fads among Ortolan youth is body coloring, which they learned when a Devaronian smuggler landed on Orto with a shipment of food dyes. The Ortolans could not imagine why anyone would want to waste time dyeing their food, but they did like the idea of tinting their velvety fur in outrageous colors. Young Ortolans feel that improving their coloration is in keeping with Imperial style, but most older Ortolans feel the time wasted pouring food coloring in one's fur might be more wisely spent foraging for food.

Technology Level: Primitive industry, with highly advanced food production processes.

Trade and Technology: Ortolan society is reasonably industrialized, though not with particularly advanced technologically. Beneath its thick ice caps, Orto is rich in heavy metals and radioactive fuels. The Ortolans mine much of the raw material which other species use to produce finished goods. Although this has resulted in the introduction of money into Ortolan society, their economy is still barter-based. Ortolans prefer to trade for whatever they need and to save their newly discovered and acquired money — which, they have learned, can be used to buy food that they can't normally barter for.

Currently, the Ortolans are dedicating all the resources extracted from the planet to the cause of the Empire. To facilitate this, several large Imperial processing bases have been established on Orto. However, a large amount of smuggling still occurs, allowing many of Orto's resources to fall into the hands of the enemies of the Empire.

Ortolans in the Galaxy: According to the Imperial treaty with the Ortolans, Ortolans are not allowed to leave the planet (for their own protection). This, however, does not stop smugglers from enslaving the weaker members of the species and selling them throughout the galaxy,

resulting in a limited number of Ortolans that can be found in the galaxy. (These individuals usually retain close ties with the smugglers and other unsavory characters that kidnapped them from their home, primarily because they know of nowhere else to go.) There are even rumors that a few Ortolans have turned traitor to their species, acting as slavers and smugglers themselves.

■ Ortolans

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D

PERCEPTION 2D+1/4D+1

STRENGTH 2D+2/5D

TECHNICAL 2D/4D

Special Abilities:

Foraging: Any attempt at foraging for food (whether as a survival technique or when looking for a good restaurant) gains +2D.

Ingestion: Ortolans can ingest large amounts of different types of food. They gain +1D to resisting any attempt at poisoning or indigestion.

Story Factors:

Food: The Ortolans are obsessed with food and the possibility that they may miss a meal. While members of other species find this amusing, the Ortolans believe that it is an integral part of life. Offering an Ortolan food in exchange for a service or a consideration gains the character +2D (or more, if it is really good food) on a *persuasion* attempt.

Move: 5/7

Size: 1.5 meters tall

Notes

Gamemaster Notes: Ortolans will generally be used to provide entertainment in an adventure, though their obsession with food could serve as the starting point for a more serious adventure. An Ortolan smuggler would be jolly and concerned with feeding himself most of the time, but when it came down to rescuing some of his brethren from their planetary enslavement, he would be deadly serious.

Ortolans in the galaxy are finding it harder and harder to ignore the enslavement of their people by the Empire, and they are starting to show signs of organized resistance, primarily expressing this in the content of the lyrics of their music. Those few who have joined the Rebellion make excellent cell agents — posing as entertainers, chefs, and other “harmless” civilians. They also make good support personnel.

Personality Notes: Ortolans are generally happy, provided they are well fed. As long as they eat food, and music, they do not see how anything could be wrong — though there is more going on behind their pudgy demeanors than meets the eye.

Suggested Skills: Ortolans can have any skills, although they will rarely be interested in combat skills or *Technical* skills.

Ossan

Appearance and Biology: Ossan are fat, rodentlike bipeds that stand about 1.5 meters tall. The Ossan head has a cylindrical snout ending in a single nasal opening; a row of serrated teeth in the upper jaw that protrudes over the lower lip and obscures the bottom jaw; a bald, sloping forehead; beady black eyes and two teardrop-shaped ears. The Ossan's gangling arms end in stubby-fingered, short-clawed hands, and their legs are short and stubby. When off their homeworld, Ossan tend to be obscenely fat and spherical.

Temperament: Ossan consider themselves to be extremely clever and are exceedingly pleased when they believe they have gained the advantage in a social/commercial encounter. This makes them easy prey for confidence tricksters and unscrupulous salesbeings, who take advantage of their lack of intellect and make the Ossan believe they have the upper hand.

Despite (or possibly because of) their simplicity, the Ossan who have made their way into galactic society seem to be adapting well emotionally, developing a cheerful disposition that is rarely seen in these troubled times. They are still somewhat annoying to most other species in their simplicity and belief of superiority, but not overly so.

History and Culture: The Ossan come from Ossel II, a steaming world of bogs and swamps. The sky is tinged brownish green because of heavy sulfur and chlorine concentrations in the atmosphere.

The dim-witted Ossan are the favorite prey of the *cucul* (large, hard-skinned amphibious carnivores). The *cucul* resemble fallen trees and even the wildest Ossan occasionally mistakes one for a floating log. When hungry, *cucul* will enter Ossan villages and attack the Ossan, which are juicy-looking morsels to the *cucul*.

In response to the ever-present *cucul* threat, the Ossan have developed spears, clubs, and nets, though they have yet to learn the art of making bows and arrows. Ossan villages are led by any Ossan foolish enough to want the job. The chief's main responsibility is defending the village from *cucul*s, and he cannot always count on help from his subjects.

Technology Level: Primitive.

Trade and Technology: Ossans are visited



regularly by interstellar traders who “buy” quantities of resilient *syp* wood in return for “allowing” Ossan chiefs to serve a tour of duty on their trading ships. Although some traders have attempted to pay for their wood with credits or merchandise, the Ossan invariably suspect them of fraud and insist that their chief be taken as a crewman instead. The Ossan have no understanding of the abstract concept of payment in the form of credits, and do not trust off-worlders to barter fairly. Even Ossan who have served terms of duty with traders still believe they have gotten the better end of the deal. Of course, after seeing the primitive nature of Ossel II, you may feel the same way.

Ossan in the Galaxy: Most Ossans encountered in the galaxy will have left Ossel II as indentured servants, but they will seldom be encountered in that state, primarily because most Ossan are released from their contracts quite early because of their general ineptitude. (This should not necessarily be considered a condemnation of all Ossans because, due to their social structure, it is usually the least intelligent, but strongest, of them who leave the planet.)

Having few skills of note, Ossans tend to find employment as bodyguards and musclemen,

using their large size and primitive appearance as their main qualifications — although, once off the high-gravity of Ossel II, the Ossan muscular physique deteriorates into the fat mass most people associate with their species.

■ Ossan

Attribute Dice: 10D

DEXTERITY 1D/3D

KNOWLEDGE 0D/2D

MECHANICAL 1D/3D

PERCEPTION 0D/2D

STRENGTH 2D+2/4D+2*

TECHNICAL 1D/3D

*An Ossan who has left Ossel II within the last six months may have a *Strength* of up to 5D, but they lose 1 pip after they have been off-planet for longer than this.

Story Factors:

Disposition: Ossans tend to be foolish, but they are almost unfailingly cheerful and agreeable, a combination that accounts for their propensity to innocently create trouble. *Superiority:* Ossan feel they “know better” in any situation involving trade or barter. They sometimes do, but they can be taken advantage of fairly easily by anyone with a decent *con*.

Move: 5/7

Size: 1.4-1.6 meters tall

Notes

Gamemaster Notes: Ossan are similar to Ewoks in many respects in that they are eager to help, but almost always end up complicating events.

Personality Notes: The Ossan fancy themselves as wily negotiators and businessmen, and tend to suspect any offer made in good will. In addition, the Ossan have many difficulties coping with the technology of the galaxy. They find it fascinating, but they cannot understand it. Ossan only take menial jobs as “temporary positions” until they can “find their callings” elsewhere (i.e., they usually work in menial positions for life).

Suggested Skills: When they leave Ossel II, the Ossan will have few skills other than *melee combat: spear*, and the *Strength* skills, and all other skills will be primitive in nature. No Ossan should be allowed to begin play with more than two dice in *bargain* or *con*.

Ranats

Appearance and Biology: Ranats are small, but they are powerful pests — powerful enough to earn a place in this collection despite their “semi-intelligent” status.

Their sinewy, fur-covered bodies are thin and partly flattened, and their fur ranges in color from dirty yellow to rusty brown, and covers all but a scaly tail. Long black whiskers flank their pale yellow noses. Their eyes are small, round and black, and their pink, naked ears tend to be small and close to the head.

Their arms and legs are short but muscular, and have dexterous, clawed hands and feet. What one notices most, however, is a Ranat’s incisors — two yellowish brown, tartar-encrusted teeth that sprout from behind the lower lips like a pair of sabers.

Temperament: They may never be poets, philosophers, or scientists, but the Ranats certainly make cunning opponents. Other sentient beings gave these creatures the name “Ranat” because of their rodent-like appearance. They categorically reject the term, and, in their own language, call themselves *Con Queecon* — “the conquerors.”

It is unfair to judge the temperament of the Ranat in the same terms as that of most other species, because the Ranats have not developed the higher mental processes that allow other

sentient beings to experience sophisticated emotions. Instead, the Ranats are focused on one thing — food. Their other activities, including warfare and social interaction, are only important in as much as they reflect on food.

History and Culture: Aralia, a tiny, semi-tropical planet in the Andron system, is the homeworld of the Ranats. They actually evolved on Rydar II, the second planet in the Rydar system, but several centuries ago, Rydan humanoids — who strongly disapproved of the Ranats’ propensity for collecting humanoid infants as food — attempted to eradicate the offending Ranats, and the Ranat population on Aralia arose from the three survivors of the almost totally successful attempt at the extinction of a species.

The trio, two males and a female, stowed away aboard a spice smuggler’s ship that had made planetfall on Rydar II. According to Ranat legend, the ship crash-landed on Aralia after the three stowaway Ranats devoured the crew.

On Aralia, the trio of “heroes” discovered a varied topography: rocky, coastal lands; mountainous jungles; and grassy, inland steppes. They favored the jungles near the coasts, where most Ranats still live, though as their numbers grow, the population is expanding farther into the mountains, and many Ranats now live at elevations high enough to receive a regular dusting of snow.

Ranats build their homes underground, using their tough incisors to scrape away soil and rock. The work wears down their teeth, but since Ranat incisors can grow as much as one centimeter in a standard hour, they quickly regrow. (Gnawing excites the hormonal growth glands in the Ranat's jaw and causes their teeth to grow, then, as the teeth grow, the Ranats need to gnaw to wear down their teeth and keep them from growing too large for their mouths. This vicious cycle would seem to explain the incessant gnawing practiced by this species.)

Each Ranat tribe — a group of about 100 — creates and defends its own town. Like a multi-level underground maze, a town may cover up to three square kilometers and include more than 50 kilometers of tunnels. As a safety measure, the tribe builds several exits, concealing them with leaves and brush. For living space, the tribe constructs large sleeping chambers, nurseries, and mess hollows. Other chambers serve as storage rooms and trash dumps.

The complicated tunnels do more than link the chambers; they act as defenses. Local residents know the maze well, but intruders often get lost, and can be easily lured into "dead end" traps where the natives stone the intruders to death and eat the remains.

Ranats don't bond with any particular mate or child. A female comes into "season" at least twice a year, and, during that time, she mates with as many males as possible. Roughly 120 standard days later, she gives birth to three to six young, and promptly moves them into a nursery. There, she and all the other mothers take turns providing minimal care to all the children of the town — they feed them, and that's about it. This allows each female to spend a maximum amount of time hunting and fighting above ground. If a mother dies, her children will not miss her, because they do not know her from the other nursemaids.

Only newborns remain in the nursery full-time. As soon as their feet and hands are capable of a firm grip, infants begin to explore the world above their underground town.

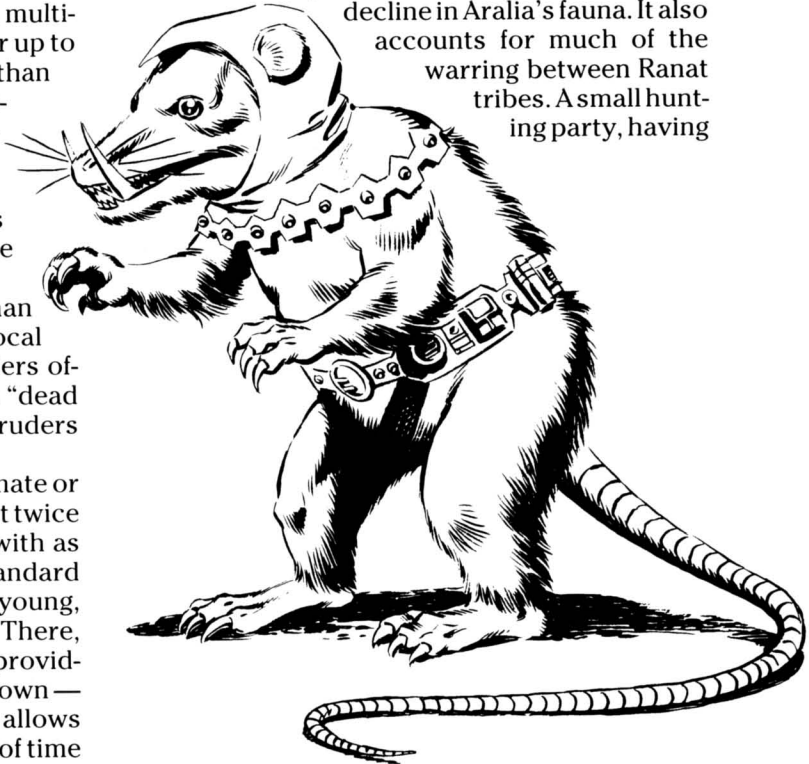
Prepubescent Ranats amuse themselves by shoving, kicking, and punching each other. Adults rarely interfere, and deaths among the young Ranats are not uncommon. Such fatalities rarely result from bites, however, since the deadly incisors do not emerge until a Ranat reaches puberty. More than a few result from impatient or annoyed nursemaids, and these deaths do not impede the Ranat population growth either.

Ranats become adults at an age equivalent to three standard years, and, if they are shrewd, they may live to 20 standard years of age.

Ranats can eat just about anything, but they

prefer meat. Their favorite meal is *roba* (a rare, giant-tusked porcine creature), which they track while in hunting packs of five or more. Once the Ranats find their prey, the fearless rodents encircle the beast and perform a "rip and run" assault. Each attacker dives in quickly for a piece of flesh, then retreats to dodge the *roba*'s wickedly sharp tusks. Eventually, the 900-kilogram creature falls, and the warriors eat their fill, then drag the remains of the kill back to town for storage.

Such a lust for flesh — mammalian flesh in particular — has led to a serious decline in Aralia's fauna. It also accounts for much of the warring between Ranat tribes. A small hunting party, having



exhausted itself in a kill, may find itself attacked by a group of Ranats from another tribe. To the Ranats, the concept of surrender does not exist. A Ranat must either escape or fight to the death. Any Ranats, attackers or defenders, who survive the conflict and make it back to their town may organize a vengeance party to redeem their "honor."

Vengeance parties are gala affairs that every Ranat enjoys. Only a select few of the town's members actually set out on the path of revenge, but everyone helps them prepare.

Until recently, all Ranat tribes were inimical to each other, never cooperating in any way, but the Ranat's world is changing. Two standard years ago, a group of entrepreneurs set out to build a planetary amusement park for galactic travelers and they saw Aralia, in its "unpopulated" state, as the perfect site for their park. The entrepreneurs

negotiated the appropriate contracts with sector officials, and, soon, Project Aralia was underway.

As the developers began construction, they discovered a problem — a species of large rodent-beings with an annoying tunneling habit. The developers hired “pest controllers,” but, much to their surprise, the ferocious rodents organized armies and exterminated the would-be exterminators. News of this phenomenon spread quickly, creating a legal problem more troublesome than the Ranats themselves, because Imperial law dictates that no intelligent species may be exterminated without overwhelming evidence of its undesirability, and official permission for extermination can be extremely difficult to acquire.

In order to placate environmentalists and avoid the scrutiny of higher officials, the sector government has declared Ranats *semi*-intelligent, meaning the rodents have no rights to property, and can be killed in self-defense.

The battle continues. The rodents’ obvious skill in warfare has led to a new sector law: it is illegal to arm a Ranat, especially on Aralia. However, the sector government has also clamped down on the importation of armies or even large groups of armed parties onto Aralia — they say they don’t want to destroy the fertile planet, but they may just want to keep their “semi-intelligent” ruling from showing.

Trade and Technology: The Ranats produce no technology of their own, and make little use of that of the rest of the galaxy (although they do seem to show an interesting affection for shiny “baubles,” which they proudly wear as part of their traditional costume). A very, very few have learned to use alien technology that they “find” among bounty hunters and hired killers on their planet, and they have become dangerous indeed.

Ranats in the Galaxy: Ranats are rare in the galaxy, although the Imperial military and several private security corporations have been experimenting with the possibility of using Ranats in some sort of military capacity. The few adventuring Ranats would be those exceptional ones who have learned how to use technology and also made it off their planet.

■ Ranats

Attribute Dice: 9D
DEXTERITY 2D/4D
KNOWLEDGE 0D+2/2D
MECHANICAL 0D+2/2D+2
PERCEPTION 1D/3D
STRENGTH 1D+2/3D+2
TECHNICAL 0D/1D+2

Special Skills:

Strength skills:

Tunnelling: Time to use: three rounds. This ability allows the Ranats to use their teeth and claws to dig through one meter of soil and rock (adjust the distance accordingly for softer or denser materials).

Special Abilities:

Teeth: Ranat teeth can cause damage equal to the Ranat’s *Strength* +1D

Story Factors:

Annoying: Most sentient species consider the Ranats to be little more than vermin, and are annoyed by the Ranats’ insistence that they are a superior species. In addition, on many planets, semi-intelligent species such as the Ranats may be killed almost with impunity.

Underestimated: No one thinks of Ranats as sapient, so those that can use technology and intelligence have the advantage of surprise.

Learning curve: Ranats learn primitive skills (non-tool using, non-interactive skills) at 2D for every 1D spent (and one Character Point buys twice as much skill), but when they try to learn other skills, they only progress half as fast — and they should not be allowed to learn really high-tech skills (any space skill, for example) at all.

Move: 5/7

Size: 1 meter tall

Notes

Gamemaster Notes: Ranats are cunning without being very intelligent, and have a tenacious determination. They will never build spacecraft, or be great statesmen; but they will always endure a catastrophe, find food when there is practically none to be found, and generally make nuisances of themselves. A very few become *very* dangerous.

The Imperial Military is now conducting tests to determine the worthiness of Ranat mercenary bands in combat against the Rebel Alliance.

Roleplayer Notes: Ranats are at a turning point in evolution. They have a simple language and can learn to understand other languages, and they can use primitive tools or simple, high-tech tools (pulling the trigger on a blaster isn’t that hard). But complex interaction with others, their environment, or technology is just beyond them.

Personality Notes: Ranats seldom have personalities, being little more than extremely clever animals, but those who do are primitive, paranoid, and, well, rat-like in their natures.

Suggested Skills: Ninety-nine percent of Ranats will have no skills other than *Strength* skills and primitive combat skills, although they will have sufficient *Technical* abilities to wreak havoc on unprotected pieces of equipment. The other one percent might be able to learn the language and technology of the galaxy slowly. Just enough to be dangerous.

Ri'Dar

Appearance and Biology: The Ri'Dar are flying, tree-dwelling primates approximately one meter in length. They have sloping foreheads with heavy brows, and large, red eyes with slit pupils. Their jaws are massive, the lower one slightly prognathic. A downy brown fur covers the Ri'Dar from head to foot, save that the gray skin on their faces is naked and expressive. The Ri'Dars' wings are triangular and attached to the backsides of their arms, extending from the armpit to the tip of the small finger. The wings are also attached along the length of the body, running from the armpit all the way down to the little toe. When the Ri'Dar spread their arms, these wings have spans of approximately three meters. Ri'Dar have six fingers on each hand and six toes on each foot (although this number can vary: some Ri'Dars have as few as four or as many as eight fingers or toes). Their tails are long, broad, and flat.

Temperament: The primary nature of the Ri'Dar is that they are nervous and paranoid, but they also have a tendency to focus on the present, being unconcerned with the future.

Instant gratification is very important to the Ri'Dar, because they seldom have any confidence that they will live to see the next day. Because of this, they have extremely powerful emotional responses to stimuli; that is, when they are angered, they become *very* angry, *very* quickly, but when they are pleased, they become very happy just as quickly.

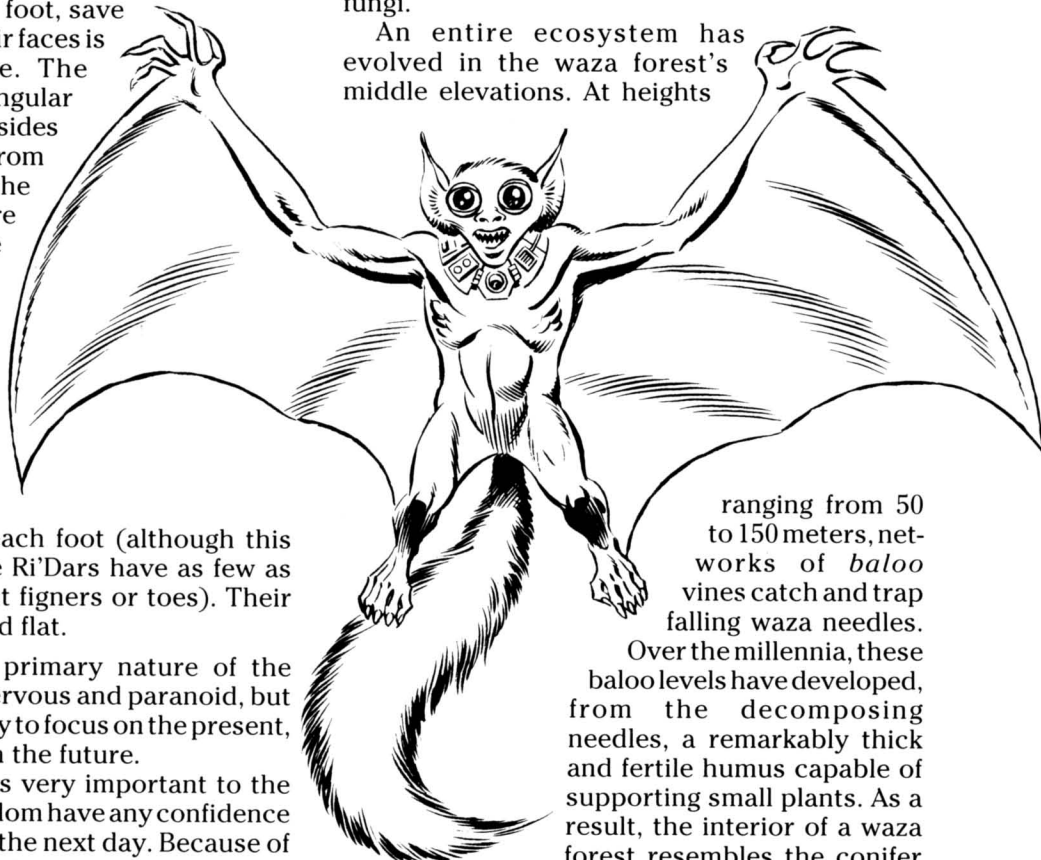
Although other species may find these traits irritating, they serve the Ri'Dar well. Without them, the Ri'Dar would long ago have fallen to the double threat presented by the *elix* and the sabretoothed *indola* (see "History and Culture").

History and Culture: The Ri'Dars' home is Dar'Or, though Imperial charts designate it as OM973. Dar'Or orbits the orange star of the Dar'Or system, located in the seldom-traveled Jospro sector. Dar'Or is a moderately sized world with a low density and gravity. The planetary atmosphere is abundant in oxygen, nitrogen, and carbon-dioxide. Water covers 60 percent of the planet's surface.

Over most of its land, Dar'Or has a subtropi-

cal, humid climate with large forests of *waza* trees. These conifers stand up to 200 meters tall, and may have as many as 1,000 branches. *Waza* trees grow so thickly that their canopies effectively block the sun, plunging everything below the layer of their leaves into a state of twilight, even on the brightest of Dar'Or's days. Because of the lack of light, the floors of the *waza* forests lack green plants, but are covered with giant fungi.

An entire ecosystem has evolved in the *waza* forest's middle elevations. At heights



ranging from 50 to 150 meters, networks of *baloo* vines catch and trap falling *waza* needles.

Over the millennia, these *baloo* levels have developed, from the decomposing needles, a remarkably thick and fertile humus capable of supporting small plants. As a result, the interior of a *waza* forest resembles the conifer forests of other worlds. But

the trees on Dar'Or are much larger than standard conifers, and the forests themselves appear to have several different levels of forest floor.

The Ri'Dar evolved in this environment. At first, they resembled most tree-dwelling primates, with long gangling limbs and a spindly, prehensile tail. However, since food (nuts, fruits, berries, and fungi) was available on all levels of the forest, the Ri'Dar developed an ability of vertical ascent and descent which most tree-dwellers lack. They developed flaps of skin beneath their arms which were useful for gliding, and their spindly tails began to flatten out to serve as rudders during flight.

Eventually, the Ri'Dars' gliding flaps evolved into full-fledged wings, their tails completed their evolution into rudders, and the Ri'Dars developed true flight. On their home world, Ri'Dar are quick and graceful fliers, though they find it

difficult to do anything more than glide on worlds with higher gravity.

The evolution of the Ri'Dar into flying primates was probably accelerated by the threat presented by their main predator, the sabretoothed indola. The sabretoothed indola (which looks much like a tree sloth, aside from, of course, the sabreteeth) haunts the lower reaches of the waza canopy, feeding on lizards, insects, rodents, and anything else it can catch. The indola's favorite meal, however, is young Ri'Dar. When it senses the proximity of a Ri'Dar warren, it will climb into the highest reaches it can reach of the forest canopy, seeking that warren. A single indola has been known to wipe out an entire generation within one warren.

The only escape from the sabretoothed indola is flight, for the indola are difficult to kill or chase away — and they climb as fast as the Ri'Dar. They have thick, tough hides resistant to punctures and slashes, and their nervous systems are so primitive they perceive pain only as dim sensations. Armed only with spears and arrows, the Ri'Dar are no match for such ferocious predators. Still, the indola presented no serious threat to the survival of the Ri'Dar species until a new predator arrived.

Several years ago, a group of zealous planetary ecologists transplanted the avian *elix* to Dar'Or. The elix inhabited a forest world about to be destroyed by a supernova explosion. By transplanting this small bird of prey to Dar'Or, the ecologists hoped to save the species from extinction. The well-meaning ecologists missed one important ecological computation and, consequently, were not aware of the full implications of their actions.

Gravity on the homeworld of the elix is 1.1 standard. As a result, the elix are extremely powerful and swift on Dar'Or (which has a comparatively light gravity) and have no natural predators themselves. Their population has grown considerably. These facts work against the natives of Dar'Or. Marauding flocks of elix now haunt the upper reaches of the waza forests, attacking anything that moves, especially anything that moves in the air. Now, when the Ri'Dar flee a sabretoothed indola in the air, flocks of elix descend on them. These vicious birds of prey can strip a full-grown Ri'Dar to the bone in a matter of seconds.

With such formidable predators, it is a wonder the Ri'Dar survive at all. One of the factors that has saved them is their high birth rate. Ri'Dar mothers seldom bear litters of less than five, and the young mature quickly, requiring attention only during the first few weeks of life.

In addition, Ri'Dar have keen senses of sight, smell, and hearing that alert them to the approach of elix. Often, they can vacate an area

before the elix arrive, avoiding danger completely. The fact that the Ri'Dar have begun hunting at night, when elix are not active, has also helped reduce the Ri'Dar mortality rate.

The Ri'Dar have high metabolisms and must eat the equivalent of 50 percent of their body weight each day. Their diet usually consists of flying insects, fruit, and fungi caps (they are omnivorous, but they prefer vegetable matter). Most other species are astonished at the amount Ri'Dar eat and consider them rather gluttonous.

The simple society of the Ri'Dar developed out of their defensive needs. Each Ri'Dar family lives in a nest built in the middle branches of a waza tree. All of the families inhabiting a single waza tree comprise a warren, and all of the warrens grouped together in a particular section of forest make a city. Although up to 1,000 Ri'Dar may live in one city, cities are not particularly effective deterrents to the Ri'Dars' predators. A sabretoothed indola can wipe out an entire warren's young before the alarm is raised, and the elix are so quick and agile that their flocks cannot be destroyed no matter how many Ri'Dar join the fight.

Technology: Primitive, consisting primarily of wood-based spears and bows and simple dwelling structures.

Trade and Technology: Because it is the last home of the elix, Dar'Or has been declared an Imperial Species Preservation Zone, and travel to and from Dar'Or is restricted. This, however, has not stopped certain smugglers, who find that they can make a significant profit by providing elix meat to the more discriminating gourmets of the galaxy. On occasion, they will take Ri'Dar back with them as well — and an occasional indola for animal trainers and collectors.

Ri'Dar in the Galaxy: The Ri'Dar are becoming more common in the galaxy, despite the travel restrictions surrounding the planet. The Ri'Dar found in the galaxy are usually those who willingly went along with smugglers because "it seemed like the thing to do at the time."

This is unfortunate, because it ensures that most Ri'Dar encountered have had criminals as their primary influence and are incapable of relating civilly. In addition, many are incurably homesick.

■ Ri'Dar

Attribute Dice: 10D
DEXTERITY 3D/5D
KNOWLEDGE 1D/2D+1
MECHANICAL 1D/3D
PERCEPTION 2D/4D
STRENGTH 1D/2D+1
TECHNICAL 1D/3D

Special Abilities:

Fear: When faced with a dangerous or otherwise stressful situation, the Ri'Dar must make an Easy *willpower* roll.

Failing this roll means that the Ri'Dar cannot overcome its fear and runs away from the situation.

Flight: On planets with one standard gravity, Ri'Dar can easily glide (they must take the *Dexterity* skill *flight* at at least 1D). On planets with less than one standard gravity, they can fly under their own power. Ri'Dar cannot fly on planets with gravities greater than one standard gravity.

Story Factors:

Paranoia: Ri'Dar see danger everywhere and are constantly alarming other beings by overestimating the true dangers of a situation.

Move: 5/7 (walking), 15/20 (flying)

Size: 1 meter tall, 3 meter wingspan

Notes

Gamemaster Notes: Most Ri'Dar encountered will be traveling with smugglers. In these cases, the status of the Ri'Dar will range from that of pet, to servant, and, rarely, to full crew member. Those Ri'Dar encountered alone have usually been abandoned by their smuggler "friends."

The question of just what exactly is occurring

on Dar'Or remains unanswered. No one understands why the Empire has put so much effort in isolating this planet from the galaxy.

Personality Notes: Ri'Dar are very reactionary and seldom take proactive measures in any endeavor. If presented with the possibility of danger or failure, they will avoid it for as long as possible, hoping that it will disappear, but they will do little to attempt to avoid it. The favored reaction of the Ri'Dar is flight.

Suggested Skills: Ri'Dar will have few skills when they leave Dar'Or (primarily *bows: short bow*, and *thrown weapons: spear*), but usually gain many opportunities to learn the *Mechanical* starship skills during their tenures on board smuggling ships. They are primitive, but their brains are as well developed as any average species.

Rodians

Appearance and Biology: Rodians hail from the planet Rodia, in the Tyrius star system. Rodians are a bipedal people, with multifaceted eyes, tapir-like snouts, and green complexions. A ridge of spines crests their skulls. Their fingers are long, flexible, and end in suction cups.

There is a limited range of variation of physical appearances among Rodians, the result of which is that it is often difficult for non-Rodians to distinguish one Rodian from another.

Temperament: All Rodians are obsessed with violence and death. The vast majority of the Rodians romanticize it, as they toil in the vast factories of Rodia's fabled weapons manufacturers and then must return to their quarters to dine on reconstituted protein.

The more accomplished hunters, those that have won the right to leave the planet if they wish, are much more pragmatic about violence. They find in it their employment and their fame.

The more intelligent Rodians are concerned with the philosophical aspects of violence. They kill, but consider the true nature of their action before it is performed.

History and Culture: The history of Rodia explains much about how and why Rodians think the way they do. The small, defenseless ancestors of the species developed tools and weapons, as all civilized species must do if they are to evolve further, but, as Rodia is a dense tropical planet teeming with life, the Rodians never found the need to develop agricultural skills. Instead,

they hunted the food they needed, and the act of hunting became part of the their culture, with Rodians being honored for incredible feats of bravery and their hunting skills.

Eventually, however, most of the great predators of the planet were hunted into extinction, and there were no more challenges left to hunt, so the Rodians began to hunt each other. By arranging excuses for small wars and beginning a series of gladiatorial contests which lasted for ages, the Rodians were able to perpetuate their violent way of life.

When the first Republic scouts landed on Rodia, the Rodians hunted them down, until the Rodian Grand Protector called a halt to this activity. He realized the possibilities for reviving the old ways of hunting true predators. With the help of the off-worlders, the Rodians would be able to prey upon a limitless universe.

As a result of the Grand Protector's foresight, bounty hunting has become an honored profession for the Rodians. Prizes are awarded annually for categories such as "Best Shot" (almost always on deceased catches only), "Longest Trail" (often awarded for time *and* distance), "Most Notorious Capture," "Quickest Catch," and "Most Difficult Hunt." While this may seem initially similar to the way law enforcement is handled in many backward systems, it is important to note that Rodians hunt for sport and not for the good of the general populace.

When Rodians take up the mantle of bounty hunting and go off into space to participate in the

“great contests” the Empire sponsors, they do not understand that they are participating in law enforcement, not sport. Because of this, Rodian bounty hunters often “pad” catches, allowing their quarry to commit a number of additional crimes, substantially raising the value of the final kill or capture, and bringing the Rodian higher status on its homeworld.

However, although most scholars who have concerned themselves with the culture of the Rodians have concentrated only on its more violent aspects, there is more available on Rodia than simple death and destruction, because the Rodians have, surprisingly, developed one of the most enduring dramatic traditions in the galaxy.

Like many other races, the Rodians have passed through a time in their history when their ability to kill developed more quickly than their ability to reproduce. As a result, Rodia was faced with an era in which the extinction of the Rodian species was quite likely. In an attempt to prevent this, the Grand Protector Harido Kavila developed an activity into which the Rodians could safely funnel their violent tendencies — the ancient art of Rodian drama.

These exhibitions began as a simple series of staged fights, but the dramatists, Rodians who both performed and scripted the dramas, began to discover that the effect of the drama was magnified if the fights were presented as elements of a greater whole. Slowly, the story of the drama began to receive as much attention as did the violence.

Rodian drama is now well-respected throughout the galaxy, because, while it is comparatively violent, it also deals with archetypical emotions and situations that provoke emotional responses in members of almost all species. One of the most interesting things about Rodian drama is that, while they glorify violence, the drama also shows the *full effect* of the violence — so non-Rodians (and even most Rodians, if it is a good drama) are struck by the impact of the event, making no dramatic violence “meaningless” — as it is de-

picted on most holovids.

Technology Level: Heavily industrialized, concentrating on weapons technology. As a result of the industrial growth on Rodia, its vibrant animal life — which allowed the Rodians to develop their violent skills — is steadily becoming extinct, forcing the Rodians to begin importing much of their foodstuffs.

Trade and Technology: As is to be expected, the Rodians concentrated their technological advancements in the fields of weaponry, becoming the producers of the most functional, if not elegant or efficient, weapons available in the galaxy.

Rodians in the Galaxy:

Rodians make frequent trips throughout the galaxy, often returning with notorious criminals or a prized citizen or two.

In addition to their well-known freelance work, Rodian bounty hunters can be found working under contract with Imperial governors, crime lords, and other individuals throughout the galaxy. They charge less for their services than other hunters, but are usually better than average.

Rodians can be encountered throughout the galaxy, but, with the exception of the dramatic troops performing in the core worlds, it is rare to see Rodians dwelling to close proximity to one another anywhere but on Rodia. They assume, correctly, that they face enough dangers without risking inciting the anger of another Rodian.

Rodian

Attribute Dice: 12D
DEXTERITY 1D+2/4D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D+2
PERCEPTION 1D/3D+2
STRENGTH 1D/4D+1

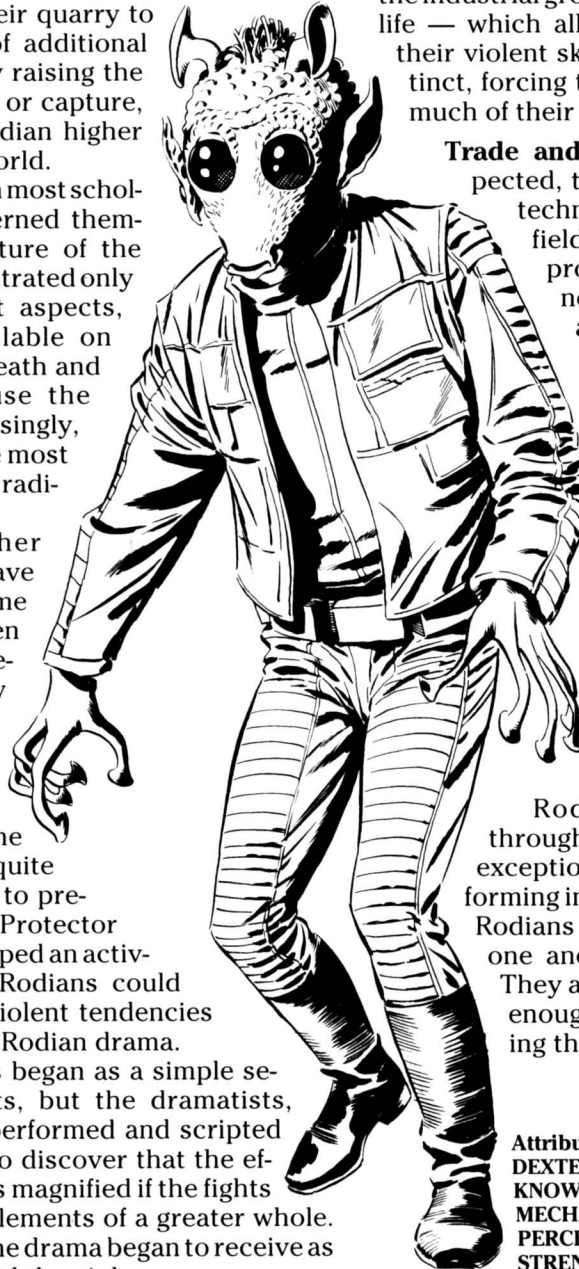
TECHNICAL 1D/2D+1

Story Factors:

Reputation: Rodians are notorious for their tenacity and eagerness to kill intelligent beings for the sake of a few credits. Certain factions of galactic civilization (most notably criminal organizations, authoritarian/dictatorial planetary governments and the Empire) find them to be indispensable employees, despite the fact that they are almost universally distrusted by other beings. Whenever an unfamiliar Rodian is encountered, most other beings assume that it is involved in a hunt, and give it a wide berth.

Move: 10/12

Size: 1.5-1.7 meters



Notes

Gamemaster Notes: Not all Rodians will be enemies of the characters. If you aren't a target (and don't get between the Rodian and its target) then it will most likely ignore you. A Rodian might even ally itself with the characters, provided their goals are similar.

Since Rodians receive large prizes when they return home with a kill, they often charge less of their employers, if they are allowed to keep the remains of their victims. "Bring 'em back alive" is usually a fairly expensive condition to put on a Rodian — and it isn't always remembered at the

crucial moment by the hunter.

Personality Notes: Despite their tendencies towards violence, Rodians are usually notorious cowards who are unwilling to take any risks. Because of this, they usually carry the most powerful weapons available.

Rodians also have very obsessive natures and will not end a hunt until they or their quarry is dead.

Suggested Skills: Rodians can possess any available skills, but most will concentrate on personal combat skills and *Perception* skills.

Sedrians

Appearance and Biology: Sedrians are sleek, aquatic mammals that average three meters in length. A fine slick fur, ranging in color from golden yellow to dark brown, covers their bodies from head to fluke. Beneath their large dark eyes, Sedrians have elongated snouts ending in black noses with prominent whiskers. They have a set of gills at the base of the jaw and tiny ear holes on each side of the head. Surprisingly broad and well-muscled, their torsos have arms ending in web-fingered hands. Sedrians have two stabilizing flippers located in the hip region, and they have tapering flukes instead of legs.

The sensitive whiskers on their noses serve a variety of purposes. They are thermal sensors, observing even subtle changes in water temperature, aid the Sedrians' ears in detecting and analyzing sound waves, and additionally the whiskers are sensitive to electric current, which many types of fish, eels, and cephalopods generate as defense mechanisms or sensory aids.

Given the presence of gills, it is unclear why Sedrians also developed lungs. Perhaps their ancestors spent so much time frolicking on the surface of Sedri's oceans, or leaping after airborne prey, that it became necessary to breathe air, or perhaps the development of lungs is somehow tied to the presence of Golden Sun.

Much less of a mystery, however, is the question of how the Sedrians came to possess torsos similar to those normally found only on land-dwelling bipeds. Once Sedrians evolved the ability to breathe air, they also developed other characteristics common to mammals and other air-breathers, such as endothermic metabolisms and internal gestation. With their endothermic metabolism came increasingly complex biological reactions and the development of the need to exert control over the environment, so it was not

long before Sedrians began to use tools, and their flippers evolved into true arms and hands, and they developed intelligence and technology.

Despite the distortion of sound waves caused by water, Sedrians use their deep, booming voices to communicate verbally, punctuating their speech with barks and whistles, especially when excited or distressed.

Temperament: As would be expected of a species that has had many of its needs provided by another source (see Golden Sun) and has developed no weapons capable of causing physical injuries, the Sedrians are quiet and peaceful, with exceptions to this occurring only when a Sedrian is separated from its homeworld.

History and Culture: Sedrians inhabit Sedri, a small isolated world almost completely submerged in shallow oceans. Due to one of its peculiar inhabitants (the Golden Sun coral), Sedri radiates intense gravity readings that make it appear as massive as a star, and these readings cause automatic hyperdrive safety shutdowns, effectively isolating Sedri from casual visitors.

Like most other species capable of abstract communication, Sedrians have established a complex society and live in underwater cities located all over Sedri. In Fitsay, the largest of Sedri's underwater cities, stands a sea-shell dome central to both the religious and technological aspects of Sedrian society, for within the dome lies the legendary coral cave that houses Golden Sun.

Golden Sun, an energy source unique to Sedri, is the center of Sedrian society. Their technology is powered by its energy, and they worship it as the source of all their blessings.

Politics: All Sedrians are led by the High Priest of Golden Sun, whose dictates come, presum-

ably, from the all-knowing Golden Sun.

Technology Level: Low industrial with no capabilities of energy production.

Trade and Technology: Sedrian technology is both simple and strange, as reliance on Golden Sun has caused the Sedrians to forsake most forms of scientific inquiry (though it remains unclear what type of technology they would have developed in the absence of Golden Sun). Sedrians have no speeders, flying machines, starships, droids, computers, or blasters. Instead, they rely on crystals of Golden Sun to power both their cities and their only weapons — simple rifles that stun, but do not kill. Even the field of medicine has been ignored, as Golden Sun cures those who are gravely ill or injured, providing the injured party is placed within the coral cave and left overnight.

Sedrians in the Galaxy: A Sedrian is a rare sight in the galaxy. Most Sedrians prefer, for

religious and social reasons, to remain on their home planet. Those who do leave tend to suffer anxiety due to their separation from Golden Sun, and are despondent and unreliable for significant periods of time following the separation.

Despite this, Sedrians can be found in the greater galaxy, primarily serving as underwater researchers and explorers on planets with high hydrospheres, or tending aquaculture farms. The most famous example of the Sedrians in the galaxy would be the Shahlik family, whose members are charged with the maintenance of the Imperial aquaria on Kailor V.

It is unfortunate, but I must admit that much of this is conjecture, derived from pirate legends and communications intercepted from members of the traitorous Rebel factions. My attempt to interview the Shahlik family was rebuffed, although they have been removed from their homeworld for several generations, and it is possible that they would have been unable to confirm my information.

— Obo Rin



Sedrian

Attribute Dice: 10D
DEXTERITY 1D+1/3D+1
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 1D+1/3D+1
STRENGTH 2D/4D
TECHNICAL 1D/3D

Story Factors:

Separation Anxiety: Sedrians encountered away from Sedri will be easily agitated and unpredictable because of their separation from Golden Sun. This can usually only be cured by returning the Sedrian to Sedri.

Move: 15/20 (swimming underwater)

Size: 3 meters long, 1 meter tall (torso)

Notes

Gamemaster Notes: Despite the great gifts Golden Sun bestows on its worshippers, the current Sedrian high priest and ruler of the Sedrian people is frightened by its power and keeps it confined within the seashell dome. He is content to learn about Golden Sun's abilities without delving too far into its nature.

Most Sedrians encountered away from Sedri will be slaves, forcibly taken from Sedri.

Personality Notes: While on Sedri, Sedrians abide by the tenets of their religion, worshiping the powers of Golden Sun and (for the most part) trying to live peaceful and reflective lives.

However, Sedrians who are removed from their planet tend to be irrational and prone to unexplainable violence, and are commonly only interested in returning to their home.

Suggested Skills: Sedrians will most likely have only primitive combat skills and aquatic ver-

sions of the *Strength* skills, although some may have limited *Knowledge* and *Technical* skills.

Golden Sun

Golden Sun is a living, communal intelligence made up of thousands of tiny polyps inhabiting and creating the coral reefs of Sedri. The polyps draw sustenance from the ocean itself by allowing water to flow through their cells, filtering out bacteria for nourishment.

These coral dwellers have an affinity for the Force, although they know it as "the universal energy field." Their existence within the radiance of the Force, combined with power generated by the interconnection of thousands of minds, produces a nearly limitless supply of energy.

When the Sedrian high priest opens the dome housing Golden Sun, the coral's energy floods Sedri's oceans with a glowing radiance that is the source of the intense gravity readings that set off hyperdrive safety switches on passing starships.

The Sedrian high priest does not realize

that the coral is alive and intelligent. He merely sees it as a great and powerful tool with which his species has been blessed, and keeps it locked inside the seashell dome. Because of this, the water flow feeding the coral is impeded. In essence, the high priest is starving Golden Sun, as well as keeping it from sharing its radiance with the rest of Sedri. Needless to say, Golden Sun finds this situation undesirable and is attempting to correct it.

Ironically, it is the coral's attempts to communicate with the priest that frighten him. He often has dreams of the coral speaking to him. Although he tries to dismiss these dreams as the product of an overactive imagination, the high priest secretly fears he is losing his mind.

Force-users who attempt to communicate with the coral detect thousands of voices connected in maddening, joyous song.

Sic-Six

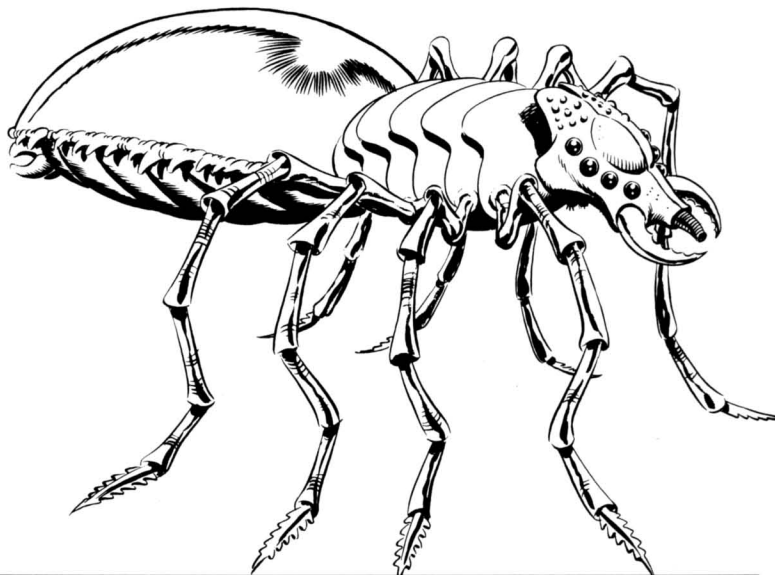
Appearance and Biology: Intelligent arachnids ranging from 1.2 to 2.1 meters in length, Sic-Six are generally black in color. Their bodies are divided into three sections: head, thorax, and abdomen, each of which are covered by a hard, chitinous carapace. A total of eight red eyes are arranged across the front and along both sides of the head, and two mandibular pedipalps sit on either side of the tubular mouth. The thorax (the main part of the body) has four six-jointed legs on either side, while the last body section, the plump abdomen, seemingly hangs in midair behind the thorax, but is, in fact, supported by strong tendons and muscles. Four spinnerets protrude from the posterior end of the abdomen.

Sic-Six can extend two fangs from their mouth to inject their victims with an organic poison manufactured in the Sic-Six body. This poison is deadly to any creature or being who evolved on Sisk, but is merely an addictive intoxicant to most creatures that did not evolve on Sisk.

Temperament: The Sic-Six have become well established in Imperial society, and are fond of cultural entertainment such as art, music, and drama. They do not enjoy each other's company,

and will rarely be seen in groups (the rare exception being the unpleasant necessity of reproduction). However, the collapse of their star has had a profound effect on their psyches, rendering them insecure and frightened of anything they do not directly control.

History and Culture: The Sic-Six come from



the planet Sisk, which orbits a small red dwarf star of the same name. During the greater part of Sic-Six evolutionary history, Sisk was an orange star, but, recently, it has suffered a partial atomic collapse, cooling down and turning completely red.

This has left the planet Sisk, which was once a lush, warm world, cool and desolate. The Sic-Six were forced to adapt, changing from patient web-lingerers into intelligent, sophisticated hunters who rely upon technology and cunning to survive and capture prey.

Toward these ends, they have developed several interesting adaptations. Their eyes are unusual in that two of them see light in the infrared range, two see red to yellow, two see green to violet, and two see into the ultraviolet range. In addition to serving as powerful rending instruments, their pedipalps are sensitive to a wide variety of smells, while their whole bodies serve as tympanic sound receptors, so they can hear even the tiniest noise up to several hundred meters away. (This sensitivity of hearing is also one of their greatest weaknesses. Loud music disorients Sic-Six, and the noise of nearby explosions can kill them.)

Politics: Sic-Six are extremely antisocial, and their society is little more than an anarchic collection of individuals with little organization.

Technology Level: Industrial in its complexity, although the Sic-Six inability to cooperate precludes any advancements into mass production.

Trade and Technology: Sisk is rich in mineral wealth, but, due to the lack of a collective decision making entity in the Sic-Six society, no large corporations have been able to exploit this resource.

Sic-Six in the Galaxy: Due to the intoxicating properties of their poison, Sic-Six have become quite wealthy since the discovery of their planet and can be found in many systems throughout the galaxy. Even on worlds that have outlawed "fanging," Sic-Six are in great demand to service the growing number of sentients who enjoy spider-poison delirium.

However, as a result of this, Sic-Six are subject to frequent kidnappings and enslavement, as members of other species attempt to profit from the natural abilities of the Sic-Six. If a kidnapped Sic-Six is lucky, then it will simply have its poison sacs drained and then be released, however,

there are many recorded instances of Sic-Six who are dissected by criminals searching for the secrets of their poison.

In addition, some Sic-Six have found means to use their poison as a weapon, offering their services for a discount price, then stealing the possessions of their intoxicated customer.

■ Sic-Six

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D+1/3D+1

PERCEPTION 2D/4D+2

STRENGTH 1D/2D+2

TECHNICAL 1D/3D

Special Abilities:

Poison: Beings injected with Sic-Six poison must make a Moderate *Strength* roll or be paralyzed for 1D+2 rounds.

Sight: Sic-Six can see in the ultraviolet and infrared ranges, and therefore can see in all conditions except complete darkness.

Hearing: Sic-Six have incredible hearing and get a +3D bonus to any *Perception* checks involving hearing. However, Sic-Six are extremely susceptible to loud noises; any explosions within 20 meters of a Sic-Six cause upwards of 6D sound damage to them.

Webbing: Sic-Six can make very fine webs, which they often use as "prey detectors": they are strung across a lair, or between trees (in the wilderness; they sometimes string them across corridors). A being must make a Moderate *Perception* total to notice the webbing. If the being fails the check, it may blunder into the web, which is very light and will give, but the vibrations on the web will alert the Sic-Six if it is still attached to the web strand.

Story Factors:

Poison: The poison of the Sic-Six is extremely popular in the galaxy and can often command prices higher than that of the best Corellian spice. Because of this, crime lords are often on the lookout for Sic-Six who they might be able to "employ." A Sic-Six will get many of these offers, some of which will be "impossible" to turn down.

Move: 10/12

Size: 1.2-2.1 meters long

Notes

Gamemaster Notes: Sic-Six will be most often found in the company of artists and dilettantes — beings with few responsibilities, but many excess credits. They will almost never be encountered with one another.

Personality Notes: Sic-Six are neither arrogant nor egotistical; they simply do not like other beings — although non-Sic-Six are greatly preferable to Sic-Six, who are completely unbearable.

Suggested Skills: Because of their lack of manipulative appendages, Sic-Six will have few skill that involve the manipulation of physical objects. Instead, they will concentrate on *Knowledge* skills (specializing in arts and cultures) and *Perception* skills.

Squibs

Appearance and Biology: Squibs are small, furry bipeds with tufted ears, five-fingered hands and five-toed feet. Their eyes, located on the sides of their heads, are exceptionally large compared to their bodies, and may be yellow to brilliant red in color, while their fur ranges from deep red to brilliant blue. Squibs have short muzzles ending in two black nostrils and containing a mouthful of sharp teeth.

Temperament: Squibs are generally confident, cheerfully egotistical beings with an annoying penchant for curiosity. They tend to examine virtually everything around them — usually by handling it — regardless of any apparent danger.

The Squibs hold a few things sacred, which is more than can be said for their galactic rivals, the Ugors. Foremost among these is the love of haggling. Haggling, as defined by the Squibs, refers to any kind of conniving, hodgepodge of a deal that lets both sides think (for a time, at least) that they got the better of the other. Everything else that other species enjoy — such as reproduction, exploration, conquest, or even acquisition — are all sublimated by the Squibs under the love of haggling.

Their favorite kinds of deals involve things that cannot normally be compared easily, resolved quickly, and are extremely complicated. To a Squib, a more intricate deal is a better deal. Sheer complexity reckons in a bargain as much as any other consideration.

The only thing a Squib will stop at is outright stealing, although cheating a buyer (as the rest of the galaxy defines cheating) may be perfectly acceptable, as long as the Squib never actually *lies* while pursuing a deal.

History and Culture: Squibs evolved on Skor II, a small, dense world orbiting Squab, a tiny red star. Skor II is a world of apparently unlimited resources, but, due to the varied nature of its climate and its planetary composition, these resources tend to be concentrated in different parts of the world. For example, wood is found in the temperate regions of the planet; salt is found in hot, coastal plains; and precious metals are found in mountainous regions.

As a result, early Squibs were fearless nomads who wandered from one part of the world to the next in pursuit of life's necessities. Their insatiable curiosity and acquisitive natures undoubtedly reflect the insecurity of a nomadic lifestyle. One interesting physical adaptation to their curiosity is that their fur serves as a sensitive smell and taste receptor, and they can determine many properties of an item merely by rubbing against it.

Eventually, the Squibs' acquisitive instinct

began interfering with their nomadic lifestyles. Some of them established permanent homes and substituted the excitement of the barter system for the freedom of limitless wandering as a means of procuring treasures from far places. Other Squibs continued to travel as nomadic merchants, stopping at every tiny settlement to strike bargains. As a result, Squibs have developed a gregarious nature and a cunning intellect that they use well in bartering with other species.

The first off-worlder to land on Skor II was a Dorcin trader. A prolonged round of barter ensued, and, in what may have been the greatest piece of haggling of the last millennia, the Squibs traded the mineral rights of a frozen wasteland for the secrets of starship technology.

The Squibs now roam the galaxy in reclamation ships, acting as galactic refuse collectors by using tractor beams to salvage much of the treasure other races deem to be junk, and have become the primary competitors of the rubbish-worshipping Ugors.

Politics: The political structure of Squib society is centered around the Squib Merchandising Consortium, an Imperially chartered corporation which collects detritus from space (usually garbage jettisoned from other ships), refurbishes or repackages it, then resells it.

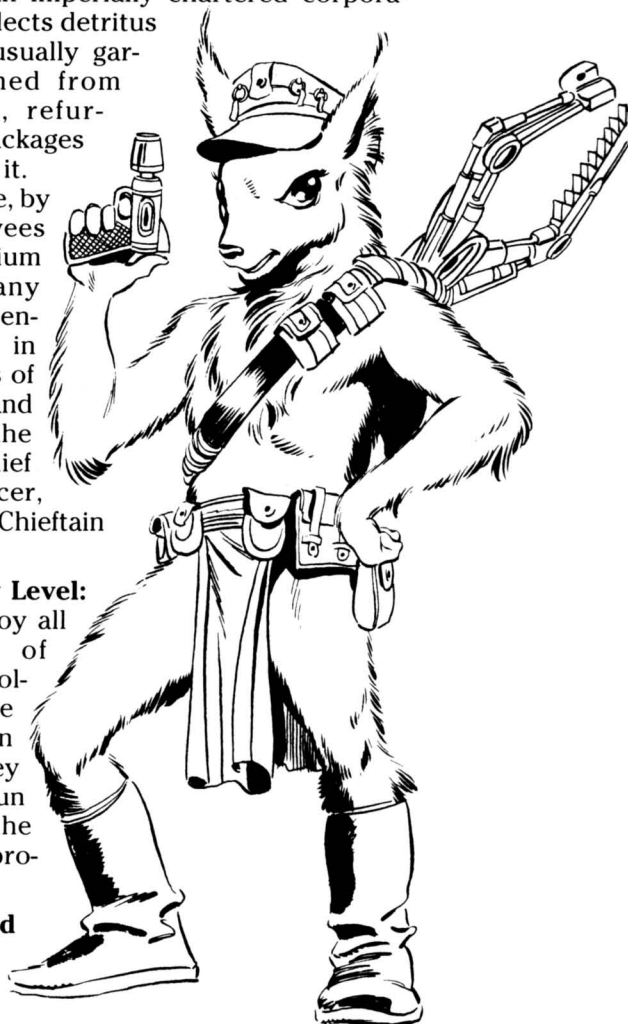
All Squib are, by birth, employees of the Consortium (although many are only tangentially involved in the operations of the company) and must yield to the wishes of its chief executive officer, the "Illustrious Chieftain of Junkyards."

Technology Level:

The Squib enjoy all the benefits of modern technology, despite the fact that, on their own, they had barely begun to move into the areas of mass production.

Trade and Technology:

To the Squibs, trade is tech-



nology, because they would be nowhere without their ability to negotiate.

The Squib are only successful because they almost invariably benefit from any negotiations. This is largely because the Squib are the galactic masters of complicating negotiations. By the time a Squib has reached what it feels to be a reasonable agreement, so many beings are involved, and so much material is exchanged, that, even if every being concerned (except the Squib) suffers a loss, their losses are minuscule, but these minuscule losses can be combined to create a significant gain for the Squib. Thus, the Squib is happy, and the others are only slightly annoyed.

The only area of technology in which the Squibs themselves excel is that of tractor beam design. Squib tractor beams are among the most efficient in the galaxy, and are usually used instead of energy weapons in the defense of most Squib starships.

Squibs in the Galaxy: Squibs are everywhere that junk is to be found. Squib reclamation treaties range from refuse disposal for highly populated worlds (where the Squibs are actually paid to take the garbage) to deep space combing (where Squib starships focus sensor arrays on empty space in an attempt to locate possibly useful scraps of equipment). In addition, Squibs can be found operating pawn shops and antique stores in many major spaceports, and because of this, Squibs come into contact with almost every civilized planet in the galaxy.

Squib are generally well received, partly because their personalities, though abrasively outgoing, are sincerely amicable, and partly because most other beings underestimate the abilities of the Squib and believe that they are benefiting from the deals that they make with the Squib.

Squib are also found serving the Empire, using their natural skills to collect refuse throughout the larger Imperial starships and gather it together for disposal. (Most commanders understand that the Squibs will often retain some small part of the collected refuse, and this is an accepted part of the Squib employment contract.)

■ Squibs

Attribute Dice: 12D

DEXTERITY 2D+2/4D+2

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 1D/3D

TECHNICAL 1D/3D

Story Factors:

Haggling: Squibs are born to haggle, and, once they get started, there is no stopping them. The surest way to lure a Squib into a trap is to give it the chance to make a deal.

Move: 8/10

Size: 1 meter tall

Notes

Gamemaster Notes: The relationship between the Squibs and the Imperials is misunderstood by all involved. The Imperials believe the Squibs to be eager, if somewhat obnoxious and frustrating, slaves, while the Squibs believe themselves to be spies, continually informing ships of the Squib Merchandising Consortium fleet of the locations of the garbage dumps which precede most Imperial jumps to hyperspace. (The result of this being that many Imperial fleets are constantly followed by large numbers of Squib reclamation ships.)

Squibs will primarily be used for comic relief in a campaign (much like Ewoks), but their connections with the galaxy (which spread from one edge to the other) can make them useful in other ways also.

Personality Notes: Without exception, Squibs are overconfident, overbearing, and overcurious. They examine anything by rubbing it against their fur, regardless of the danger involved. Squibs delight in trading, and usually get the best end of deals they make. However, Squibs are fascinated by junk and baubles, spending excessive amounts of time and energy carrying around utterly useless objects, so their idea of value does not always match that of the other participants in a transaction.

When Squibs converse (with themselves and with other species), they babble — that is, they speak, but no information is exchanged (this is magnified by the fact that the Squibs' knowledge of idiom in Basic is incomplete, and even when the deep structure of the Squib's speech is understandable, the surface meaning is often impenetrable). The only time that Squibs truly exchange information is during haggling. Therefore, the most expedient way to get information from a Squib is to involve it in a round of negotiations. (The drawback to this is that if anyone is going to benefit from negotiations with a Squib, it will be the Squib.)

Despite these difficulties, Squibs are unusually truthful, holding deception in low esteem.

There are three basic guidelines to Squib bargaining: one, if you can get something for free, it is a good deal, no matter how worthless the object is; two, haggling is the highest form of communication (intelligent discourse is a poor second); and three, the only good Ugor is a ripped-off Ugor.

Suggested Skills: Squibs will have access to almost all available skills, however, since Squib starships are rarely armed with energy weapons, they are not likely to have starship combat skills (although they may have a highly developed tractor beam operation specialization of the *capital ship gunnery* or *starship gunnery* skills).

Talz

Appearance and Biology: Talz are a large, strong species from Alzoc III, a planet in the Alzoc star system. Thick white fur covers a Talz from head to foot, and sharp-clawed talons cap its extremely large hands, while the only apparent features of the fur-covered face are four eyes — two large and two small.

Temperament: Although fierce in appearance and immense in build, the Talz are a quiet, gentle species of primitive, non-violent people, who are diligent and tireless in their work.

History and Culture: Alzoc III is a cold, frozen planet, but the Talz have adapted to the harsh climate. Their bulk and fur covering provide protection from the elements, and the Talz build primitive shelters to further protect them from the cold. Their eyes have developed to protect them from other environmental hazards. The large eyes shut during the day, when the glare of the powerful sun reflects off the frozen plains and can blind sensitive optical organs, and the smaller set of eyes provides vision during these periods

The Pain of the Talz

When the Empire discovered this species, it immediately set up garrison bases and subjugated the planet. As the Talz were a primitive, non-violent people, this was easy to accomplish. They were never admitted into the Empire as a member species. They were never listed on the galactic registry. Instead, they were enslaved and put to work for the glory of the Empire.

Unlike the Wookiees, who were traveling the space lanes before their planet was enslaved, the Talz never left their planet. Although a few of these aliens have cropped up on Outer Rim worlds, the majority are not even aware of the vast civilization that exists beyond their star system. They only know of the white stormtroopers and the black-clad Imperials who force them to labor in the mines of Alzoc III.

The Talz know nothing about rebellion or Empire. They remember when the great “rocks” fell from the sky like solid snow and the “others” stepped out of them. They remember the pain these beings inflicted. And now, they know the constant toil that has become their way of life. Someday the rocks will fly away and things will return to normal, but until then they will use their great strength as slaves to the Empire.

of glare, allowing the Talz to operate when other creatures cannot. At night, however, when the moonless planet is plunged into deep darkness, the large eyes open to provide excellent night vision.

When the Empire discovered this species, it immediately set up anthropological research bases and began the slow process of preparing the still primitive Talz for their ultimate induction into galactic society. Currently, the Talz work together for the glory of the Empire, using their natural skills to provide support for the Imperial mining operations stationed on their mineral-rich planet. In the near future, the time will come for the Empire to repay the Talz for their eager assistance, when the Talz are granted acceptance into the Empire and begin to work side by side with all the species of the galaxy.

Until that time, the Empire will continue to support and protect the Talz, as the potential for the enslavement of



these distinguished beings is great.

Technology Level: The Talz have only recently evolved into sapience. They are limited users of tools, but their society — based on families and extended families — is very well developed, with sophisticated mechanisms to allow for the redistribution of resources for the greater benefit of the species.

Talz in the Galaxy: Talz are extremely rare in the galaxy. However a few have been spotted in the Outer Rim systems, apparently smuggled from their planet by slavers. These beings should be referred directly to the local Imperial officials, so that they can more quickly be returned to live in peace on the planet that is their home.

■ Talz

Attribute Dice: 11D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 2D+1/4D+1
STRENGTH 2D+2/4D+2
TECHNICAL 1D/3D

Story Factors:

Enslavement: One of the few subjects which will drive a Talz to anger is that of the enslavement of their people. If a Talz has a cause that drives its personality, that cause is most likely the emancipation of its people.

Move: 8/10

Size: 2-2.2 meters tall

Notes

Gamemaster Notes: Most Talz are not even

aware of the vast civilization that exists beyond their star system. They know only the power of the white stormtroopers and the black-clad Imperials who force them to labor in the mines of Alzoc III.

Few Talz will be met in the galaxy, as their planet is off limits and the race is banned from leaving it, but some have made their way into society, such as Muftak on Tatooine. The rest are a slave people, even worse off than the Wookiees of Kashyyyk, working in Imperial mines on their own planet.

Those Talz who have escaped from Alzoc III are constantly at risk of capture or death, as the Empire has a standing bounty of 5,000 credits that is payable on the capture or execution of any Talz encountered beyond the confines of Alzoc III.

Personality Notes: Talz are generally a peaceful species, but it is not unlikely that some of those who have been exposed to the galaxy will have developed (or at least pretend to have developed) personalities similar to those of the Wookiees whom they so greatly resemble.

Suggested Skills: Talz on Alzoc III will have no galactic skills, while those encountered in the galaxy will have acquired some of the less technological skills. *Strength* skills and primitive *Dexterity* skills are common for both types.

Togorians

Appearance and Biology: Feline bipeds standing up to three meters tall, Togorians would be impressive on any planet. With slender, fur-covered bodies and sinewy muscles, they appear equally suited to slinking through a forest or running across open plains while chasing their favorite prey. Their fingers and toes end in long claws, with the claws on the fingers being retractable. The Togorian face is almost completely feline in character, with long, twitching whiskers on the muzzle, slit-pupilled eyes, attentive triangular ears, and needle-sharp teeth. Female Togorians are smaller than males and stand between 1.6 and 2.2 meters tall. Fur coloration in both sexes varies from gray-white to black, and distinctive markings are common.

Temperament: Female Togorians are cunning and always willing to deal. They are also relatively sophisticated for members of such a primitive society. They enjoy comforts (but rarely become indolent) and have a tendency to be

collectors.

Male Togorians are aloof and suspicious of outsiders, especially "White Shells" (stormtroopers) and "Metal Men" (droids), but do not let their lack of sophistication hide the fact that they too are exceedingly clever. They get along best with those who do not depend too much on technology.

History and Culture: The Togorians inhabit Togoria, a world of endless, grassy plains and a few large forests that circles Thanos, a large blue-white star. Since its tectonic plates are almost stable and move very slowly, the only mountain ranges on Togoria have eroded into low, rolling hills.

The Togorians evolved as nomadic night-hunters, preying on herds of *bist* and *etelo*, while avoiding being eaten by flying reptiles called *liphons*. Due to the fact that the survival of the Togorians as a species depended on both the cunning required of those who hunt and the

alertness necessary to those who are the hunted, the Togorians evolved true intelligence early in their history.

The Togorians quickly realized that their interests and the interests of another species, the *mosgoths*, lay along similar lines. Like the liphons, the *mosgoths* are giant flying lizards, but the *mosgoths* are smaller than liphons and often lose eggs to those hungry creatures. Predictably, *mosgoth* herds attack liphons on sight, though the outcome of such battles is seldom certain.

Reasoning that if *mosgoths* and liphons were natural enemies, then Togorians and *mosgoths* could become allies, ancient Togorians began defending *mosgoth* nests against liphon attack. Accordingly, the wild *mosgoths* began making their nests near Togorian tribes. To make it easier for *mosgoths* to nest near them, the Togorians began establishing permanent camps. Within a few generations, the Togorians had domesticated large numbers of *mosgoths*, and could use them as hunting mounts.

After the *mosgoths* were domesticated, the Togorian males began to yearn for a return to nomadic life. Unfortunately, the females had grown accustomed to the luxury of permanent camps and refused to leave the established villages, while the Togorian males refused to stay. In a species where one sex was weaker-willed than the other, this conflict would have been resolved in favor of the stronger-willed sex, but Togorians of both sexes are notoriously stubborn, and neither sex would yield.

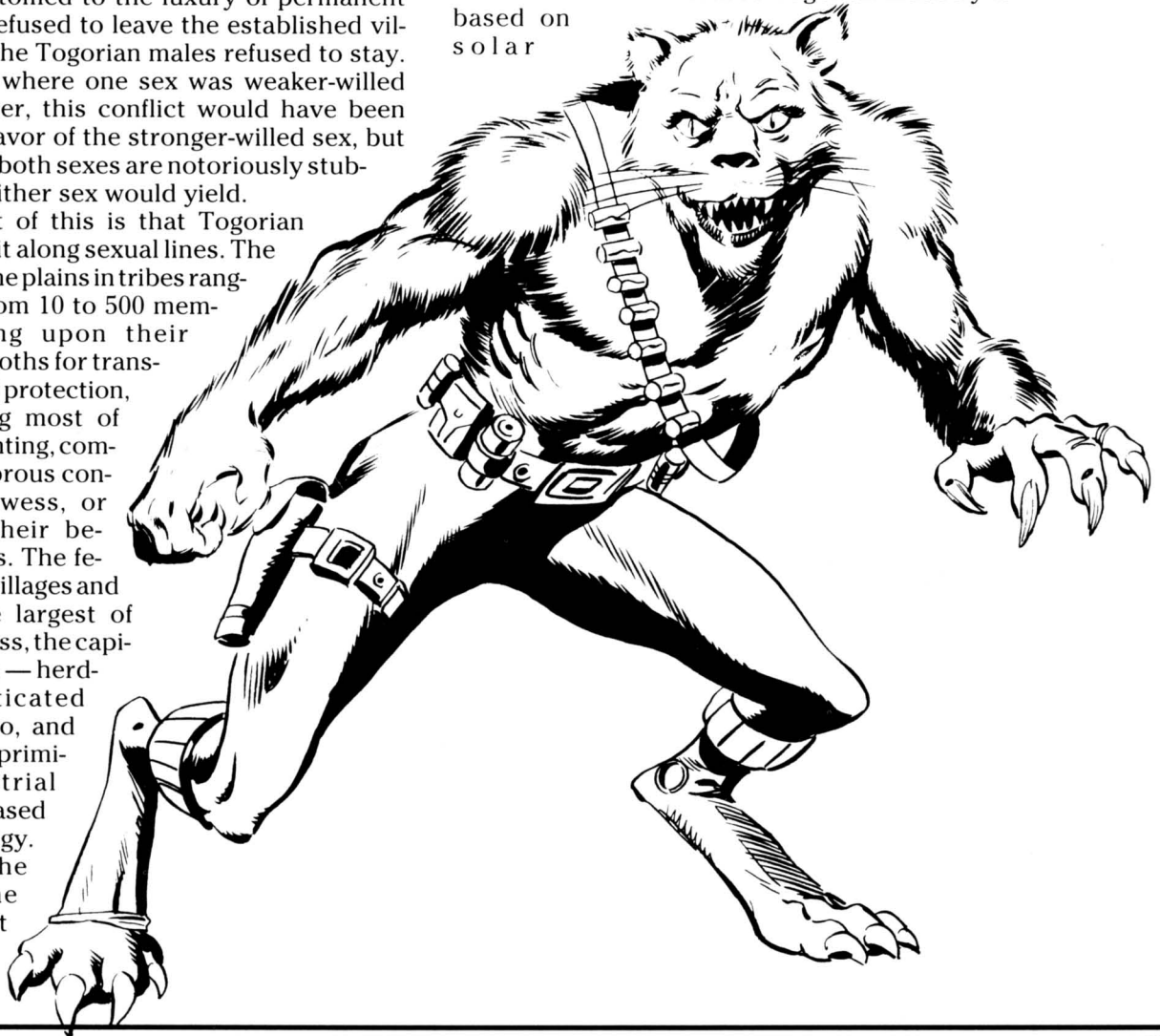
The result of this is that Togorian society is split along sexual lines. The males roam the plains in tribes ranging in size from 10 to 500 members, relying upon their winged *mosgoths* for transportation and protection, and spending most of their time hunting, competing in vigorous contests of prowess, or caring for their beloved mounts. The females live in villages and cities — the largest of which is Caross, the capital of Togoria — herding domesticated *bist* and *etelo*, and developing a primitive industrial technology based on solar energy.

Despite the fact that the sexes do not

live together (or, perhaps, *because* of it), most Togorians are monogamous. Once a year, the males travel to the home of their spouse to visit for several days. During this time, the female ignores her normal responsibilities in order to spend as much time as possible with her mate. If the two have children, the children are raised by the female and take care of the home during this time. Young males nearing adulthood go off with their fathers at this time.

Politics: Togorian government is simple and unobtrusive. All Togorians are ruled by the Margrave of Togoria, which is a hereditary office. The Margrave lives with a large tribe of males that roams the plain like any other tribe, save that it is considered a special honor to be invited to pitch a tent in the Margrave's camp. The Margrave rules Togorians through his closest female relative, who lives in an ancestral home in Caross. This arrangement works well, for even if the Margrave cares about his female subjects, he is incapable of understanding their concerns.

Technology Level: Limited industry centered around the cities. Because Togorian industry is based on solar



energy, the atmosphere is much less polluted than that of comparable primitive industrial planets.

Despite their simple background, the female Togorians are eagerly studying all available galactic technology, and it should not be long before the first Togorian-designed starships ply the spacelanes.

Trade and Technology: Togoria appears to have substantial mineral resources, but, as yet, no mining companies have been able to negotiate an acceptable contract with the Togorians, so the current exports of Togoria are somewhat limited (although individually-forged Togorian scimitars command a substantial price on the galactic market).

Despite this, the Togorians, primarily the female inhabitants of the cities, are proving to be a valuable market for many of the smaller technological items available, particularly comm-units, datapads and mini-droids (although attempts to market landspeeders and groundcars have failed — the Togorians still preferring to walk or use their mosgoth mounts).

Togorians in the Galaxy: Sometime during their lives, females often reward themselves with a few years of traveling to resorts such as Cloud City, Ord Mantell, or other exotic hot spots. The males are generally repulsed by this entire idea, for they have no curiosity about anything beyond their beloved plains. In addition, their few experiences with strangers (mostly slavers, pirates and smugglers) have convinced them that off-worlders are as despicable as *rossorworms*. Any off-worlder found outside of Caross will be quickly returned to the city to be dealt with by the females. If an off-worlder is found outside of Caross a second time, it is staked out for the liphons.

Togorians

Attribute Dice: 12D

DEXTERITY 2D/5D

KNOWLEDGE 1D/3D

MECHANICAL 1D/4D

PERCEPTION 2D/4D

STRENGTH 2D/5D

TECHNICAL 1D/4D

Special Abilities:

Claws: The claws of the Togorians do *Strength* +1D damage in combat.

Teeth: The teeth of the Togorians do *Strength* +2D damage in combat.

Story Factors:

Intimidation: Most beings fear Togorians (especially males)

because of their large size and vicious-looking claws and teeth.

Communication: Togorians are perfectly capable of understanding Basic, but they can rarely speak it. Many beings assume that the Togorians are unintelligent. This annoys the Togorians greatly, and they are likely to become enraged if they are not treated like intelligent beings.

Move: 14/17

Size: 2.5-3 meters tall (males); 1.6-2.2 meters tall (females)

Notes

Gamemaster Notes: Most Togorians who are encountered as “bystanders” will be females on a grand tour of the galaxy, although a limited number of males have been “recruited” to serve as pirates and mercenaries. Additionally, although it is out of character, females have been known to never return from their tours (particularly in instances where a mate has died), and it is presumed that these individuals have found similar positions. It is not unlikely that a male might also be out searching for a missing female (and hating every minute of it).

Personality Notes: Despite their fearsome appearances, Togorians are generally amiable and enjoy the company of others, provided they are treated as the intelligent beings that they are. Males are slightly more emotional than the females, who are very calculating and will rarely act without carefully considering the consequences of their actions. Males have the greatest penchant for hostility, but also for amiability.

Males also have a more difficult time dealing with the advanced technology of the galaxy, preferring, for example, to use the traditional scimitar when in battle (although they are not foolish, and carry blasters for use when necessary), while the females wholeheartedly embrace everything that the galaxy has to offer (though they are still monogamous).

Suggested Skills: Males will have higher *Strength* and *Dexterity* attributes while the females will have higher *Mechanical* and *Technical* attributes.

Males will usually begin with only archaic combat skills (especially *brawling*, and *melee combat: scimitar*), *beast riding: mosgoth*, *search: tracking*, and *Strength* skills, although they will quickly diversify, recognizing the usefulness of the *blaster* skill.

Females will not have many combat skills, concentrating instead on *Perception* and *Technical* skills.

Ugors

Appearance and Biology: Ugors are large, unicellular protozoans with a radius of approximately one meter. They can extrude up to 30 pseudopodia at one time, several of which may contain openings and membranes appropriate for communication, and normally move by oozing from one place to another.

Despite their unicellular nature, do not assume that Ugors are simple organisms. Multi-celled animals develop specialized cells in response to the changing demands of the environment, while unicellular animals must develop new cell parts to meet those same demands, a process which is infinitely more complicated than that of growing new cells.

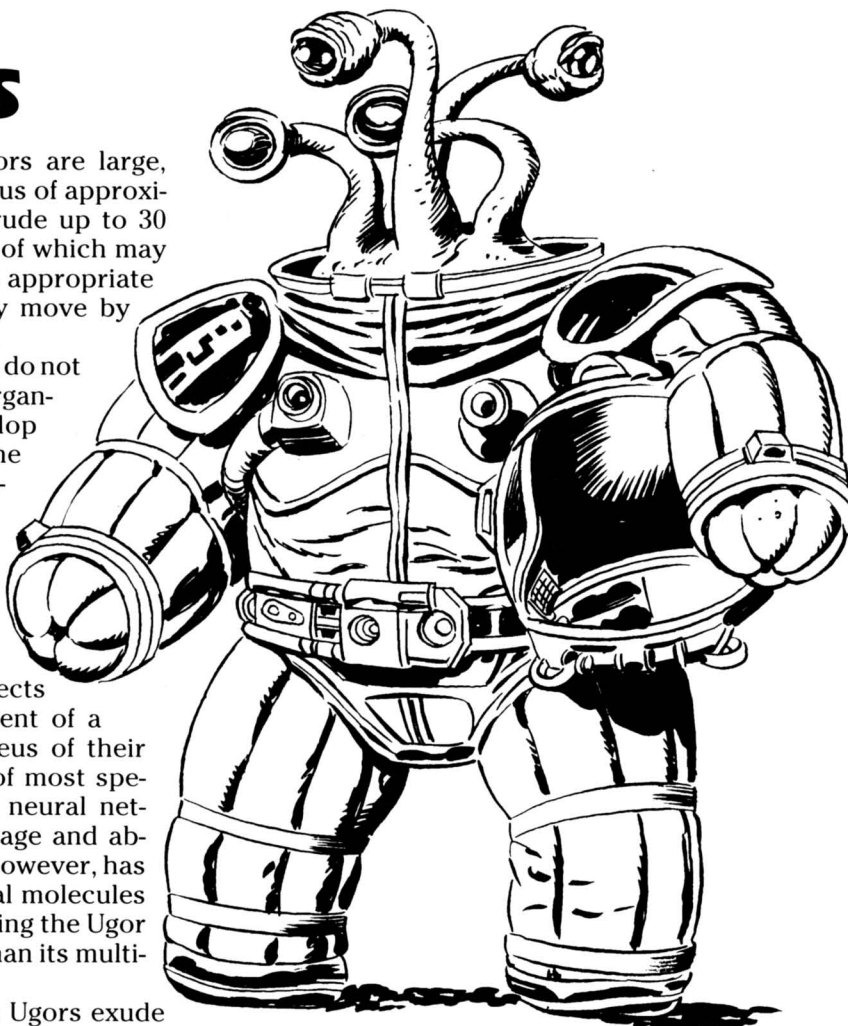
One of the most interesting aspects of Ugor biology is the development of a brain that is located in the nucleus of their bodies. The multicellular brains of most species rely on individual cells and neural networks to handle information storage and abstract reasoning. The Ugor brain, however, has adapted and relies upon individual molecules to perform cellular functions, making the Ugor brain faster and more adaptable than its multicelled counterparts.

Consider the speed with which Ugors exude pseudopodia. Within seconds, they can mold their cytoplasm into 30 different limbs, processing an immense amount of information in order to do so. A multi-celled brain would require several times as long to accomplish the same task.

Temperament: Ugors believe that gambling, bargaining, and cheating are a way of life. They are an unfriendly, isolated lot who hate everything that is not garbage. Everything, that is, except for food. As with Ortolans, edible items can greatly influence the opinion of a Ugor, although in no way will it make the Ugor a pleasant companion.

History and Culture: The Ugors evolved on an unknown planet in the Paradise System. Though little is known of their homeworld, it must truly have been an idyllic world for the Ugors. A single-celled protozoan, like this species, would not have evolved to the Ugors' immense size without an easily available source of nourishment and very few predators.

The adaptability of Ugors has served them well, for the wealth of their world was a mixed blessing. After developing technology at an early



stage in their philosophical evolution, they short-sightedly turned their home into a seething mass of poisonous by-products and overpopulation. Because of their inherent ability to alter themselves to fit new environments, the Ugors, instead of dying with their world, adapted into forms that could live by using toxic garbage and filth as nourishment.

Shortly afterward, the Ugors began worshipping rubbish, and began collecting it from throughout the galaxy, turning their whole system into a galactic dump. The Ugors currently have a competing contract to clean up after Imperial fleets, which always jettison their waste before entering hyperspace — they are actively competing with the Squibs for these “valuable” resources.

The Ugors rose to the top of their profession through shrewd manipulation and outrageous religious claims until much of the galaxy began to depend on the Ugor collection ships to gather and store refuse. Eventually, in a shrewd financial move, the opportunistic Ugors opened up their system spanning junkyard to any and all “pilgrims” who wish to “extract holy relics” from the wondrous system of Paradise. Naturally, a

substantial “donation” is required to enter the system, and all “holy relics” must be paid for in full before pilgrims may depart.

Politics: The Ugors are organized into several waste recovery companies, including the Ugor Salvage Company, Waste Haulers Unlimited, and the Dismantled Droid Disposal Device. These companies then owe their loyalties to the Holy Ugor Taxation Collection Agency. This agency and its leader (the identify of whom changes almost hourly due to the complexities of Ugor negotiations), hold the supreme authority over all Ugors in the galaxy.

Unfortunately for the HUTCA, the Ugor bureaucracy beneath the agency is so well established that true change is almost impossible, so the nominal power that is held by the agency is almost worthless.

Technology Level: As the Ugors no longer have any incentive to develop technology of their own, they can only make use of the technology that they find in the garbage they collect. As a result, Ugor technology consists of a wide range of archaic technologies which perform the services that the Ugors require, but are highly inefficient.

Trade and Technology: Ugor society is nothing but trade and scavenging, and they have become famous for providing for the needs of newly-developing civilizations and picking up after the fallen.

The Ugor home system is also frequently visited by beings who have a need for an older piece of technology (such as mechanics who are refurbishing discontinued starship models). The Ugors demand a considerably large price, but they are often the only available source.

Ugors in the Galaxy: Ugors are ubiquitous in the galaxy, despite the disdain with which other species treat them. They are, however, rarely found on the surface of a planet, preferring to stay in orbit and have any planetary debris delivered to them (although they will make exceptions for planets without space travel capabilities).

■ Ugors

Attribute Dice: 12D*

DEXTERITY *
KNOWLEDGE *
MECHANICAL *
PERCEPTION *
STRENGTH *
TECHNICAL *

* See *Amorphous* special ability.

Special Abilities:

Amorphous: Normal Ugors have a total of 12D in attributes. Because they are amorphous beings, they can shift around the attributes as is necessary — forming pseudopodia into a bunch of eyestalks to examine something, for example, would increase an Ugor's *Perception*.

However, no attribute may be greater than 4D, and the rest must be allocated accordingly. Adjusting attributes can only be done once per round, but it may be done as many times during an adventure as the player wants — but, in combat, it must be declared when other actions are being declared, even though it does not count as an action (and, hence, does not make other actions more difficult to perform during that round). Ugors also learn skills at *double* their normal costs (because of their amorphous nature).

Story Factors:

Squib-Ugor Conflict: The Ugors despise the Squibs and will go to great lengths to steal garbage from them.

Move: 5/7

Size: 2 meters in diameter (when in circular form)

Notes

Gamemaster Notes: Most beings will do anything to avoid coming into conflict with the Ugor bureaucracy, or the Ugors themselves.

Roleplaying Notes: The proper way to record an Ugor's skills and attributes is to list them separately and add them together as necessary. While an Ugor can change its attributes at will, it can only *learn* new skills. Also, Ugor's usually “settle into” default attribute ratings — usually with no less than 1D in any particular attribute. That way, a player playing an Ugor knows what his or her character's attributes are *normally*, until they are adjusted.

Personality Notes: Ugors are not very pleasant beings to interact with. They are obnoxious, self-righteous, egotistical, and extremely unpleasant to look at.

Suggested Skills: While it was originally thought that Ugors have no access to skills, it was found later that they *could* learn skills — but that they focused on skills that would help them scavenge. *Search* and starship skills are their primary areas of knowledge.

Verpine

Appearance and Biology: The Verpine are highly evolved, bipedal insectoids, with thin, stick-like bodies covered by plates of a flexible, chitinous material and awkwardly articulated joints that give them an ungainly gait. Two huge, black eyes dominate their faces, which have short snouts ending in small, toothless mouths, and two antennae which extend from the sides of their heads.

It is clear the Verpine are descended from a line of hardy insects, despite lacking the many appendages common to insectoid species (retaining only two arms which end in hands with fully opposable thumbs and two legs). Their bulging black eyes are superior adaptations of the traditional insectoid compound eye, and can see tiny, almost microscopic detail with amazing precision.

The two antennae behind their eyes are especially useful. They contain tympanic nerves that detect ordinary sound-wave vibrations and relay them to the brain.

In addition, the antennae are also sensitive to radio-wave transmissions, which the Verpine can generate biologically. Using these radio waves, the Verpine can communicate silently and rapidly over distances of approximately 100 kilometers. (Uninformed individuals often mistake this mode of organic telecommunication for telepathy.) By passing messages from one individual to another, the Verpine can instantly create a radio network spanning the entire Roche asteroid field (their home).

The green, chitinous surface covering of the Verpine is one of their more interesting biological adaptations. This *carahide* is a thin, protein compound capable of deflecting a slashing or stabbing attack (or even a glancing blaster bolt). This carahide, which is attached to the epidermis like scales are attached to the skin of a reptile, retains the flexibility and elasticity of skin, and is composed entirely of dead cells (in the manner of a carapace or feathers).

Because Verpine are hermaphroditic, their mating, courtship, and child-rearing rituals are not complex. When the hive needs more members (due to normal mortality, the opening of a new colony, or the loss of members during a disaster), several Verpine are asked to reproduce. The members assigned to egg production lay their eggs in colony incubators, then the members assigned to fertilization provide the necessary sera. The resulting hatchlings are cared for by the entire community.

At one time, hatchlings came in two forms: intelligent Verpine and subservient drones. A

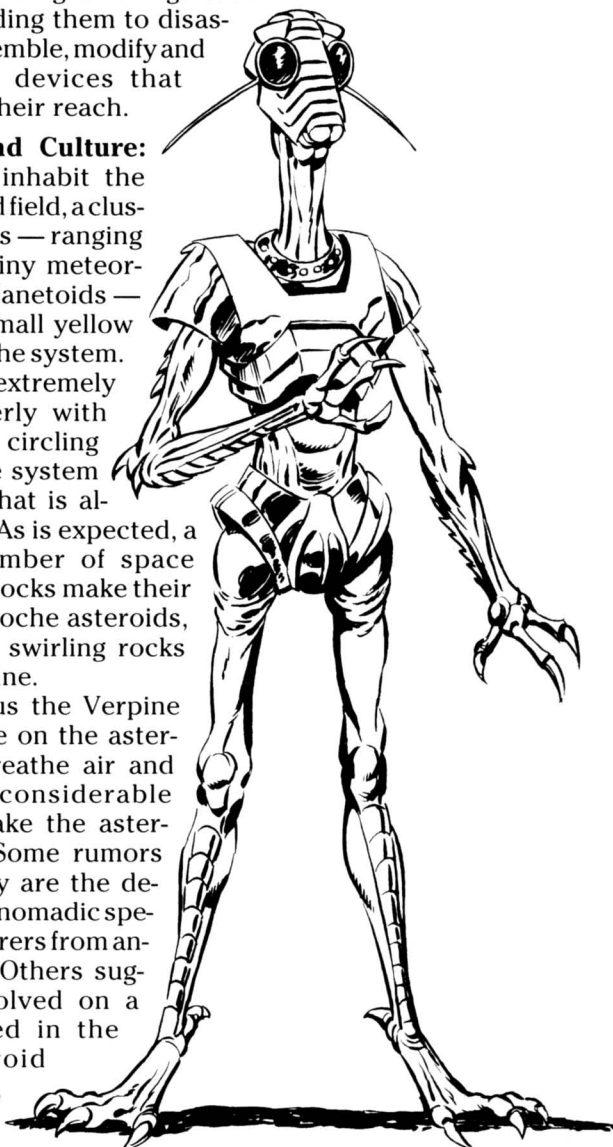
normal brood contained approximately 20 subsentient drones for every intelligent Verpine. As Verpine society grew increasingly technological, this mixture became undesirable, and the Verpine developed a special enzyme to eliminate drone eggs. Before reproducing, egg-layers ingest this enzyme so that they will lay only eggs containing embryos that will result in potentially intelligent adults. Worker drones — when desired — are now produced by cloning.

Temperament: In general, the Verpine have little interest in conflict and have become experts in compromise and arbitration. This is partly because of the effects of the legendary civil war that is rumored to have caused the destruction of their homeworld (see "History and Culture"), and partly because of the homogeneity and unification of the species (see "Politics").

The Verpine also have a highly developed curiosity regarding all things technological, leading them to disassemble, reassemble, modify and duplicate all devices that come within their reach.

History and Culture: The Verpine inhabit the Roche asteroid field, a cluster of asteroids — ranging in size from tiny meteorites to large planetoids — that orbit a small yellow sun in the Roche system. This field is extremely old and orderly with each asteroid circling the sun of the system in a pattern that is almost regular. As is expected, a countless number of space slugs and mynocks make their home in the Roche asteroids, sharing these swirling rocks with the Verpine.

It is obvious the Verpine did not evolve on the asteroids. They breathe air and must go to considerable trouble to make the asteroids livable. Some rumors speculate they are the descendants of a nomadic species of spacefarers from another galaxy. Others suggest they evolved on a planet located in the Roche asteroid field's orbit,



and that their world slowly disintegrated around them over the course of thousands of years. A third theory suggests the Verpine destroyed their home in a catastrophic civil war and must now live with the results of their racial foolishness.

Politics: Utilizing their organic telecommunicative abilities, the Verpine can consult their entire population and arrive at community decisions nearly instantaneously. Because each member of the species has an opportunity to influence these resolutions, every member considers such decisions fully binding upon itself and its peers.

In addition, this unique form of communication allows nearly any Verpine to speak with complete authority for the entire hive, meaning that, in effect, every Verpine is the leader of its people.

Technology Level: The Verpine are innate experts in nearly every field of technology, and continue to have a child-like sense of wonder where machinery is concerned. They have used their special talents to establish a highly advanced society in the asteroid tunnels of the Roche field. Most of these colonies, which are hermetically sealed against vacuum conditions on the asteroid surfaces, contain 20 to 100 inhabitants, while some of the larger "cities" in the heart of the field house up to 1,000 individuals. Each colony is self-sufficient, capable of producing all the energy, food and air that the inhabitants need to survive.

Repulsor-field shells envelope inhabited asteroids so that when collisions occur between occupied asteroids, the two asteroids simply bounce off each other's field and drift away unharmed, while unoccupied asteroids on a collision course with an occupied asteroid are simply repulsed by the field.

Trade and Technology: The Verpine have long possessed interstellar travel and are widely regarded as being among the finest ship builders in the galaxy. A large part of their skill is due to the location of their home, since traveling through asteroid fields is one of the greatest risks a pilot can run, and the Verpine must face that risk every time they leave their home asteroid.

Consequently, one of their earliest navigational developments was a ship stabilization system analogous to a gravity gyro. This system keeps the crew and passengers stable while the rest of the ship rotates to compensate for the hectic maneuvering involved in traversing asteroid fields. (It is rumored that traitorous Verpine assisted in the application of this technology to the Rebel Alliance's B-wing starfighter, a new class of starfighter that has been involved in recent, unprovoked attacks on unarmed Imperial transport craft.)

rial transport craft.)

Verpines in the Galaxy: As is to be expected, the vast majority of the Verpine who have left the Roche asteroid field have found employment as starship technicians, an area in which they are generally extremely successful. The single drawback to the employment of a Verpine technician lies in the fact that it will often, if not always, be involved in making unauthorized "improvements" to the equipment being maintained. While these improvements are often quite useful, they sometimes hold unpleasant surprises. (Unsatisfied customers will occasionally make accusations of sabotage regarding the effects of these surprises, but most experienced space travelers are well aware of the risks involved in employing the Verpine.)

Because of this unreliability, the Empire, which places a premium on dependability, has chosen not to avail itself of the skills of the Verpine. However, the private sector, much more foolhardy than the Empire, continues to invest heavily in ships constructed in the Roche asteroid field.

The Verpine are also found, though less often, in positions involving negotiation and arbitration, where their experiences with the communal decision making of the hive provides for them a paradigm which they can use to assist other beings in the resolution of their conflicts.

■ Verpine

Attribute Dice: 12D

DEXTERITY 1D+1/3D

KNOWLEDGE 1D+1/3D

MECHANICAL 1D+2/3D+2

PERCEPTION 1D+1/4D

STRENGTH 1D+1/3D

TECHNICAL 2D/5D

Special Abilities:

Body Armor: The Verpine's chitinous covering acts as an armor providing +1D protection against physical attacks.
Microscopic Sight: The Verpine receive a +1D bonus to their *search* skill when looking for small objects because of their ability to see microscopic details with their highly evolved eyes.

Organic Telecommunication: Because Verpine can send and receive radio waves through their antenna, they have the ability to communicate with other Verpine and with specially tuned comlinks. The range of this ability is extremely limited for individuals (1 km) but greatly increases when in the hive (which covers the entire Roche asteroid field).

Technical Bonus: All Verpine receive a +2D bonus when using their *Technical* skills.

Move: 10/13

Size: 1.9 meters

Notes

Gamemaster Notes: Despite their openly sympathetic attitude toward the Rebellion, the Verpine have stopped short of actually joining the Alliance. This is due more to their pacifistic nature than to fear of the Empire or commitment to its cause, as they are rather naive idealists.

Verpine can be found throughout the galaxy, and are likely to be working in any aspect of space travel, but those outside the Roche field are famous for the modifications (both legal and illegal) that they are able to make to privately owned starships. This, of course, makes them extremely popular with smugglers and pirates.

Personality Notes: The Verpine have a child-like sense of wonder regarding new technology

and insist upon examining any unusual piece of technology they encounter. After expressing their wonder at the ingenuity of the item, they invariably offer to make it work better.

Suggested Skills: The Verpine will be experts in almost all *Technical* skills. They would prefer not to be forced to learn combat skills, but those who have left the Roche field soon learn that they must be able to protect themselves.

Whiphids

Appearance and Biology: Whiphids are hulking bipeds with long, yellow-white or golden fur, and stubby, furred tails. They stand up to two and a half meters tall, and weigh up to 400 kilograms. The Whiphid face, which has a prominent forehead and long, bowed cheekbones, is hairless — except for a few spiky hairs on its leathery lips and chin. Two upturned tusks sprout from the jaw, and the eyes protrude slightly.

Though they are usually hidden by fur, the three thick, strong fingers of the Whiphids end in steely, flesh-ripping claws.

Temperament: Whiphids are ferocious predators that have a true love of the hunt. They enjoy nothing more than tracking something down and killing it, but can actually be pleasant companions — capable of expressing a wide range of emotions — provided you can convince them that you are not prey.

As they interact more with the greater galaxy, the Whiphids are starting to understand the differences between sentients and non-sentients (there are exceptions, though, see “Whiphids in the Galaxy”), and are learning to direct their predatory instincts only towards non-sentient creatures.

History and Culture: Whiphids live on Toola, which, because of its thin atmosphere and the distance from its sun, Kaelta, is bitterly cold.

Summer does come to some regions of Toola, and, during those brief periods of time, the grasses grow and flourish, drawing half-starved caraboose and hoary mastmots onto the plains for grazing, but for most of Toola’s year, Whiphids know only glaciers, snow, and gleaming bergs of steel blue ice.

The Whiphids do not mind the temperature variations. Their fur and a thick layer of fat enables them to preserve their body heat. Their fur also sheds water, enabling Whiphids to swim freely in the frigid seas. Then, when the brief summer arrives, the Whiphids shed several centimeters of fur and burn off much of their fat, and



their hollow cheeks widen, creating a broader face to help dissipate heat.

Whiphids live in small nomadic tribes of three to 10 families. Each community builds a permanent shelter of rocks, skins, and mastmot bones to which they return each summer. During the winter months they migrate across the snow fields, following food and building temporary shelters in the snow.

These furry hulks are masterful hunters and trackers. An experienced Whiphid can find a hibernating caraboose simply by sniffing the air, and can kill a seagoing arabore with nothing more than its hands and tusks. Today most Whiphids use spears, crude sabers, and clubs, however, and ride tuggle-drawn sledges when tracking mastmots.

Without outside influence, Whiphids probably would continue their simple existence. However, advanced species from arid planets are visiting Toola to harvest ice, and such contacts will undoubtedly influence the Whiphids' lifestyle.

Politics: In as much as they have leaders, Whiphid tribes are lead by the most successful hunter, an individual often given the title, *Spearmaster*. The Spearmaster of a tribe has absolute authority in two areas: where the tribe camps, and what quarry it hunts. In all other areas of life, Whiphid individuals will acknowledge no leaders; they make their decisions according to their own knowledge.

While this would seem to be a recipe for chaos, it, in fact, works quite well in the Whiphid culture (although this may be largely due to the fact that most other aspects of life on Toola are of little importance).

Technology Level: The Whiphids have developed some primitive metalworking capabilities, but have made few other technological advances.

Trade and Technology: While the only current export of Toola is ice, certain traders have expressed an interest in developing a galactic market for mastmot furs.

Whiphids in the Galaxy: Whiphids express a large interest in the systems beyond their planet

and are steadily increasing their presence in the galaxy. Most Whiphids found outside Toola will have thinner hair and less body fat than those residing on the planet, but are nonetheless intimidating presences. They primarily support themselves by working as mercenaries, trackers, and, regrettably, bounty hunters.

Whiphids

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 2D/4D+1

STRENGTH 2D/4D+2

TECHNICAL 1D/3D

Special Abilities:

Claws: Do STR+1D damage.

Move: 9/12

Size: 2.0-2.6 meters tall

Notes

Gamemaster Notes: Whiphids can be used in all aspects of an adventure, appearing as enemies (bounty hunters, thugs, guards), allies (Rebel spies or soldiers), and unconcerned bystanders, although they will seldom be the beings who provide the impetus for an adventure. If they become involved, they will be drawn in by circumstances.

Personality Notes: Whiphids will express a wide range of personalities, but, because of their wandering/hunting lifestyle, their personalities will always have a very active component, that is, one Whiphid may be talkative, while another may be quiet, but neither will shy away from action when it becomes necessary.

Because of their primitive lifestyles, Whiphids are initially in awe of most aspects of galactic technology, but they are very pragmatic, and when the usefulness of an object has been demonstrated, they will eagerly take advantage of it.

Suggested Skills: Whiphids will specialize in the primitive combat and *survival* skills — *brawling*, *melee combat* (with specializations in *spear*, *saber* and *club*), *survival: arctic*, *beast riding: tuggle sledge*, *search: tracking*.

Xi'Dec

Appearance and Biology: To date, sapientologists have cataloged over 180 sexes of Xi'Dec, each being so different from the others that, when the great sapientologist Randamar Parl contacted the Xi'Dec, he thought he had discovered a world teeming with a multitude of intelligent species.

The most common Xi'Dec sex, the Xi'Alpha (commonly referred to as "Stictex"), comprises almost six percent of the population. Xi'Alpha have eight legs, any two of which they can stand upon while using the other six as arms and hands. A shiny carapace covers the back of the cylindrical Xi'Alpha bodies, and lacy wings project from slots in the carapaces. A dozen optic organs on short, prehensile stalks protrude from their heads, and six four-centimeter slits serve as olfactory openings, while articulated mandibles flank the jagged maws.

The other Xi'Dec sexes are just as bizarre in appearance, though less common in occurrence. It would be a monumental task to describe even a small percentage of these creatures. It is better, and far easier, to describe the reason for the abundance of sexual types. The Xi'Decs' planet, Stic, is a world of constant climatological, geological, and biological change. In order to survive, creatures on Stic must be highly adaptable.

The Xi'Dec answered this challenge by evolving an incredible number of sexes. The form their offspring takes is determined by the combination of parents involved in mating (young can be hatched, born live, grown in pods, split off a parent's body, or can "arrive" through a variety of even more bewildering options). The resulting gene-pool is incredibly complex, and Xi'Dec adapt to environmental changes with frightening rapidity.

In addition, Xi'Dec sexes evolve to fill particular niches in the society. For example, during the times of the K'rom wars, several "warrior" sexes appeared who had developed forelegs which could be used as spears and sabers. Then, following a series of hurricanes which destroyed most of the artificial structures on Stic, a "constructor" sex appeared and used its multitude of three-meter-long legs to reconstruct the great Xi'Dec cities. As information transfer began to become more important to the Xi'Dec, "messen-

gers" — small, swiftly flying individuals — developed to carry messages from place to place.

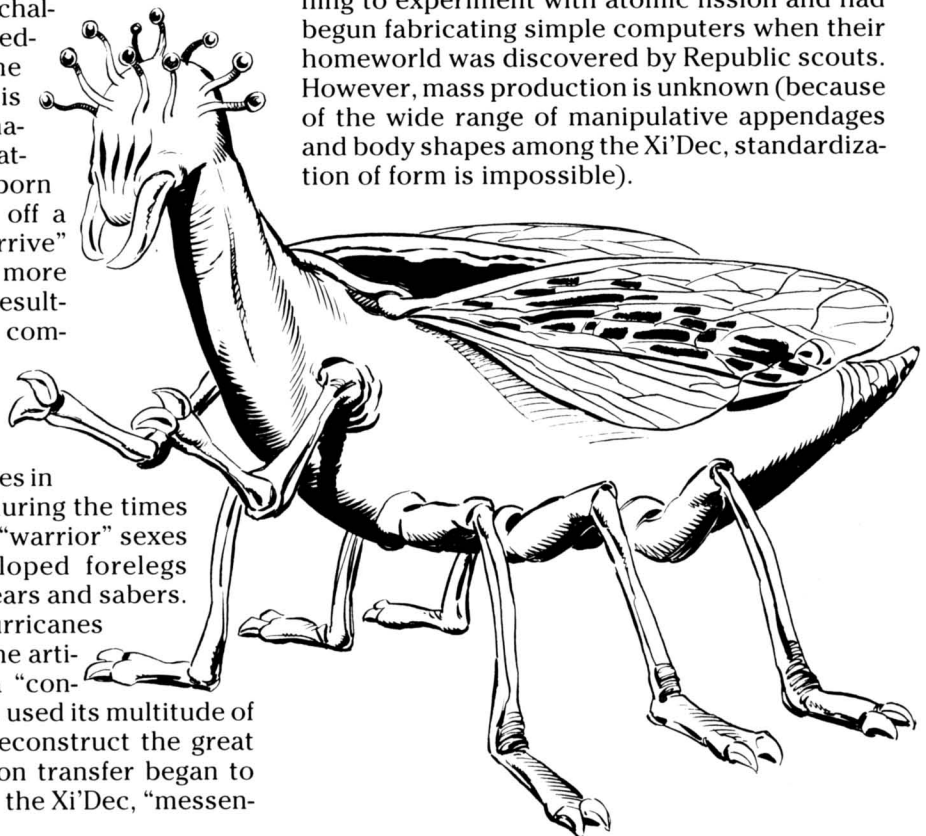
Temperament: The Xi'Dec are devoted to their families and see all issues only in terms of how it affects the family's welfare, but, beyond this, there is little consistency in the emotional responses of the Xi'Dec, since the mechanisms which create the wide range of physical appearances also produce a wide range of personalities.

History and Culture: Xi'Dec society is based on the family unit, which consists of two or more members of different sexes (there is never more than one member of any sex in a family unit). Family units live apart from other family units, caring for their young within the confines of the family, and, generally speaking, the larger the family, the more prosperous and the more advanced technologically that family is.

Families will go to considerable trouble to attract a member of a sex that they do not already have present in the family unit. Consequently, members of rare Xi'Dec sexes are in high demand and often command considerable concessions in return for joining a family.

Politics: Like their physical appearances, the political structure of the Xi'Dec society changes rapidly. In general, however, the majority of power in the society is wielded by the largest, most diverse family unit.

Technology Level: Xi'Dec society was beginning to experiment with atomic fission and had begun fabricating simple computers when their homeworld was discovered by Republic scouts. However, mass production is unknown (because of the wide range of manipulative appendages and body shapes among the Xi'Dec, standardization of form is impossible).



The most highly advanced aspects of Xi'Dec sciences continue to be their knowledge of climatology, geological transformations, and biogenetics.

Trade and Technology: As with many technologically limited societies, the major export of the Xi'Dec is labor, but, in this case, that labor is invariably mental. Xi'Dec climatologists, geological transformationists, and biogeneticists have secured appointments with many of the galaxy's finest universities.

However, an additional source of income for the planet is tourism. Tourists from throughout the galaxy come to Stic, not for the planet (which is currently in an unbearably hot phase of its climatic cycle), but to gawk at the variety of Xi'Dec sexes.

These tourists are often surprised by the reception with which they are met. It is not uncommon for visitors to Stic to receive hundreds of marriage proposals within a few standard hours of stepping onto the planet. Xi'Dec are so consumed by the complexity of their familial life and the genetically induced desire to provide an even broader breeding base for the survival of the species that they often mistakenly assume that aliens are members of rare Xi'Dec sexes.

Xi'Dec in the Galaxy: Xi'Dec are rare in the galaxy, and, due to the diversity of their appearances, are even more rarely identified as such. Occasionally, small (10-20 member) family units will be encountered, but it is not clear whether these groups are touring the galaxy, or searching for new sexes to add to their family unit.

■ Xi'Dec

Attribute Dice: 12D

DEXTERITY 1D/5D*

KNOWLEDGE 1D/5D*

MECHANICAL 1D/5D*

PERCEPTION 1D/5D*

STRENGTH 1D/5D*

TECHNICAL 1D/5D*

* These represent a range covering a large number of Xi'Dec species, but the Xi'Dec are incredibly diverse: attributes, special abilities and special skills can have an almost unlimited variety.

Special Skills:

Varies according to sex.

Special Abilities:

Varies according to sex.

Move: 3/15 (Varies according to sex)

Size: .5 to 10 meters (Varies according to sex)

Notes

Gamemaster Notes: Xi'Dec can be used in any situation where you need an alien with a singular appearance or abilities, but do not want to expend the effort of creating the background for an entire new species. Instead, you can just design an insectoid and call it a Xi'Dec.

Roleplaying Notes: Xi'Dec sexes can be created by the gamemaster and played by players. Player characters should be eclectic in their skill choices, but specialized as well. Remember, many Xi'Dec only have one purpose in life — players who play these creatures should design strange, and often one-dimensional characters.

Personality Notes: The Xi'Dec are obsessively devoted to and preoccupied with their family units and tend to be self-centered when dealing with beings who are not part of their family unit. They will not become involved with either the Rebellion or the Empire, unless someone can convince them that this will benefit their family.

Suggested Skills: This, as everything, will vary according to the Xi'Dec sex, but will tend to focus on skills that do not require mechanical assistance, such as *brawling*, *melee combat* (specializing in weapons that are outgrowths of the being's appendages), and *Knowledge*, *Perception*, and *Strength* skills. They are also usually good at interaction and language skills.

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