

STAR WARS®

GALAXY GUIDE 12

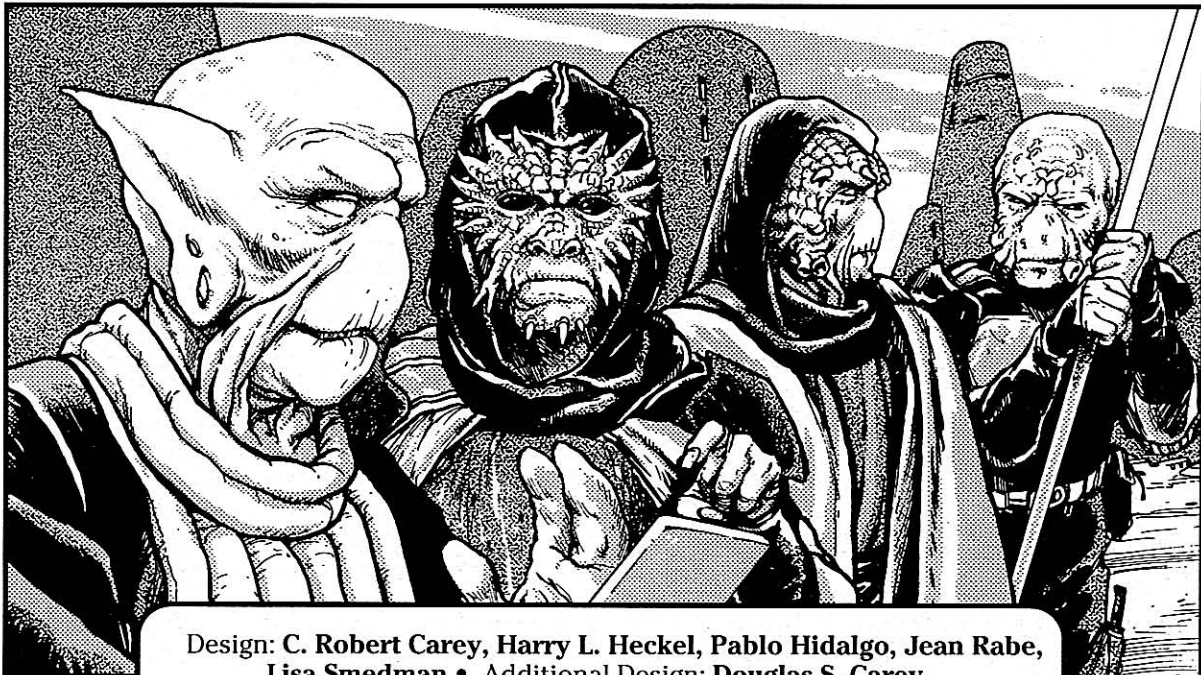
ALIENS

ENEMIES AND ALLIES



STAR WARS®

G A L A X Y G U I D E 1 2 A L I E N S E N E M I E S A N D A L L I E S



Mike Vilardi

Design: C. Robert Carey, Harry L. Heckel, Pablo Hidalgo, Jean Rabe,
Lisa Smedman • Additional Design: Douglas S. Carey,
Peter Schweighofer, Trevor J. Wilson • Development and Editing:
Bill Smith • Graphics: Brian Schomburg • Cover Art: Lucasfilm Ltd.
Interior Art: Steve Bryant, Mike Vilardi, Lucasfilm Ltd.

Publisher: Daniel Scott Palter • Associate Publisher/Treasurer: Denise Palter
Associate Publisher: Richard Hawran • Senior Editor: Greg Farshtey
Editors: Peter Schweighofer, Bill Smith, George Strayton, Paul Sudlow
Art Director: Stephen Crane • Graphic Artists: Tim Bobko, Steven Brown, Tom O'Neill,
Brian Schomburg • Sales Manager: Jeff Kent • Licensing Manager: Ron Seiden • Warehouse
Manager: Ed Hill Accounting: Karen Bayly, Deanna Jonas, Wendy Lord • Billing: Amy Giacobbe

Published by



RR 3 Box 2345
Honesdale PA 18431

40087



To The Reader

Our galaxy has been unusually gifted. The earliest efforts at extrapolating the probability of life-forms suggested that intelligent beings might be exceedingly rare, perhaps numbering only a handful of species in a galaxy. We now know the opposite to be true. In our grand and vast civilization, ranging over millions of stars, we know of *tens of thousands* of intelligent species.

In our efforts, we have learned that life is not rare. Rather, given a chance, *life will occur*. It is tenacious, aggressive — it seems to crave existence. The prevalence of life, under even the most threatening conditions, makes it hard not to see this will to live. And life is wondrous to behold in all its diversity.

What you hold in your hands now is the first volume of *The University of Sanbra Guide to Intelligent Life*. Rather than addressing academic issues, this document proposes to assist those first encountering a member of a given species. Rather than telling the patient reader idle trivia like the mean temperature of a given alien's homeworld, the document provides guidelines as to common cultural interests, goals, fears and drives. It is my

fervent hope that this document will aid travelers, merchants and others like them who come into frequent contact with new cultures. If but one reader can later tell me that this document has helped forge a bond of friendship or increased understanding, then I will consider my time well spent.

In light of the goals of this manuscript, I have been required to honestly state facts, regardless of their political implications. Rather than mindlessly reiterate the views held dear by certain factions within the Imperial bureaucracy (particularly COMPNOR's Coalition for Progress, Art Group), I have chosen to honestly discuss issues, regardless of how those passages might be viewed by Imperial officials.

Sincerely,

Tem Eliss
Sentientologist
University of Sanbra





To: Kem Tija, Executive Director, COMPNOR Sanbra Sector Monitor, Coalition for Progress, Art Group

From: Bront Autin, COMPNOR Sanbra Sector Monitor, Coalition for Progress, Art Group

Regarding: The first draft of *The University of Sanbra Guide to Intelligent Life*

Executive Director Tija:


My contacts within the University of Sanbra's Sentient Studies Department have notified me of the impending publication of Tem Eliss' new manuscript regarding various alien species. COMPNOR loyalists on Professor Eliss' staff have indicated to me that Eliss plans significant deviations from standard Imperial doctrine, including but not limited to degrading or criticizing elements of Imperial sentient rights policies.

It is my strongest recommendation that we detain and question Professor Eliss to determine the degree to which he plans spreading disinformation. If necessary, restricting the distribution of the manuscript should be considered. It is obvious to myself and others within Sanbra Sector Monitor that such documents could undermine our efforts to maintain a peaceful, harmonious community. This manuscript could have undue influence, especially among the vulnerable and easily persuaded students who will be subjected to Professor Eliss' disturbing viewpoints.

In the interests of the Empire,

Grout Action

Bront Autin



Postscript: Professor Tem Eliss fled the grounds of the University of Sanbra, De'etta system, mere hours before COMPNOR officials entered his office on the university campus. Eliss has since disappeared, taking with him all of his research material.

COMPNOR officials detained several students for questioning, although all were released within hours. Apparently, the COMPNOR officials were attempting to determine if Professor Eliss harbored any sympathies toward the illegal Rebel Alliance.

Prior to his disappearance, Eliss was one of the most popular instructors within his department. He was known as a demanding but fair teacher, and his

anecdotes about life as a young Iyra on F'tral provided a distinct (and amusing) break from the pro-Imperial, Human-oriented viewpoint that tends to predominate at the University of Sanbra.

Three weeks after his disappearance, The University of Sanbra Guide to Intelligent Life began appearing on student communication nets. COMPNOR's interest in the manuscript only increased demand for this "forbidden" document, and it has since been forwarded to over 25,000 comm nodes on nearly 5,000 worlds. Needless to say, COMPNOR's attempt to suppress the document has been an utter failure.

Meanwhile, it is rumored that Professor Eliss has contacted a Rebel Alliance cell and joined with that outlaw group.

CONTENTS

Adarians7	Klatooins50
Lisa Smedman	Pablo Hidalgo
Advossec 10	Krytollaks53
Harry Heckel	Harry Heckel
Amanin 12	M'shinni55
Harry Heckel	Lisa Smedman
Anomids 14	Marasans57
Jean Rabe	Pablo Hidalgo
Baragwins 17	Nikto60
Jean Rabe	Pablo Hidalgo
Berrites20	Nimbanese63
Lisa Smedman	Pablo Hidalgo
Cha'wen'he22	Noehons66
Lisa Smedman	Lisa Smedman
Chevin24	Qwohog68
Jean Rabe	Jean Rabe
Chevs27	Ranth70
Jean Rabe	Harry Heckel
Draedans30	Rellarins72
Harry Heckel	C. Robert Carey
Dresselians32	Revwians73
Pablo Hidalgo	Harry Heckel
Ebranites34	Skrillings75
C. Robert Carey with Douglas S. Carey and Trevor J. Wilson	Lisa Smedman
Eloms36	Sludir77
Pablo Hidalgo	Peter Schweighofer
Gran39	Snivvians80
Harry Heckel	Pablo Hidalgo
Houk41	Tarongs82
C. Robert Carey	Jean Rabe
Iotrans43	Tarro85
C. Robert Carey	C. Robert Carey
Kerestians45	Tiss'shar86
Lisa Smedman	C. Robert Carey
Khil47	Tunroth88
Harry Heckel	C. Robert Carey
Kian'thar49	Vodrans90
C. Robert Carey	Pablo Hidalgo
	Weequays92
	C. Robert Carey

Organization of Alien Entries

This manuscript is quite similar to the format established in *Galaxy Guide Four: Alien Races, Second Edition*. Categories have been consolidated or deleted where appropriate.

Appearance and Biology: A description of the physical appearance and biology of the species. This section may include information regarding the evolutionary history of the species.

Temperament: This section describes personality traits, although it tends toward broad generalizations and may gloss over the wide variety of differences found in many species. This section allows the reader to construct a useful psychological paradigm on which to base actions and responses during an encounter with a member of the species.

History and Culture: This is a brief history (often encompassing evolutionary data, since history and evolution are inextricably intertwined) which attempts to describe the society and culture of the species.

Politics: A general description of the method by which the species governs itself, or in some cases, is governed by others.

Technology Level: The level of technology commonly used by the settlements on the homeworld and colony planets.

Trade and Technology: This section describes the effects of galactic technology on the species and discusses the economic conditions on planets and colony worlds where relevant.

In the Galaxy: The species' relationship with galactic society.

Gamemaster Notes: Tips for gamemasters generating characters from the species described.

Personality Notes: Traits and behaviors common to the species that can be used to further develop gamemaster and player characters.

Suggested Skills: A summary of skills which members of the species are likely to have.

Notable Personalities: Particularly famous (or infamous) members of the species.

Average Alien. This lists average die codes for each attribute and can be the basis for a gamemaster character.

Game Statistics

The game statistics are presented in the following format.

■ Species Name

Attribute Dice: #D
DEXTERITY minD/maxD
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 unusual 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 is the minimum attribute level that can normally be possessed (juveniles and certain gamemaster characters can have lower attributes). 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 lists 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. Special abilities are possessed by all individuals in a species and cannot be learned by others. Unless otherwise stated, they cannot be improved.

Story Factors: These are conditions which affect most or 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 attributes, this is listed as a range, with the first number being the normal minimum move (and the default movement rate for all player characters of that species), while the second number is the maximum move (characters cannot exceed the maximum move).

Size: The size range of normal adult individuals.

ALIEN SPECIES FORM

Species Name: _____

Attribute Dice: _____ D

DEXTERITY _____ D/ _____ D

KNOWLEDGE _____ D/ _____ D

MECHANICAL _____ D/ _____ D

PERCEPTION _____ D/ _____ D

STRENGTH _____ D/ _____ D

TECHNICAL _____ D/ _____ D

Special Skills:

Special Abilities:

Story Factors:

Move: min/max _____ / _____

Size: _____

Notes:

West End grants permission to photocopy this page for personal use.

Adarians

Appearance and Biology: The Adarians are native to the mountainous world of Adari and are immediately recognizable by their elongated skull, which has a large hole completely piercing the head from side to side. It is possible to peer through this hole, giving rise to a number of “empty-headed” jokes (none of them ever repeated in the company of Adarians).

The average Adarian stands about 1.7 meters tall: females average about five to 10 centimeters taller than males but have more slender builds. Adarians have a standard humanoid physiology and their skin varies from gray-blue to green to a startling yellow. Mottling, while rare, tends toward yellow coloration and can be found on the neck and around the upper body.

Adarians have a mouth and two eyes, but no visible nose or ears. Their eyes vary from solid black to a striking metallic-gold color. The Adarian mouth has two sharp, bony biting ridges, useful for cracking tough nuts or peeling thick-skinned fruits. The long and slender tongue scoops out the soft inside of these fruits and nuts. Due to these anatomical constrictions, it is difficult for an Adarian to speak Basic; the Adarian language relies more on tonal inflection and vowel sounds than on precise pronunciation. An Adarian trying to pronounce certain consonants will produce only a clicking noise with its rigid “lips.”

Instead of a nose and ears, the Adarians’ senses of smell and hearing are centered in the cranial cavity in the back of their skulls. The hole is lined with tiny hairs that vibrate when struck by sound waves (much as an ear drum does), while several glands just below the skin can detect odors. Both of these senses are finely tuned; the average Adarian can hear well into the ultrasonic and subsonic ranges and can differentiate smells with precision.

Another unusual feature of the Adarian species is the “throat pouch” which, when inflated with air, balloons out to approximately the same size as the head. This pouch is used in producing the Adarian “long call,” a subsonic, long range cry that is thought to have originally been either a mating call or a distress signal. Aside from long range communication, it is used as a form of short range attack.

The Adarian species has both the male and female genders. The Adarian reproductive organs and mammary glands are similar to those of Humans, and the gestation period is approximately seven standard months.

Temperament: The Adarians are a technologically advanced people that have been plying the

star lanes for several millennia. They tend to be shrewd in business and knowledgeable about the latest technological developments, especially in the fields of mining, refining, and deep-space construction.

Due to the nature of their caste system (called *sceel'sara*, and pronounced with a long, low rumble while saying the second syllable), Adarians tend to be rigid and inflexible once a decision has been reached or an order has been given — especially if that order comes from a member of a higher-status caste. Only the most rebellious Adarians openly flaunt the caste system by ignoring its many restrictions and dictates.

History and Culture: According to archaeological records, the oldest Adarian settlements were located in a single geographical area of Adari. The region is filled with broken hills and freshwater lakes, making it one of the most habitable areas on the planet. Much of Adari is covered with towering mountains that are buried in snow for nearly two-thirds of the local year.

It is considered likely that the Adarians are not native to the planet since their original settlements were concentrated in just this one area. The Adarians spread out from this small region, retaining a single, homogeneous culture.

These facts — combined with the lack of any fossil record indicating an evolutionary ancestor for the Adarians — seems to support the theory bandied about by archaeologists that Adarians are not native to Adari, but instead arrived from another star system many millennia ago.

The fact that all Adarians shared a similar culture gave them an edge when it came to developing the planet’s rich resources. Material and labor were not squandered on warfare, but instead were channelled into the development of technologies. The Adarians created a single planet-wide “corporation” that serves as both government and resource manager. This entity is run along the lines of a traditional corporation, but for the profit of the species as a whole. It currently controls the resources and labor force of the entire planet.

In time, and with the growth of this corporate civilization, the Adarian society came to be divided along rigid caste lines. Today, an Adarian’s lineage determines the occupational niche that he or she will fill, and thus, that individual’s lifetime status. These caste divisions are strictly enforced; a member of one caste may not have romantic relations with a member of another



Mike Vilardi

caste and must follow strict and formal rules of etiquette in inter-caste business dealings.

Politics: Although the Adarians have spread throughout the galaxy, their focus remains firmly fixed on Adari. Despite the fact that their species controls an entire sector and has its fingers (and investments) in many more, Adarians tend to maintain at least a temporary residence on their native world. Most off-world Adarians try to visit the homeworld at least twice per local year, which is equal to 409 standard days.

Adari is also where the “head office” of the corporate government is located. The Adarian civilization is administered from a multi-storied arcology known as the Hall of Decisions.

In recent years, Adarians of low caste (but of high ability and intelligence) have been agitating for a re-ordering of the caste system. They call

not for the end of the system itself, but for assignments of caste based on merit and ability, rather than upon “accident of birth.” These dissenters are tolerated — for now — but it is likely that as the Empire puts increasing pressure on Adari they will be dealt with more harshly in the future, perhaps even regarded as traitors to their species.

Technology Level: The Adarians have long used hyperdrive and other familiar standard galactic technologies. Most Adarians prefer to use hyperdrives, starships and other goods of their own design, but they are analogous to standard goods produced by mainstream companies like Kuat Drive Yards and Corellian Engineering Corporation. The Adarian “government” has allowed small groups of Adarians to begin competing against other groups, leading to rise of several Adarian companies, although they are all owned and controlled by the Adarian government. Outside Adarian society, their technological goods, particularly freighters and starships, are considered at the very least good and at best exceptional.

Trade and Technology: Adari is a volcanic, mountainous world rich in minerals and ores. The Adarians developed industry early in their history and expanded out into their system thousands of years ago. They long ago harvested most of the asteroids in their home system and have expanded out into other systems throughout their home sector.

Their mining, smelting, construction, and atomic-fission industries were all well developed by the time they discovered hyperdrive.

Experienced deep-space asteroid miners, ore smelters, and starship-freighter builders, the Adarians used the hyperdrive to expand their commercial interests. They were contacted by the Old Republic several millennia ago and quickly joined that galactic government. Today, the Adarians have business holdings and industrial operations in hundreds of star systems, steadily adding to the wealth of the home planet.

One interesting piece of technology that has been developed by the Adarians is the so-called “comet computer” or Carbon-Ice Drive. This technology uses highly processed, supercold, carbon-laced ices of a comet as the hardware “wiring” of the computer system. The ices are superconductors that can be programmed through minute temperature variations. This is a computer on a macro scale — they can be up to 200 meters across — a scale that flies in the face of the miniaturization that is common in modern starship designs. However, the Carbon-Ice Drive is an extremely powerful system, capable of housing an artificial intelligence that can be linked to

the navigation and operational systems of a starship.

In game terms, this artificial intelligence can add a bonus of up to +2D to common skills such as *astrogation*, *space transports*, *starship gunnery* and *starship shields*, although these computers are too large and too expensive to gain broad acceptance.

Adarians in the Galaxy: Due to its wealth of both natural resources and technology, the planet Adari is coveted by the Empire. However, the Adarians have been able to maintain their "neutrality." Adari has the distinction of being one of the few planets to have signed a non-aggression treaty with the Empire. In return for this treaty, the Adarians supply the Empire with vast quantities of raw material for its military starship construction program — so in essence, the world is under the heel of the Empire no matter how vocally the Adarians may dispute this matter.

Gamemaster Notes: The political movement among Adarians who are disgruntled with the caste system can be used by characters to gain a foothold for the Rebel Alliance on the planet Adari.

Suggested Skills: A typical Adarian will have *bureaucracy*: *sceel'sara* and *business*, in addition to at least one *Technical* skill relating to the character's chosen profession.

Average Adarian. *Dexterity* 1D+2, *Knowledge* 2D, *Mechanical* 2D, *Perception* 1D+2, *Strength* 1D+2, *Technical* 3D. Move: 10.

■ Adarians

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

Special Skills:

Technical skills:

(A) *Carbon-Ice Drive engineering.* Time to use: Several days to several months. This is the advanced skill necessary to engineer and design Carbon-Ice Drive computers. The character must have a *Carbon-Ice Drive programming/repair* skill of at least 5D before purchasing this skill, which costs 10 Character Points to purchase at 1D. Advancing the skill costs three times the normal Character Point cost. Designing a new type of Carbon-Ice Drive can

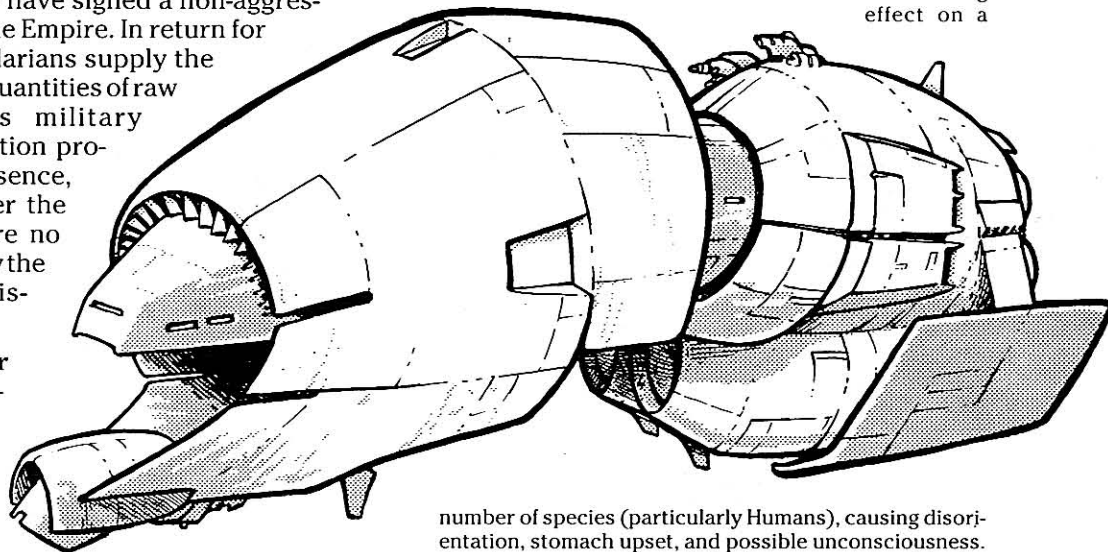
take teams of engineers several years of work.

(A) *Carbon-Ice Drive programming/repair.* Time to use: Several minutes to several days. This advanced skill is used to program and repair the unique starship interfaces for the Carbon-Ice Drive, a form of macro-scale computer. The character must have a *computer programming/repair* skill of at least 5D before taking *Carbon-Ice Drive programming/repair*, which costs 5 Character Points to purchase at 1D. Advancing the skill costs double the normal Character Point cost; for example, going from 1D to 1D+1 costs 2 Character Points.

Special Abilities:

Adarian Long Call. Time to use: Two rounds. By puffing up the throat pouch (which takes one round), an Adarian can emit the subsonic vocalization known as the long call.

This ultra-low-frequency emission of sound waves has a debilitating effect on a



number of species (particularly Humans), causing disorientation, stomach upset, and possible unconsciousness. Any character standing within five meters of an Adarian who emits a long call suffers 3D stun damage. *Strength* may be used to resist this damage, but plugging the ears does not help, since it is the vibration of the brain and internal organs that does the damage.

The long call may only be used safely three times per standard day; on the fourth and successive uses of the long call in any 24-hour period, an Adarian suffers stun damage himself or herself (but can use *Strength* to resist this damage). The long call has no debilitating effects on other Adarians. It can, however, be heard by them up to a distance of 20 kilometers in quiet, outdoor settings.

Languages: When speaking languages that require precise pronunciation (Basic, for example), an Adarian suffers a -1D penalty to this skill. When speaking languages that rely more upon tonal variation (Wookiee, for example), the Adarian suffers no penalty.

Search: When conducting a search that relies upon sound to locate an object or person, an Adarian receives a +2D bonus, due to his or her extended range of hearing. Adarians can hear in the ultrasonic and subsonic ranges, so thus will be able to hear machinery or people at extremely long distances (up to several kilometers away).

Story Factors:

Caste System: Adarians are bound by a rigid *sceel'sara* caste system and must obey the dictates of all Adarians in higher castes. Likewise, their society is run by a planetary corporation, so all Adarians must obey the requests of this corporation, often to the detriment of their own desires and objectives.

Move: 10/ 12

Size: 1.5–2 meters tall

Advozsec

Appearance and Biology: The Advozsec (singular: Advوزه) are a nearly hairless humanoid species with a large horn on top of their heads. They have yellow to dark brown skin, pointed ears, and four digits on their hands and feet.

The Advوزه homeworld, Riflor, has a deep atmosphere that is filled with volcanic ash. This constant haze diffuses light from their sun. Advوزه evolved with large, dark eyes to deal with the lack of light on their world, although their eyes can adjust to Human-standard lighting levels with only mild discomfort. The Advوزه

are herbivores by nature and have difficulty digesting any type of meat.

Temperament: It's been said that Advوزه like to take life one catastrophe at a time; they are a pessimistic, irritable and distrusting people, although they have good reason. Their culture prizes skepticism, regarding it as a trait that insures survival.

As a culture, the Advوزه tend to be control-oriented, insisting that they learn all the details of any task they undertake and have a say in any decision-making process that even indirectly affects their lives. As a result, most Advوزه aspire to managerial or bureaucratic positions and many of them do work their way into such a job, either on their homeworld or in the many governmental and corporate bureaucracies across the galaxy.

History and Culture: Riflor is a geologically unstable planet. Quakes and volcanic eruptions are so frequent as to be considered seasonal events, much like a "rainy season." The oblong orbit of the world in its trinary system, along with the presence of three large orbiting moons, guarantees geological upheaval on a large scale.

The thick ash in the atmosphere keeps the temperatures on Riflor colder than its orbit would indicate. The Advوزه live in communities near geothermal springs, tapping the geotherms for power and heat during Riflor's harsh winters. Unfortunately, the warmer areas are among the most unstable on the planet. Advوزه cities experience constant cycles of disaster, rebuilding, and then more disasters, so most buildings and constructs are easily replaceable and considered almost expendable. Advوزه are resolutely unsentimental about material possessions — a house is a place to sleep, and when it is knocked down by a quake, it's time to build another house.

Perhaps this explains the Advوزه tendency to assume the



LFL

worst in any situation. Advozsec place little importance in long range planning. They try to enjoy themselves when the opportunity presents itself.

When the Old Republic discovered Riflor and took over its administration, it pleased most Advozsec. Modern technology helped stabilize Advozse life and the efforts of the Old Republic and now the Empire have saved millions of lives by improving building techniques and materials. However, the current Imperial regime tends to dictate policies without the consent of the Advozsec, resulting in protests (which the Empire puts down with ruthless efficiency).

Politics: Riflor has an Imperial governor who dictates planetary policy while attempting to keep up the appearance of listening to the pleas of the Advozse bureaucracy. The Advozsec tend to support the Empire because of the order it brings to the galaxy, but they are also angry with the Empire for not allowing them final say in how they are governed.

They see the existence of the Rebel Alliance as a sign of imminent disaster. Only a handful of Advozsec think that the Rebellion even has any chance of success. When word of the Death Star's destruction reached Riflor, it generated protests against the Empire mostly because the Advozsec believed that faulty Imperial engineering allowed the station to be destroyed — if an Advozse had supervised the project, such a flaw would have been corrected.

The internal politics of the Advozsec are vicious and back-biting. Advozse politicians usually don't like direct confrontations. Instead, they manipulate others to do their dirty work for them. Many Advozse leaders are masters at setting up spy networks and blackmailing rivals. After watching Advozse politics in action, most people understand why the Advozsec are naturally distrusting.

Technology Level: The Advozsec have modern galactic technology, including hyperdrive, droids, energy weapons and modern computers. They tend to favor small, portable items of technology, since large items tend to get destroyed.

Trade and Technology: Riflor has rich stores of radioactives and rare isotopes which can be used as fuel for ion drives. These isotopes also have many industrial uses. The Imperials manage these resources for the Advozsec, and Imperial-contracted transports constantly arrive and depart from Riflor. There is a lively smuggling network on Riflor to circumvent excessive Imperial tariffs and fees.

Advozsec in the Galaxy: Many Advozsec have found opportunities inside Imperial and corpo-



Mike Vilardi

rate bureaucracies across the galaxy. The cut-throat and opportunistic bent of their species serves as an asset in the service of the Empire. The average Advozse's attention to detail makes them good bureaucrats, although more than a few Imperials find the entire species annoying.

Gamemaster Notes: The Advozsec are a security conscious people. After creating a civilization faced with constant catastrophe, their culture values safety and certainty above anything else. Advozsec spend their time watching others and waiting for the next thing to go wrong. They work for themselves and their best interests because they don't trust in anything else. When a crisis does occur, an Advozse will usually react well and come up with a good way of dealing with the problem at hand.

Advozsec make good skeptics, and they give

gamemasters an opportunity to point out flaws with plans. They can also be used to challenge or goad characters into trying something just to prove the Advozse wrong.

Personality Notes: An Advozse sees himself as the center of the universe and feels compelled to speak up if he feels his opinions have not been given appropriate consideration. Warnings of dire consequences often follow if an Advozse's plan is not followed to the letter. A few Advozsec develop paranoid tendencies and start seeing conspiracies going on around them.

Notable Personalities: Smuggler Bom Vimdin. (See *Wanted by Cracken*, page 32.)

Average Advozse. *Dexterity 1D+2, Knowledge 1D, Mechanical 2D, Perception 2D+2, Strength 2D, Technical 1D+2.* Move: 9.

■ Advozsec

Attribute Dice: 11D
DEXTERITY 1D/3D+1
KNOWLEDGE 1D/4D
MECHANICAL 1D/4D
PERCEPTION 1D/4D
STRENGTH 1D/3D+2
TECHNICAL 1D/3D+2
Move: 9/11
Size: 1.3–1.9 meters tall



■ Amanin

The Amanin (singular: Amani) are a primitive people with strong bodies. They serve as heavy laborers, mercenaries, and wilderness scouts throughout the galaxy. They are easily recognizable by their unusual appearance and their tendency to carry skulls as trophies. Most other species refer to the Amanin as "Amanamen," just like Ithorians are called "Hammerheads." The Amanin don't seem to mind the nickname.

Appearance and Biology: Amanin average two to three meters tall, with long hooded necks and thin bodies. They have thin arms and fingers. Their legs are short but thick, while their feet are large. Until one sees an Amanin in motion, one would assume that they are awkward beings, but they are perfectly suited to climbing and rolling, their primary forms of movement.

Amanin have wrinkled, deep yellow skin, while the rear hood, which runs from the neck to the feet, is green. Amanin have small dark eyes and tiny mouths. Males and females are virtually indistinguishable to other species.

Amanin are arboreal creatures, making their homes in the high treetops of Maridun. They use their long arms to move about in the branches.

The Amanin hunt avians and herd animals which inhabit both the forests and plains of Maridun. A predatory reptile, the charnoq, is a creature with great climbing and leaping abilities and it is the only animal on Maridun that the Amanin fear.

The Amanin are also skilled at plains travel. While their walking speed is painfully slow, they can roll themselves into what looks like a large ball. They use their large back muscles to propel themselves at speeds of up to 50 kilometers per hour, although in this form they cannot perceive the world around them. Although other species often find this activity amusing to watch, the Amanin use this movement to hurtle past their targets, uncoiling to deliver an often killing attack.

The internal structure of the Amanin makes them difficult to kill. Their vital organs are small and spread throughout the body. Each Amanin has multiple versions of each main organ — heart, liver, lungs and so forth — so that they can withstand devastating injuries and still survive. Even an Amanin's brain consists of different bundles of nerve clusters throughout the body.

Temperament: The Amanin tend to be a proud people who enjoy their simple lives. Most Amanin

anger slowly, but their tempers are fierce when their ire has been raised. Amanin tend to have an excellent sense of humor, although it tends toward morbidity by the standards of other species.

History and Culture: The Amanin don't keep track of time like other species. They only view time as having two parts: a beginning and an ending. When they try to convey time to other beings, they do it by relating it to past events. The leaders of Amanin groups are the shamans or lorekeepers who remember the oral history of past events.

Each social group of Amanin controls a small forest on Maridun, usually bounded by relatively vast grasslands. Sometimes these forests abut seacoasts or other terrain types, but the Amanin use the same word, *gruntak*, for all non-forested land. When a group of Amanin grows too numerous for a forest to support, the extra young adults, male and female, venture out across the *gruntak* to find another forest area and try to seize it from the Amanin holding it. These battles, called *takitals*, make up many of the lorekeepers' tales.

Maridun was discovered by the Empire a little over a decade ago. The Amanin reacted well to their first contact with offworlders, responding with curiosity and interest. Eventually, the Empire established several small mining and research facilities on Maridun, with a small force of Imperial Army troopers for protection.

One of the Imperial officers in charge of the Maridun operations realized that a valuable work force of Amanin was going to waste. He contacted some Amanin lorekeepers and made a deal with them: if they would capture other Amanin during *takitals* and turn them over to the Empire, the Imperials would stay clear of each cooperative group's forest. While nearly all lorekeepers turned away the Imperials, a single lorekeeper greedily accepted. In just a few years, the formerly peaceful groups of Amanin have become distrustful and fearful and Amanin slaves can be found in Imperial work facilities across the galaxy.

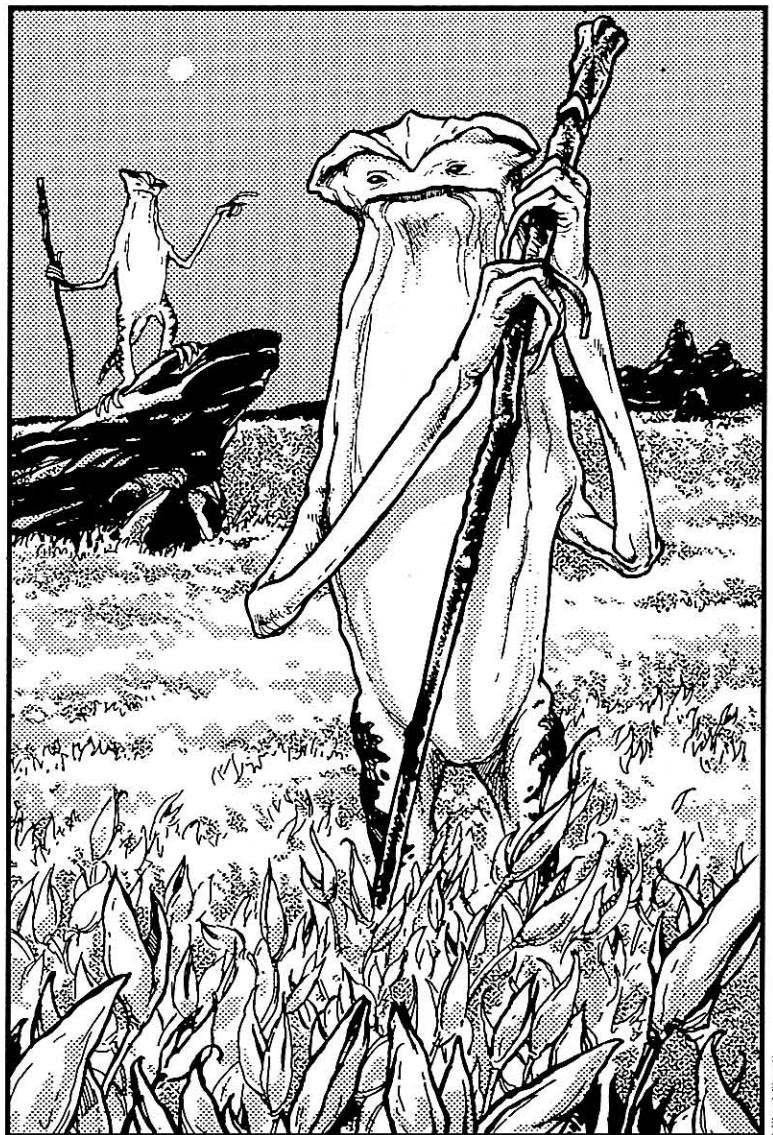
Recently, the Empire has diverted its attentions to other systems, dramatically reducing the Imperial presence on Maridun. Smugglers and other small private groups have taken over some of the abandoned Maridun spaceports. The criminal organization of Jabba the Hutt is one of many groups that have influence on Maridun.

A small number of Amanin have started to move from the forests to the new spaceport towns that have sprung up. Many young Amanin have taken to calling their departures from Maridun *takitals*. Most lorekeepers see all these changes as signs of corruption and are working

to counteract the events that have changed their world. However, some of the lorekeepers practice blessings and sell "mystic" trinkets to offworlders and these beings are prospering. Some of the spaceport-based Amanin have returned to the forests with blasters and taken over tribes with this "new magic." Those Amanin returning from space voyages have excited a younger generation of Amanin, and many of the young are trying to leave their world to see what lies beyond the forests.

Politics: Amanin have no real concept of galactic politics. For the most part, they remain loyal to their tribe and its head lorekeeper, or adopt an employer or companion as a new lorekeeper.

Technology Level: The Amanin on Maridun have primitive tools and basic agriculture. They are learning how to handle modern devices and



Mike Vilardi

still regard most devices with a mixture of skepticism and fear.

Trade and Technology: The most useful resource on Maridun are the Amanin themselves. Slave traders like trafficking in Amanin since they are easily controlled — some even willingly enter into slavery, viewing it as some kind of long-term lorekeeper relationship.

Amanin in the Galaxy: Amanin can be found throughout the galaxy. Although others joke that most of the primitives are lost, the Amanin spend their time looking for adventures and stories to tell.

Personality Notes: Amanin are introspective creatures. They talk to themselves in low rumbling voices. They prefer to remain unnoticed and unseen in spaceport crowds despite the fact that they tower over most sentients, including Wookiees and Houk. Amanin carry hand-held weapons, which they decorate with trophies of their victories (including body parts of their defeated opponents).

Average Amani. *Dexterity 2D+2, Knowledge 2D, Mechanical 1D, Perception 2D, Strength 3D+1, Technical 1D.* Move: 8.

■ Amanin

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/2D+2

PERCEPTION 1D/3D

STRENGTH 2D/4D+1

TECHNICAL 1D/2D+1

Special Abilities:

Roll: Increases the Amani's Move by +10. A rolling Amani can take no other actions in the round.

Redundant Anatomy: All wounds suffered by an Amani are treated as if they were one level less. Two Kill results are needed to kill an Amani.

Move: 8/11

Size: 2.0–3.0 meters tall



■ Anomids

Appearance and Biology: Anomids are willowy humanoids native to the Yablari system. They typically dress in oversized dendrite robes that brush the ground around their six-toed feet. The sleeves hang below the tips of their slender hands, which are often gloved, and their faces are shadowed by voluminous hoods — the entire outfit keeps the sun, rain, and wind at bay.

Most Anomids have pale, virtually translucent skin that is delicate because of a lack of exposure to the elements. Some groups of Anomids wear

sleeveless tunics and no covering on their heads, and tend to have slightly ruddy complexions; they are considered upstarts and dissidents by the Anomid majority. These Anomid radicals are nonconformists who delight in their differences and are quick to scoff at their peers' weighty garments and pale complexions.

Anomids have large silver to pale blue eyes. Their noses are thin and elongated, and their peach-tinged lips are wide and pronounced. Their ears are hand-sized and leaflike and are pressed

back against the sides of their heads. Their hair rings a naturally-bald crown and is wispy gray to black.

Anomids are born without vocal chords and resort to large vocalizer masks to synthesize speech. Outsiders rarely see an Anomid's face, as their elaborate vocalizer masks obscure almost all facial features.

The masks are tuned to the Anomids' jaw and throat muscle movements, which are translated into harsh, electronically-synthesized words. Some masks have sensor arrays to help the Anomids hear better, and others carry translator systems that can interpret dozens of dialects.

Few Anomid masks look the same. Through the centuries, the vocalizer masks have evolved into status symbols: the wealthier the Anomid, the more ornate and valuable the mask. Elements of a mask often identify its wearer as belonging to a particular family or coming from a certain region on the home planet. Others hint at the Anomid's profession: for example, an artist's mask might have swirling patches of reflective metal that are pleasing to the eye, while an animal handler's mask might look like the visage of a creature.

When communicating among themselves, the Anomids employ a beautiful and complex sign language that some cultures consider an art form. The flurry of graceful finger movements conveys messages and emotions and usually draws the attention of nearby off-worlders. Many merchants who regularly deal with the Anomids have protocol droids that are programmed to understand the sign language since many concepts have not yet been fully translated to speech. Unfortunately, due to the six-fingered Anomid anatomy, most humanoid beings (and their counterpart five-fingered droids) cannot communicate in this complex language.

Temperament: Anomids are a peaceful people who tend to shun violence and concentrate on cerebral and economic pursuits. From an early age, children are taught that life is too short to waste a moment on unnecessary physical aggression. Researchers believe this pacifistic nature goes back millennia, as there is no evidence of any major wars on the planets in the Yablari system. Formal disputes among Anomids tend to be settled through careful and drawn-out arbitration, and this lengthy procedure causes most people to settle their differences quickly, amicably, and without legal interference.

Anomids relish meeting off-worlders and studying new cultures. They delight in absorbing ideas and mannerisms that better their own society. They are fond of saying that Anomids select the best aspects of the galaxy and embrace them as their own. Quick learners, they are known to

spend hours contemplating other species' customs and behaviors. Anomid children are prone to mimicking strangers' gestures — and their awkward impersonations are often a source of amusement to both adult Anomids and the copied off-worlders. Still, the young are encouraged to study every new being they meet, but the adults are quick to point out incorrect behavior or customs that the children should never adopt.

When confronted with violence, Anomids are known for not fighting back. Instead, they tend to look for a means of escape or peaceful settlement of the dispute. This pacifistic trait makes Anomid travelers easy marks in spaceports and cantinas, where the less savory element of the galaxy is fast to pounce on the weak. Of course, there are exceptions, and the younger Anomids seem to be more willing to take blaster rifle in hand to protect themselves and their people.

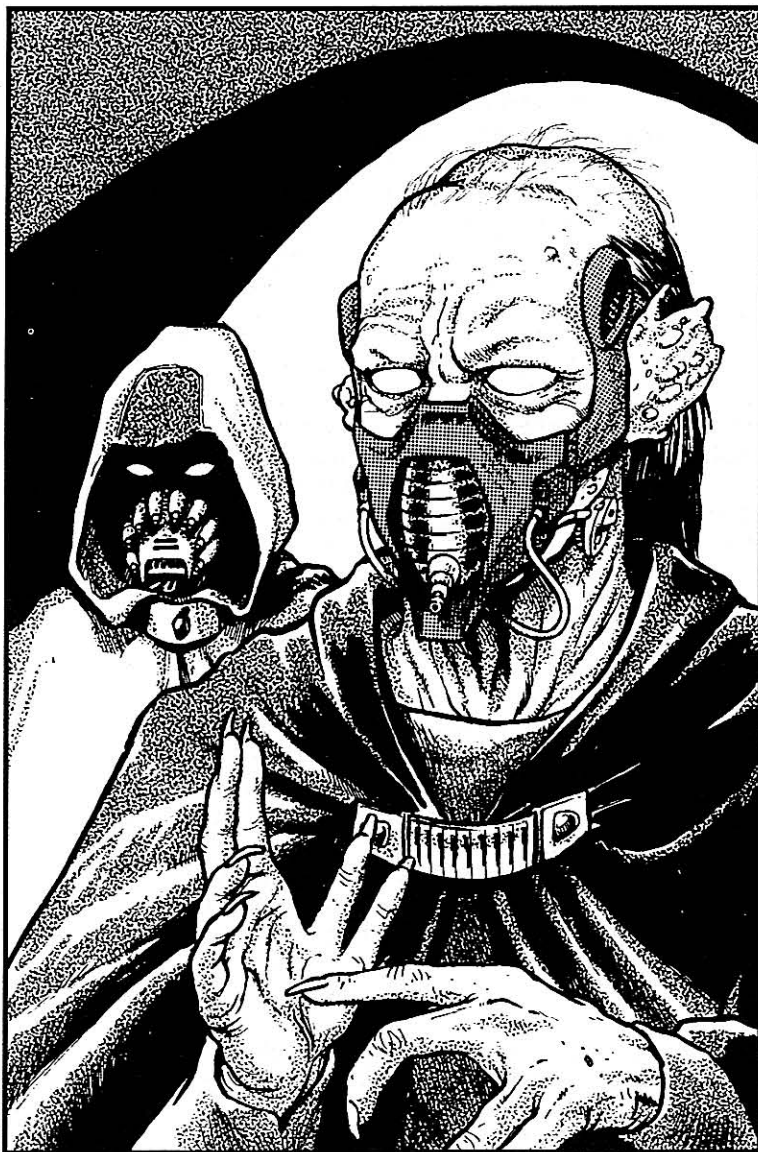
History and Culture: Anomids developed faster-than-light travel nearly a century before actually sending out their first probes. The Anomids sought to develop advanced technology for the sheer sake of meeting the challenge, but they had little desire to actually leave their home system.

However, a severe drought on the homeworld, Yablari, forced them to seek out other systems. Those Anomid explorers found a world that could supply the necessary food — as well as a small Duros colony. Soon thereafter, the Anomids formally entered the Old Republic, and for the past 15,000 years they have travelled the galaxy, feeding their curiosity about other systems and peoples.

Anomids can be found throughout well-populated sections of the galaxy. The Anomids have a very wealthy society due to their natural technological aptitude and those Anomid techno-nobles with the greatest riches have custom-designed ships that copy the motif of their masks.

Nonconformist Anomids — those who look down on their brothers' and sisters' cumbersome clothes and pacifist ways — are fierce "nationalists." They shun the customs of the past and regard violence as a sometimes necessary means to protect the rights of the Anomid people. They surfaced only half a century ago and although they are only a small percentage of the Anomid population, an increasing number of young people are becoming interested in their wilder way of life. Few of these Anomids leave their homeworld, as they devote their energies to swaying more of their peers to their side. However, those nonconformists who do leave explore the galaxy with the intention of bringing back new technologies to benefit those they left behind.

Mike Vilardi



Politics: The Yablari system is governed by a group of Anomids called the Central Council. The council members' loyalties are divided between the Empire and the Alliance; both groups seem to offer much. In typical Anomid fashion, the council members put their differences aside so that they may properly address the homeworld's needs and for now Yablari is a supporter of the Empire, preserving peace and freedom for the Anomid people.

Council members are appointed by regional factions comprised of techno-nobles, business leaders, and scholars, and they serve terms that range from one to seven years. Laws are proposed by the regional factions, and once enacted they are never repealed. The Anomids believe that erasing a law would be like erasing a piece of history and hiding their intellectual growth. When a law becomes outdated and cumbersome, the

council enacts new laws to counter or supersede the troublesome ones. Most outsiders consider the Anomids' legal system, with its countless laws that fill computer databanks, complex and extremely difficult to fathom. Students of law have been known to spend years studying the growth of the Anomids' legal system.

A few societies in nearby systems borrow the best elements of the Anomids' laws, while others use the ponderous legal system as an example of what *not* to do. In any event, off-worlder scholars are frequently found pouring over computer files filled with enigmatic decrees, complex legislation, cryptic analyses and seemingly nonsensical rulings.

Technology Level: The Anomids have standard galactic technology, including hyperdrive, large trading vessels, droids and computers. Due to the fear of another cataclysmic drought, the Anomids acquired advanced agriculture technologies from the Ithorian herd ship *Bazaar*, and the Anomid people have a strong feeling of gratitude towards the Ithorian people.

Trade and Technology: The Yablari system's main imports are foodstuffs, while the major exports are foodstuffs, computers and computer components. Although the Anomids' homeworld is fertile and dotted with extensive farming communities, the people delight in sampling food from across the galaxy. The Anomids in the Central Council want to retain good ties with the galactic food industry in case another drought hits the world. They also believe that sharing their grains and tubers with the rest of the galaxy is an important cultural transaction.

Much of the Anomids' technology is wrapped around its food trade. Bulk freighters transport foodstuffs to and from the planet. Food processors, growth stimulators, preserver units, and dehydrator modules are constantly being improved, refined, and marketed. The Anomids' devices have been adopted by Rebel safe worlds needing to stretch limited supplies.

In the Yablari system, exotic restaurants can be found in every city and spaceport. New technology is constantly being tested to enhance the flavor of food, increase its nutritional value, and keep it fresh longer. A considerable percentage of the Anomids' young population earns credits by working in the food industry; those credits are later applied to higher education and technical training. Many off-worlders in the system find work in the food industry and on Anomid food transport ships.

Anomid computer technology tends to be equivalent to standard computer tech, but they have focused on miniaturizing components and circuitry. These components command premium prices, but also save valuable space and mass

aboard starships. The Anomids normally refuse to work on components with direct military applications.

Anomids in the Galaxy: Although most Anomids remain in the Yablari system, Anomid technicians, explorers, and wealthy travelers can be found throughout the galaxy.

Rebel sympathizers are quick to befriend Anomids since they might make sizeable donations to the Rebel cause. Likewise, the Empire works to earn to the loyalty of the Anomids with measured words and gifts (since a demonstration of force will only serve to turn the peaceful Anomid people against them). Steady manipulation and a careful use of words has resulted in several Anomids taking up positions on worlds controlled by the Empire.

Gamemaster Notes: Anomids are not considered a brave people, but not all of them run from danger. They are more apt to analyze a situation and try to peacefully resolve matters. Because they are fond of observing other aliens, they are frequently encountered in spaceports, and many of them can be found working in jobs that allow them to come into contact with strangers.

Personality Notes: When Anomids are encountered outside the Yablari system, they likely will be alone or in small groups. They are quick to strike up a conversation with strangers who look interesting and possibly friendly. They especially enjoy listening to spacers' tales and are willing to spend hours at a stranger's elbow if it means an opportunity to hear about a new culture or place in the galaxy they have not yet visited. Anomids have long memories and can readily recognize others with whom they have shared stories and food, even if they only met briefly many years ago.

Suggested Skills: Anomids tend to take technically-oriented skills, particularly those pertaining to computers and starships.

Average Anomid. *Dexterity 1D, Knowledge 1D+2, Mechanical 1D, Perception 1D, Strength 1D, Technical 2D+1.* Move: 10.

■ Anomids

Attribute Dice: 8D

DEXTERITY 1D/2D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D/2D+2

PERCEPTION 1D/3D

STRENGTH 1D/2D+2

TECHNICAL 1D/4D

Special Skills:

Knowledge skills:

Languages: Anomid sign language. Time to use: One round. This skill specialization is used to understand and "speak" the unique Anomid form of sign language. Only Anomids and other beings with six digits per hand can learn to "speak" this language. The skill costs the normal amount for specializations, but all characters trying to interpret Anomid sign language without the specialization have their difficulties increased by two levels because of the complexity and intricacy of the language.

Special Abilities:

Technical Aptitude: Anomids have a natural aptitude for repairing and maintaining technological items. At the time of character creation *only*, Anomid characters get 6D bonus skill dice (in addition to the normal 7D skill dice). These bonus dice can be applied to any *Technical* skill, and Anomid characters can place up to 3D in any beginning *Technical* skill. These bonus skill dice can be applied to non-*Technical* skills, but at half value (i.e., it requires 2D to advance a non-*Technical* skill 1D).

Story Factors:

Pacifists: Anomids tend to be pacifistic, urging conversation and understanding over conflict.

Wealthy: Anomids have one of the richer societies in the Empire. Beginning characters should be granted a bonus of at least 2,000 credits.

Move: 7/9

Size: 1.4–2 meters tall

■ Baragwins

Appearance and Biology: Hunchbacked, bipedal saurians, Baragwins stand out in starports and cantinas across the galaxy. The creatures' massive heads are nearly as wide as their shoulders and rest atop muscular, broad necks. Their skin is tough and wrinkled, scaly in places, and hairless. Their hands are large and calloused, and the pads of their feet are thick.

Most Baragwins range in color from drab forest green to dark olive, although several dusky gray ones have been noted. Their eyes are typically black, with bright blue pupils. Their nostrils are broad and ever twitching, picking up scents that signal the moods of those nearby. It is said

that a Baragwin can smell fear kilometers away. This is not true — they only smell fear from several meters away.

Baragwins typically dress in animal hides or heavy canvas, which they drape about their misshapen frames. Few Baragwins wear coverings on their feet, but those who do favor sandals or hide boots.

Baragwins are noted for their shuffling gate and ponderous manner. The aliens are sluggish but they are highly resistant to physical damage due to their dense skin. Lesser creatures' blows prove ineffectual against them, making the Baragwins sturdy warriors, albeit slow ones.

The Baragwins' native planet is unknown, even to the Baragwins themselves. Colonies of these aliens have been moving about the galaxy for so long that their ancient history has been shrouded in myth, and they have a difficult time separating fact from fiction. Instead, Baragwins consider themselves native to the planet on which they were born.

Temperament: Baragwins are very diverse. Like Humans, some are mild-mannered and even-tempered, while others are sly and cynical. Still others are aggressive and unpredictable. Their location and associates often determines their behavior: Baragwins on Tatooine tend to be self-sufficient, skeptical of others, and greedy for food and wealth, while those on Denuhi-Eight are

cautious, but friendly.

History and Culture: Because Baragwins are so scattered, it is difficult to pin down their history. Instead, scholars focus on Baragwin communities on different worlds. Baragwins tend to accept other beings without preconceived notions and tend to treat all beings equally regardless of physical appearance or cultural background. However, "equally" does not necessarily mean "fairly," and quite a few Baragwin communities are known for exploiting those around them—they just tend to exploit all aliens equally.

Many Baragwins are adept at manufacturing weapons, from primitive blades to exotic vibro-weapons and blasters. Baragwins naturally design weapons for their own anatomy, meaning that most objects are too large to be used by Humans without special modifications.

Baragwins are masters at locating people and objects. Hunters on R'terleD'er have been known to pay Baragwins handsomely to track large game and Imperial commanders have paid them to find escaped prisoners.

Politics: Most Baragwins tend to favor small, anarchist settlements, disdaining formalized governments. To a Baragwin, the individual's right to act as desired supercedes rules and protocols. However, they are smart enough to know that breaking certain rules could restrict their freedom and jeopardize their health. In Baragwin communities, the "leader" is selected after many speeches and promises. The position can be quite short-lived: those who live up to their promises enjoy a lengthy political career, while those who go back on their words quickly find themselves out of office.

Technology Level: Most Baragwin communities have access to galactic level technology, including hyper-drive-capable starships, droids, advanced medicines, cybernetics, and energy weapons.

Trade and Technology: Baragwins move about the galaxy in starships purchased or stolen from various societies. There are no ships specifically of Baragwin design. Weapons are another matter,



however, as the saurians are experts at developing blasters to fit alien fingers and hands. They can also design primitive weapons that can get past stringent starport security droids. Many corporations court Baragwin weapon designers to fashion arms for their troops. A few of these Baragwin designers work for the Alliance, although the companies often win out since they have more wealth to spread around.

Baragwins in the Galaxy: Baragwins can be found just about anywhere doing just about any job. They pilot starships, serve as mercenaries, teach and practice medicine, among other things. However, these aliens are still rare since the known Baragwin population is very small, numbering only in the millions. Baragwins tend to be sympathetic to the Empire since Imperial-backed corporations pay well for their services and always seem to have work despite the common Imperial policy of giving Humans preferential treatment. Some Baragwins have loyalties to the Rebellion and a few have risen to important positions in the Alliance.

Gamemaster Notes: No two Baragwins are alike and their diversity should prevent others from making snap judgments about them.

Suggested Skills: Baragwins excel at creating and repairing blasters and weapons, and most should have at least 1D in a weapon repair skill such as *blaster repair*, *capital starship weapon repair*, *firearms repair*, *melee weapon repair*, *starship weapon repair* or an equivalent weapon repair skill.

Notable Personalities: One of the most famous (or infamous) Baragwins is Hermi Odle. He is employed as a weapons specialist by Jabba the Hutt and he has designed a security and weapons system to keep intruders at bay.

Hermi Odle. *Dexterity 2D+1, blaster 3D+2, Knowledge 2D+2, languages 4D, Mechanical 3D+2, Perception 2D+2, bargain 3D+2, persuasion 3D+2, search 4D+2, Strength 2D, Technical 4D, blaster repair 8D+2, melee weapon repair 6D, security 6D, starship weapons repair 5D.* Move: 8. Character Points: 10.

Average Baragwin. *Dexterity 1D+1, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D,*



Technical 2D. Move: 7.

■ Baragwins

Attribute Dice: 11D+1
DEXTERITY 1D+1/3D+2
KNOWLEDGE 1D/2D+1
MECHANICAL 1D/3D+2
PERCEPTION 2D/3D+1
STRENGTH 2D/4D
TECHNICAL 2D/3D

Special Abilities:

Smell: Baragwin have a remarkable sense of smell and get a +1D to scent-based search and +1D to Perception checks to determine the moods of others within five meters.

Armor: Baragwins' dense skin provides +1D protection against physical attacks only.

Weapons Knowledge: Because of their great technical aptitude, Baragwin get an extra 1D at the time of character creation only which must be placed in *blaster repair*, *capital starship weapon repair*, *firearms repair*, *melee weapon repair*, *starship weapon repair* or an equivalent weapon repair skill.

Move: 7/9

Size: 1.4–2.2 meters tall

Berrites

“Sluggish” is the word that comes to mind when describing the Berrites — in terms of their appearance, their activity level, and their *apparent* mental ability.

Appearance and Biology: Berrites are short (typically around one meter tall) and look like a cross between a hairy, wrinkled slug and a Human. They have four short, stocky legs and two arms that end in wide, shovel-shaped hands. Their bodies are covered with loose rolls of fat, and the skin is iridescent, primarily green in color. They have patches of coarse black hairs, but the head is completely bald.

The face of a Berrite gives the impression of dull-witted stupidity. The eyes are small and deeply set, while the nose is a simple breathing hole that opens and closes with each breath. The mouth is wide and usually hangs open. Ironically, the typical Berrite is highly intelligent and will make good use of this deceptive appearance to mislead or distract others when it serves their purposes.

Where the ears would be on a Human, a Berrite has five tubes of flesh arranged in a vertical row. The shortest tubes (at the top and bottom) are perhaps three centimeters long, while the longest (in the middle) are up to seven centimeters long. These tubes are flexible and under the conscious control of the Berrite, making it possible for this species to “wiggle” the tubes.

In fact, these are not auditory organs at all. Berrites hear through sensitive membranes on the back of the head, in each cheek, and in the throat. The tubes at either side of the head emit ultrasonic pulses which bounce off objects and return to the Berrite, where they are picked up by the aural membranes. This natural sonar supplements the Berrite’s weak eyesight and poor hearing; a Berrite’s senses are still roughly equivalent to those of Humans.

Another unusual feature are the Berrite’s cheek pouches. When eating, a Berrite will literally stuff its face, storing food in these pouches (and grossly extending its cheeks in the process). This stored food is slowly retrieved and chewed. When its mouth is not hanging open, the Berrite is usually chewing. A Berrite with both cheek pouches full can go for three standard days before needing to eat again.

While the Berrite species is thought to have two genders, Berrites are actually hermaphroditic and change gender several times throughout their long life span. Reproduction is sexual; when two Berrites reproduce, one will assume the role of fertilizer, while the other assumes the

role of egg layer. The gelatinous eggs are carried between the folds of flesh of the Berrite who has assumed the female gender. During this 38-day incubation period, the Berrite will be extremely reluctant to do anything but sit and snooze, arms wrapped protectively about its body. Any strenuous activity that might damage the eggs is studiously avoided. Female Berrites normally produce at least three eggs during each mating cycle (once about every 15 standard months).

Once hatched, infant Berrites go through a period of rapid growth (and voracious feeding), reaching mature size in less than one standard year. Berrites are unable to reproduce before their sixtieth year and can live as long as four centuries.

Temperament: Berrites realize that other species tend to regard them as dull and stupid, and play to this misconception as a means of self-defense. They speak slowly and often ask people to repeat what they just said and peer closely at the person who is speaking, as if puzzled. In reality, the Berrite is constantly using ultrasound to form a complete picture of everyone and everything in the immediate area.

History and Culture: Berrites evolved on Berri, a hot, high-gravity planet that was shrouded in natural smog. There is little food on this world and the aliens evolved as master foragers. The Berrites developed a sturdy body, layers of protective fat (to provide energy during droughts and food shortages), hands suitable for digging edible tubers, and natural sonar for finding their way about in the dense atmosphere.

Berrites have a love of song and storytelling, and will often gather in groups to listen to historic ballads. This lengthy recitation can go on, uninterrupted except for bouts of chewing, for a day or two if the storyteller’s cheek pouches are filled. During this time, the Berrites listen and chew with quiet respect. The tales are always told in the Berrite language, which to a non-speaker sounds like a slurred, slow monotone. In fact, some of these tales date back over millennia and can provide valuable information to those patient enough to hear them out.

The Berrites have long been known in the galaxy, but due to the lack of galactic trade with Berri, few have left the home planet. Those found in other parts of the galaxy are usually the descendants of former slaves.

Politics: Perhaps as a result of the difficulties their native environment poses to communication and movement, the Berrites never devel-

oped a formal government. They are anarchists in the truest sense of the word, following only the dictates of their own consciences. They tend to exist in harmony with one another, and live more or less cooperatively. The competition one would expect for Berri's scarce food resources is completely lacking; instead, the Berrites traditionally share whatever resources are at hand.

This attitude carries through in the Berrites' relations with other species. Rather than enter into open conflict when pressured or oppressed, the Berrites resort to cheerful uncooperativeness.

Technology Level: The Berrites have heavy industry, but in a personal, hand-crafted form. Rather than having immense factories, each Berrite has its own steam generators and machining tools, and each Berrite produces goods that can be traded for other goods. A few items of standard galactic technology are available on the planet, but they are normally privately owned and treasured.

The Berrites have developed some unusual technologies based on harnessing power from natural geothermal energies. Berrite geo-tech is sometimes used on poorly funded colony planets.

Berrites in the Galaxy: Berri is an Inner Rim world, and thus is firmly under the heel of the Empire. Due to its high gravity and the paucity of natural resources, it is seldom visited, however. Attempts were made at various times to enslave the Berrite people and turn their world into a factory planet, but the Berrites responded by pretending to be too "dumb" to be of any use. The high accident rate and number of defective products soon caused Berri's Imperial governor to throw up his hands in disgust and request a transfer off the miserable planet.

The result of these failed experiments is a quiet hostility, on the part of the Berrites, towards the Empire. Due to their misleading appearance, Berrites make ideal spies.



Steve Bryant

Personality Notes: Berrites have a great deal of difficulty understanding fixed gender. They often mix up pronouns, calling men "she" and women "he." If living in a culture in which status or occupation is based on gender, a Berrite will alter its self-perception accordingly. The Berrite will simply begin referring to itself using the pronoun of the gender that seems to be receiving preferential treatment.

Gamemaster Notes: The gamemaster can play with the characters' misconceptions about Berrites. A Berrite should come across as stupid and slow at first and then should come up with a brilliant solution to a problem.

Notable Personalities: The con "woman" Mexnean is famed for crooked scams and petty

thefts. She is suspected of having ties with powerful criminal organizations. (See *Wanted by Cracken*, page 83.)

Average Berrite. *Dexterity 1D, Knowledge 1D, Mechanical 1D, Perception 1D, Strength 1D, Technical 1D.* Move: 6.

■ Berrites

Attribute Dice: 6D
DEXTERITY 1D/3D

KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 1D/3D
STRENGTH 1D/3D
TECHNICAL 1D/3D

Special Abilities:

Ultrasound: Berrites have poor vision and hearing, but their natural sonar system balances out this disadvantage.

Move: 6/8

Size: 1–1.3 meters tall

■ Cha'wen'he

The quick-moving, rapid-talking Cha'wen'he (the word is used for both lone individuals and groups of the aliens) make lively company, but are frustrating due to their ever-changing loyalties. This intelligent, spacefaring species can be found throughout the galaxy; its members are avid explorers and scouts.

Appearance and Biology: This unusual species looks something like a large flightless avian, but the Cha'wen'he have three heads on long, sinuous necks — two at the front of the body, and one at the rear. Cha'wen'he stand on two stick-thin, meter-long legs, with feet that end in three long, splayed toes. The heel of each foot is tipped with a bony spike about 10 centimeters long. This is used in combat when the Cha'wen'he whips one leg up and around in a slashing motion while pivoting on the other foot.

The body of the Cha'wen'he is “feathered” with layers of thin, overlapping scales. In hot weather, these scales can be raised to allow the skin to cool. In cooler climates (or when danger threatens), the scales can be closed to form a thick, protective shield. The roughly oval body (perhaps a meter long and half a meter wide) houses the brain of the Cha'wen'he.

The three heads are merely manipulative tools and repositories for sensory organs. Each of these heads is mounted on a flexible, snakelike neck about two meters long. In times of danger, the necks can be retracted, drawing the heads down tight against the body.

Each head has two eyes, a breathing hole at the top of the head, a single cuplike ear just behind this hole, and a mouth that is surrounded by pseudo-fingers.

The three heads of a Cha'wen'he are usually in constant motion. At least one will be used to scan the immediate area, while the other two may be used like hands to manipulate objects. Due to its range of sensory organs (and the Cha'wen'he's ability to scan three different directions simulta-

neously), this species is extremely difficult to surprise.

The Cha'wen'he species includes both genders. They lay eggs in well-protected nests. Infant Cha'wen'he are able to stand within a few minutes of birth, and can run less than an hour after birth. As they mature, Cha'wen'he seem to acquire skills and knowledge as if by osmosis; this is due to the “species memory” that is passed from parent to child. The Cha'wen'he are highly intelligent, quick thinkers, good at solving abstract puzzles, and keen observers. They can live as long as 90 standard years.

Temperament: The average Cha'wen'he is nervous and excitable, and prone to sudden, quick motions. This is due to the fact that this herbivore evolved on Wen'he'dinae, a planet teeming with carnivores — to survive, the Cha'wen'he had to be able to detect and escape predators.

Cha'wen'he talk rapidly, sometimes using all three mouths at once. One head might start a sentence, only to have the other two finish it — sometimes speaking in stereo or overlapping the words still being spoken by the first. Due to this ability to speak with all three mouths simultaneously, the Cha'wen'he are excellent singers, providing their own three-point harmony.

History and Culture: The Cha'wen'he were originally organized by “flocks,” and their civilization reflects this. An individual Cha'wen'he does not have a permanent home, but instead is highly migratory, roaming Wen'he'dinae according to its seasons.

A Cha'wen'he building is open to any member of the species and its contents are used by all; private ownership is unknown. This often gets the Cha'wen'he into trouble elsewhere — they can understand the concept behind a “no trespassing” or “private property” sign, but often choose to ignore such silly restrictions. While

they do not steal items (as such), they see no harm in borrowing something temporarily — with or without the owner's permission.

The Cha'wen'he were encountered by the Republic thousands of years ago and have long been travelling the space lanes. They are avid explorers and scouts, and make excellent starship pilots and navigators.

Politics: Cha'wen'he leadership is entirely based on charisma. The most eloquent and articulate members of society lead the "flock," which is made up of those Cha'wen'he living in a given area who choose to follow the leader. The flock structure is very informal and leadership is ever-changing, based upon the contingencies of the moment. At any given time, some Cha'wen'he will be following one individual, while others will be following a charismatic individual who is taking a completely different course from the first. This can make dealing with the Cha'wen'he both difficult and frustrating. Treaties or agreements reached with one "leader" are often completely ignored by the next.

Technology Level: Cha'wen'he have adopted and use standard galactic technology, including hyperdrive equipped starships, energy weapons, and repulsorlift vehicles. The Cha'wen'he tend not to use droids.

The Cha'wen'he in the Galaxy: The Cha'wen'he are nominally under the control of the Empire, but choose to follow only those Imperial dictates that suit them. This has resulted in several brutal reprisals against the Cha'wen'he people — and they are usually targeted against the wrong individuals since the Cha'wen'he are so flexible in their living arrangements and frequently "migrate" from one planet to the next.

Depending upon their leader of the moment, a flock of Cha'wen'he may be intensely loyal to the Empire or completely on the side of the Rebel Alliance. These allegiances switch as quickly as they are formed.

Gamemaster Notes: The Cha'wen'he are one of the rare

sentient species in the galaxy to have a "species memory" — a system of passing on learned skills from mother to unborn child. As the infant matures, memories and skills are activated. Some of these awaken at birth (the motor skills that control running, for example), while others take years to bubble up into the conscious mind. Still other memories and skills are forever held in the subconscious and never actually expressed since there is never a need for them.

Average Cha'wen'he. *Dexterity 3D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D. Move: 12.*

■ Cha'wen'he

Attribute Dice: 13D
DEXTERITY 2D/4D
KNOWLEDGE 1D+2/3D+2
MECHANICAL 2D/3D+2
PERCEPTION 2D/4D
STRENGTH 2D/3D+1



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

Search: Cha'wen'he gain a bonus if more than one head is being used to scan an area. If two heads are being used the bonus is +1D; if all three heads are being used, the bonus is +2D. However, no other actions may be performed while this scanning is being done.

Bony Spur: The Cha'wen'he's bony spur causes STR+1D damage.

Species Memory: Cha'wen'he may select up to 10 standard skills; these skills are considered "species memory" skills. The character can advance these skills as if he or she had a teacher (see pages 13-14 of *Star Wars, Second Edition*).

The character must pay the normal Character Point cost to advance the skill, but the learning time is three days if the skill is 4D or less; one week for 4D-7D; and two weeks for skill codes over 7D. The player must make this list prior to beginning play and the gamemaster has the right to reject or substitute certain skills at will.

Armor: Cha'wen'he get +1D physical, +2 energy armor when their heads are retracted and their scales are drawn close to protect the body. A Cha'wen'he character doing this must remain still and can do nothing else during the round.

Move: 12/14

Size: 3.5–4 meters tall (with neck fully extended)

Chevin

Appearance and Biology: Chevin are a migratory pachydermoid species native to the planet Vinsoth. Thick legs support massive bodies that are as big around as they are tall. Their gray hide is crisscrossed by deep wrinkles and covered by fine, but coarse, hair. Their hands, larger than their circular three-toed feet, hang at the end of massive arms that extend to their swollen knee-caps. The fingertips of the largest of Chevin sometimes brush across the ground.

Their heads rest at the end of long, curved necks that angle toward the ground. The creatures have a good sense of smell, attributed to their long snouts that allow them to sniff out food without bending over. The Chevin can forage and eat while still keeping their eyes on the horizon for prey or predators. A Chevin's eyes look like round, black marbles that seem to lack pupils. A double set of lids, one transparent, prevent dust and wind from interfering with a Chevin's vision. Their skin is thick and padded, so their sense of touch is somewhat limited.

Chevin typically dress in voluminous robes that trail behind them, covering up their thin, ropelike tails. Affluent Chevin tend to select elaborate and expensive robes, as well as specially-made necklaces and ankle jewelry. Scholars note that the Chevin acquired the practice of wearing clothes only after they came in contact with civilized species from other planets.

In spite of their size and seemingly-plodding nature, the Chevin are adroit hunters. They are masters at circling their quarry, using teamwork and weapons to defeat faster and more agile prey. Their hunting tactics allowed them to dominate the planet and enslave the humanoid Chevs, who also claim to be natives to Vinsoth. Although the Chevs are quicker than the pachydermoids, they were not able to out think the master hunters and were utterly subjugated.

Vinsoth is a largely temperate world with vast

plains, but there are deserts and patches of arctic tundra. Chevin can be found across the planet, as their unique circulation system, coupled with their dense flesh, keeps them cool in warm climates and relatively comfortable in chilly regions. Because they adapt well to a variety of environments, they can be found on temperate, tropical, and near-arctic worlds outside their home system. From the concentrations of Chevin settlements, however, it is clear the pachydermoids prefer semi-tropical locales. They tend to keep to themselves when away from Vinsoth.

Temperament: Chevin are viewed by the galaxy at large as a species of smugglers, gun-runners, mercenaries, profiteers, gamblers, and blackmailers. Indeed, most of the Chevin whom offworlders have come in contact with have been involved in such illegal dealings. In addition, the Chevin are known slavers, ruthlessly and harshly commanding Vinsoth's humanoids. Many species avoid the pachydermoids, fearing they will also be dominated or drawn into a hopeless web of deceit. However, some avidly search out the Chevin, wanting to use the pachydermoids' resources to gain vital information about various black markets.

The Chevin do not consider themselves evil or malicious. They view themselves as opportunistic realists who take what they want and who use others for profit and convenience. Their goals are simple — acquire money, power, and status. They do so through intrigue, covert manipulation of powerful people, careful investments, and outright theft. Although they are more than capable of employing a variety of weapons, when away from Vinsoth, Chevin often opt to let others do any fighting for them while they stay safely in the background.

Not all Chevin fit this unsavory mold, how-

ever. The planet Vinsoth boasts hundreds of Chevin technicians who seem more interested in creating complex machinery than in manipulating someone's business or slaving. These Chevin often find themselves working for their more aggressive peers. The peaceful Chevin seem to accept this as a better life than Vinsoth's slaves face.

History and Culture: The Chevin claim to have evolved from ancient, huge mammals which thundered across Vinsoth's plains on all fours. An asteroid collision is believed to have wiped out the largest of these mammals millions of years ago, but smaller species survived and developed into the present-day Chevin. Bones and fossils of the ancient giants are sought today by archaeologists, and intact skeletons command exorbitant prices. Of course, the Chevin charge extravagant fees for working archaeological digs, and charge even more if the archaeologists want their finds transported off the planet. The Chevin seem to have little interest in historical discoveries, but they are very interested in the wealth they can reap from them.

The Chevin are hunter-gatherers, most noted for tracking the wild backshin across the face of Vinsoth. Their communities are lodges mounted on great wheeled wagons. The more affluent Chevin mount their homes on huge repulsorlift vehicles. As many as 250 lodges can be found in one of these moving villages but most villages number between 40 and 100 homes. Villages remain in contact with each other through comlinks, allowing Chevin leaders to keep tabs on every community no matter how far it wanders across the planet. If a threat is posed to one community, the elders can alert nearby villages, and it is common to find several communities converging upon a single location to deal with a danger. The Chevin move their slaves, although the slaves usually do not have the luxury of wheeled transportation, instead being forced to walk to every camp site.

It is rare for a Chevin community to remain in one place for more than a month unless

the hunting is especially good or weather conditions limit traveling. Despite the pachydermoids' preference for backshin meat and native succulent grasses, they also have acquired tastes for food imported from other star systems. Despite the Chevin's mobility, they trade regularly, relying on long-range beacons and comms to contact merchant ships in orbit and set up trade-meets.

Much of the Chevin culture is borrowed from other worlds. Because of Vinsoth's considerable plant cover and animal population, it was frequently visited by offworlders seeking food and locations for covert bases. The Chevin welcomed the strangers with greedy arms, taking their technology and cast-off ships in exchange for giving the visitors places to dock their vessels and enough food to fill many cargo holds. As the pachydermoids began to understand galactic technology, they started to manufacture their own ships and weapons.



Steve Bryant

Chevin ships are impressive, with immense corridors, spacious storage bays and oversized cabins to accommodate their large crews. Much of the acquired technology is used for keeping slaves in check, and therefore guaranteeing the continued domination of their planet.

Politics: Vinsoth's continents are ruled by Chevin dictators who head panels of hand-picked advisors. These are the only Chevin who remain stationary, living their lives in centrally located "Government Villages." There are roughly two dozen such communities, each one corresponding to a dictatorship. The competing nations seldom war against each other, although they are always competing for territory and prestige, and border skirmishes among Chevin communities from different states are common. Though these

villages are considered permanent, even these buildings are capable of being moved. Key Chevin "warrior-politicians" move about with traveling communities and provide information to their dictator-masters; each such being is a muscular warrior who won the post through physical contests and combat.

The majority of Chevin support the Empire, and many of Vinsoth's leaders have close ties to high-ranking Imperial officers. The Empire has a hand in the day-to-day operations of many of the governments, but Imperial troops are seldom used, since the Chevin dictators have few problems maintaining order.

Technology Level: The Chevin have hyperdrive starships, energy weapons and other galactic technology.

Trade and Technology: The Chevins' major industry is exporting food and slaves. Vinsoth's rich soil grows sweet-tasting fruit that is prized on many Core worlds. Rare roots and exotic nuts found along Vinsoth's equator command high prices. The meat of various animals, including the much-hunted backshin, is marketed on several worlds. Chev slaves are sold into the black market, or sold off to Imperial governors as "political prisoners." These slaves are in high demand for Imperial construction projects. Selling off excess slaves keeps the humanoid population down to conserve resources and keeps them from becoming too much of a threat.

The Chevin import the latest in computer circuitry, hyperdrive parts, optical sensors and other technical devices. The Chevin also import a few starships, but this is to take them apart, study them, and create their own ships based on these designs. Merchants daring enough to visit Vinsoth find the Chevin good customers, though they are shrewd bargainers.

Chevin in the Galaxy: The pachydermoids are concentrated in their home system, primarily on Vinsoth. The world's climate and being with their own kind suits them. However, especially enterprising Chevin have



LFL

left their home behind to find infamy and fortune in the galaxy. Some of these Chevin operate gambling palaces, space stations, and high-tech gladiatorial rings. Others work behind the scenes smuggling spice, passing forged documents, and infiltrating governments. A few Chevin, disheartened with their peers and unwilling to live among slavers, have left Vinsoth and joined forces with the Alliance. These Chevin are hunted by their brothers, who fear the turncoats will reveal valuable information. But these Chevin are also protected by the Alliance and are considered a precious resource and a fountain of information about Vinsoth and its two species.

Gamemaster Notes: While many Chevin are known for pursuing illegal activities, others are involved in legal professions. Where a Chevin is encountered is likely a key to the creature's nature. For example, a Chevin found in a back-alley gambling casino or in an arms warehouses is probably up to no good. One working on a space station in various technical capacities might be an honest-toiling soul (but he might also be a spy).

Personality Notes: Chevin tend to be even-tempered when dealing with individuals who treat them with respect. However, they are quick to retaliate if someone goes back on a deal or tries to make a profit at their expense. They tend to be bullies when angered.

Notable Personalities: One of the most notorious Chevin is a wealthy gunrunner called Ephant Mon. Ephant is often seen in Jabba the Hutt's court and is able to acquire large quantities of outdated Imperial guns quickly and quietly. He is at best a tenuous ally and at worst a dangerous and cunning foe. And he is always protected by hidden bodyguards who are keen warriors.

Ephant Mon. *Dexterity 2D+1, melee combat: vibroblade 4D, melee parry 3D+1, Knowledge 1D+2, alien species 2D+2, languages 3D, value: weapons 7D+2, Mechanical 1D, Perception 3D, bargain 4D+2, bargain: weapons 6D+1, con 4D, investigation: weapons dealers 7D, Strength 3D, brawling 3D+1, Technical 1D.* Character Points: 5, Move: 9. Vibroblade (STR+3D), large number of used weapons (for sale).

Average Chevin. *Dexterity 2D+1, Knowledge 1D+2, Mechanical 1D, Perception 3D, Strength 3D, Technical 1D.* Move: 9.

■ Chevin

Attribute Dice: 12D
DEXTERITY 1D+1/3D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D
PERCEPTION 2D+1/4D+1
STRENGTH 2D/4D
TECHNICAL 1D/3D+2
Move: 9/11
Size: 1.7–3 meters tall

■ Chevs (Chevin Humanoids)

Appearance and Biology: The slave race of Chevin humanoids, or Chevs, have pale skin and pronounced facial features. Their gently sloping foreheads overshadow lidless eyes that range in color from black to brilliant violet. Their physiology is similar to many other humanoid species, though they are noted for having twin hearts.

They are an especially long-lived species: when one heart ceases to beat because it is worn out, the other takes over. Some Chevs have lived as long as 300 standard years, and their Chevin masters have been known to will prize slaves to relatives.

The Chevs have no facial hair, and what hair grows on their heads starts roughly on the top of their crowns and stops at the base of their necks. Chev hair is wiry white to wheat-blond, and it

rarely grows more than two to three centimeters long, shedding and replacing itself with the seasons. The Chevin pachydermoids who own large herds of Chevs have been known to dye their slaves' hair a particular color (similar to branding), so their property does not get mixed up with other slavers' goods when traveling communities meet.

The Chevs' long, thin fingers are surprisingly strong, and their feet have thick soles, making shoes an unnecessary luxury. Muscular, quick, and agile, the Chevs perform tasks from simple manual labor to highly-technical computer work.

Chevs claim to be natives of Vinsoth, believing they evolved from the planet's simians at about the same time the Chevin developed from the huge pachyderms. Slave Chevs dress in what-

ever garb is appropriate to their tasks — usually nondescript coveralls that are sturdy and wear well. Chevs who have escaped slavery and fled to other planets often dress elaborately, and some tattoo or dye their skin so as to stand out from their slave peers.

On Vinsoth, the Chevs live in crude settlements, with each community being the property of one Chevin master. Because the pachydermoids travel, the Chevs must too. Chev dwellings are simple tents and lean-tos that can be broken down and carried.

Temperament: The Chevs are a largely docile species, as generations of enslavement and punishment have taken their toll on the humanoids' spirit. Still, some Chevs believe they will rise above their stations and become free. A few Chevs have escaped the confines of Vinsoth by stowing away on visiting ships or by being sold to offworlders and consequently fleeing.

The Chevin master is the governor of the settlement, and to break his or her laws means a long period of suffering followed by a bloody and public death. Few Chevs stand up to their lords, though many grumble behind their backs and futilely plot revenge.

History and Culture: Chevs trace their roots on Vinsoth back thousands of years, from burgeoning settlements to thriving towns to seemingly hopeless enslavement by the Chevin. Their early myths foretold of their domination and go on to say that one day, far in the future, they shall become masters of the galaxy. This hope keeps most of the Chevs going. In their dwellings, late at night, they compare notes on the pachydermoids' strengths and weaknesses. The Chevs hope a future generation will develop the courage and find a means to overthrow the domineering Chevin.

A few Chevs are more interested in the comings and goings of visitors to Vinsoth, believing the key to the pachydermoids' defeat lies with the strangers. These Chevs hope the pachydermoids will so anger the Empire that they are wiped out, freeing the Chevs.

Despite their slave status, the Chevs have a rich culture full of folklore and tradition. Their songs and dances depict their history and prospects for the future, and their art is filled with the emotional suffering and struggles of a caged people. Most settlements' masters allow the Chevs to practice their rituals, as they find the pastimes interesting and believe they are necessary to keep the species productive. Some masters have found markets for the Chevs' art and reward the humanoids' endeavors with more paint, brushes, canvas, and clay so they can make even more money for their pachydermoid lords.

Politics: On Vinsoth, the majority of Chevs are quick to bow to their pachydermoid overlords, obeying every command to the best of their abilities. Some of the most obedient Chevs have been given places of honor, lodging in their master's home. There, they can be closer to their master and can serve him or her better. The bulk of the Chevs live in settlements ringed by electriwire fences and sensor mines. The security precautions keep the Chevs from attempting to escape and keep predators from feasting on the usually-docile humanoids.

Inside the fences, the Chevs wander freely. In their hours of "freedom" they can enjoy artistic pursuits, spend time with their families, and try to avoid the oppressive presence of the pachydermoids. The settlements are governed internally by the oldest female Chev. She serves as the guiding force and negotiator between the Chevin and the humanoids. Some of the youngest Chevs balk at this tradition, believing that they will always will be enslaved as long as the oldest in the settlements have authority.

Those free Chevs living off Vinsoth tend to stay away from politics, wanting nothing to do with dominating someone else — legally or otherwise. Several Chevs, including Orman, who lives on Lianna, have become prominent business leaders.

Technology Level: All Chevs on Vinsoth are slaves, captured because of their pachydermoid masters' hunting skills. However, Chevs are educated and cared for and are skilled enough to work on computers, droids, and groundcars.

Trade and Technology: Chev settlements on Vinsoth are allowed to trade amongst themselves — provided what they are trading isn't of interest to their pachydermoid masters. Because of this arrangement, the settlements have begun to specialize. One will exclusively deal in woven materials, such as blankets and simple garments, while another will offer household goods. Another might provide herd animals for food and pack animals to move dwellings and gear. This trade arrangement has served to keep the Chevs engaged, and unbeknownst to their Chevin masters, it serves as a communications network. Settlements spread news of visitors, power struggles among the pachydermoids, disasters, and slave escapes.

Though the Chevs are bright and well-versed in many technical fields, the pachydermoids keep a tight leash on their slaves. Some groups of Chevs have successfully hidden their technically-minded hobbies from their masters, working on communication and jamming devices in secret. These upstart Chevs are few and keep their work secret from their peers for fear of being reported.

Chevs in the Galaxy: Despite the tight control the Chevin have over their slaves, many Chevs have managed to escape and find freedom on worlds sympathetic to the Alliance. Too, individuals who have purchased Chev slaves have allowed some to go free — or have had slaves escape from them while stopping in a spaceport. Many of these free Chevs have embraced the Alliance's cause and have found staunch friends among the Wookiees, who have also faced enslavement.

Devoting their hours and technical skills to the Rebellion, the Chevs have helped many Alliance cells. In exchange, pockets of Rebels have worked to free other Chevs by intercepting slave ships bound for wealthy offworld customers.

Not all free Chevs are allied with the Rebellion. Some are loyal only to themselves and have become successful entrepreneurs, emulating their former masters' skills and tastes. A few of these Chevs have amassed enough wealth to purchase luxury hotels, large cantinas, and spaceport entertainment facilities. They surround themselves with bodyguards, ever fearful that their freedom will be compromised. There are even instances of free Chevs allying with the Empire.

Gamemaster Notes: Most Chevs encountered on Vinsoth appear submissive and accepting of their fates. Only the youngest seem willing to speak to offworlders, though they do so only if their masters are not hovering nearby. The Chevs have a wealth of information about the planet, its flora and fauna, and their Chevin masters. Free Chevs living on other worlds tend to adopt the mannerisms of their new companions. They are far removed from their slave brethren, but they cannot forget their background of servitude and captivity.

Personality Notes: Chevs are personable, though slow to warm to strangers. To make friends with a visitor is to risk punishment, so Chevs usually keep to themselves. Outsiders see them as introverted and shy. Free Chevs are more confident, and they are usually willing to make new friends.

Notable Personalities: A well-known Chev is Orman, an entrepreneur on Lianna who occasionally spies for the Empire. Orman dyes his skin an iridescent blue and his hair is silver. A shrewd businessman, Orman knows his way around the black market. He is always accompanied by a handful of thugs who are fiercely loyal to him.

Orman. *Dexterity 4D, blaster 5D, dodge 5D+2, Knowledge 3D, alien species 4D, cultures 4D, lan-*



Steve Bryant

guages 4D, planetary systems 4D, streetwise 6D, Mechanical 2D, Perception 3D, gambling 4D, search 3D+2, Strength 2D, Technical 2D+1, droid programming 3D, droid repair 3D, security 3D+1. Character Points: 3. Move: 10. Comlink, hold-out blaster (3D+1)

Average Chev. *Dexterity 2D+2, Knowledge 2D, Mechanical 1D, Perception 2D, Strength 1D+2, Technical 1D+2. Move: 10.*

■ Chevs (Chevin Humanoids)

Attribute Dice: 11D
DEXTERITY 2D/4D+1
KNOWLEDGE 1D/4D
MECHANICAL 1D/3D+2
PERCEPTION 1D+2/4D
STRENGTH 1D+2/4D
TECHNICAL 1D/4D
Move: 10/12
Size: 1.2–1.6 meters tall

Draedans

The Draedans have a reputation for spending more time fighting amongst themselves than for anything else. This amphibious species would like to fully join the galactic community, but their society is still split into many countries and it's widely believed that they would only allow their local conflicts to spill out into open space. As modern weapons make their way to the homeworld of Sesid, the intensity of Draedan conflicts is only increasing.

Appearance and Biology: The Draedans have a scaled, silvery to green skin, with pupilless red eyes and long finned tails. They have two arms, with large webbed hands ending in sharp, curved nails. Their feet also have claws, but there is no webbing between the toes. The Draedans are meat-eaters, with rows of sharp teeth.

Draedans are cold-blooded beings suited to aquatic environments, although they can also spend time on land. When on the surface, many Draedans wear specialized environmental suits to adjust body temperature, while moisturizers keep their skin from drying out. A dehydrated Draedan suffers severe, incapacitating pains, and while dehydration won't kill them immediately, they are so enfeebled that they need assistance to get back to water.

Draedans have a set of neck gills to breathe in water, as well as lungs to breathe air. Underwater, Draedans use their powerful tails to swim. Draedans can survive in salt water or freshwater and can survive in depths of up to two kilometers. The scales on their bodies adjust to the pressure of the air or water around them, providing a layer of protection.

The Draedans make their homes in the upper fronds of massive underwater stalks called lataren trees. The Draedans also live on coral reefs or in seaweed beds, and a few dwell on land in rainforests, thick jungles and coastal forests.

On land, a Draedan walks slightly hunched over, using his tail for balance. He breathes through the nose slits in his face; Draedans unaccustomed to the surface rasp as they breathe.

Temperament: Draedans have a variety of temperaments, being nearly as diverse as Humans. They are generally regarded as warlike, but that reputation is overstated. Draedans are expressive, emotional beings, as in love with celebration and revelry as with conflict. They particularly enjoy the company of similarly gregarious offworlders, although visitors from other worlds must be careful not to anger the high-strung beings.

History and Culture: The history of the Draedans reveals a legacy of ongoing conflict. The Draedans live in territorial and tension-filled nation-states. Every Draedan performs military service.

While Old Republic settlers and representatives tried to help the Draedans develop a peaceful culture, those efforts were wasted. Fortunately, the Old Republic's citizens were seldom caught in the middle of the Draedan conflicts, and so the two very different cultures co-existed peacefully for decades. The first Imperial governor was even more removed from Draedan affairs, but that policy has recently changed. Seeing the potential for harvesting valuable products from Sesid's oceans (and fearful of a possible uprising if left "unguided"), the Imperials sided with and began arming the most powerful Draedan countries. In exchange, the Draedans have agreed to serve the Empire, turning over to the Imperial governor a third of all goods produced by subjugated rival nations.

Other Draedan nations have declared their support for the Rebellion in response to these actions. The current Imperial policy has polarized the Draedans, greatly increasing the potential for a large-scale conflict in Sesid's oceans. However, this struggle has created strange alliances, as some age-old enemies have joined forces to resist the Imperial-supported nations.

Politics: Draedan nations have widely varying governments, from democracies and republics to despotic police-states and militocracies. The Empire has propped up two major Draedan dictators, Feynir and Maeril, allowing them to hold power and conquer neighboring nations.

Technology Level: The Draedans have primitive energy weapons and underwater vehicles. They crave starships and hyperdrive technology.

Trade and Technology: The Draedans trade in jewels, coral, surface wood and lataren wood products, but their greatest offerings to the galaxy come in the form of pharmaceuticals. The unspoiled nature of Sesid, coupled with its variety of surface and water life, make it a paradise for medical researchers. As contact with Sesid increases, it is likely that the Empire will clamp down on the small settler population (numbering about 85,000 residents), and regulate all trade and offworld transit.

As things currently stand, many Draedans (both private citizens and governments) have deals with smugglers to ship medical supplies off

Sesid in exchange for blasters and other weapons; this is particularly prevalent among nations that are resisting the Empire. Several Draedans have attempted to establish their own merchant houses, but the Empire cracks down on such activity.

The Empire sees Sesid as a minor system that is slowly getting out of control. The local governor, Arvel Trace, has started building up personnel and combat vehicles to keep the situation firmly under control. The few Imperial patrol ships in the system are overworked and many smuggling craft evade the meager customs service. Governor Trace hopes that the Draedan nations he supports will unify the planet in short order, putting an end to smuggling and Rebel factions. However, because Sesid isn't too important to the Empire, direct military intervention is unlikely at this time.

Draedans in the Galaxy: The Draedans are still learning about the galaxy and only a few have left their homeworld. Since it is difficult for them to legally leave their world, those that do escape Sesid tend to end up in unsavory occupations like bounty hunting and smuggling, although some have branched out into more legitimate careers.

Gamemaster Notes: Any Draedan will tend to draw the suspicions of Imperial agents who bother to do background checks. (After all, most Imperial officials beyond the Sesid system consider Draedans just one more minor alien species.) Imperial officials in the Sesid system go out of their way to make life uncomfortable for Draedans trying to leave the system.

Personality Notes: Draedans are very adaptable beings who tend to enjoy new environments. A few Rebel-sympathetic Draedans distrust Humans as a result of their experiences with the Empire. Draedans are passionate and emotional beings. Questioning their prowess in any field (especially combat) is usually enough to incite them to violence. Those who know Draedans well know that they tend to twitch their tails when they are upset.

Suggested Skills: Draedans normally have *climbing* and *swimming*. They also usually have *brawling*, *melee* or *archaic weapon* skills.

Average Draedan. *Dexterity* 2D+2, *Knowledge* 2D, *Mechanical* 2D, *Perception* 2D, *Strength* 2D+1, *Technical* 1D. Move: 10, 13 (swimming).

■ Draedans

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



Steve Bryant

Special Abilities:

Prehensile Tail: The tail of the Draedans is prehensile, and they may use it as a third hand. Some experienced Draedans keep a hold-out blaster strapped to their backs within reach of the tail.

Claws: Draedans get +1D to *climbing* and +1D to physical damage due to their claws.

Amphibians: Due to their cold-blooded nature, Draedans may have to make a Difficult *stamina* roll once per 15 minutes to avoid collapsing in extreme heat (above 50 standard degrees) or cold (below -5 standard degrees).

Water Breathing: Draedans may breathe water and air.

Moist Skin: Draedan must keep their scales from drying out. They must immerse themselves in water once per 20 hours in moderately moist environments or once per four hours in very dry environments. Any Draedan who fails to do this will suffer extreme pain, causing a -1D penalty to all actions for one hour. After that hour, the Draedan is so paralyzed by pain that he or she is incapable of moving or any other actions.

Move: 10/12 (running), 13/16 (swimming)

Size: 1.3–1.7 meters tall

Dresselians

As the Galactic Civil War continues across the Empire, whole systems have thrown in with the Rebel Alliance. In many of these systems, whole populations join the Rebellion not over political ideology, but for mere survival. The Dresselians are one such people. These technologically primitive people fight the Empire every day, but their exploits are not subject to medals or ceremonies. They fight only to protect their homes.

Appearance and Biology: The Dresselians are tall, thin, wrinkled-skinned humanoid aliens, giving rise to the nickname "prune face." They have elongated hairless skulls.

Temperament: Dresselians are known for their tenacity. After a decade of subjugation, these beings have not lost their will and continue to fight the Imperial forces occupying their world, despite extreme odds. Dresselians value personal freedoms above all else, and have very few organizations or groups. Most often, they group together for a brief time and only in order to fulfill a common goal; once that goal has been achieved, members of the groups tend to drift their own separate ways. The occupation by the Empire has united this fiercely independent people and the Dresselians are cooperating now more than at any other time in their history.

History and Culture: The Dresselians hail from the pleasant world of Dressel. The planet has a Galactic Standard gravity, as well as a nitrogen- and oxygen-based atmosphere, and is fully compatible with Human life-forms.

The planet has a mixture of climates, but the Dresselians evolved on the sub-equatorial grasslands of the main continent of Breehara. The Dresselians evolved from hunter/gatherer clans and eventually developed fairly large communal states that were run by direct, mass votes. The individuals within the states were largely free to come and go as they pleased, and often critical issues would split a community, with dissenting groups heading out into unexplored territory to form new communities. Justice was dispensed by groups of "concerned" citizens. The Dresselians had not known slavery, taxation or even the concept of money until they were introduced to galactic civilization.

Two centuries ago, the Dressel system was discovered and claimed by Bothan scouts. The Bothan clan Askar felt that the world, harboring a developing intelligent species, should be left

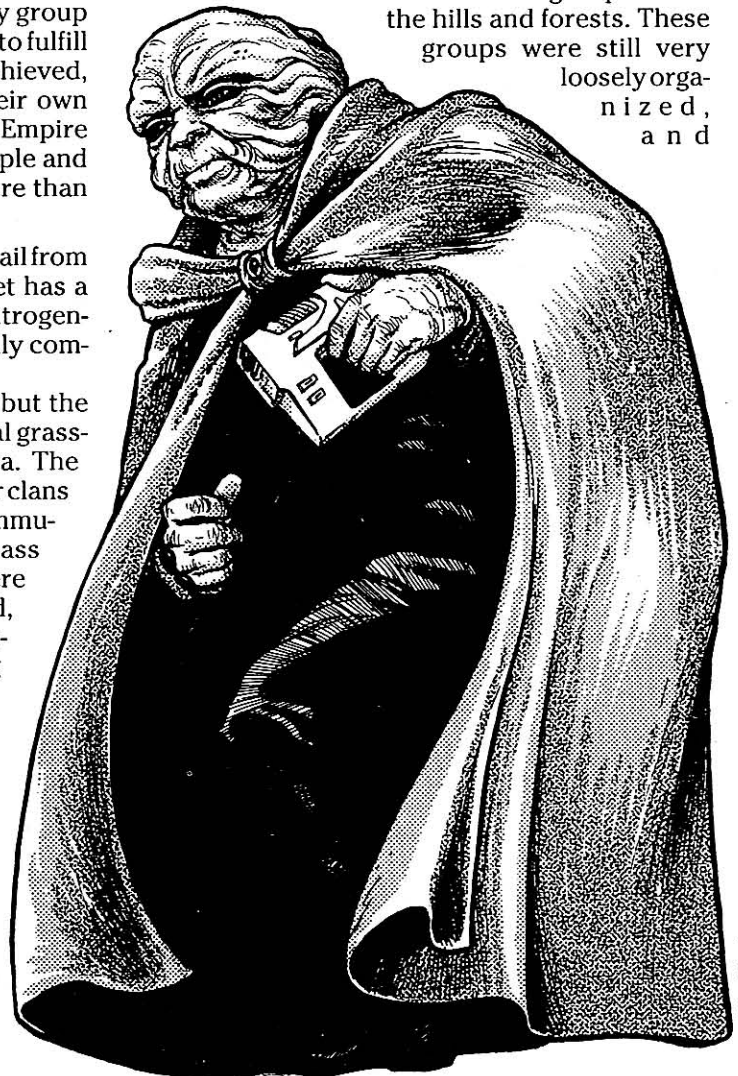
undisturbed. The Askar, instead, colonized the Dresselian Asteroid Belt for the purposes of mining.

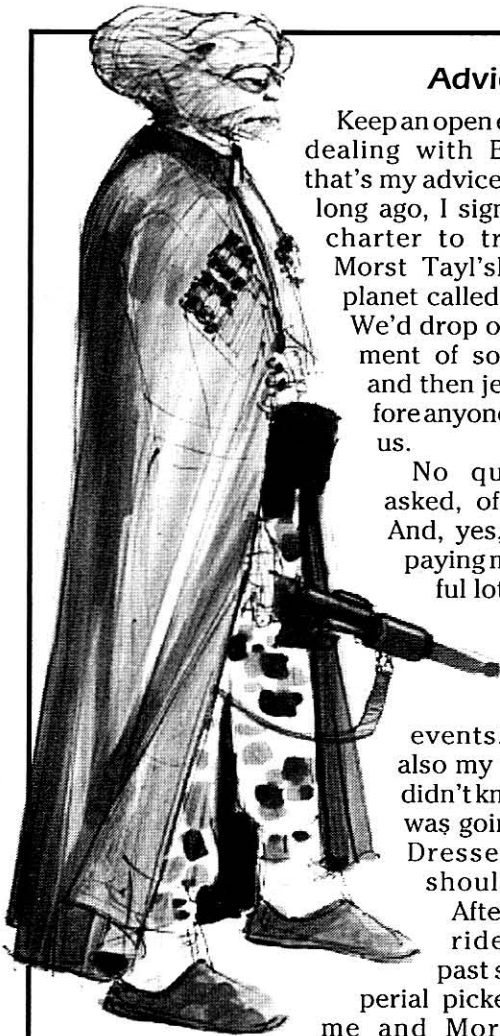
A decade ago, when the Dresselians achieved industrial-level technology, the world was occupied by the Empire as part of the Imperial annexation of the entire system, including the Bothan mining colonies. The Empire moved the main mining administrative offices to Dressel and began harnessing the planet's natural resources for their own needs.

In typical draconian fashion, the Empire tried to cow the Dresselian people with force. Instead of submission, however, the Dresselians stood tall, and the grasslands were soon stained with the teal-colored blood of these simple beings.

For the first time, the Dresselians found a focus for their activities and the small communal groups began electing provisional leaders.

These resistance groups fled to the hills and forests. These groups were still very loosely organized, and





Advice from Trader Pyrron Nox

Keep an open eye when dealing with Bothans, that's my advice. Not too long ago, I signed up a charter to transport Morst Tayl'skar to a planet called Dressel. We'd drop off a shipment of some kind and then jet out before anyone noticed us.

No questions asked, of course. And, yes, he was paying me an awful lot.

Keep abreast of current events. That's also my advice. I didn't know what was going on on Dressel, but I should have.

After a hairy ride down past some Imperial picket ships, me and Morsty are

crawling along the forest floor, looking for someone.

Woods and me don't get along. They're full of bugs, and things with way too many teeth. In my paranoia, I lose track of Morsty. Then

something hits me — hard.

This wrinkly-headed guy with an eye patch barrels me over, and holds a knife to my throat. He's got this crazed look in his one good eye, whispering "Human" with such hatred that I began to rethink the whole smuggling business and consider a job in accounting.

Before he could cut me, a storm skimmer patrol sled shines a light on us and orders us to freeze. Prune Face here throws his knife and takes out the spotlight. He pulls out a mean little double-barrelled slugthrower and blasts both scout troopers with one shot.

This was all in less than five seconds. I was still trying to figure out who told us to freeze.

Then I hear the tremor of giant feet, and see one of those scout walkers bearing down on us. Prune Face grabs the storm skimmer's stick, takes out some twined rope, and ties up the controls. He aims the speeder right at the walker's head, and guns the throttle. He grabs me, and we jump behind a giant tree as the walker gets blasted into oblivion.

Morsty comes running up, hearing the commotion. He speaks Prune Face's tongue, and tells him something that calms him down. Prune Face introduces himself as Orrimaarko, leader of a resistance cell on Dressel.

Now I'm not exactly a gambling man, but if someone were to tell me a disorganized species with industrial-level technology was going up against an Imperial base, I'd say the smart money would be on the Imps. That is, I would have said that until I saw those Dresselians fight with my own eyes. I'm not so sure anymore.

their elected leaders held comparatively little power, but these groups survived and began to cause Imperial forces significant discomfort.

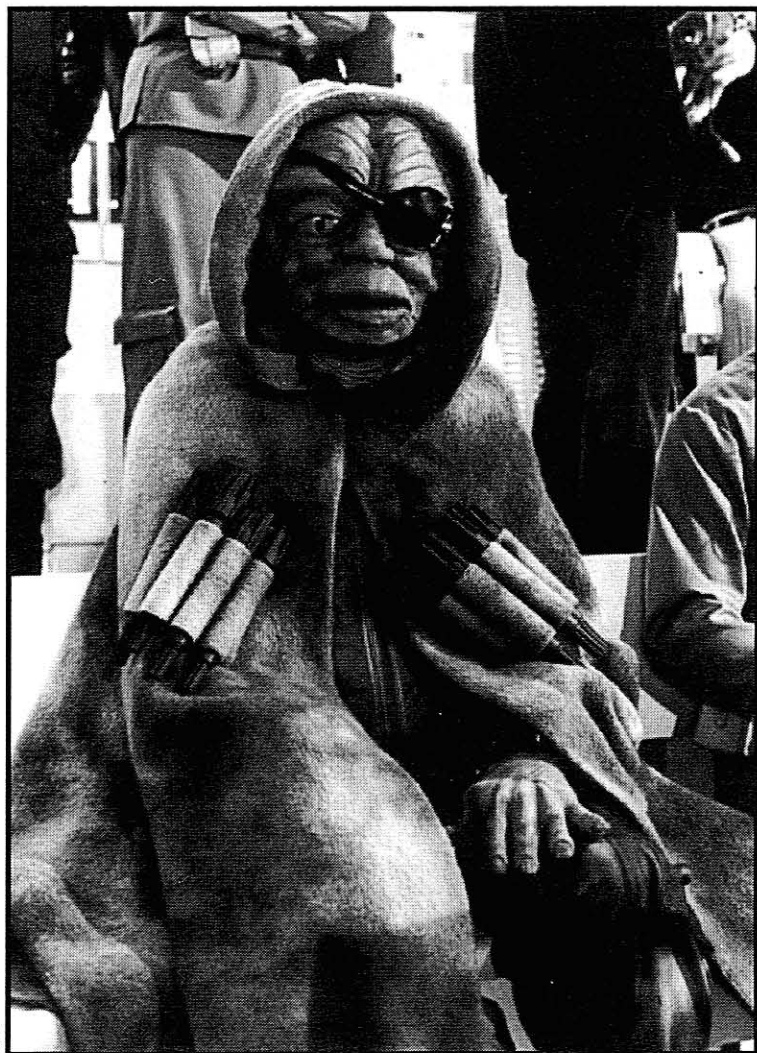
As the Bothans allied themselves with the Rebellion, a number of clandestine diplomatic envoys were sent to Dressel. The Bothans began surreptitiously arming the Dresselians to help them overthrow the Imperials. The Dresselians have become masters of guerilla warfare and the Imperials increasingly find it impossible to control this "insignificant backwater world."

Politics: Dresselians live in communal states with elected leaders that moderate group discussions. The groups range in size from 10 to 40 individuals. Since the resistance forces have risen against the Empire, these groups have become

more organized, but still retain an anarchistic profile.

Technology Level: The Dresselians have an industrial level of technology, with steam-driven mills and animal-powered transportation. They have developed simple black-powder and slug weapons.

The Bothans have armed some of the Dresselian underground groups with blasters, although most Dresselian fighters prefer to use their native guns. The Dresselians have captured a number of Imperial weapons and repulsorcraft and are quickly learning about this technology — especially with the help of mercenaries hired by the Bothans. The Bothans have smuggled in medpacs, bacta tanks and other medical and survival gear.



■ Famed Dressedian commando Orrimaarko.

Dressedians in the Galaxy: A number of smugglers and secretive diplomatic envoys have snuck Dressedian freedom-fighters off the planet to advise the Rebel Alliance High Command regarding the Dressedian situation. Several Dressedian ground units have been trained so that they may return to Dressedel and help their people continue the fight against the Empire.

Personality Notes: The Dressedians are fiercely independent, and believe strongly in individual freedoms. They generally don't work well in groups and tend to be loners.

Suggested Skills: Dressedians are fierce fighters, but have a relatively low technology level. Dressedian freedom-fighters will often have *brawling parry*, *firearms*, *dodge*, *melee combat*, *melee parry*, *sneak* and *brawling*.

Notable Personalities: "Prune Face," the nickname given to Orrimaarko. He is the first Dressedian given command of a Rebel SpecForce unit.

Average Dressedian. *Dexterity 3D+1, Knowledge 1D, Mechanical 1D, Perception 2D, Strength 3D+2, Technical 1D.* Move: 10.

■ Dressedians

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

Story Factors:

Occupied Homeworld: The Dressedian homeworld is currently occupied by the Empire. The Dressedians are warring a guerrilla war to reclaim their planet.

Move: 10/12

Size: 1.7–1.9 meters tall

Ebranites

The Ebranites are a species of climbing omnivores native to the giant canyons of Ebra, the second planet of the Dousc system. Ebra's seemingly endless mountains seem unbearably harsh, yet these aliens have thrived in the planet's sheltered caves and canyons. Ebranite settlements form around small wells deep in the caves, where supplies of pure water feed abundant fungi and thick layers of casanvine.

Appearance and Biology: Ebranites are stocky omnivores highly adapted to rocky terrain. They have six multi-jointed arms with six-digit hands, each with four long fingers and two strong oppos-

able thumbs. Their stubby feet possess three large clawed toes and a thumb-like appendage at the heel which enables the Ebranite to grasp any solid terrain with their feet.

Ebranites have sloping foreheads and large, deep-set eyes. They have excellent vision in both full daylight and darkness and can see into the infrared spectrum.

Their hide is made of thick, hairless skin which protects against minor injuries and provides additional traction on rough rock surfaces. Ebranite hides are commonly reddish-brown, with patches of either red, black or white.

Though Ebranites are able to climb faster than many species can run, their physiology makes it difficult for them to “walk”: they are forced to walk hunched over, with an uneven gait. While an Ebranite can race up and down canyon walls, one caught out in the open has no chance of outrunning a predator.

Temperament: Generally a calm and peaceful people, the Ebranites are easy to get along with. However, they are beings who learned to survive through extreme adrenaline, and when threatened their “combat rage” can be a hindrance ... especially to Ebranites serving within the Rebel Alliance, where restraint is often more important than combat ability.

History and Culture: There are only two social structures of any importance to the Ebranites: the family and the clan. The family is the most important of the two. It has a rigid structure, with each family member assuming a specific role. In Ebranite society, males generally dominate, though mothers are held in greater esteem than any other members of Ebranite society.

An Ebranite family is very authoritarian: children are seen as little more than slaves and have little freedom. Upon reaching adulthood, children are expected to help provide for the family, which typically consists of the mother, father and five to eight children.

An Ebranite clan, or *thildas*, generally consists of 20 to 30 families who live and work in the same area. Each clan has a unique identifying insignia and these banners are a source of pride and honor. Ebranites view any insult directed to the clan insignia as an insult to the clan itself, and therefore to each and every member of that clan. All Ebranites have their clan insignia tattooed on their uppermost left arm at the time of birth.

In millennia past, Ebranite society was plagued with clan warfare. However, Ebranite society has slowly evolved, and now many clans cooperate for mutual advancement. It's increasingly common to find several clans living together, and children are now given a new clan insignia indicating the unity of several clans. There are, however, some clans (such as the *Rull* and *Jih-tan*) that have continued their violent rivalry to the present day.

Politics: Each clan has a leadership council, which is voted upon once every four local seasons (equivalent to three and a half standard years). Each leadership council, called the *ghantar*, then chooses one of their own to be the *fyaban*, or clan leader.

This system of clan leadership had existed among the Ebranites for countless generations. But with the coming of the Empire, this historic power structure has been supplanted by the



Mike Vilardi

Empire. Imperial Governor Evitch Jenton has assumed complete control over Ebran affairs. He allows the Ebranites some freedoms so long as they exhibit loyalty to the Empire: those who are suspected of sedition or rebellious thoughts are banished to the mines of Grythsorin, the largest canyon on Ebra. The mines produce lu-ramin, the oil which is vital to several medicines and is a primary component in the beverage Ebran Lu-ramin Oilmead.

Technology Level: Aside from some hydrothermal technology, Ebranites are quite primitive by galactic standards. They have developed melee weapons and simple bows and slings. While the Ebranites have had some contact with modern technology, they tend to be suspicious of it, associating advanced weapons and technology with the Empire.

Trade and Technology: Now that Ebran has an Imperial outpost, the planet imports great quantities of food and water. Ebran's exports consist of low-grade ores and lu-ramin, making the world profitable.

Prior to the establishment of Imperial rule, the Carosites, renowned for their dedication to medicine, were the largest trading partners of the Ebranites. (For more information on the Carosites, see pages 204-206 of *The Star Wars Planets Collection*). The Empire government has restricted the export of lu-ramin to Imperial-authorized companies or cultures, which does not include the Carosites.

Ebranites in the Galaxy: Ebranites are very rarely encountered away from their homeworld, but those off Ebran are often in the service of either the Rebel Alliance or one of the numerous agricultural companies that trade with Ebra. Hundreds have joined the Rebellion in an effort to remove the Empire from Ebra.

Suggested Skills: Most Ebranites will have high *climbing* and *survival: cave* skills, while many will have *melee combat* and other simple combat skills.

Notable Personalities: Rith Tar'ak, renowned Alliance operative.

Average Ebranite. *Dexterity 3D+1, Knowledge*

1D, Mechanical 1D+1, Perception 2D+1, Strength 3D, Technical 1D. Move: 6, 14 (climbing).

■ Ebranites

Attribute Dice: 12D

DEXTERITY 2D+1/4D+1

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D

STRENGTH 2D+1/4D+2

TECHNICAL 1D/2D+2

Special Abilities:

Rock Climbing: All Ebranites gain a +2D bonus to *climbing* in rough terrain such as mountains, canyons, and caves.

Rock Camouflage: All Ebranites gain a +1D+2 bonus to *sneak* in rocky terrain due to their skin coloration and natural affinity for such places.

Thick Hide: All Ebranites have a very thick hide, which gains them a +2 *Strength* bonus against physical damage.

Vision: Ebranites can see in the infrared spectrum, allowing them to see in complete darkness provided there are heat sources.

Frenzy: When believing themselves to be in immediate danger, Ebranites often enter a frenzy in which they attack the perceived source of danger. They gain +1D to *brawling* or *brawling parry*. A frenzied Ebranite can be calmed by companions, with a Moderate *persuasion* or *command* check.

Story Factors:

Technology Distrust: Most Ebranites have a general dislike and distrust for items of higher technology, preferring their simpler items. Some Ebranites, however, especially those in the service of the Alliance, are becoming quite adept at the use of high-tech items.

Move: 6/8 (running), 14/18 (climbing)

Size: 1.4–1.65 meters tall

Eloms

Herylcha Baakos, Republic Councillor, banged the gavel to draw the meeting to order.

"It is the judgment of this Commission that the Elomin people have been neglecting the Eloms people, who are entitled to the basic sentient rights as outlined in the Galactic Constitution, the governing document of our Republic of twenty-five millennia. The Commission orders that the Eloms be allowed to live in defined territories, and that the Elomin people draft a program of resource sharing."

"But, madame," objected Rennimdius B'thog Indriummseggh, leader of the Elomin Council, "these ... *people* ... live underground!"

—Excerpt from *The History of Two People, One Planet*, by Theosidicc Sirrap Treblif, Elomin Press.

Appearance and Biology: Eloms are short, stocky bipeds that have a thick, oily pelt of dark, stringy fur. Eloms have tough skin, and their hands and feet are coated with thick callouses. Their fingers are tipped with hard, hooked claws

well-suited for a subterranean existence. Their feet have a pair of toes, that are jointed in such a way as to make them prehensile.

Eloms have exceptional night vision, with small, dark eyes located on the far ends of their wide faces. Their eyes can easily be overpowered by bright light, possibly incapacitating them. They have two pointed tusks protruding from their mouths, and pouchy jowls for their cheeks.

The Eloms evolved in a dry environment, and their biological systems are well adapted for desert survival. They have water-trapping layers of fat on their body, and their coats keep their skin moist.

Temperament: The Eloms are peaceful herbivores. Their sharp claws and tusks are only evolutionary developments for a harsh environment. The Eloms, are content to live in their *sevriinas*, or burrows, raising their young and harvesting hard-shell rockmelons and crystalweeds. Despite differences with the

Elomin, who inhabit the surface of the planet Elom, the Eloms hold no general grudge against the Elomin. There is a certain faction of Elom young, however, who wish to free their homeworld of Imperial rule and are demanding that the Elomin be forced from power.

Oddly enough, Eloms found off-planet are more likely to be criminals than those who remain on the homeworld. While cultural anthropologists have put forward many theories as to why this is so, the most obvious explanation is that the only Eloms who want to leave their homeworld are those seeking fame and wealth by any means possible. It is known that the Eloms have a strong sense of community and a need for belonging, so it is also possible that these Eloms have simply fallen in with a "bad crowd" and are only following the lead of others.

History and Culture: On the frigid desert world of Elom, there evolved two sentient species, the Eloms and the Elomin. The Elomin evolved a technologically advanced society, forming nations and causing the geographically-centered population to spread to previously unknown regions of the planet.

Cutting the planet roughly in two hemispheres are the A'driannamieq Mountains, an expanse that formed a natural frontier for the Elomin. Resourceful Elomin travellers braved avalanches and wild ranphyx, eventually conquering the mountains.

Beyond the A'driannamieq Mountains, these first explorers found the hard desert plains permeated with thousands of caves. The caves veered off in haphazard angles, and were filled with proof that they were inhabited. The Elomin, who view their universe as distinctly organized and predictable, weren't ready for the thought of a new and alien culture existing on their *own* planet. They returned, telling the Elomin Council that they hadn't been able to negotiate the range.

The caves were the work of the Eloms, a species of beings who carve whole cities underneath the desert surface. The Eloms have not always lived underground. They originally lived above the surface, but as the planet's water levels dropped over the course of thousands of years, the Eloms slowly developed into a subterranean people. Their hard claws unearthed succulent roots and natural springs, giving the primitive Elom society a chance to survive a potentially-cataclysmic climate change.

The Elom homeworld is rich with exotic minerals, and phosphorescent crystals provide illumination in underground caverns. These crystals made the transition of living underground much easier for the Eloms, but their vision deteriorated significantly over many generations. Bright light now effectively blinds the Eloms, and

they only venture to the surface at night.

When the Old Republic discovered the planet, it was the Elomin who made first contact with Republic's representatives. The Old Republic was interested in the rich natural deposits of lommite, a mineral used in the production of transparisteel. In exchange for reserves of water, the Elomin allowed corporations to mine on the planet.

The water helped the Elomin through one of the worst droughts the world ever faced. The Eloms, who weren't known to the offworlders, lost many in that drought.

A mining cave-in led to a peaceful first-contact with the Eloms. The Eloms didn't want a change to their lifestyles and weren't interested in galactic exploration; rather, they were wholly uninterested in what the Elomin and the galaxy at large had to offer.



Mike Vitaroli

After months of negotiations (which the Eloms considered mildly amusing, if a bit overblown), the Eloms were awarded a large tract of desert and full sentient species recognition. The Eloms were quietly pleased with the resolution.

When the Empire came to power, the Elomin were turned into slaves and the Eloms' land rights were ignored. The quiet cave-dwellers found their world ripped apart.

Currently, the Eloms have retreated into darker, deeper caves, not yet ready to resist the Empire. The young Eloms, who have grown tired of fleeing, have staged a number of "mining accidents" where they freed Elomin slaves and led them into their caves. This movement is frowned upon by the Elom elders, but it remains to be seen how effective a rag-tag group of saboteurs can be.

Politics: The Eloms have historically lived in small community groups ruled by a *cseria*, a type of village mayor. Prior to the Empire's arrival, the

cseria would meet every year to resolve problems. Now, the *cseria* are trying to keep their communities from being dragged into war.

Technology Level: The Eloms are very primitive by galactic standards, with simple muscle-powered machines and devices.

Trade and Technology: The Eloms never benefitted from the Old Republic as the Elomin did, but some Elom communities did take condenser units and moisture vaporators as gifts.

Elom in the Galaxy: The Empire has hired a number of independent contractors to transport unrefined lommite off the planet; several of the unscrupulous and a few of the altruistic contractors have taken Eloms with them. These Eloms, for some as yet unknown reason, have shown criminal tendencies — a departure from the peaceful, docile nature of those in the caves. These criminal Eloms have hyperaccelerated activity and sociopathic tendencies.

Gamemaster Notes: The Eloms can be a thorn in the sides of Elomin characters. Offworld Eloms can be thugs, bounty hunters and pirates, or can serve as colorful spelunking guides on planets similar to their homeworld.

Personality Notes: Eloms are generally peaceful and quiet, although members of their youth have shown more of a desire to confront the Empire. Elom criminals tend to be just the opposite, with loud, boisterous personalities.

Suggested Skills: Most Eloms should have *survival*, *climbing*, *stamina* and *first aid*. Criminal Eloms should have skills reflecting their criminal skills but there are very few Elom criminal masterminds.

Notable Personalities: Vigriev, thug and enforcer of Jabba the Hutt. Vigriev is stationed on Tatooine, but often travels across the galaxy to fulfill the wishes of his master or one of his favored lieutenants, such as Bib Fortuna, Revidjasa and Lleag'Mak.

Average Elom. *Dexterity 2D+1, Knowledge 1D+1, Mechanical 1D, Perception 2D+1, Strength 3D, Technical 1D.* Move: 7, 5 (climbing).

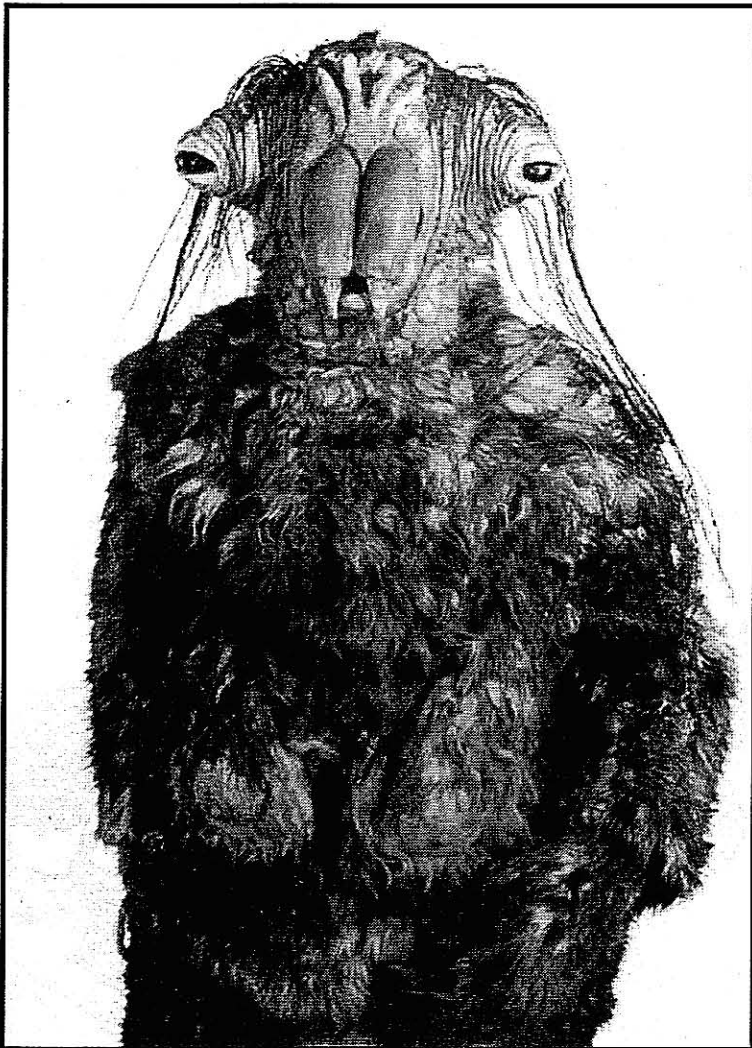
■ Eloms

Attribute Dice: 11D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D/3D+1
MECHANICAL 1D/3D
PERCEPTION 1D/3D+1
STRENGTH 2D/4D
TECHNICAL 1D/2D+2

Special Skills:

Perception skills:

Cave Navigation. Time to use: one round. The Eloms use this skill to determine where they are within a cave network.



LFL

Strength skills:

Digging. Time to use: one round or longer. This skill allows the Eloms to use their claws to dig through soil. As a guideline, digging a hole takes a time (in minutes) equal to the difficulty number.

Special Abilities:

Digging Claws: Eloms use their powerful claws to dig through soil and soft rock, but rarely, if ever, use them in combat. They add +1D to *climbing* and *digging* rolls. They add +1D to damage, but increase the difficulty by one level if used in combat.

Moisture Storage: When in a situation when water supplies are critical, Elom characters should generate a *stamina* total. This number represents how long, in days, an Elom can go without water. For every hour of exhaustive physical activity the Elom participates in, subtract one day from the total.

Low-Light Vision: Elom gain +2D to *search* in dark conditions, but suffer 2D-4D stun damage if exposed to bright light.

Move: 7/9 (walking), 5/8 (climbing)

Size: 1.3-1.6 meters tall

Gran

The peaceful Gran have been part of galactic society for ages, but they've always been a people who have kept to themselves. They are a strongly communal people who prefer their homeworld of Kinyen to travelling from one end of the galaxy to the other.

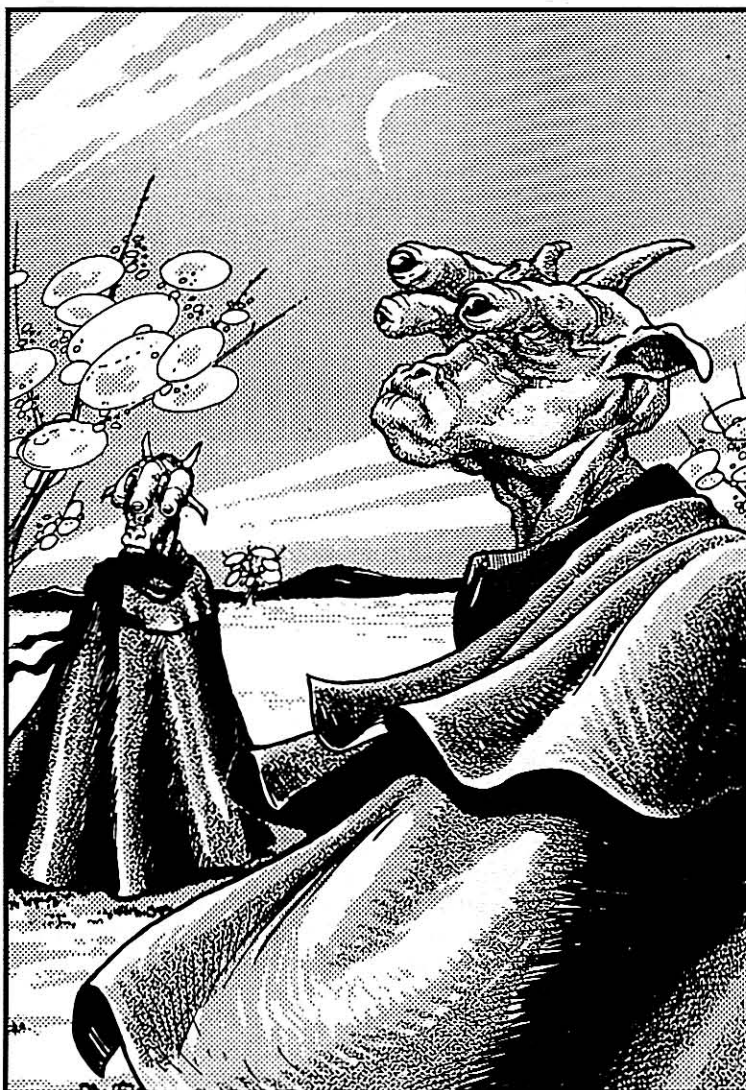
Appearance and Biology: The Gran are beige-skinned humanoids with black eyes on three eyestalks. They have ridges and small horns at the top and back of their skulls. A Gran has a long jawbone jutting out underneath his or her eyestalks.

The Gran have excellent vision and can resolve more colors than most species. They can see into the infrared spectrum. The Gran are fond of visual arts and enjoy lavish displays of color.

Gran are evolved from herbivores, with two stomachs to digest food. Many Gran take their time while eating, making sure to chew each piece of food and savor its flavor.

Temperament: Most Gran are friendly and hospitable beings and are slow to anger. They will gladly listen while others vent frustrations, but they are slow to complain about their own problems. The basic Gran method of dealing with difficulties is to adjust and maintain a pleasant demeanor. Most Gran also try to be pacifistic and nonviolent, although they will defend members of their species from injury.

History and Culture: The Gran have a peaceful history, with no recorded conflicts on their



Mike Vilardi

homeworld of Kinyen for more than 10 millennia. The ancient wars recorded in Gran archives seem to have resulted from matters of survival, not emotional sentiment.

The Gran are strongly social beings and each



■ The Gran criminal Ree-Yees confers with a "colleague" in Jabba's sail barge.

has a deep feeling of connection with his or her fellows. The Gran can read the emotions in other members of their species through subtle changes in body heat and skin color. To most Gran, all members of his species are part of his family. When two Gran decide to become lifemates, they remain bonded to each other until death; inevitably, the surviving mate dies of a broken heart within just a few days.

Gran scholars on Kinyen believe that the strong bonds between Gran are biological, as well as cultural. Long ago, the Gran lived on the prevalent highlands and mountains of Kinyen, but they were easy prey for the large predators who dominate the planet. The Gran learned that if they remained close to each other and worked together, they could defend themselves.

This herd instinct evolved into a highly harmonious society, and now the Gran have tamed Kinyen. They have moved off the mountains to dwell in all of the environments around their world, while the predators are protected and fenced into large preserves. Some Imperial officials have taken to coming to Kinyen for hunting in the Gran preserves.

Gran social structure relies on individuals working for the betterment of society. Every Gran child gets educated for a specific task, according to a rigid career-quota system, while every element of Gran life convinces the members to set aside individual desires in favor of the overall Gran society. While some beings would chafe under such a society, the Gran view this as a logical and necessary social system. Every Gran knows his or her place, with farmers growing food and politicians decided upon the most equitable distribution of wealth and technology.

When the Old Republic first discovered the Gran, the first scouts threw Gran society into a massive upheaval. Some Gran left Kinyen, leaving large gaps in the community, while other Gran learned to be negotiators and trade representatives. After the initial shock, the Gran reacted with isolationism, feeling this to be the best means of preserving their native society. The Gran built alien quarters in their cities and prohibited other species from leaving those areas while Gran politicians forbade any of their citizens from leaving Kinyen. The Old Republic respected the wishes of the Gran, while Gran soci-

ety gradually adapted to contact with a galactic civilization.

Most of the technology currently on Kinyen comes from Republic gifts. Although few Gran acknowledge this, they are dependent on off-worlders for their technology and its maintenance.

Years later, the New Order demanded access to all sections of Kinyen, and when the Gran protested, the Empire exerted its might. A squadron of TIE bombers leveled a Gran city. Now the Gran do whatever the Imperials tell them to do. The Gran have started to get more involved in the affairs of the galaxy, and trading groups of lifemates and close associates now receive permission to leave Kinyen on a regular basis.

The Gran have discovered that if they stay away from other members of their species too long, they may become unbalanced and eventually go mad. The most severe punishment in the Gran legal system is exile. Spacers know to leave solitary Gran alone. A tell-tale sign of a Gran criminal or outcast is black clothing. When madness starts to overtake a Gran, he can no longer tolerate bright colors because they remind him too much of the painted cities of Kinyen. Fortunately, Gran criminals are rare.

Politics: The Gran have a rigid social system with leaders trained from early childhood to handle any crisis. When debate does arise, affairs are settled slowly, almost ponderously. The basic political agenda of the Gran is to provide peace and security for all people, while harming as few other living beings as possible.

Technology Level: The Gran have hyperdrive starships and galactic trade with the Empire, as well as private corporations and many alien cultures. The Gran have developed a lively trade with Herglic colonies lying beyond the Giju system (for more information on the Herglics, see pages 90–91 of the *Dark Force Rising Sourcebook*).

Trade and Technology: The Gran have a fertile world and sell excess food to many trading concerns. The Gran import items of high technology and have yet to develop their own technology industries, putting them at a great risk in the event of an Imperial embargo.

They trade with other systems in their sector, but Kinyen has no special resources. The Empire keeps a base on Kinyen for security reasons, but the Imperials feel that they have little to fear from the pacifistic Gran.

Gran in the Galaxy: Far more beings know of the Gran by reputation than by sight. When Gran do travel, they like to do so in groups and usually only for trading purposes. Intelligent beings give lone Gran a wide berth.

Gamemaster Notes: The average Gran is a peaceful and calm being who abhors violence and clings to the company of other Gran. A few Gran have tried to contact the Rebellion, but they insist on absolute secrecy. Most Gran disapprove of the violent nature of the Rebel Alliance.

Some Gran have started to supply the Rebels with much-needed food in exchange for quiet Rebel assistance. The Gran, however, insist that no military actions are acceptable on their world. Some Gran are Rebel operatives who have learned that if they work with small groups of friends — even if they're not other Gran — that they can cultivate strong enough ties to avoid the madness of isolation.

Personality Notes: Gran enjoy meeting other beings and once they start talking they aren't likely to stop for a while. Gran tend to get a bit preachy about pacifism and nonviolent solutions to problems, much to the annoyance of many Rebels, smugglers and, of course, Imperials.

Average Gran. *Dexterity 2D+1, Knowledge 1D+2, Mechanical 2D, Perception 2D+2, Strength 2D, Technical 1D+1. Move: 10.*

■ Gran

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

Special Abilities:

Vision: Grans' unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of + 1D to notice sudden movements.

Move: 10/12

Size: 1.1–1.8 meters tall

■ Houk

The Wookiees of Kashyyyk are generally recognized as the single strongest intelligent species in the galaxy. A close second to the Wookiees in sheer brute force are the Houk. They are feared

throughout the galaxy for their strength and their consistently violent tempers.

Appearance and Biology: The Houk are hulking humanoids with deep violet or dark blue skin,

and tiny, piercing yellow eyes set deep in their thick, bone-ridged skull. They average 200 kilograms and are normally over two meters tall.

Temperament: The Houk are known for their rather short tempers and preference to solve most problems through violence, yet they lack the explosive rages of the Wookiees. Simply put, the Houk see violence as a preferred means of solving a problem situation. This attitude often *causes* problems, but that is beside the point. In nearly all disputes between the Houk and another party, the Houk have declared war: sadly, these wars tend to help the Houk gain what they want, despite excessive destruction.

Houk belligerence is not often in plain view, however: they often wage war on another group without formal declaration. In personal combat, they often sneak up on their opponents to gain as much advantage as possible—particularly when

the opponent may be a match for the Houk in question. This practice has earned them a reputation of being cowards. They are often accused of negotiating in bad faith, as treaties are seldom adhered to.

History and Culture: The Houk originally hailed from the Ansuroer sector, but immediately upon their contact with spacefaring Vaathkree traders (see pages 110–111 of *The Last Command Sourcebook*), they established a number of colonies throughout neighboring systems. The history of each Houk colony is markedly different, with different standards of behavior and varying systems of government.

Recent Houk history has been marred by continual strife: for example, the colonies established in the Lesser Cueva Expanse on the Weequay homeworld Sriluur have only recently arranged a peace after many years of conflict.

Secretly, the Empire has sought to breed the “perfect slave”: strong, resilient and capable of working with Imperial technology. Many Houk were abducted and “enrolled” in this program, and have not been heard from since.

The largest Houk population still resides in the Ansuroer sector, primarily on Lijuter, a planet in the Reibrin system. The Empire’s research labs are aboard one of the orbiting space stations around Lijuter’s second moon.

Politics: The Houk are administered chiefly by the Lijuter Congress, though each of the present 31 Houk colonies have a government that in turn answers to the central Congress. Houk politics, like Houk combat, are often conniving and deceitful.

Technology: Though they produce few technological items of their own, the Houk are well-adapted to the galactic standard. They use hyperdrive-equipped starships and are particularly fond of cruel modern weapons, such as neuronics whips.

Personality Notes: As each Houk colony will be different, so too will each Houk vary. Though all are descended from a culture where violence, corruption and treachery are rampant, some are hard workers and have learned to get along with others.



Notable Personalities: The late Ego Fass, enforcer in the Tion Hegemony employed by the twins J'ouch and R'all (see the novel *Han Solo and the Lost Legacy*); Morg Nar, a strongbeing for crimelord Wonn Ionstrike of Cloud City.

Average Houk. *Dexterity 1D, Knowledge 1D+1, Mechanical 2D, Perception 1D+2, Strength 4D+1, Technical 1D+2.* Move: 8.

■ Houk

Attribute Dice: 12D
DEXTERITY 1D/3D

KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 1D/3D+1
STRENGTH 2D+1/5D+2
TECHNICAL 1D/3D

Story Factors:

Belligerence: For most Houk, violence is often the only means to achieving a desired end. Most Houk are generally regarded as brutes who can not be trusted.

Imperial Experiment Subjects: Many Houk have disappeared after being taken into custody by Imperial science teams.

Move: 8/10

Size: 2.0–2.6 meters tall

■ Iotrans

The Iotrans are a people with a long military history. A strong police force protects their system territories and the large number of Iotrans who find employment as mercenaries and bounty hunters perpetuate the stereotype of the militaristic and deadly Iotran warrior ... an image that is not far from the truth.

Appearance and Biology: The Iotrans are a resilient species. Their shoulders, elbows, and hands possess short, sturdy spikes that protect them from would-be assailants. Their hands possess three strong fingers and a thick thumb, while their feet have two large foredigits.

Iotran skin is typically a smooth, dark brown or black, with distinctive markings on the head and upper shoulders. They possess no noticeable ears, and their jaw line is studded with the remainders of what were once spikes.

Temperament: The Iotrans are known throughout the galaxy as formidable adversaries in combat. They do not necessarily crave violence as much as they feel it is important to be prepared for any eventuality, including combat. They are relatively peaceful, and view their militarism as a means of providing stability.

The Iotrans are known for their minimalist traits. They are thorough in their actions, but are not given to exaggerate their words.

History and Culture: The Iotrans have long been proponents of a strong, stable culture. They see this stability as only attainable through a strong military tradition. The Iotrans have consistently maintained a large military force that is always ready to defend their system and their territories from any threat. They are firm believers in natural selection and survival of the fittest ... and they have every intention of being among those fit to survive.

Several famous (or infamous) military orders

have come from Iotra, including the Kinlandrin Royal Forces, the Lurathi Guard, and the Jengardin Millennial Warriors, creators of the Jengardin double-bladed vibroblade (see page 69 of *Fantastic Technology*). It is important to note that despite the presence of many military forces, the Iotrans have known only small “border skirmishes” and not full-fledged war — although Iotran scholars maintain that constant reminders of the potential devastation of war are precisely what has prevented such conflicts.

Upon unification of the Iotran nations (seven centuries ago), all the individual military orders were consolidated into the Iotran Police Force, or IPF. Now, all citizens of Iotra must serve a tour of duty in the IPF upon reaching their fourteenth season (equivalent to 18 standard years of age). Iotran citizens are provided with “basic” military skills that make them, by most standards, quite proficient combatants. This period of service also tends to build virtually unshakeable respect for the Iotran government, leading to a focused and harmonious society.

Each Iotran citizen serves for approximately six standard years. The Iotrans look upon their required time of service in the military as a privilege rather than an obligation: it is an honor to serve their people and world.

The IPF is not solely a law enforcement entity; it also serves in a civil capacity, handling fires and other natural disasters, as well as performing law enforcement and police duties. IPF members handle rescue operations during floods, earthquakes and the seasonal East Vacaliv wind storms which plague Iotra's southern latitudes. The IPF is highly respected in Iotran culture and nearly half of the Iotran population is part of the constabulary in one form or another.

IPF enlistees who show the most promise are enrolled in the elite Iotran Braceman Council,

which tracks down off-world criminals across the galaxy. The Bracemen are known for acting without regard for what the Empire refers to as "jurisdiction." Many tense diplomatic situations have arisen due to Bracemen disregarding local laws and procedures, although the Braceman can point to an astounding capture rate of over 95 percent.

Politics: As noted above, the Iotrans often come in conflict with other governments, as the Braceman will do nearly anything to apprehend someone who has broken Iotran law. As a culture that values stability above all else, this blatant disregard for the stability of *other* cultures and societies has brought about considerable criticism. On Iotra proper, the state controls all endeavors, and the Joint Council (the top eight military leaders) act as parliament, effectively ruling the entire society.

Iotra's "official" political allegiance is with the Empire, and for the most part, the Iotrans support the Empire as long as it respects Iotran sovereignty. Most Iotrans, particularly those in the service of the IPF, condemn the Rebel Alliance for its efforts to topple the Empire.

A new school in Iotran politics, however, is beginning to support the Alliance and its attempt to reestablish the Republic, which was historically a far more stable and just system. They hold the Empire in disdain as an illegal government.

Trade and Technology: Iotrans have somewhat primitive technology, with simple ground cars and slug-throwing rifles. Their droids and computers are simplistic but reliable.

They have adopted galactic-standard starships and energy weapons as part of their defense industry. In recent decades, most off-world traffic is routed through the Gettiarn Space Station, which is administered by the IPF. The station is situated about Gettiarn, the outermost planet in the Iotra system; Iotra is the fifth planet in the system.

Iotrans in the Galaxy: As befitting the training they receive early in life, many Iotrans encountered in the galaxy are employed in some military or combat capacity. While many Iotrans seek fully respectable employment, a few work for criminal figures, corrupt Imperial officials or mercenary groups.

Notable Personalities: Rodick Tag, bounty hunter, former Braceman and member of the Granse Confederacy (see page 31-32 of *Alliance Intelligence Reports*); Dira Shal, prominent weapons manufacturer and Chief Constable of Gettiarn Space Station.

Average Iotran. *Dexterity 3D, Knowledge 1D+2, Mechanical 1D+2, Perception 2D, Strength 2D+2, Technical 1D.* Move: 10.

■ Iotrans

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+1/3D+2

PERCEPTION 1D+2/4D

STRENGTH 2D/4D+1

TECHNICAL 1D/3D

Story Factors:

Military Training: Nearly all Iotrans have basic military training.

Move: 10/12

Size: 1.5–2.0 meters tall



Mike Vliardi

Kerestians

Savage hunters from a dying planet, the Kerestians are known throughout the galaxy as merciless bounty hunters. A handful of Kerestians have recently been rescued from "lost" colony ships and awakened from cold sleep and are providing quite a contrast to their brutal and uncivilized fellows.

Appearance and Biology: Kerestians are tall, broad-shouldered, and powerfully muscled humanoid. (A tall Human stands only shoulder-high to the average Kerestian.) Their skin ranges in color from a pale yellow to a deep tan.

The head of a Kerestian has a convoluted bulge at the center of the forehead, and is bald except for two thick strips of hair that begin at this bulge and form a double widow's peak. These "tails" run all the way down the Kerestian's back, and are typically a lustrous black or dark brown.

Kerestians have two eyes with slitted pupils (they are normally a brilliant emerald green in color), a single vertical slitted nose, and a mouth that is roughly triangular in shape. The mouth has a thin, peaked upper lip, a wide, flat lower lip, and is filled with long, jagged teeth. The ears are simple holes at either side of the head. They have a row of breathing holes under each eye; early in the Kerestians' evolution, these holes were used to generate long-range, high-frequency squeals, but the Kerestians lost that ability over time and now they are simple breathing passages. Individual Kerestians are known to pierce, mark or otherwise adorn these breathing holes, much as some beings wear earrings or nose rings.

Kerestians have a high birth rate, producing a litter of five to six young every year under optimal conditions. Due to the natural disaster that befell their homeworld, however, few young are born now and the species seems to be slowly dying off. Due to the conditions on Kerest, Kerestian females can never be certain whether a male is approaching her for food or as a mate.

Temperament: Kerestians move

with the calm deliberation of a hunter. They pursue their goals with calm, merciless precision, whether the task at hand is piloting of a ship through a dangerous asteroid belt or stalking a creature for food. They are thought to be utterly without humor.

The theory that these were innate, species-wide traits was laid to rest when the first of the Kerestian "colony ships" were discovered. The Kerestians aboard this ship displayed none of the "killer instinct" of their post-cataclysm fellows. It is now thought that on the homeworld natural selection favored those Kerestians who displayed the least remorse in killing each other. The resulting aggression is a psychological con-



dition among the post-collapse survivors rather than a genetic trait.

History and Culture: Kerestians evolved from mammalian carnivores and developed a modern, industrial civilization. They mastered atomic fusion, repulsorlift technology, and sublight space travel, colonizing Pharna and Karoliston, two habitable moons in their system.

Then disaster struck. The Kerestian sun, a red giant, slipped into a very unusual cycle of activity. Within a single year, temperatures plummeted. The two moons had to be immediately abandoned, and the homeworld was plunged into a severe period of glaciation from which it has never recovered. The only habitable territory remaining on the world is a thin band around the equator.

The surviving Kerestians fell into a state of barbarism. As the animals that sustained them died off, the Kerestians developed a scavenger “hunt or be hunted” society. Only the strongest and wildest Kerestians survived. The technology that had once been the foundation of their civilization was now buried under glacial sheets of ice hundreds of meters thick.

For centuries, the Kerestians hunted one another, gradually pushing themselves closer and closer to extinction. The planet Kerest lies in a lightly settled region of the Sluis sector, far away from any of the usual hyperspace routes. Finally, a House of Tagge explorer entered orbit around the glacier-wrapped planet after a navicomputer error dumped the ship in the previously unexplored system. The Tagge ship made an offer: in return for transport away from their dying planet, a handful of the fiercest Kerestians would serve as assassins for the House of Tagge. The Kerestians willingly agreed — indeed, they fought each other for the privilege.

In time, word of the Kerestians got out, and the Empire proper took an interest in the savage aliens the powerful Tagge clan discovered. Today, many Kerestians are loyal servants of the Empire’s nobles and officials, serving as messengers and combatants. A handful of Kerestians, angry with how the Empire has treated their people, have joined the Rebel Alliance.

Technology Level: The Kerestians had developed atomic power and primitive spaceflight, but have since slid back to stone age technology.

Trade and Technology: Prior to the disaster that wiped out their civilization, the Kerestians had developed a number of unique technologies. One of the best known is the Kerestian “darkstick,” a weapon that is thrown like a boomerang. When turned off, the darkstick looks like a flat piece of silver metal, about two centimeters thick, seven centimeters wide, and 15 centimeters long, with one rounded end and one square end. This

“handle” is much heavier than it looks.

When a button near the square end is pushed, the darkstick comes to life, emitting a beam of utterly black “light.” This beam bends at its midpoint, giving the weapon the shape of a boomerang.

The darkstick is thrown one-handed, using a flicking motion of the wrist. Its dark blade is capable of cutting through the densest of materials. The weapon then returns to its thrower, who must deftly catch it by the silver handle. The technique is quite difficult; this is not a weapon that can be used untrained.

The Kerestians in the Galaxy: Nearly a century before their sun began to cool, the Kerestians launched several dozen colony ships. These starships, filled with Kerestians held in suspended animation in cryotanks, were aimed at distant stars that the species hoped to colonize. Due to the fact that they were travelling at sub-light speeds, these starships have yet to complete their millennia-long journeys.

A number of the Kerestian colony ships were destroyed by deep-space collisions or suffered systems failures, while others continue out into deep space. A few have been recovered. Their sleeping passengers are far different from those Kerestians known today: they are a civilized, disciplined people who are stunned and saddened to learn that their home planet has all but died. They are shocked at the barbarity of their descendants.

Gamemaster Notes: Many Kerestians will be in the employ of the Empire, Imperial nobles or criminals. It is possible that the characters may stumble across one of the lost Kerestian colony ships. If released from their cryotanks, these Kerestians may be able to lead the characters to “lost” Kerestian technologies buried under the planet’s glaciers.

The gamemaster can make use of the planet Kerest and its two nearby moons, each of which features valuable and unusual technology buried under thick glacial ice. Unfortunately, most Kerestians (aside from those on the colony ships) have only vague (and highly inaccurate) fables about these technologies.

Notable Personalities: The bounty hunters Milacass (who used to work for the Gotal crime lord Pari’ Notgoth), Galasett (a long-time friend of Reglis Taal), and Andov Syn.

Average Kerestian. *Dexterity 3D, Knowledge 1D, Mechanical 1D+1, Perception 2D+1, Strength 3D+1, Technical 1D.* Move: 11.

■ Kerestians

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

STRENGTH 2D/4D+2

TECHNICAL 1D/2D+2

Special Skills:

Dexterity skills:

(A) *Darkstick*. Time taken: one round. This skill is used to throw and catch the Kerestian darkstick. The character must have *thrown weapons* of at least 4D to purchase this skill. The *darkstick* skill begins at the *Dexterity* attribute

(like normal skills). Increase the difficulty to use the darkstick by two levels if the character is not skilled in *darkstick*. The weapon's ranges are 5-10/30/50 and the darkstick causes 4D+2 damage. If the character exceeds the difficulty by more than five points, the character can catch the darkstick on its return trip.

Move: 10/12

Size: 1.8–2.5 meters tall

Khil

The Khil are one of the older member species of the Old Republic and dwell on planets in many regions of the galaxy, including the Core Worlds. Since the New Order began excluding the Khil from government activities, more and more members of this species have developed Rebel sympathies.

Appearance and Biology: The Khil are hairless warm-blooded humanoids, with dark gray to greenish-gray flesh colors. Khil have sharp nails on their fingers and toes. They have no recognizable jaws, instead having strands of flesh that hang from their faces.

These strands of flesh, called *hullepi*, are some of the Khil's most important organs. The Khil breathe through them, where a membrane inside each strand pulls microscopic proteins and moisture vapor out of the air. The clean air goes to the lungs, while the organic debris — usually dust, microbes, or bacteria — is digested. Inorganic debris gets expelled through sneezing. As the Khil walk around, they feed themselves throughout the day while also cleaning the air. The Khil drink vegetable and fruit juices for further nourishment.

The Khil prefer to dwell near wetlands and marshes, where the air is thick with “food.” On their homeworld of Belnar and throughout their colony worlds, the Khil have blocks of marshy parks between buildings. Aside from being convenient feeding areas, Khil (and many other beings) find the green spaces aesthetically pleasing.

When a Khil communicates, he does so by breathing through *hullepi* of different lengths. The resulting speech sounds like a combination of whistling and singing. The Khil regard music as one of the highest art forms, and talented Khil singers have no problem finding support from wealthy patrons.

The Khil have a wide variation of height, ranging from barely a meter tall to well over two meters in height. The Khil don't notice size differences any more than most beings notice variations in eye or hair color.

Temperament: As a whole, the Khil are a dedicated and driven people. Almost every Khil attempts to become the very best at what he does. As a species, they have little tolerance for quitters or anyone who isn't hard-working. As a



Mike Vilardi

general guideline, Khil can be goaded into anger about as easily as Humans.

History and Culture: For as long as anyone can remember, the Khil have belonged to the Old Republic. They have had their share of war heroes, politicians, and intellectuals. The Khil homeworld of Belnar is only one of many worlds inhabited by the Khil across the galaxy; they have several colonies in adjoining systems, as well as colonies scattered across thousands of light years.

After Senator Palpatine seized the reigns of power and established the Empire, most Khil were outraged. A vocal minority supported Palpatine's reforms, until they discovered that they were being locked out of the government because they were not Human. Since then, many Khil have worked to oppose the Empire, either through criminal activities or by joining the Rebellion.

When tourists visit Khil worlds, they find that they resemble Core World planets in many respects. The technology and architecture are all heavily influenced by Old Republic tastes, although the Khil retain their fondness for wide open spaces and watery marshes. In wealthy Khil areas, each dwelling has its own pond or swamp. Other parts of their cities have blocks separated by large wetland parks. The Khil dislike high population densities and space their buildings widely. Many different aliens can be found on Khil worlds as they easily assimilate peaceful neighbors; most Khil think of themselves as "citizens of the galaxy."

Politics: The Khil worlds have Imperial governors but look to their former leaders for guidance. Several Khil-controlled trading companies serve as symbols of pride for the Khil.

Most Khil see the Imperials as oppressive and evil. Khil opposition to the Empire is subtle, and almost always carried out on the individual level. Khil politicians strongly try to avoid direct confrontations with the Imperials, at least for now. However, stormtroopers stationed on Khil worlds remain wary of the general populace.

The one time several Khil rose up against the Empire happened on the colony world of Merakai. The residents of the spaceport of Chrenda staged a mass protest against the building of a military hangar for TIE fighters. The Imperial Navy destroyed all of the civilian hangars in response, and AT-AT walkers marched through the city, firing on the protesters. This incident inflamed the Khil, sending many of them into the arms of the Alliance.

Technology Level: The Khil have standard

hyperdrive starships, computers, droids, energy weapons and repulsorlift vehicles.

Trade and Technology: The Khil are involved in economic ventures from one end of the galaxy to the other. Khil scientists have made numerous technological discoveries over the millennia, while traders are a common sight across the galaxy.

Khil in the Galaxy: Many Khil serve in important jobs throughout the galaxy, and use their drive to outwork the competition. Khil tend to gravitate toward managerial positions since they are taught from infancy to aspire to leadership roles.

Imperials are slowly learning to suspect many Khil of treasonous activity; fortunately, the aliens are subtle enough that the Empire cannot universally condemn or imprison them. However, if a Khil gives a stormtrooper a legitimate reason to arrest him, the Imperial soldier won't hesitate.

Gamemaster Notes: The Khil have a quiet arrogance. Many of them believe that if given the chance and the knowledge, they can accomplish any task. This unshakable belief, supported by their hard-working tendencies, makes them formidable beings.

Khil can be encountered anywhere, but they are often found in business sectors at spaceports. Usually, they don't mind talking or chatting with space travellers, but they tend to dislike blatant wastes of time. Almost every Khil has an obsessive desire to get the most out of his life.

Personality Notes: The Khil are generally friendly and polite when dealing with others, but they can be prone to strong mood swings, especially when frustrated by a lack of progress. Khil don't know how to do anything halfway: even when they say they accept that a thing can't be done, they still haven't accepted that it can't be done. This intensity causes some Khil to have emotional breakdowns in high-stress situations. Family is important to the Khil, and they try to be loving and supportive of their life-mates.

Notable Personalities: Grello Farnor, a rogue terrorist; see *Wanted By Cracken*, page 90.

Average Khil. *Dexterity 2D, Knowledge 2D+1, Mechanical 2D, Perception 2D, Strength 1D+2, Technical 2D.*

■ Khil

Attribute Dice: 12D
 DEXTERITY 1D/4D
 KNOWLEDGE 2D/4D
 MECHANICAL 1D/4D
 PERCEPTION 1D/4D
 STRENGTH 1D/3D
 TECHNICAL 1D+1/4D
 Move: 8/10
 Size: 1.2–2.0 meters tall

Kian'thar

The Kian'thar of Shaum Hii are a nomadic people who roam the vast seas of their world, raising herds of airborne derlacs. These aliens are a proud species with a sense of wanderlust and an appetite for hard work.

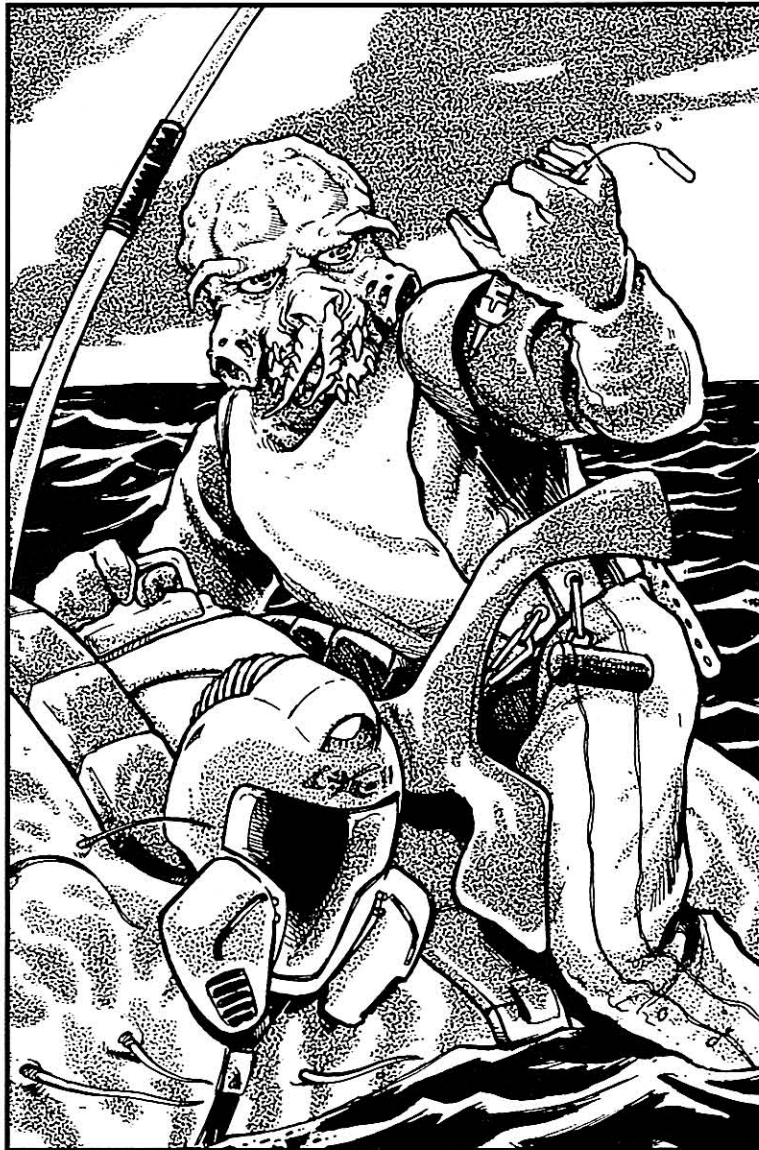
Appearance and Biology: The Kian'thar have large, deep-set, watery eyes and olfactory organs that consist of two dangling appendages with numerous sensitive protrusions. Their purplish-pink heads have noticeably raised cheek bones and large keratin-like plates protecting the neck. Their skin is well-suited to the aquatic environment on Shaum Hii, a sea and marsh planet on the outskirts of the Tragan Cluster, one of the many sectors in the Outer Rim Territories.

Temperament: The Kian'thar are very perceptive beings, and with their heightened ability to detect the emotions of others, are often quite successful in preventing hostilities (though some less-than-savory Kian'thar use this ability to incite conflict).

As a whole, the Kian'thar are a hard-working people. They know they are lucky to have a lush world rich in food and resources, and are striving to improve their society. Individual Kian'thar are as variable as most species, ranging from calm and introspective to easily angered, excitable or passionate. While many Kian'thar are wholly dedicated to the notions of work and family, others are easily distracted and prone to flights of fancy.

History and Culture: The Kian'thar are evolved from large reptilian creatures that once roamed the planet's land masses, but they have since developed a culture built around Shaum Hii's oceans. They travel the vast seas of their world on their Shaum bentails, large flying beasts that feed on the fish in Shaum Hii's rich oceans. The bentails and their Kian'thar masters tend to form close bonds, similar to many pet/master relationships.

The Kian'thar use domesticated bentails to



Mike Vilardi

“ranch” the plentiful derlacs who roam the planet's oceans. The derlacs are floating grazers that feed on the many insects and aquatic plants near the ocean's surface; a mature derlac can reach a length of nearly 15 meters, and families can make good livings by taking only a dozen or so derlacs to market each season. Shaum Hii's expansive derlac “cattle markets” are famous around the galaxy.

Kian'thar communities tend toward small villages near marsh-shores; the buildings are often built over shallow water and anchored together for stability. These villages offer small commu-

nity stores to sell basic survival goods and to offer a market for derlacs, but most Kian'thar families are fairly self-sufficient.

Kian'thar rely mostly on bentails for transportation, and aquatic speeders are unusual on the planet. Most families have a simple dwelling near shore. Since the derlacs tend to wander freely, the oceans are considered open; Kian'thar families must tag or brand their herds to make sure that they are not claimed by another family.

The Kian'thar have only been a part of the galactic community for just over three standard centuries. The perils of the Tragan Cluster and the notorious Bakisian Drift prevented exploration of the region until a group of Shistavanen explorers charted the Cluster and discovered the Kian'thar and several other species in the Cluster's systems.

Politics: The Kian'thar have, since that first day of contact with the Shistavanen, been divided into two factions: the lith'lon ("Preservers") — those who wish to continue the traditional ways of simply ranching and trading with other Kian'thar communities — and the *Lllun* ("Progressives"), those who wish to join the galactic community.

Though these groups do not go so far as to feud with one another, their views are well-defined and partisan: those who wish to preserve the relative isolationism of Shaum Hii take no part in galactic trade, technology or affairs. Those who want to see Shaum Hii become more "modern" make every effort to embrace modern society and try to convince others to see their ways. While discussions between members of the two factions can get quite heated, especially over a cup of steaming oceanroot at the local tavern, the Kian'thar people as a whole are peaceful and try to "agree to disagree."

Trade and Technology: Shaum Hii's major export is derlac meat, but the Kian'thar have little use for most imports. While the planet has a decidedly

low technology level, most Kian'thar are perfectly content with things the way they are. They claim to have no need for droids, speeders and other high tech goods. The Kian'thar burn petroleum products as their main energy source.

Kian'thar in the Galaxy: While most Kian'thar are perfectly content with their uncomplicated society, nearly two million Kian'thar have left Shaum Hii to seek their fortune among the stars. Kian'thar make use of their unique abilities by serving as mediators or counselors, though some take advantage of their abilities to engage in criminal endeavors.

Noticeable Personalities: Kkral'Nas, Alliance operative; Ttul'Thar, MadisCorp business mediator; Llleag'Mak, criminal figure (for New Republic-era information, see pages 62 and 63 of *Galaxy Guide 11: Criminal Organizations*).

Average Kian'thar. *Dexterity 2D, Knowledge 1D+1, Mechanical 1D+1, Perception 2D+1, Strength 2D+2, Technical 2D+1.* Move: 9.

■ Kian'thar

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D+1

PERCEPTION 2D/4D+1

STRENGTH 2D/4D

TECHNICAL 1D/3D

Special Abilities:

Emotion Sense: Kian'thar can sense the intentions and emotions of others. They begin with this special ability at 2D and can advance it like a skill at *double* the normal cost for skill advancement; *emotion sense* cannot exceed 6D. When trying to use this ability, the base difficulty is Easy, with an additional +3 to the difficulty for every meter away the target is. Characters can resist this ability by making *Perception* or *control* rolls: for every four points they get on their roll (round down), add +1 to the Kian'thar's difficulty number.

Story Factors:

Reputation: People are often wary of the Kian'thars' ability to detect emotions. Assign modifiers as appropriate.

Move: 9/12

Size: 1.8–2.1 meters tall

■ Klatooinans

The Klatooinan people have been in the service of the Hutts since before the rise of the Old Republic. They were co-signers of an ancient contract that placed them, the Nikto and the Vodrans into Hutt servitude. Now, as the fire of Rebellion burns across the galaxy, a number of Klatooinans have rejected the Hutts as their masters, and begun the search for their own identities.

Appearance and Biology: The Klatooinans are tall, humanoid beings with coarse skin ranging in color from olive green to dark brown. They have flat, vaguely canine muzzles, and dark eyes under heavy brows.

Temperament: Klatooinans are strong believers in culture and tradition. The elders of their

planet look respectfully at those that came before them and the ways they established. However, the younger generation is discontented and rebellious, causing shock waves to ripple through Klatooian society.

Klatooins have been regarded for millennia as loyal servants and good foot soldiers. They display tenacity, fierceness, and unswerving loyalty. Once a person has managed to earn the respect of a Klatooian, loyalty is unquestioned. It is this loyalty that the Hutts have been exploiting since before the rise of the Old Republic.

History and Culture: Located in the middle of the Derelkoos Desert on the planet Klatooine is a natural bowl-shaped formation. At the base of the smooth crater, a fissure opens into the world's crust, revealing a unique spectacle. From beneath Klatooine's surface, liquid wintrium seeps out and touches the desert air. The liquid glass pours out, and after a span of approximately 10,000 years, the wintrium cools and adds to the evolving glass "sculpture" in the center of the desert. This sculpture, simply called the Fountain of Ancients, is regarded by the Klatooins as a religious artifact and proof of the need for patience and tenacity. It is a stunning object to behold for even the most jaded star traveller.

The early, primitive people of this world saw the Fountain, and revered its brilliance — a jewel in a wasteland — and cherished the principles it embodied. Age, time and strength became cornerstones of Klatooian culture. It was a gift of the fabled Ancients to the Klatooian people, who faced a hard life in the deserts of Klatooine.

While this fable is what the history scrolls describe, much of Klatooian history is lost in the ancient past, as their culture pre-dates even the Old Republic. To the Klatooins, though, time is the most powerful of forces, for nothing can withstand time. The most powerful of mountains eventually fall, and the greatest of evils decay under the weight of time.

The exception was the Fountain. It grew stronger with age. This became an important concept in Klatooian culture: strength with age. They were the Children of the Fountain, and so it stood to reason that the Klatooins shared in its properties.

However, Klatooian life is harsh and unforgiving. Klatooian children spend the first decade of life immersed in their culture's texts, myths, legends and traditions. This period of schooling robs the children of any individuality, and often, only the names of the Klatooian youths are different. Because many Klatooian parents draw inspiration from the same myths and histories, not even names offer much identity.

After 10 years of education, a young Klatooian



Mike Vilardi

is then sold into a form of servitude. Usually it is for the services of the cities and towns, but disrespectful youths are sold into what amounts to slavery. Conditions are harsh for the rebellious youth; they work in mines, shipyards, mills, and quarries across Klatooine.

It was their reverence for age that sealed the entire species' servitude to the Hutts. Millennia ago, the Hutts discovered the Klatooins as they expanded from their homeworld of Varl to establish Nal Hutta and the other worlds of Hutt Space. The Hutts, whose lifespan is centuries long, were regarded as near gods to the Klatooins; perhaps, some speculated, the Hutts were the Ancients. The Hutts had little trouble recruiting the species into their empire.

A treaty was signed among the Hutts, the Klatooins, and the two other species found in the Si'klaata Cluster: the Nikto, and the Vodrans.

The Klatooian representative was Barada M'Beg, who came to be one of the most revered scholars and leaders in Klatooian history. Many a Klatooian child has been named Barada or M'Beg since.

The Hutts have used the Klatooins, the Nikto, and the Vodrans as their enforcers, bodyguards, and all-around lackeys. The three Hutt charges (as specified in the contract, the Treaty of Vontor) helped the Hutts repel Xim the Despot at the Third Battle of Vontor. The Klatooins have served the Hutts loyally for over 25,000 Standard Years.

However, the Klatooins believe that *all* things eventually pass — perhaps even their servitude to the Hutts. Word of Rebel Alliance victories at Toprawa, Begeren, and Yavin fanned the flame of rebellion in the hearts of Klatooian young. Many Klatooins have turned their backs on the traditions that have ruled their people for a thousand generations. Some have escaped on cargo ships, becoming members of tramp freighter crews. Others have fled into the Klatooian wilderness to escape their elders.

The Rebel Alliance has taken notice of the Klatooian youths, but because Klatooine is deep in Hutt Space, it is almost impossible to provide assistance or aid to the Klatooins. It should be noted, however, the Rebel Alliance seems to have a knack for accomplishing the impossible.

Politics: As would be expected, the Klatooins are ruled by a council of elders, who reside in a palace built around the Fountain of Ancients, whose name has since been changed to the Fountain of Hutt Ancients. The council elects new members only after a sitting council member has died or has proven him or herself unable to complete council duties. Candidates are judged on age, work experience, and a debate process based on the interpretation of ancient Klatooian myths and traditions. The Klatooins are left by the Hutts to rule themselves, but the Hutts control all off-world concerns.



Technology Level: The Klatooins have been introduced to hyperdrive-level technology, but prefer a simpler existence centered around industrial-level technology. While the main cities of Klatooine have advanced computer systems and repulsorlift transportation, the area around the Fountain is kept as it has been for thousands of years. No advanced technology is allowed within a kilometer of this sacred site.

Trade and Technology: The Klatooins have never established a trade relationship without the approval of the Hutts. Klatooian corporations and organizations, such as the famed Klatooian Trade Guild, are simply vehicles to extend the will of their Hutt masters.

Klatooins in the Galaxy: The Klatooins are known throughout the galaxy as Hutt henchmen, along with the Nikto and the Vodrans. They are often erroneously referred to as Baradas because so many of their members have that as their name. Younger Klatooins are forsaking tradition and refusing to enter servitude; some of them have managed to join competing crime families or the Rebel Alliance.

Gamemaster Notes: Klatooins can range from cannon-fodder gamemaster characters for those players in trouble with the Hutts to heroic player characters aspiring to be Rebels. The Klatooins who are loyal to their traditions usually cannot be swayed, while those who were delinquent youths tend to be hardened and cynical. If given free reign by their masters or employers, they can be a very dangerous lot indeed.

Personality Notes: Klatooins display a fierce dedication, be they traditionalists or rebellious youths. There is a sense of disenfranchisement among the younger Klatooins, who see little value in ancient traditions that keep them enslaved.

Suggested Skills: As toughs, Klatooins have combat skills, but individual Klatooins can have virtually any skills and can be found in any occupation.

Notable Personalities: Barada, Jabba the Hutt's skiff captain.

Average Klatooian. *Dexterity 2D+2, Knowledge 1D, Mechanical 2D+1, Perception 1D, Strength 2D+2, Technical 2D+1. Move: 10.*

■ Klatooins

Attribute Dice: 12D
DEXTERITY 2D/4D+1
KNOWLEDGE 1D/3D
MECHANICAL 2D/4D
PERCEPTION 1D/3D+2
STRENGTH 2D/4D
TECHNICAL 2D/4D
Move: 10/12
Size: 1.6–2 meters tall

Krytollaks

The Krytollaks are a species that virtually worships Emperor Palpatine. These aliens come from Thandruss, a world with a rigid social structure and a staunchly pro-Imperial government. The Krytollaks have a reputation among other species for "having skulls as thick as their shells."

Appearance and Biology: The Krytollaks are a warm-blooded species that have both a hard internal skeleton and a tough outer shell. The shells have several different plates, while the muscles work with the skeleton and plates to provide movement. Most Krytollak shells are dull brown or black, but a few have green shells. The Krytollaks see green shells as an outward sign of greatness.

Some Krytollaks paint designs on their shells. In particular, Krytollak nobles usually have their personal crest painted on their body plates. A Krytollak's shell keeps growing throughout his or her lifetime and the aliens cannot survive the removal of these plates.

Krytollaks have visible mouths and eyes in the breaks between facial plates. Krytollaks have eyes with irises and pupils, although they tend to be black or brown in color. Krytollaks can hear through a series of membranes ringing the facial plates. They have no sense of smell. The skin beneath the shell plates is usually reddish brown.

The Krytollak diet consists mostly of vegetables. They can also devour any sort of carbon-based rock, from which they draw trace elements to grow their shells. Krytollaks consider rocks and plants from other worlds to be delicacies.

Female Krytollaks average 10–20 centimeters taller than the males and their shells tend to be darker. Krytollaks grow throughout their lives and older specimens reach heights of almost 3 meters. Krytollaks can live for nearly a century, and suffer few signs of deterioration from aging.

Krytollaks on Thandruss dress in robes, imitating the clothing of Imperial officers and nobility. The color gray is reserved for Krytollak nobility.



Mike Vilardi

Temperament: If left alone, most Krytollaks ignore the world around them. To others, the species tends to come off as apathetic and self-involved, but this is because Krytollaks want to understand a situation before becoming a part of it. Krytollaks are difficult to anger, but once a Krytollak gets offended, forgiveness is a long time in coming, if ever.

History and Culture: The Krytollaks are recent additions to the galactic community. Before they became part of the Empire, they lived in a technologically primitive state, with heat and energy generated by burning wood and coal. They had primitive roads, while transport was

supplied by wagons drawn by animals. Krytollak communities used primitive radionics broadcasts to stay informed about events around Thandruss.

The Krytollaks have a single government which has authority over their entire planet. Their empress, Devir, has ruled for the equivalent of 20 standard years (Krytollaks measure time according to the orbits of their planet's twin satellites). Devir has recognized Emperor Palpatine as her lord and master, therefore allying her entire species with the Empire. She has named him the rightful ruler of the galaxy. An Imperial observer helps Empress Devir govern the planet, while monitoring the Krytollaks' now-rapid technological advancement.

The Krytollaks believe in the notion of a single galactic ruler since they have always had a single absolute ruler through their history. The Krytollaks think that this is the way things should be, not only for them, but for the entire galaxy. They see a single ruler as inherently just and orderly, believing that such a ruler is destined to rule; the emergence of such a leader is a clear signal of this destiny. They see the authority of the Emperor as greater than that of their own empress.

The Krytollaks have but two social classes, the "worker class," which composes over 96 percent of the population, and the "royalty class." The royal class are those with green shells (and their children). Since shell color is apparent upon birth, green-shelled children are immediately removed from their birth parents and moved into the royal academies, where they are trained to assume positions of power. Those of the royal class can never be removed from this class; their offspring, even if they do not have green shells, are also considered part of the royal class. Second-generation Krytollaks lacking green shells are returned to the worker class, since this is an indication that fate has decreed them unworthy of rulership.

Those within the royal class are initially granted leadership over small communities and villages. With experience (and suitable political maneuvering), they may earn a higher station within the ranks of the royalty class. However, one should not get the impression that the life of a noble is filled with idle time and jaded pleasures; the demanding Krytollak empress insures that every member of society faces great challenges.

Krytollaks, from the lowliest laborers to the highest nobles, do not question their social system. In fact, while others might argue that this system is prone to injustice and folly, the Krytollaks point out that similar systems, especially democratic institutions like the Old Repub-

lic, are *more* susceptible to corruption and failure, and, in any event, the rise of the Emperor proves the viability of this social system.

Many Krytollaks prefer violent forms of entertainment, including various types of unarmed combat. It should be noted that their thick shells provide protection and these combats, while painful and somewhat gruesome to watch, rarely result in long-term injuries. One of the easiest ways to impress a Krytollak is by exhibiting prowess in close combat (although Krytollaks feel that ranged weapons are dishonorable). During celebrations, large numbers of Krytollak nobles will engage in relatively friendly free-for-alls. Matters of honor between nobles are settled in personal combat with hand weapons.

Politics: The Krytollaks have a hierarchy of nobles answering to Empress Devir. Each noble rules over his own section of Thandruss and reports back to the Empress (and is sure to include choice rumors about those nobles known to have fallen out of favor). Both workers and nobles are free to come and go as they please as long as they follow the dictates of their superiors; in truth, Krytollak society is relatively lenient on those who properly perform their duties.

The Krytollaks believe that Emperor Palpatine is their true master, and they speak of him in glowing terms. However, they dislike the Imperial presence on their planet, especially due to increased demands for tribute and tax revenues. The prevailing opinion among the Krytollaks is that the Emperor's servants are corrupt and once Emperor Palpatine learns how his subjects are treated, justice will be served.

Technology Level: The Krytollaks developed early steam power on their own, but are quickly adding galactic-standard technology into their society. They have yet to acquire any hyperdrive-equipped starships, but when they do so, some nobles will no doubt assemble crews of choice workers and head out to explore the rest of the Empire.

Trade and Technology: The Krytollaks trade with the Empire, private corporations and those species in favor with the local Imperial advisor, particularly the Herglics and Sullustans. They place a special value on vibro weapons.

Krytollaks in the Galaxy: Many Krytollaks have left Thandruss (with the permission of their nobles) to explore the galaxy and earn glory. A few young Krytollak nobles have become traders and bounty hunters, while others have formed freelance mercenary units. Some workers have found work opportunities at distant spaceports doing menial labor, but most Krytollaks have no technical skills to offer. Some Krytollaks have

been pressed into service by the Empire, a duty which they are proud to serve. A few Krytollaks have joined the Rebel Alliance, but many of these individuals see their task in terms of informing the Emperor of the criminal actions of his servants rather than actually deposing Palpatine; it's difficult for any Krytollak to shake his beliefs about the need for absolute leaders.

Gamemaster Notes: The views held by many Krytollaks may seem strange to Rebels, but the Krytollaks find their views perfectly reasonable. This doesn't mean that Krytollaks don't believe the Empire commits criminal actions; it *does* mean that they blame Moff's, generals, and governors for the failings of the New Order. They find the "desire for unrestrained freedom" desired by Rebel sympathizers to be extremely dangerous.

Personality Notes: Krytollaks tend to speak infrequently, preferring to respond when spoken to. Most workers are deferential by nature, while Krytollak nobles have a touch of arrogance and

overconfidence. Krytollaks respect strength and enjoy a good brawl.

A few cantina owners in the systems near Thandruss shake their heads when a Krytollak enters. Although a Krytollak may get into a fight, they don't become truly angry unless provoked. Many Krytollaks have vengeful streaks.

Average Krytollak. *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D.* Move: 9.

■ Krytollaks

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

Special Abilities:

Shell: A Krytollak's thick shell provides +1D+2 physical, +2 energy protection.

Move: 9/11

Size: 1.8–2.8 meters tall

M'shinni

M'shinni (singular: M'shinn) are a species of humanoids who are immediately recognizable by the plant covering that coats their entire bodies, leading to the nickname "Mossies." Skilled botanists and traders, they are known for their close-knit, family-run businesses and extensive knowledge of terraforming.

Appearance and Biology: The M'shinni long ago in their evolutionary history entered into a symbiotic relationship with a plant species native to their homeworld. The M'shinni are approximately the same size and shape as Humans, but their hairless bodies are completely covered by a soft, thick coating of plant growth. Only the palms of the hands and soles of the feet are bare.

Depending upon the type of star the M'shinni are living under (or upon the source of artificial light), this plant covering may range from a pale yellow-green to a dark emerald with tones of blue or black. If a M'shinn is unhealthy, patches of the covering may dry to a dull brown. Similarly, if a M'shinn is in complete darkness for more than 10 standard days, the plant covering will die.

M'shinni have heads that are large by Human standards, with watery eyes that bulge out from the face. They have a centimeter-wide hole in either cheek that serves as a nostril, and black membranes, approximately five centimeters in diameter and at either side of the head that are sensitive to sound. Their mouths are filled with

bony ridges (rather than teeth) for grinding vegetables; their lips are wide and flexible.

The plant covering roots in the skin and feeds upon the humanoids' sweat and dead skin cells. In return, it supplies nutrients and helps the skin maintain its moisture and elasticity. This "moss" can be scraped away to reveal soft pink skin, but will grow back again over the bare spot within two standard days. If the roots of the plant are destroyed (by a blaster beam, for example), it may be three weeks before fresh roots are put down.

All M'shinni are female and reproduce through a form of parthenogenesis. Reproduction is triggered by climatic conditions; in areas of plentiful food, a M'shinn will give birth to a single infant approximately once every three standard years. Infants are only a centimeter long when born, and are carried in a belly pouch for approximately 100 standard days.

As a result of this natural "cloning," all M'shinni who belong to the same family look almost identical. However, each new generation's genetic code is subtly altered (so the new M'shinni are not true clones); over scores of generations, readily recognizable families evolve. M'shinni exhibit their individuality by clipping and sculpting their natural plant coverings, and by wearing jewelry and other ornamentation. They do not, as a rule, wear clothes since clothing would prevent sunlight from reach-

ing the plant that covers their skin.

Temperament: M'shinni show as wide a range of temperament as Humans do. Some are calm and placid, while others are quick to anger. The one trait they all share, however, is unswerving allegiance to their family, or "Rootline." Individual M'shinni may show different amounts of vigor in pursuing the stated goals of their Rootline, but a M'shinn who will actively work against her sisters is extremely rare.

History and Culture: Long ago, population pressures on the M'shinni homeworld of Genassa forced them to begin colonizing space. Their first efforts involved building orbital biospheres. They next colonized the large moon that orbited their homeworld. From here, they terraformed the other six planets in their star system.

With the discovery of the hyperdrive, the M'shinni were able to begin their expansion in earnest, colonizing a number of nearby systems. Today, they control hundreds of worlds in what has come to be known as the "Mossonian sector" (although the formal name is the M'shinni sector).

Politics: Every M'shinn can trace her ancestry back to a "firstmother" — to the woman (from the now-extinct humanoid predecessor species) who first entered into the symbiotic plant relationship. The resulting families, or Rootlines, are each several thousand strong and are the basis of M'shinn politics and society.

Each Rootline controls a particular business, almost like a family-company. Whenever a new world is terraformed or colonized, it is divided up among these families according to strict rules for land ownership that were laid down in ancient times. On each of the worlds controlled by M'shinni, these rules are monitored by the "Council of the Wise," made up of the eldest member of each Rootline on the planet.

M'shinni gain political prestige through the careful stewardship of the lands given

into the care of their family. A Rootline can earn status through the reclamation of non-arable land, through the creation of a new strain of crop, or through a particularly high-yield harvest. With increasing prestige comes additional land and additional profit for the Rootline.

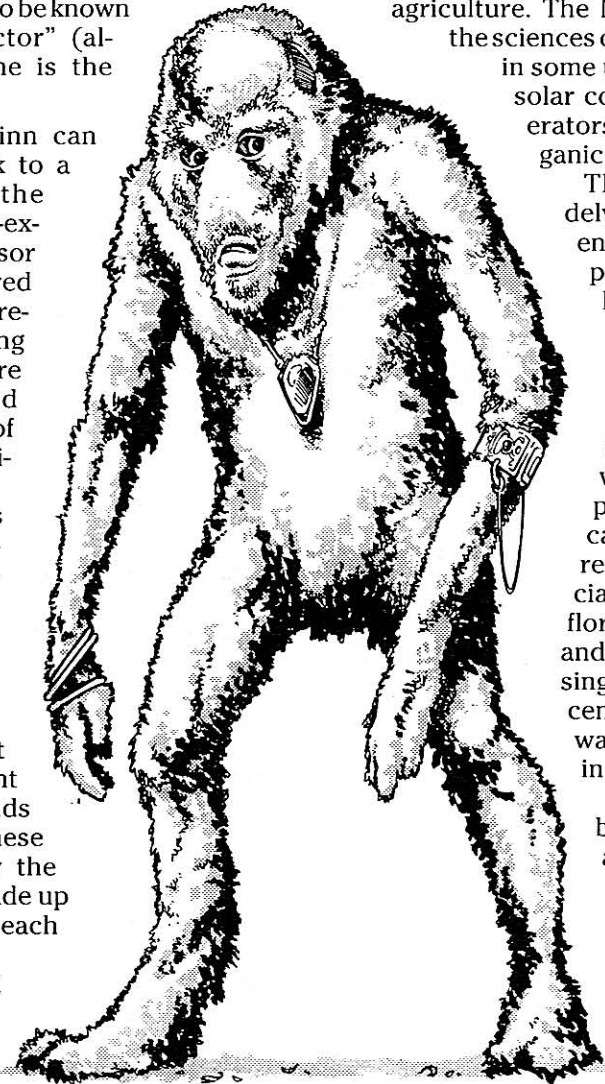
While the competition between Rootlines is fierce, only rarely does it erupt into open conflict. Conflict more commonly takes the form of covert sabotage of another family's efforts. Much caution must be taken, since exposing deliberate sabotage and similar dirty tricks would result in a severe loss of prestige for the offending Rootline.

Technology Level: M'shinni long ago developed hyperdrive, and upon being encountered by the Old Republic, quickly embraced the expansive government. M'shinni are fully integrated into the galactic community.

Trade and Technology: Due to their symbiotic relationship with plants, M'shinn technology has two main foci — solar power and agriculture. The M'shinni have combined the sciences of engineering and botany in some unusual ways, producing solar collectors and power generators that are based on organic, cellular technologies.

The M'shinni have also delved deeply into the science of genetics, using it to produce unusual and highly vigorous food crops. They have perfected plants that can live on airborne nutrients in zero-gravity environments, crops that can withstand extreme temperatures, and plants that can rapidly terraform barren moons. They also specialize in strictly decorative flora, from different colored and shaped blossoms on a single stem to bio-luminescent lichens that are used as wall and ceiling coverings in many habitats.

M'shinn technology can be found in the biospheres and hydroponic gardens of countless space stations and starships, on numerous colony-world farms, and in agricultural projects throughout the galaxy. In this respect, they are



Mike Vilardi

“friendly rivals” of the Ithorians.

M'shinni in the Galaxy: The M'shinni sector lies along the Celanon Spur, a prominent trade route that leads to the famed trade world of Celanon. The sector is an important source of food for nearby sectors.

While several of the Rootlines realize a steady profit by doing business with the Empire, others are wary lest the Empire march in and claim their holdings as its own. Already, the Empire has forbidden the M'shinni from trading with certain planets and sectors that are known to sympathize with the Rebel Alliance.

For now, the M'shinni live in an uneasy state of neutrality. Some of their worlds welcome Imperial starships and freighters into their starports, while others will deal with the Empire only at arm's length. This is leading to increasing friction within the Council of the Wise.

Personality Notes: Due to their intense focus on agriculture and botany, M'shinni tend to sprinkle their speech with agrarian terms. While some might regard this as shameless punsterism, to the M'shinni this is a perfectly natural way of looking at the world. A planet is “seeded” with colonists, and its resources are “harvested.” Those who agree with the Empire's policies see its tactics as a form of “weeding out” the weak and meddlesome.

Adventure Hook: The characters are hired (through numerous intermediaries to ensure plausible deniability) to sabotage a rival Rootline's agricultural or processing project. If the characters are members of the Rebel Alliance, this might be the only way to get the planet — or at least, a Rootline — to join the Rebellion.

Suggested Skills: A M'shinn will concentrate on those skills that will improve the prestige and profit margin of her Rootline. Suitable skills can

include *agriculture, business, ecology* and *value*.

Average M'shinn. *Dexterity 1D, Knowledge 3D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D.* Move: 8.

■ M'shinni

Attribute Dice: 12D

DEXTERITY 1D/2D+1

KNOWLEDGE 2D/4D+2

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 1D/2D+1

TECHNICAL 2D/4D

Special Skills:

Knowledge skills:

Agriculture. This skill is identical to the *agriculture* skill described on page 75 of the *Star Wars Sourcebook* (under Ithorians).

Ecology. This skill is identical to the *ecology* skill described on page 75 of the *Star Wars Sourcebook* (under Ithorians).

Weather Prediction. This skill is identical to the *weather prediction* skill described on page 158 of *The Star Wars Planets Collection*.

Special Abilities:

Natural Healing: If a M'shinn suffers a form of damage that does not remove her plant covering (for example, a blow from a blunt weapon, or a piercing or slashing weapon that leaves only a narrow wound), the natural healing time is halved due to the beneficial effects of the plant.

However, if the damage involves the removal of the covering, the natural healing time is one and a half times the normal healing time. Should a M'shinn lose all of her plant covering, this penalty becomes permanent.

A M'shinn can be healed in bacta tanks or through standard medicines, but these medicines will also kill the plant covering in the treated area. The M'shinni have developed their own bacta and medpac analogs which have equivalent healing powers for M'shinn but do not damage the plant covering; these specialized medical treatments are useless for other species.

Skill Bonus: M'shinn characters at the time of creation only receive 3D bonus skill dice (in addition to the normal number of skill dice), which may only be used to improve the following skills: *agriculture, business, ecology, languages, value, weather prediction, bargain, persuasion* or *first aid*.

Move: 8/11

Size: 1.5–2.2 meters tall

■ Marasans

Like the Yaka and the mysterious Iskalloni, the Marasans are a species of cyborged sentients. The Marasans come from the Marasa Nebula, an expanse of energized gas that effectively cut the species off from the rest of the galaxy for thousands of years. The Marasans turned to technology to free them from their dark, chaotic world, and venture into the universe. However, technology has also led them to be subjugated by the Empire.

Appearance and Biology: Marasans are large marsupials, with tubular bodies supported by muscular legs. They have long, thin arms with large, clumsy hands. Marasans have tiny eyes, supplemented by a pair of sensory stalks growing from the corners of their large mouths. A thin, silver band of electronic hardware wraps around the base of the Marasan skull.

The most distinctive thing about the Marasans are their cyborg implants. In order for them to navigate through the chaotic nebula surround-

ing their homeworld, Marasan scientist developed borg-linked navicomputers. After this innovation, the scientists refined their cyborg technology to control autonomic functions and other natural abilities. Marasans may be clumsy, but this is because they are "preoccupied" by the thoughts running through their cybernetically-enhanced brains.

Temperament: Marasans are easy-going beings who move slowly, but think rapidly. They often exchange information cybernetically; their interaction with other species is often stilted and awkward. Their cybernetic implants, while advanced, hamper motor functions: the aliens are known to break delicate machinery to which they aren't accustomed. Because they are so unused to verbal communication, they tend to garble messages since their brains work too fast for their mouths. They often speak as data comes to them, not stopping to analyze how others might react to their assertions: they are characterized as being cheerfully tactless, but their insults are seldom intended — or so they maintain.

History and Culture: The Marasa Nebula is a cloud of highly energized gas that forces the Trelle Trade Route to follow a wide, sweeping arc around the cloud. This gas cloud is dangerous enough to cut off hyperspace travel.

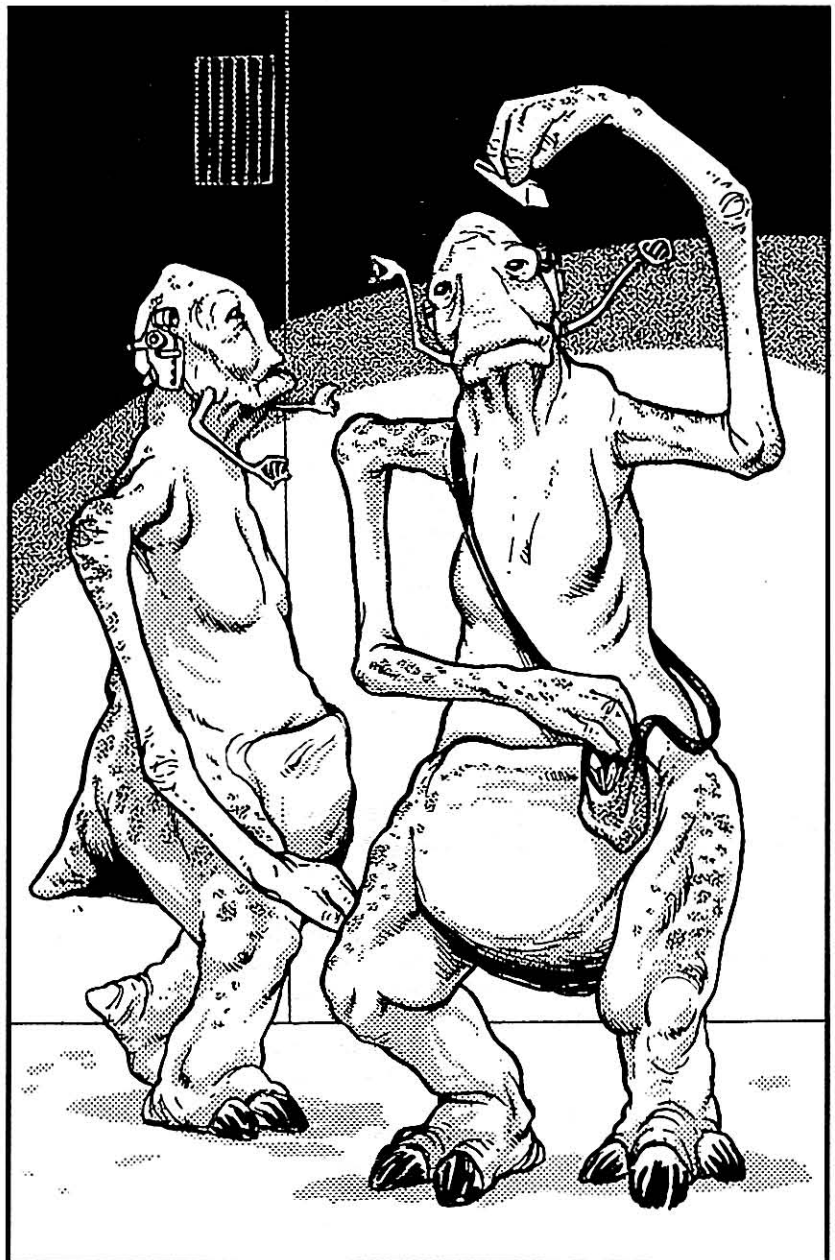
Throughout the age of the Old Republic, transport vessels have been required to detour around the nebula. When the Empire came to power, a number of probe droids were launched into the cloud to search for valuable minerals and a possible safe travel route. What was found was a complete, technologically-advanced society.

The Marasans evolved from land herbivores on the planet Marasai and the species prospered due to the world's gentle ecology. The Marasans developed agriculture primarily to help them organize their food supply during the unpredictable

Marasai seasons. They developed mathematics to help predict the odd climatological effects for a world in the eye of a cosmic dust storm.

Based on their advanced mathematics, the Marasans rapidly developed technology. They invented advanced computer systems, starships, a primitive form of hyperdrive for travel within the nebula, and even weaponry to deal with the giant plasma-fliers concealed in the nebula.

The Marasans developed their hyperdrive as a direct brainlink cyborg system. Through a yet-to-be understood method, the Marasan navigator could locate "anchorpoints" within the cloud, allowing them to navigate among the 13 systems within the cluster, eventually allowing the Marasans to establish over 20 colonies in the



Mike Vilardi

Nebula. The borg-implants became the cornerstone of Marasan technology, as communications and computations were increasingly tied to cybernetic implants.

When the Empire discovered the Marasans, they saw an opportunity to develop a direct alternative path for the Trelle Trade Route. The Imperials attempted to make their needs known to the Marasans, but the cultural and technological differences hindered communications. The Empire tried to subjugate the Marasans, but found that the strain of servitude adversely affected their natural abilities. Imperial scientists were unable to replicate the Marasan astrogation technology.

Finally, Imperial scientist Umak Leth developed a device that created high energy resonance waves. These waves created painful feedback in the minds of the Marasans. The Empire used the threat of this punishment to force the Marasans to guide their starships through the chaotic nebula. While the original models were hand-held devices, the Imperials quickly developed immense versions of these "resonators" that can bathe an entire planet in these waves. Since virtually all Marasans have cybernetic implants, the Empire can now punish an entire planetary population at will.

The Alliance is overwhelmed by the potential tragedy of the situation. While it is obviously desirable to free the Marasan people from the Empire, any damage inflicted to Imperial vessels or interests risks retaliation against the entire species.

Politics: Prior to the Empire's arrival, Marasan political decisions were carried out through the Mindnet, an interconnected cybernetic-computer network. Elected officials become "electnodes," who must assess voter opinions, sift through the data and then forward it to the Grand Daern. The Grand Daern makes all decisions based on the information provided by the electnodes. The system works very efficiently for the Marasans. Because of their physical inactivity, Marasan politicians often grow to obese sizes.

Technology: The Marasans developed their own version of hyperdrive, which is limited and bulky compared to those hyperdrives found in standard freighters and warships. Marasans have no droids, but many of their menial tasks are carried out by mindless robots directly controlled by Marasan cybernetic transmissions. Marasan computers are very different and unnerving to Humans because they rely on protein-based bio-memory systems.

Trade and Technology: All of the Marasans' official dealings with the galaxy are through the Empire that has conquered them. Marasan technology interfaces have been incorporated into the transport vessels that the Empire uses in the Marasa Nebula.

Marasans in the Galaxy: There are 12 billion Marasans held captive by the Empire in the Marasa Nebula. Only a few hundred Marasans have escaped from their home, and most of them are engaged in seeking aid for their people.

Gamemaster Notes: Marasans are a high technology species enslaved by the Empire, leading to many adventure possibilities. Conversely, a Marasan player character can be an "unknown alien" character.

Personality Notes: Marasans come off as quirky, and socially and physically clumsy. Their minds are operating many times faster than their mouths are, and this often causes misunderstanding.

Notable Personalities: Derra'makin, the Grand Daern, is currently in exile. He is hiding in one of the worlds of the Marasa Nebula.

Average Marasan. *Dexterity 1D, Knowledge 3D, Mechanical 2D, Perception 1D, Strength 2D+1, Technical 2D+2.* Move: 6.

■ Marasans

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

Special Abilities:

Cybernetic Astrogation: Marasans have a nav-computer built into their brains, giving them a +1D bonus to *astrogation* rolls when outside Marasa Nebula, and a +2D bonus when within the nebula. They never have to face the "no nav computer" penalty when astrogating.

Computerized Mind: Marasans can solve complex problems in their minds in half the time required for other species. In combat round situations, this means they can perform two *Knowledge* or two *Technical* skills as if they were one action. However, any complex verbal communications or instructions take twice as long and failing the skill roll by *any* amount means that the Marasan has made a critical mistake in his or her explanation. Marasans can communicate cybernetically over a range of up to 100 meters; to outside observers, they are communicating silently.

Cyborged Beings: Marasans suffer stun damage (add +1D to the damage value of the weapon) from any ion or DEMP weaponry or other electrical fields which adversely affect droids. If the Marasan is injured in the attack, any *first aid* or *medicine* rolls are at +5 for a Marasan healer and +10 for a non-Marasan healer.

Move: 6/8

Size: 1.4-2.3 meters tall

Nikto

The Nikto are a species who have had a long relationship with the Hutts. They have served as their enforcers, and of the three species the Hutts absorbed from the Si'klaata Cluster — the Klatooins, the Nikto and the Vodrans — the Nikto are easily the most dangerous. There is a dangerous religious sect known as the Cult of M'dweshuu which has become increasingly influential in Nikto culture and is only heightening the tensions prevalent in their society.

Appearance and Biology: The Nikto are reptilians originating on the planet Kintan, deep in the heart of the Si'Klaata Cluster. Due to cataclysmic events in the planet's ancient past, several distinct races of Nikto evolved. While they have pronounced cosmetic differences, they are genetically compatible and can interbreed. When Nikto of two different races mate, over 93% of the resulting offspring have the characteristics of only one race; a mere 7% of these children "mix" physical characteristics of both parents.

All Nikto have cold, obsidian-black eyes that are protected by a thin transparent membrane that protects their eyes underwater, during sandstorms and under similar conditions.

The "red Nikto," named *Kajain'sa'Nikto*, originated in the heart of the so-called "Endless Wastes," or *Wannschok*, an expanse of desert that spans nearly a thousand kilometers. They have a series of ridges on their foreheads and brows, with eight prominent horns ringing the eyes. They also have two horns on the chin. Their nose is concealed beneath a moving flap of skin above the mouth — to breathe, the Nikto can choose to slowly expand the permeable membrane just above the mouth. Visibly, the flap of skin expands just slightly — those who aren't looking for this motion are unlikely to notice it. This membrane prevents the Nikto from breathing in sand, grit and other contaminants that would enter through a less pro-

tected nasal opening. The *Kajain'sa'Nikto* also have a pair of breathing membranes on either side of the neck, which are protected by long, thin breathing pipes. Like the facial membrane, these membranes filter out contaminants. Both membranes also capture water vapor that the Nikto expel, recycling it into their systems and allowing them to survive in the unforgiving desert environment.

The "green Nikto," or *Kadas'sa'Nikto*, originated in the milder forested and coastal regions of Kintan. They have visible scales and small horns surrounding the eyes. They have a visible nose. The *Kadas'sa'Nikto*'s claws are long to assist in climbing.

The "mountain Nikto," or *Esral'sa'Nikto*, are blue-gray in color, with pronounced facial fins that expand far away from the cheek. Like the *Kajain'sa'Nikto*, the *Esral'sa'Nikto* have a flap of skin covering the nose with a permeable membrane just above the mouth. The long fins serve a dual purpose: they are lined with small, vibrating hairs which enhance hearing. They also allow the Nikto to regulate temperature. Since the mountains are sweltering in summer yet frigid in

winter, this temperature control adaptation is vital. By fully expanding the fins, the Nikto can disperse excess heat, while drawing the fins flush against the skull and neck provides added insulation, trapping heat in the body. The *Esral'sa'Nikto* also have a series of expanding and contracting neck cavities which also serve to disperse or trap heat, and are also used to store extra water. *Esral'sa'Nikto* have small, recessed claws.

The "Pale Nikto," or *Gluss'sa'Nikto*, are white-gray Nikto who populate the *Gluss'elta* Islands, a chain of a dozen islands. The *Gluss'sa'Nikto* have a ridge of small horns surrounding the eyes, much like the *Kadas'sa'Nikto*, as well as small fins similar to the large fins of the *Esral'sa'Nikto*.

The "Southern Nikto," or



■ A *Kadas'sa'Nikto* in the employ of Jabba the Hutt.



Mike Vliard

■ Four of the Nikto races: an Esral'sa'Nikto, a Kadas'sa'Nikto, a Kajain'sa'Nikto and a M'shento'su'Nikto.

M'shento'su'Nikto, have white, yellow or orange skin. They lack horns entirely, but have a multitude of breather tubes. The tubes on the back of the skull tend to be much longer than the standard breather tubes and are primitive ultrasonic sensory tubes—these tubes are an evolutionary adaptation in progress and the sensing organs are very primitive. It is theorized that the extermination of natural predators on Kintan slowed the development of these organs in this Nikto race.

Temperaments: The Nikto are well known throughout the galaxy as fierce fighters. They consider themselves invincible, as they conquered their own world even though the odds of nature were against them. Much of the Nikto history is marked with violence and bloodshed, and they are a war-like species.

History and Culture: Located in the heart of the Si'klaata Cluster was a volatile star called M'dweshuu. Millennia ago, this star hurled massive amounts of radiation prior to its demise. This radiation reached the nearest star system, a small yellow star with a non-nondescript blue-green planet called Kintan orbiting it.

This radiation seeped into the planet's biosphere and affected some of the planet's indig-

enous inhabitants. Many died, but others mutated, becoming giant, fearsome monsters, rivaling the fearsome rancors of Dathomir and the warbeasts of Onderon. The new mutations, which occurred over thousands of years, created the spine dragons, giant gray-eyed tuskbeasts, and the immense horned trogwhale. These mutations also caused a diminutive, hairless reptile to evolve into the intelligent species now known as the Nikto.

The constant threat of predators strengthened the Nikto people, and united them. Civilization sprung up from the watch camps built to warn of tuskbeast attacks. The threat of predators also caused the Nikto people to take up arms, and their tools of defense evolved as they did. The Nikto were a hearty people who survived despite terrible odds. They conquered their planet, placing themselves at the top of their food chain.

The Nikto developed technology, following standard cultural paradigms, eventually discovering atomic level technology. Their society consisted of many isolated city-states, all of them walled to keep the wildlife out. Many of Kintan's forests and swamps were burned down to force the most dangerous creatures into extinction. The Nikto destroyed their biosphere to preserve



■ A Kajain'sa Nikto.

themselves, and much of their world is now barren wasteland.

The Nikto became more and more involved in astronomy as their technology advanced, and shortly after their fourth devastating planetary conflict, a group of Nikto scientists discovered the M'dweshuu Nova. They discovered the source of their monsters, and the news spread all over the war-torn world. A bizarre faith, the Cult of M'dweshuu, arose from this discovery.

No one is sure where the cult came from or what its initial interests were. But as the Cult of M'dweshuu rose in power and in number, their terror was felt throughout the world. They "purified" those they felt were not worthy descendants of the M'dweshuu. Many joined the Cult, many more hid in fear, and still more paid the ultimate price for not being "pure." The Cult ruled for 30 years before a new interstellar development rocked Kintan.

Prior to the rise of the Old Republic, the Hutts arrived on Kintan as Hutt Space expanded into the Si'klaata Cluster and the area became a point of contention between the Hutts and the empire of Warlord Xim. The Hutts had already successfully "recruited" two other species from the cluster, the Klatooins and the Vodrans. The Nikto, being more technologically advanced than the other two species, proved more of a challenge for the Hutts.

The Hutt envoy was led by Churabba the Hutt. "She" (all Hutts are hermaphroditic, but Churabba took on a "female" persona) had a cunning business mind, and upon arriving in the Kintan system, Churabba realized how the Cult held a stranglehold over the world and how much the people feared them. Legends say that Churabba respected the Cult, for they were few and they ruled many. But she also saw the fierceness and unpredictability of the cultists. The legends also say Churabba had no regret when she bombarded the Cult of M'dweshuu's main stronghold

from orbit. Many of the Cult members were killed, and the Nikto people regarded the Hutts as saviors. The Hutts then had no problem having the Nikto sign the Treaty of Vontor, forcing the powerful species into servitude.

These are the legends. The Nikto, Vodrans and Klatooins helped the Hutts defeat Xim at Vontor. The Hutts then used these aliens to maintain their hold on Hutt Space, and to eventually build their powerful criminal empire within the Old Republic and later the Empire.

Four thousand years ago, the Cult of M'dweshuu rose again. With much of the Nikto population distributed to other Hutt worlds such as Nal Hutta and with the Nikto having less and less say in their own affairs, the Nikto began to question the value the Hutts had brought into their lives. Millions of Nikto had been transplanted from their homeworld, and millions had died protecting the interests of the Hutts.

These Nikto looked into their pasts and saw that the Cult was opposed to the Hutts; thus, they embraced the Cult, hoping to win their freedom. The Cult rapidly grew in popularity, and managed to overthrow the Hutts' minimal presence on Kintan. The Hutts responded by sending in their armies of mercenaries. All the while, the Republic remained uninvolved as its military was mired in the Great Sith War.

Since the Hutts' brutal suppression of the Nikto uprising, the Nikto have continued to serve the Hutts — but not without conflict. Almost every year sees at least a minor insurrection that must be put down. Fortunately for the Hutts, these efforts are often disorganized and enjoy little popularity; most off-world Nikto have little interest in or loyalty to their homeworld. But there always remains an aura of danger around the Nikto, and the Hutts make sure to keep them on a short leash.

Politics: After the last uprising of the Cult of M'dweshuu, the Hutts completely liquidated the Nikto government. The Nikto are now ruled by an attaché of the Hutt Clan of Ancients; the Nikto have no say as to how the Hutts rule them.

Technology: The Nikto have adopted the technology given to them by the Hutts, including hyperdrive starships, modern weapons, droids and computers. Prior to that, they developed atomic-level technology on their own, with immense industrial centers and primitive telecommunications. Although they harnessed the atom, the Nikto never used atomic weapons on themselves. Many areas of Kintan retain this primitive technology since the Hutts strictly control access to galactic-level technology, particularly weapons.

Trade and Technology: The Nikto (as a people) never deal with other species on their own; such negotiations occur only through the Hutts. One

thing the Nikto are recognized for is nikta, a frothy and powerful alcoholic beverage.

Nikto in the Galaxy: Of all the species conquered by the Hutts, the Nikto seem to be the "signature" species employed by them. When a Nikto is encountered in the galaxy, it can be sure that a Hutt's interest isn't too far away. That said, there are some independent Nikto, who can be found in private industry or aboard pirate fleets and smuggling ships. A few Nikto have made their way into the Rebel Alliance.

Gamemaster Notes: Nikto make challenging opponents for beings who have attracted the wrath of a Hutt. Nikto can be used as player characters, particularly in privateer and bounty hunter campaigns.

Personality Notes: Fearless and humorless, Nikto are proud and ferocious fighters. They rarely back down from a challenge, and when truly enraged, even commands from their Hutt masters may be insufficient to calm them down.

Suggested Skills: Nikto are bound to have combat skills, especially *blaster*.

Notable Personalities: Lieutenant Ma'w'shiye, a M'shento'su'Nikto and sharpshooter for the

Rebel Alliance SpecForces Eclipse Team's Twilight Squad; Jabba the Hutt employs several Kadas'sa'Nikto and Kajain'sa'Nikto as henchmen.

Average Nikto. *Dexterity 3D, Knowledge 2D, Mechanical 1D+2, Perception 1D, Strength 2D+1, Technical 2D.* Move: 10.

■ Nikto

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

Special Abilities:

Vision: Nikto have a natural eye-shielding of a transparent keratin-like substance. They suffer no adverse effects from sandstorms or similar conditions, nor does their vision blur underwater.

Kajain'sa'Nikto Stamina: These Nikto have great stamina in desert environments. They receive a +1D bonus to both *survival: desert* and *stamina* rolls.

Kadas'sa'Nikto Claws: Their claws add +1D to *climbing* and do STR+2 damage.

Esral'sa'Nikto Fins: These Nikto can withstand great extremes in temperature for long periods. Their advanced hearing gives them a +1 bonus to *search* and *Perception* rolls relating to hearing.

Move: 10/12

Size: 1.6–1.9 meters tall

■ Nimbanese

Of the alien species conquered and forced into servitude by the Hutts, the Nimbanese have the distinction of being the only ones who actively petitioned the Hutts and *requested* to be brought into their servitude. These beings had already established themselves as capable bankers and bureaucrats, and sold these impressive credentials into service.

Appearance and Biology: The Nimbanese (singular: Nimbanel) are humanoid reptiles, with endothermic metabolisms (they are warm-blooded), and pale, scaleless skin. They have large, circular, lidless eyes, a protruding snout, and tufts of hair growing from their cheeks, and occasionally from the top of their heads. The Nimbanese are an oviparous species, producing their young in eggs that take approximately three standard months to develop and hatch.

Temperament: As a species, the Nimbanese place great value on knowledge and work ethics. They are well-suited to business, galactic finance, managerial concerns, union relations and similar fields. Nimbanese are often called snobbish and arrogant and are highly visible throughout Hutt

organizations, galactic corporations, and institutions such as the Bureau of Ships and Services (BoSS) and the First Imperial Bank. The Nimbanese tout themselves, not intending to brag, but rather demonstrating appropriate pride in their work.

History and Culture: The Nimbanese evolved from a species of grazing reptiles who tracked travelling plants across the plains of their homeworld of Nimban. These plants evolved more and more sophisticated means of protecting their seeds, and the Nimbanese evolved alongside them, eventually crafting tools to get to the succulent berries of the boyy'lo plants and developing their problem-solving abilities to unlock the petals of the puzzleflower. Nimban is very gentle and peaceful, with these grazers being at the top of their food chain.

Nimban give birth to their young in egg-clutches, with a female producing three to five eggs at a time. Females can only give birth once, and do so upon reaching adulthood. The eggs are cared for by communal groups and the young begin formal education as soon as they hatch.

Nimbanese culture and society developed in communal clan groups, which spread across all nine of Nimban's continents. In early Nimbanese history, clan rivalries were common, but they never manifested themselves in full-scale warfare. Rather, these rivalries would be dealt with competitions called *muhndees*, where each clan would present the other with a mind or number puzzle which had to be solved within a year. This eventually evolved into yearly *muhndees*, and over time the clan rivalries dissipated into more or less friendly competition.

Unlike the Givin, who use complex mathematics

to survive their world's hostile climates, the Nimbanese used figures to willfully convolute and obscure meaning. They delight in weaving a path through complex layers of redundant numerical data to reach the intended truth — be it a hyperspace destination, a piece of corporate data, or just a punch line to a joke.

Through centuries of clan *muhndees* the Nimbanese developed a characteristic of most advanced civilizations: bureaucracy, and a healthy one at that. The myriad tunnels of information, regulation, and requisitions formed the cornerstone of clan competition.

Where on other worlds competing states stockpiled arsenals of weapons, the Nimbanese clans challenged each other with incredible volumes of paperwork.

When they developed primitive space travel, the Nimbanese colonized several planets in the Nimban system. When they were discovered by and joined the Old Republic, they went into business handling the banking concerns of beings who didn't know of the Nimbanese art of bureaucracy.

Despite roundabout and inefficient means, the Nimbanese banking concerns and data libraries were surprisingly effective. This was because the Nimbanese, long tempered by their own bureaucracies, had very little trouble sifting through the "simple and uncluttered" systems used by the Old Republic. As a result, Nimbanese became a mainstay in government programs.

Centuries ago, the Bovark clan won the illustrious position of being a prime data holder for BoSS, but they became engrossed with the competitive nature all Nimbanese see in bureaucracies, and actually challenged a fellow BoSS family with the threat of violence. BoSS responded to the situation promptly, and all Nimbanese clans were removed as BoSS data holders and forced to subscribe like the rest of the galaxy.

With this indignation on them, a competing clan, the Krovalis clan, re-applied for a share in BoSS while also approaching the Hutt Clan of Ancients on Nal Hutta. The Nimbanese people had seen that Hutt Space was encroaching upon their territory, and rather than fight or flee, they took the initiative



and approached the Hutts. The Krovalis clan leader offered the Hutts complete access to their databanks and holdings if they let the Nimbanese people continue to enjoy their relative freedom and standard of living. The Hutts saw that the Nimbanese people held valuable information in their databanks (and were essentially harmless and easily controlled) and agreed to their terms.

With the backing of then-influential leaders such as Zochaeb the Hutt, the Krovalis clan managed to gain entry into BoSS. Now the Nimbanese people continue their lives, much as before, but in loyal servitude to the Hutts.

Politics: The Nimbanese people live in family clan states, with family heads competing for membership in a clan council by entering electoral *muhndees* every five Nimbanese years (roughly three standard years).

Technology Level: The Nimbanese have galactic standard technology, including hyperdrive, droids and advanced computer systems.

Trade and Technology: The Nimbanese people have many advanced data storage and computer systems to offer the galaxy. One of their constituent clans is a BoSS family, and there is a BoSS office on their world. The Nimbanese own Delban Faxicorp, a droid manufacturer.

Nimbanese in the Galaxy: The Nimbanese are often found running errands for Hutts and Hutt allies. They often handle the books of criminal organizations. They do run a number of legitimate business concerns, and can be encountered on almost any world with galactic corporations on it.

Gamemaster Notes: A Nimbanel can be a fussy bureaucrat whose sole purpose in life appears to be making the lives of player characters more complicated. When player characters need to get appropriate permits or requisition equipment, a Nimbanel on the other end of the order could make things more interesting. Nimbanese can be aides or retainers to any underworld characters with reputations (such as loan sharks) or can be expeditors for bounty hunters. In a tramp freighter campaign, a Nimbanel could be invaluable in helping juggle the datawork involved in operating a starship.

Personality Notes: Nimbanese tend to be full of hot air and wordy, like many bureaucrats. At one extreme, they can be mischievous, tinkering



with requisition forms and tax returns to see what they can get away with. At the other end, they can be heartless and implacable, turning down even the most basic request if the bureaucratic syntax isn't in order.

Suggested Skills: Nimbanese specialize in *bureaucracy* and *business*. Really stubborn Nimbanese will have high *willpower* skills.

Notable Personalities: Mosep, one of Jabba the Hutt's accountants on Tatooine. He operates out of Jabba's townhouse in Mos Eisley.

Average Nimbanel. *Dexterity 2D, Knowledge 3D+1, Mechanical 1D, Perception 3D+1, Strength 1D, Technical 1D+1.* Move: 10.

■ Nimbanese

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

Special Abilities:

Skill Bonus: At the time of character creation only, Nimbanese characters may place only 1D of starting skill dice in *bureaucracy* or *business*, but receive +2D+1 dice for the skill.

Move: 10/12

Size: 1.6–1.9 meters tall

Noehons

The Noehons are a four-armed insectoids. Those raised on the home planet of Noe'ha'on are brutal and domineering (and are generally considered quite stupid for their propensity to fight amongst themselves), but those raised outside of the harsh Noehon culture display a calmer temperament.

Appearance and Biology: Noehons are jungle insectoids and have small, rounded bodies with two legs and four arms. Their bodies are covered with bristly hairs. Their natural coloration is a mottled green.

The head of a Noehon is large and bulbous, with overlarge, multi-faceted eyes. While each facet is geared to a specific type of vision — for example, fine detail work or motion — the Noehons have learned to control their eyes so that they have the equivalent of Human-normal vision.

On either side of the mouth are specialized scent glands that produce a musky perfume that is used in marking territory. A Noehon will typically rub a cheek against an object or person, invisibly marking them as his or her property.



This strong scent is difficult to eradicate and can linger for up to 30 standard days before wearing off (regardless of how many cleansers and disinfectants are used).

Noehons are excellent climbers, and can brachiate (swing hand over hand) as quickly as they can run on the ground. The Noehon are used to hanging upside down and they easily adjust to zero gravity environments since they rarely suffer from space sickness or disorientation.

Temperament: The Noehon passion for order and absolute discipline gives them a natural talent for managing others. Unfortunately, this "talent" usually involves a great deal of brutalization and intimidation. Some Noehons, however — particularly those who have never been able to establish a Weld (see History and Culture) and thus live a solitary existence — are less domineering.

Noehons are intensely focused upon hierarchies, and will attempt to learn the social ranking system of those they meet. They compare the status of other individuals to determine their own position on this scale. Once rank is established, the Noehon will react to that character "accordingly," attempting either to bully and dominate or avoid and appease. Ironically, while the Noehons' own ranking system is completely gender-based, Noehons make no such sweeping distinctions when faced with individuals of another species.

Noehons are typically hoarders and neatness fanatics. They like everything in its place, and are perpetually scent-marking objects for later identification.

Those Noehon who are raised away from the homeworld are less likely to be bullies and are more readily accepted into intergalactic society.

History and Culture: Noehon culture is strictly divided along gender lines. On the home planet of Noe'ha'on, a single "alpha" (physically dominant) male will typically control a "harem" of 10–50 subservient females. Children born into this Weld, upon reaching puberty, are driven away from the Weld if male. Females are stolen by the alpha male of another Weld. Only when an alpha male becomes aged and infirm will an unusually strong and powerful adolescent male be able to successfully challenge him, fighting him to the death and then stealing away the females and youngsters that make up his Weld.

Within a Weld, the females organize themselves along strict, hierarchical lines. Generally, the oldest females (or those held longest by the alpha male) are at the top of the Weld hierarchy,

while the youngest mature females (or those most recently captured) are at the bottom. Physical and verbal bullying, scent-marking of lesser-ranked individuals, and numerous other behavior patterns reinforce this system of dominance and submission.

Due to their intensely hierarchical culture, Noehons found outside the confines of their home planet are often involved in the slave trade. Noehon slavers are typically males who were unable to establish a Weld of their own, and who use the ownership of slaves from other species to build status. Sometimes, however, a female Noehon will take up the slaving trade, as Tir'uh did when she joined the Mytaranor Slaving Council. One might expect a female Noehon to be a more compassionate master — given the fact that she was once a virtual slave herself — but the females prove to be even more brutal than the males.

Politics: Noehon "politics" are crude but effective. Each alpha male has absolute control over the members of his Weld, and is a power unto himself with no checks or controls save for physical challenges. Should another male steal an adult female from his Weld (as opposed to adolescent females or juveniles of either gender, who are only superficially "defended"), immediate physical conflict breaks out between the two leaders. This battle is to the death, with the victor taking control of the members of both Welds. Once control is established, the females will battle amongst themselves (but only rarely to the death) to establish a new ranking order for the combined Weld.

With the import of energy weapons from unscrupulous independent traders, these leadership battles have become even more deadly and entire Welds have been wiped out. Unspoken truces were established and then shattered by betrayal. The resulting anarchy has prevented the Noehons from achieving space flight on their own, although their home planet of Noe'ha'on is a regular stopping point for a number of galactic merchants. These traders usually leave the dirty work of harvesting and refining the planet's natural resources to the Noehons, preferring to let the native species face the diseases, poisonous insects, and carnivores that are endemic to Noe'ha'on. The products can be bought at cut-rate prices due to the Noehons' refusal to cooperate and thus fix a minimum rate for their goods.

Technology Level: The Noehons developed industrial level technology on their own. They rely on burning petroleum, coal and wood for energy, while weapons tended toward rapid-fire but inaccurate projectile devices. Their natural medicinal skills are fairly advanced because of the powerful natural healing agents in the jungles.

Trade and Technology: Although the Noehons never developed space flight, and thus were planet-bound when first contacted by the Old Republic, they have made good use of Noe'ha'on's resources. Particularly dominant males have established Welds of several hundred to a couple thousand females, who are laborers for the planet's crude industries.

These industries generally exploit the natural resources of the jungle planet, producing medicines, rubber products, glues, spices, wood-fiber products, and specialty paper goods.

Noehons in the Galaxy: Only a small percentage of the Noehon population has left the confines of Noe'ha'on. They are sometimes found as slaves (their sentence is often questioned on the basis of their barbarous behavior patterns) or as slavers. The more intelligent Noehons are found in technological trades.

The Noehon personality makes them a welcome addition to the brutal Imperial war machine. Noehons who have been raised away from the violent hierarchal customs of their home planet, however, fit readily into the Rebel Alliance forces, where their talents for organization and management and their ability to pay close attention to detail are valued.

Gamemaster Notes: A visit to Noe'ha'on could be a profitable mercantile venture, but it would also be a dangerous and uncomfortable journey. Should the characters be stranded on the planet, they risk capture by a Noehon alpha male.

The gamemaster might lure characters into this situation by introducing a valuable medicine that can only be obtained on this distant planet.

Notable Personalities: The slaver Tir'uh, a high-ranking member of the Mytaranor Slaving Council (see *Alliance Intelligence Reports*, page 53); Captain Hark'r, the supply master for the Alliance's Home base (see *Classic Campaigns*, page 16).

Average Noehon. *Dexterity 2D+2, Knowledge 1D+1, Mechanical 2D, Perception 1D+2, Strength 2D+1, Technical 2D.* Move: 9.

■ Noehons

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

Special Abilities:

Multi-Actions: A Noehon may make a second action during a round at no penalty. Additional actions incur penalties — the third action incurs a -1D penalty; the fourth a -2D penalty, and so on.

Move: 9/11

Size: 1–1.25 meters tall

Qwohog (Wavedancers)

Appearance and Biology: Lithe and small, these aquatic humanoids are fast and agile swimmers. The Qwohog are lively freshwater amphibians found in streams, rivers, and lakes on their native planet of Hirsi. They are called “Wavedancers” because their quick movements on the water’s surface looks as if they are performing a fast-paced ballet. Omnivores, they feast on basin-pods that grow on the surface, skitterflies which flit above the waves, and the plentiful fish in Hirsi’s lakes. Qwohog communities in large lakes farm freshwater plants and moss and send hunting parties ashore to capture delectable lizards and tiny mammals.

Qwohog are small-boned and appear delicate, though they are actually quite strong — their muscles are honed and developed by years spent swimming. Their dark skin is smooth and near-flawless, ranging in hue from iridescent blue to emerald green. They do not have hair, though raised silvery scales grow atop their heads and ring their wrists, waists, and ankles. Their black eyes are round and unblinking, and they have no noticeable nose, though a ridge of sensitive skin above their mouths detects scents and toxic substances in the water. Their ears are long and pointed, the tips extending just above the tops of their heads. Often the males decorate their ears with bits of shells to show their station in a Qwohog community.

Qwohog converse by sending sound waves through the water. On the surface, these sound waves carry only a few meters, so when on the surface, they rely on crude sign language, portable translators or vocalizer masks to carry on conversations with others. The masks, developed by the Anomids, pick up the vibrations and relay the sounds as words.

Their physiology is similar to cetaceans, though their outward appearance more resembles the humanoid form. A series of gill slits under their arms circulate water through their lung cavities. The gills are practically undetectable when a Qwohog is above water.

Because their systems are attuned to fresh water, the Qwohog cannot exist in salt water for extended periods: the harsh salinity of the water burns their gill slits and damages their lungs. Qwohog forced to swim in salt water usually employ filter systems that consist of neck and shoulder harnesses and which prevent the salt

from entering their systems. More elaborate filter systems include net suits designed to keep the saltwater from touching their skin.

The Wavedancers have been able to adapt to freshwater bodies on other planets and small colonies of Qwohog can be found on several rim worlds. Sometimes this adaptation takes several months of moving between the shore and water as their bodies adjust to the lakes’ and rivers’ mineral content.

Tenidit plants on their homeworld are fashioned into sleek-fitting garments. Offworld Wavedancers often substitute garb made from other plants or use cloth manufactured by local companies.

Temperament: Qwohog direct their energies to survival and pleasure. This makes them aggressive in the pursuit of food and in defending their homes, but relaxed and happy while they cavort beneath the waves.

History and Culture: Wavedancers originated on Hirsi and are the planet’s only native species with above animal-intelligence. Much of the planet’s surface is covered with large freshwater lakes, almost all of which have a Qwohog community. What little land there is contains traces of rudic crystals, which are prized for their usefulness in sensor devices.

These crystals — when they were plentiful — brought Alliance scouts to the planet nearly five standard years ago. The Qwohog were quick to meet these beings, and a strong friendship was formed. The Empire was fast on the heels of the Rebels, however, and Imperial scientists slew the Alliance team and mined the crystals for themselves, leaving only traces of the mineral behind. The Qwohog did not have the physical might or weapons to stand up to the Imperials, so they glumly watched as these strangers stole the crystals and disfigured their planet. The Empire also captured a few Wavedancers for research. Their task completed, the Imperials left the damaged world behind.

Since that time, the planet has been almost ignored by the Empire, with only occasional expeditions to make sure there is no Alliance presence. However, after the Imperials left the world, a Rebel scouting unit came in search of the Alliance scientists. The Qwohog were keen to explain what happened and begged the Rebels to

leave soldiers behind to protect their planet from further damage. The disheartened Rebels complied and established a small underwater base from which they could monitor Imperial activities. The Qwohog helped camouflage the installation, and the base has slowly evolved into an effective and well-hidden supply depot. Many Qwohog have joined the Alliance, and relations between the diminutive beings and the base's commanders are excellent.

Since the establishment of the Rebel base, a few hundred Qwohog have been transported elsewhere by Alliance ships. These Wavedancers left their homeworld willingly to find new homes on other planets, particularly those with strong Alliance sympathies. Qwohog leaders orchestrated this to secure the continuation of the species in the event the Imperials return.

Politics: Each Wavedancer community has its own ruling council, the members of which are elected by the community from a list of candidates from exclusive highborn families. No common Qwohog can ever become a council member, but the ruling families represent differing viewpoints and candidates normally offer a wide range of choices.

Technology Level: The Qwohog have only primitive technology of their own, but they have assimilated galactic technology into their society.

Trade and Technology: Qwohog trade amongst themselves and with their Rebel associates. They offer food, durable plant-clothing, and shells, which have a variety of light industrial uses (and are also aesthetically pleasing). Rebel medical personnel have discovered that many of the freshwater shellfish on Hirsi have healing properties. The creatures are used in many medicines, and their shells are ground up and used in balms. The healing balms halve the natural healing time for injuries from burns or acid — see page 67 of the *Star Wars, Second Edition* rulebook for healing rules.

Qwohog in the Galaxy: Most Qwohog off Hirsi are found in the company of Alliance operatives in the Outer Rim Territories. They work as medical technicians, scouts on water worlds, agronomists, and teachers. Some Qwohog have learned to pilot ships and ground vehicles and have found a comfortable niche in Rebel survey teams.

Gamemaster Notes: Qwohog are strong and agile, and they are determined to learn a variety of skills to better themselves and their society. Though they are not unusually quick learners, they are persistent and accomplish much with patience.

Personality Notes: Wavedancers are intensely loyal to the Alliance and work hard to please Rebels in positions of authority. They have an



Steve Bryant

intense dislike for the Empire and those beings associated with it — the Qwohog suspect terrible things happened to their sisters and brothers who were taken by Imperial soldiers.

Suggested Skills: Qwohog on Hirsi are largely farmers, hunters, and gatherers. However, many who work in and around the Rebel base have learned technical skills and are able to pilot the Alliance's underwater craft. Offworld Qwohog have more diverse skills.

Average Qwohog. *Dexterity 2D+2, Knowledge 1D+1, Mechanical 1D, Perception 2D, Strength 2D, Technical 1D. Move: 8, 14 (swimming).*

■ Qwohog (Wavedancers)

Attribute Dice: 10D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/2D+2

MECHANICAL 1D/3D

PERCEPTION 1D/3D+2

STRENGTH 1D/3D+2

TECHNICAL 1D/3D

Special Abilities:

Amphibious: Qwohog, or Wavedancers, are freshwater amphibians and breathe equally well in and out of water. Retractable webbing on their hands and feet adds to their swimming rate. They gain an additional +1D to the following skills while underwater: *brawling parry, dodge, survival, search, and brawling.*

Move: 8/10 (land), 14/16 (swimming)

Size: 1–1.3 meters tall

Ranth

Appearance and Biology: The Ranth are a mammalian species covered with bluish-white fur. They have dark eyes and noses, and long tails. Being a meat eater, a Ranth has a snout filled with sharp teeth. They have elongated, triangular ears characteristic of canine species. The Ranth are a thin and agile species of predators, who must continually forage and hunt to survive in their native arctic environment. They have fingers and toes that end in small, sharp claws. Most Ranth learn how to swim at an early age, and their fur tends to protect them from the cold temperatures common on the main continents of their homeworld of Caaraz.

Caaraz is tide locked, with one half of the planet always facing the sun, with the other half perpetually locked in night. The day side of Caaraz is brutally hot, with no standing water or life; the surface is baked to a crisp. The Ranth live on the night side of Caaraz, where the temperatures are bitterly cold — but this side of the planet is at least habitable. Caaraz has extensive geological activity beneath the surface and the heat generated in the planet's core prevents the night side's temperatures from plunging so low as to make the planet complete uninhabitable.

The Ranth live on great glacial ice and snow sheets, both those slowly grinding the land below and on great ice chunks that have broken free of the land and drift across the planet's frigid oceans and eventually float over to the day side of Caaraz and melt. Caaraz has two large moons which illuminate the night side of the planet. The Ranth keep track of time by monitoring the paths of the moons.

The Ranth have two distinct societies. The first follows the pattern of many civilizations, with technology, industry, large cities and formal government. The second society lives what some might call a "barbarian" existence, with small, roaming communities that lack the technology of their more settled counterparts.

"Civilized" Ranth have extensive contact with the rest of galactic society and dress in clothing that imitates Human and alien styles. They also sometimes dye their fur different colors.

The "savage" Ranth tribes wear fur and leather garments made from the hides of slain beasts. They tend to fear offworlders and they work to undermine the civilized Ranth society.

Temperament: Many Ranth have short tempers, but they are likely to quickly forgive and forget after venting their anger.

History and Culture: The Ranth have little knowledge of the history of their species. Instead, extended family units keep their own histories. The leader of the family unit is almost always the Ranth who provides the most support to the other members of the family. Every local community had its own system of government and cultural idiosyncrasies until the coming of the Empire.

The Imperials discovered the planet Caaraz and its inhabitants while searching for hidden Rebel bases in the sector. After initial scans of Caaraz indicated the possibility of eletron gas deposits beneath the surface, a small Imperial force was dispatched to claim the world. Eletron is produced deep in the planet's core by natural geological forces, and when refined can be used to fuel blasters and other energy weapons, making the find extremely valuable.

The Ranth put up little resistance when the first Imperial mining ships landed on the planet. The Empire quickly recruited the aliens to help them build and run the mines and to also provide protection against Caaraz's many lethal predators. Many mining operations were built around the cavernous ice cities of the Ranth.

The civilized Ranth quickly benefitted from their association with the Empire. They received technology and helped the Imperials build climate control towers. As they prospered, the admiration of the Ranth for the Empire grew to the extent that they began importing Core World cultural icons and values, seeing them as superior to their native culture.

The nomadic tribes did not find the Empire's presence pleasing. When Imperials started dumping industrial wastes into the oceans and vaporizing choice hunting grounds to get at gas pockets, the "savage" Ranth decided to wage war on the invaders. Using guerilla tactics, they wrecked mining stations and ambushed Imperial soldiers; in every early attack, the Ranth vanished into the frozen wastes of Caaraz before the Imperials could respond. Even Imperial snowtroopers were hard-pressed to counteract the efforts of these attackers and the Imperials offered weapons to squads of the civilized Ranth and requested their aid in hunting down their less cooperative brethren. The city-dwellers had no difficulty in following the Imperials' directive.

A state of constant warfare exists on Caaraz between the Imperial-supported city dwellers and the nomadic hunters. The Rebel Alliance has

considered smuggling weapons to the nomads, but no action has been taken yet.

Politics: The city-dwellers support the Empire, and they wait to reap the rewards of their loyalty. Imperial-style bureaucracies have replaced the local governments in the cities and the word of the Imperial Governor is law in the cities of Caaraz. Because of their apparent loyalty, the Ranth have more freedom under the Imperial system than many other non-Human species.

The nomadic tribes follow their leader, who is usually the best hunter or warrior, but they hold councils to decide important issues. None of the nomads like the Empire or its machines.

Technology Level: The primitive Ranth have muscle-powered devices and nomadic communities. They rely on beasts of burden for transportation. The civilized Ranth had slightly better native technology, but they are quickly embracing Imperial devices. The Ranth, with the aid of smaller corporations and trading guilds, have begun dealing with local systems and establishing their own companies.

Trade and Technology: The main resources on Caaraz are the natural eleton gas deposits. The Imperials have recently discovered small mineral deposits. Due to the military nature of the eleton gas mining industry, transport on and off Caaraz is supervised by Imperial Customs officials, although smugglers have found that it is not *too* difficult to smuggle goods onto the planet. The Empire controls all of Caaraz's factories and power stations.

Ranth in the Galaxy: Except in unusual circumstances, a Ranth won't be seen much farther than a few parsecs from Caaraz, although a few industrious Ranth traders and explorers have ventured farther into the galaxy. The Ranth tend to prefer colder climates, and their services as scouts and mercenaries are valued. Rumors have spread through adjoining systems suggesting that some Ranth tribesmen managed to leave Caaraz in an attempt to either contact the Rebel Alliance or sabotage Imperial facilities on other planets.

Gamemaster Notes: The conflict on Caaraz could easily be developed into a series of adventures. The Empire has no intention of helping the city-dwelling Ranth more than they have to in order to harvest the resources that they desire. The civilized Ranth don't realize (or care about) the damage being done to Caaraz. If Rebels could get proof to Ranth leaders of the consequences of Imperial mining efforts, the entire planet could revolt. Considering that the Empire has fallen into a state of complacency regarding the Ranth, it's possible that the entire system could join the Alliance.

Personality Notes: Civilized Ranth have a tendency to get lost in thought or seem apathetic when dealing with any subject they find less than



Steve Bryant

fascinating. They are a perceptive species. When they feel insulted, they usually verbally lash out at the offender.

Most of the “savage” Ranth have an unshakable belief in themselves, and they remain undaunted by any challenge. However, they temper this confidence and determination with good judgement — they know that a small number of well-fought battles can accomplish far more than indiscriminate assaults and needless sacrifice.

Suggested Skills: Most Ranth select skills appropriate to hunting and survival.

Average Ranth. *Dexterity 3D, Knowledge 1D+1,*

Mechanical 1D, Perception 2D+2, Strength 3D, Technical 1D. Move: 11.

■ Ranth

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D/3D+1

PERCEPTION 1D+2/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D+1

Special Abilities:

Sensitive Hearing: Ranth can hear into the ultrasonic range, giving them +1D to sound-based *search* or *Perception* rolls.

Move: 11/14

Size: 1.4–1.9 meters tall

Rellarins

The Rellarins, a species indigenous to Rellnas Minor, are a humble, driven people whose strong ethics and inter-tribal unity have earned them great respect among those who know of them. Rellnas Minor, the only moon of the gas giant

Rellnas (the sixth planet of the Rell system), is home to multiple environments. The Rellarins inhabit the frigid polar regions of the moon's Kanal island chain and the Marbaral Peninsula.

Appearance and Biology: The Rellarins are formidable in appearance, though they are among the most gentle species known in the galaxy. They are taller than most Humans and are covered with thick, dark brown shell plates. Their huge paw-like hands commonly have a span twice that of a Wookiee's. Their small black eyes peer out from an otherwise large skull, while their faces are dominated by a small cluster of “feeding spikes” which are used to draw nourishment.

Temperament: Often likened to Ithorians for their reverence of nature, the Rellarins are a peaceful people known primarily for their work ethic and their wish to excel in every pursuit. Rellarin competitiveness is well-known in sporting circles, and particularly admired for its good nature: though nearly all Rellarins wish to do the very best job possible, they are not usually spiteful of those that best them. They are a very humble people who gain more satisfaction from besting personal records than from defeating others.

History and Culture: The Rellarins are a diverse people with at least 57 known cultural groups, all of which have separate religious practices and distinct languages. Most Rellarins speak at least four or five tongues (most often those of neighboring tribes). The most common root language is *nanilas*, which is the basis of the eight languages of the Rellarin tribes inhabiting the Riha Archipelago.



Though not very advanced technologically, the Rellarins are very spiritual. They engage in hours-long ritual dances, invoking “spells” and “blessings.” Rellarin tribes are led by *un’Yala*, or chiefs, who average well over two centuries old. They base their decisions on their vast experience, favoring the interests of the whole tribe and its lands.

Trade and Technology: The Rellarins do not partake in much of the high technology. They prefer to dress in leather, furs and simple woven cloth. They have been exposed to galactic technology, but prefer their stone-age level of existence. Only a small number have left Rellnas Minor.

What the Rellarins offer to most other cultures is uncanny wisdom and sage advice for nearly any predicament: the Rellarins are so admired by the Swaze of the Jidlor system that their rulers are sent to Rellnas Minor every standard year to seek advice from the *un’Yala*.

Gamemaster Notes: *Un’Yala* are often Force-sensitive and a few have rudimentary Force skills, although they perceive their abilities as being tied to the rituals they perform.

Notable Personalities: Lunkar An, survival instructor (for more information, see pages 21–22 of *Alliance Intelligence Reports*); Tanlin Sha, primary *un’Yala* with whom the Swaze confer on their annual voyages.

Average Rellarin. *Dexterity 2D+2, Knowledge 2D, Mechanical 1D, Perception 2D+2, Strength 2D+2, Technical 1D.* Move: 8.

■ Rellarins

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D+1
PERCEPTION 1D/4D+1
STRENGTH 2D/4D
TECHNICAL 1D/2D+2
Move: 8/12
Size: 1.7–2.3 meters tall

■ Revwiens

Appearance and Biology: Revwiens are a species of mobile and intelligent plants with the ability to move about on their leaves. Their “bodies” consist of a large central trunk. Revwiens have strong prehensile leaves attached to the base of the body, which they use both as grasping appendages and to move about on. Revwiens have six to 11 leaves evenly spaced around their bodies, and normally use at least four leaves for support and movement.

At the top of their bodies, the Revwiens have a clear seed case and many tiny budstalks. The Revwiens see through the stalks and use their leaves to feel vibrations (for hearing), as well as for touch and smell. All of a Revvien’s vital organs are contained inside the central body chamber.

Revwiens use a chlorophyll analog to draw sustenance from soil nutrients (normally dissolved in water) and carbon dioxide, while using sunlight to power this conversion process. Revwiens have dark green to purplish-black leaves, but their main bodies can be red, orange, yellow, green, blue or purple.

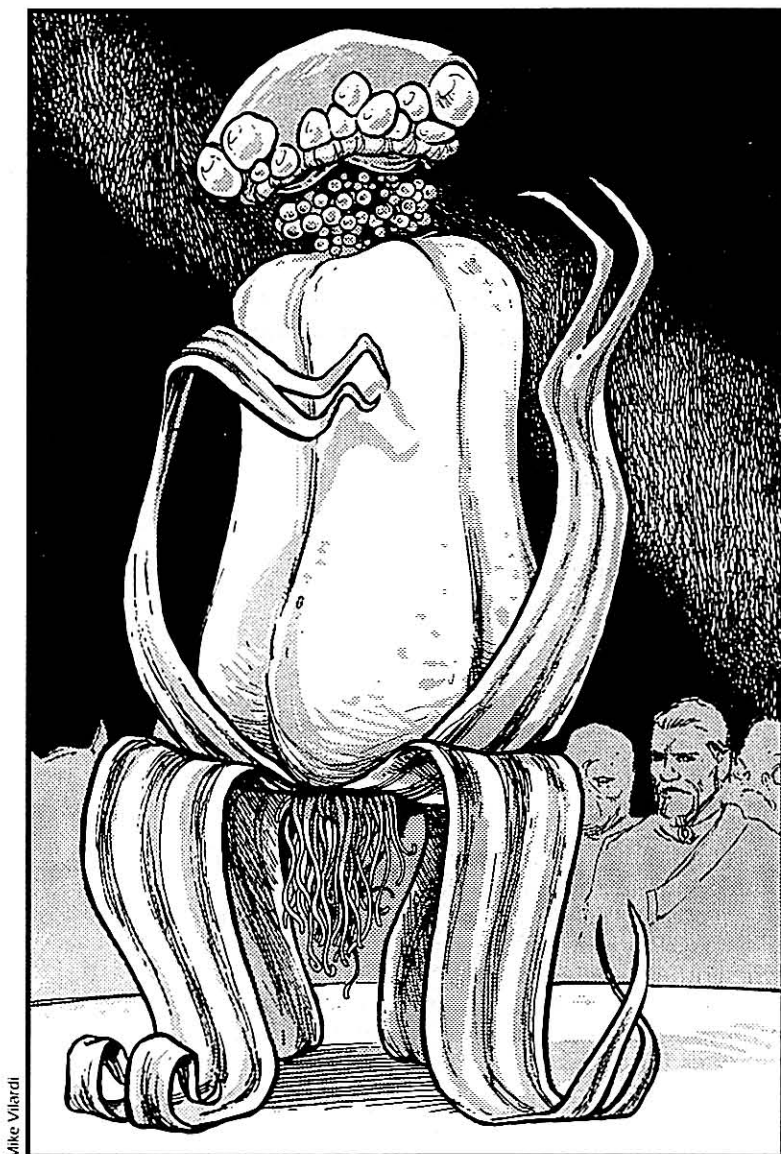
Revwiens seldom wear clothing, but they often drape amulets or ribbons around their bodies. Revwiens that spend a great time away from their homeworld of Revyia wear belts around their midsection to carry weapons, credits and other items.

Temperament: The Revwiens value peace and honor and have an eerie ability to remain calm in the most stressful situations. Almost nothing bothers a Revvien, although a few get squeamish when other species casually kill plants for building materials or development. Most Revwiens are strong believers that everything in the galaxy happens for a reason.

History and Culture: The Revwiens come from Revyia, a world located on the outer fringes of the Outer Rim Territories. Their history is recorded through myths and legends which often seem contradictory. While their stories tell tales of great and powerful cities dominated by powerful artifacts, archaeologists have yet to uncover any evidence of a technological society in their prehistory.

Revyia is an infrequent stop for five or six independently-owned light freighters, and major communities can look forward to a visit once every year or two. The Revwiens by and large don’t prize material possessions and have little to offer as trade goods.

This light trade is encouraged by the presence of a small Imperial base, established after Imperial warships eliminated a smuggling base deep in Revyia’s jungles. The Revwiens have cooperated with the Imperials and have purchased a couple of dilapidated light freighters. Revyia Station, just outside the Imperial base, is the only



recognizable city on Revvia and is the only formal starport and customs station on the planet. The Revwiens have almost a childlike curiosity about all the new technology possessed by their alien visitors, and they still think it's strange to see starships fly through their skies.

Groups of Revwiens live in groves out in the wilds of Revvia. These communities are partially nomadic, with yearly migrations to lakes and rivers. The Revwiens will sometimes keep carnivorous animals, such as urpines (a type of large wolf-like creature), as pets in order to fend off marauding herds of herbivores which threaten the Revvien population.

Nearly 30 years ago, one of the independent freighters brought to Revvia a missionary who belonged to the faith known simply as "Tyia." Word of the philosophy of Tyia spread across the planet, as its teachings of holding a strong regard

for life and peace resonated with the Revwiens. The faith is now widely accepted by many Revwiens. Practitioners of the Tyia are called Thuwistens, so-called after the faith's prime tenet which teaches "seeking personal harmony with one's own Tyia so that other Tyia forces may join to form a bond-circle, a joining of spirits called 'Thuwisten,' complete in their utter harmony." The growth of this faith and the knowledge that members of other species also embraced this faith, spurred some Revwiens to want to explore the galaxy.

Politics: The Revwiens have a disorganized social system, with most small communities governing themselves and living in peace. The only formal institutions are their universities. Revwiens spend their entire lives learning about and passing on their knowledge to others. Their classrooms are open woods and meadows, but the universities are nonetheless excellent centers of learning.

Technology Level: Revwiens have little in the way of technology, instead preferring to cultivate certain plants with desirable qualities. The Revwiens have plants which produce healing salves, generate light, have strong adhesive properties, and even "predict weather" through color changes. A well-known plant is the Vognallian seed pod, which explodes when thrown, scattering sharp seeds in all directions. The seed pods are identical to fragmentation grenades in game terms, but most beings beyond Revvia don't recognize their purpose.

Trade and Technology: The Revwiens offer the galaxy their knowledge and their message of peace and honor. They have little else to give. The Revwiens happily use technology that they don't understand. Small-time traders can earn a few credits with a stopover on the planet, but there are no particularly rich sources of wealth to be found here and thus Revvia remains essentially a sleepily little undeveloped world.

Revwiens in the Galaxy: Revwiens in the galaxy are usually just curious wanderers. They need very little to survive, and as such they are often willing to work for passage to other systems. They are reliable, but generally unskilled laborers. The majority of Revwiens are curious and open to new ideas and concepts. They enjoy learning, and some species find their childlike enthusiasm amusing.

Gamemaster Notes: The Revwiens are impressionable creatures who find a real joy in learning about the most mundane aspects of life in the galaxy. They have an inner peace about them and a sense of innocence. Revwiens have a mystical outlook on life and tend to see things in the extreme long term; "In time, things will work out

as intended" is a popular Revvien saying.

Revwiens try to seek peaceful solutions to conflicts. They find death unsettling. If pushed to battle, Revwiens conduct themselves with honor and dignity and refuse to take unfair advantage of an opponent. Revwiens also tend to be unswervingly honest beings, even when a bit of tact and "creative interpretation" might make their lives easier.

Personality Notes: An average Revvien approaches the galaxy with a child-like point of view. He tends to be curious and trusting. Many Revwiens are quite gullible but their lack of valuable goods gives them some protection from scams. Revwiens like to have friends, and they will follow anyone

who talks to them. Revwiens get nervous around overtly violent individuals, and they take any threats to eat them quite seriously.

Average Revvien. *Dexterity 1D+2, Knowledge 3D, Mechanical 1D+2, Perception 2D, Strength 2D, Technical 1D+2.* Move: 10.

■ Revwiens

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D/4D+2
MECHANICAL 1D/3D
PERCEPTION 1D/4D
STRENGTH 1D/3D+2
TECHNICAL 1D/3D+2
Move: 10/12
Size: 1–2 meters tall

■ Skrillings

The Skrillings are a scavenger species and are generally seen as disgusting annoyances by others due to their preference for uncooked, spoiled meat and their whining nature. The Skrillings' natural talent for scavenging useful bits of technology is gradually earning them acceptance by other beings of the galaxy.

Appearance and Biology: The Skrillings are stocky humanoids with baggy, wrinkled gray skin and three-fingered hands. Their eyes are small and deeply set, while they have a set of eight breather tubes in place of a nose. Their mouths have multiple rows of needle-sharp teeth. Their bald heads feature a short bony crest that runs from their foreheads to the nape of the neck. This structure is used by infant Skrillings to saw their way out of the eggs from which they are hatched; this instinctive action dulls and chips the formerly sharp edges of the crest.

The breather tubes have olfactory buds and several glands which secrete a mild acid to break down the rotten meat the Skrillings prefer. These tubes can also be used as a defense mechanism, although the acid is a mild irritant and doesn't pose any true danger unless it makes contact with one's eyes.

The Skrillings evolved on the flat, grassland planet now known as Agriworld-2079. They filled the niche of scavengers, feeding on the carcasses of the swifter grazing animals. Their metabolism is specifically tailored to digest spoiled and rotten meat; anything less than a week old gives them indigestion.

Skrillings have poor eyesight, relying instead upon a keen sense of smell to locate the decaying meat on which they feed. When searching for

food, a Skrilling simply inhales deeply through the breather tubes, producing a high-pitched whistle which can be heard clearly for kilometers.

The Skrillings' stubby fingers are immensely powerful and can close in a vicelike grip. Each finger ends in a slightly sticky pad, enabling the Skrilling to perform delicate and dextrous manipulations despite their clumsy digits.

On their native planet, Skrillings reproduce by laying leathery eggs in burrowed nests, then returning, approximately 90 standard days later, to the eggs when they are ready to hatch. In space and on other planets they make use of incubators. A typical clutch contains three or four eggs.

Temperament: Early in their evolutionary history, the Skrillings worked out a complex and ritualized system of meat sharing. (It was either that or tear each other to pieces in the resulting arguments over who got the best-aged pieces.) To the person unfamiliar with Skrilling custom, this system of ritual request and appeasement sounds like whining.

When a Skrilling wants something, it will repeatedly ask for it, continually rephrasing the question and making numerous half-hearted attempts to claim the desired object. Various strategies for sharing the object will be suggested, and small gifts or favors may be offered as a form of exchange. Usually, the Skrilling eventually succeeds in getting his or her way; Skrillings are experts at finding a person's soft spot.

Skrillings have enough intelligence to recognize that everyone has a breaking point and try not to push people to the point of anger. They avoid conflict, seeking instead to attain their

goals by alternating pleading with propitiation.

History and Culture: It is not known what the Skrillings' name for their home planet was or even what they called themselves. "Skrilling" is actually a derogatory name (translation: "Bone Picker"), given these people by the M'shinni, who colonized their world.

At the time of contact, the Skrillings were an extremely low-tech, nomadic people with few manufactured goods. Then, their world was discovered by the M'shinni, who realized the potential of its rich soils. The M'shinni rapidly divided the land into large agricultural plots, introducing intensive, high-tech farming that utilized extensive droid labor. The balance of the world was forever changed; the planet's vast herds were fenced in, and the Skrillings were forced to give up their nomadic ways.

Due to their natural ability to ingratiate themselves to others, the Skrillings soon integrated themselves into the M'shinni colonies, and from there into modern, spacefaring society.

Politics: The Skrilling homeworld is completely under the control of the M'shinni, who have designated it Agriworld-2079. While many of the Skrillings have spread out into the galaxy, a number still live on this planet. Most are servants and low-level employees of the M'shinni Rootlines that run the planet, but in recent years a handful have begun to agitate for their freedom. Given the Skrillings' tendency for avoiding open conflict, it is unlikely that this will evolve into armed rebellion, although there is always a chance that the Skrillings will wheedle outside forces into acting on their behalf.

Technology Level: Industrial level technology now prevails on Agriworld-2079, although the M'shinni do use droids and advanced farm machinery in their agriculture plots.

Trade and Technology: Agriworld-2079 is one of several vital M'shinni agriworlds. Its rich soils and consistent climate produce a vast array of vegetables, fruits and grains, which are shipped throughout

the galaxy. The planet is heavily mechanized, but has few industrial areas. Those industries that do exist are all owned by the competing M'shinni Rootlines and are clustered around the starports. The industrial complexes manufacture agricultural and harvesting droids, and process and package agricultural products.

Skrillings in the Galaxy: The Skrillings can be found throughout known space, working odd jobs and fulfilling their natural function as scavengers. They tend to be followers rather than leaders, and seem to have the innate ability to show up on planets where a battle has been fought and well-aged (and unclaimed) corpses can be found. This tendency has given rise to the saying that an enemy will soon be "Skrilling-fodder."

Due to their appeasing nature, the Skrillings are seen as untrustworthy. They tend to be found in the camps of unscrupulous gangsters and anywhere else a steady supply of corpses can be found. But they are not inherently evil, and can also be found in the ranks of the Rebel Alliance, for which they make particularly good spies due to their ability to wheedle out information.

Skrillings are natural scavengers and nomads and can be found wandering the galaxy in spacecraft that are cobbled together using parts from a number of different derelicts. They have no technology of their own, and thus usually have "secondhand" or rejected equipment. They carry only what they need, making a living by collecting surplus or damaged technology, either repairing it to the best of their ability or gutting it for parts. The typical Skrilling has a smattering of repair skills — generally just enough to patch things (temporarily) back together again.

Game Master Notes: Skrillings can be used as amusing annoyances. They might sell the characters faulty (or perhaps even contaminated) technology that later blows up in their faces, or



Mike Vilardi

might hang around the characters, repeatedly trying to wheedle an object from them. Alternatively, the characters might have to seek out a Skrilling who is the only dealer in a specific (and outdated) piece of equipment that they desperately need.

The gamemaster might also like to introduce the characters to Skrillings who are trying to regain control of their homeworld. These Skrillings may be looking for muscle to back up their demands of sovereignty or need assistants for a hit-and-run raid on one of the M'shinni Rootlines that have taken over their planet.

Notable Personalities: Pote Snitkin is a Skrilling who works as a gun runner for the gangster Jabba the Hutt. He is often found in Jabba's palace on Tatooine.

Average Skrilling. *Dexterity 1D+2, Knowledge 1D+2, Mechanical 1D+1, Perception 3D+1, Strength 2D+1, Technical 1D+2. Move: 8.*

■ Skrillings

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

Special Abilities:

Persuasion: Skrillings are, by nature, talented at persuading other characters to give them things; they gain a +1D bonus when using the *bargain* and *persuasion* skills.

Acid: Skrilling digestive acid causes 2D stun damage.

Vice Grip: When a Skrilling wants to hold on to something

(such as in a tug of war with another character), they gain +1D to their *lifting* or *Strength*; this bonus applies only to maintaining a grip and does not apply towards trying to lift something heavy.

Move: 8/10

Size: 1–1.9 meters tall



LFL

■ Sludir

Appearance and Biology: Sludir are large beasts with six stocky legs and two arms. Their arms end in two fingers and an opposable digit. A Sludir's head consists mostly of a thick snout with four nostrils and a large, toothy sneer. Two eyes are often framed beneath a mound of hair which Sludir are fond of tying in several different styles. The six legs are short yet stocky, and end in flat, round feet with little proto-toes toward the front.

Much of a Sludir's torso and back is covered with a tough outer skin — some believe this is a chitinous carapace secreted from skin pores over time, since young Sludir do not have this natural armor. This protective covering helps Sludir re-

sist physical damage, although it is rather ineffective against energy weapons. Sludir take great pride in maintaining their natural armor, often using a mushy compound (known as Sludir "soap") to fill cracks which may appear due to battle injuries or age.

Temperament: The Sludir share a violent past, and thus their collective temperament is rather curt, brutish and blunt. They care little for manners other than their sense of battle honor. Most Sludir believe as they have been brought up — that physical prowess, combat prestige and sheer strength equal power. Few, if any, rely on subterfuge or covert tactics to gain their objectives.

Sludir believe direct application of physical force is the true way to get what they want.

Through their enslavement, however, some Sludir who have survived to flee their captors are different. These battle-weary individuals have had their willpower eroded by abuse and senseless combat — battle for pleasure rather than political or personal gain. These Sludir are often reserved in their manner, repressing their anger until it can be released at a strategic moment. While these Sludir fit better into the whole of galactic society, they can often erupt into berserk rages when the time to use physical force comes.

Sludir believe in eliminating their enemies as quickly and ruthlessly as possible. While this isn't always subtle, it insures survival of their species. Throughout their history, those Sludir who showed mercy toward their foes were eventually destroyed by those enemies. The lesson now learned, they rarely show mercy in combat, never take prisoners, and don't hesitate to strike at an enemy before warlike intentions have surfaced.

History and Culture: For thousands of years, Sludir culture blossomed on their home planet of Sluudren, far out in the Outer Rim Territories. They evolved from a primitive tribal society to one with an intricate feudal social structure. Sludir society quickly fragmented into castes which served each feudal nation. Rulers and warriors were one caste — the ruling and most powerful caste. Artisans were also a respected caste, mostly because they implemented their work in addition to planning it. Workers were the next caste — these Sludir were responsible for carrying out the edicts of the artisans and warriors. Sludir society had no room for “commoners”: those who could not play an active role in society were destroyed.

Sludir children grew up learning the ways of their caste. Sludir took turns raising their young and the young of others in their caste-clans. Children are indoctrinated in the code of battle honor and in the ways and history of their people. Before coming of age, Sludir children are required to prove themselves in a test of strength. Worker children must perform a task of labor proving they can serve their caste. Artisan children must design and build something, often a structure. Warrior children are cast out into Sluudren's wilds, forbidden to return unless they have a beast they have killed.

Battle honor is a strong tradition in this fierce species. Combat is the surest test of an individual's power. Since the dawn of their culture, trial by combat has determined guilt and innocence. Champions of battles have been named kings, and those who wished to unseat

them either died fighting the established ruler, or killed him to take his place. The code of battle honor does not favor ranged weapons — while bows and thrown spears are acceptable, it is far more courageous to confront one's enemies face-to-face. Hiding, retreating and even taking cover are concepts which Sludir warriors find dishonorable and shameful.

The concept of furthering one's family is important to every Sludir. To die without an heir is just as disgraceful as fleeing from battle. Sludir society allows an individual to taint their family's name through crime, murder, theft and deceit. But to perform dishonorably in battle or to deprive the family of an heir is grounds for banishment or execution. Sludir place great honor on their ancestors, and hope to attain that ancestral honor themselves centuries after their deaths. Continuing the family line is a way to insure those Sludir of the past and their glorious deeds in battle are never forgotten.

Sludir have no written language, although they understand mathematics and can write numbers and measurements. But their histories, news, military orders and edicts are all passed on verbally. Warrior couriers known for their fleet legs carry messages between commanders and kings, bringing news of battle or of political developments to cities and fortresses. Artisan storytellers use their great memories for recording histories and folk tales, and relate them in colorful, entertaining imagery.

Sludir excelled at masonry. Immense stone cities and fortresses were needed to house and protect Sludir from other warring nations as well as the savage creatures native to Sluudren. Throughout their history, stone has been the backbone of Sludir society. Great roads connected the cities, aqueducts brought water from the mountains, and elaborate tombs protected the memories of their rulers. Large stone structures also united individual Sludir fiefs. They provided work for artisans, who planned the structures, and workers, who quarried, carved, transported and fitted stones into place. Stone was a symbol of the Sludirs' strength, and their ability to use their power to shape the world around them.

But that power was useless when they were first contacted by the spacefaring elements of the galaxy. Slavers captured groups of Sludir warriors on patrol far from their cities, and sold the Sludir as workers or as gladiators, to fight to the death for entertainment. When Imperial scouts arrived on Sludir, the slaving had already eaten away at Sludir society, as entire clans were broken up, differences between the castes eroded, and cities were subjugated to slavers' rule. The Empire stepped in, declaring the Sludir to be a

legitimate slave species, and began exporting Sludir to Imperial work camps throughout the galaxy. A garrison was set up on Sluudren to make sure the remaining Sludir continued to breed and supply the Empire and a small contingent of slavers with prime specimens for their markets.

Politics: Sludir society flourished under a feudal system of nobles and kings ruling over subjects of the artisan and worker castes. Nobility was determined by prowess in combat. With the Empire controlling Sluudren, most of the previous political structure has been replaced by stormtroopers and AT-STs. The division between Sludir castes has blurred, and now most Sludir are herded into cities to languish until they're transported off planet to work camps, slaver pens or the gladiators' arenas.

Oddly enough, a small circle of freed Sludir are attempting to form their own coalition, mostly in the criminal underworld. While this group is still in its infant stages, it has become a beacon to those Sludir who have somehow escaped their captors. Although these freedom fighters idealistically want to free their species from Imperial domination, they have quickly fallen prey to the greed and hunger for power easily satisfied by the dealings of criminal organizations.

Technology: Sluudren's technology level has mostly been feudal, although the area around the Imperial garrison has a space technology level. Their code of battle honor discourages Sludir from using unknown technology, especially ranged weapons like blasters. Melee weapons are mostly favored. Sludir fighting in slavers' gladiator arenas often bend their code of battle honor to use vibro-weapons, most often favoring the heavy vibro-ax.

Trade and Technology: Sludir never engaged in trade with other groups in the galaxy. The Imperial garrison on Sluudren maintains a light blockade on the system, making sure that traders don't smuggle weapons to the Sludir to help them resist Imperially sanctioned slavery. Although a small starport exists near the garrison, it is limited to Imperial traffic and only a handful of security-cleared traders who supply Imperial needs.

Sludir in the Galaxy: Sludir are most often encountered as slaves, both for the Empire and for various criminal elements. The Empire uses Sludir as heavy work beasts, while the underworld uses Sludir as gladiators, workers and guards. Unlike some other slave species, the Sludir tend to avoid the Rebellion and join criminal organizations — pirates, crimelords, even slavers. These professions allow them to prove themselves through physical prowess. The



Mike Vilardi

Rebellion's structure does not allow for promotion by killing off one's superiors ...

Some Sludir, however, join the Alliance to further their own goals — often revenge against the Empire or slavers. Some recently escaped Sludir join simply because the Rebel Alliance offers some shelter and assistance to escaped slaves. And, although the Sludir have no such concept as the Wookiee life debt, some individuals do feel a sense of loyalty toward others who intervene on their behalf in combat.

Some Sludir have literally fought their way through the ranks of the criminal underworld to assume high positions. These Sludir have risen to become crimelords' commanders, major domos, or bodyguards. For examples of powerful Sludir characters in the Star Wars galaxy, see *Star Wars Adventure Journal* #2, pages 271–286, and *Platt's Starport Guide*, pages 80–86.

Gamemaster Notes: Sludir can become very powerful characters, mostly because of their high *Strength* and often high *Dexterity*. However, their code of battle honor demands that they never run from combat, and that they confront their enemies (in most cases) in face-to-face melee combat. Sludir are not just brutish creatures who are good in combat — their complex sense of honor is a challenge to roleplay. They are loyal to fellow Sludir (even criminals) and especially to family members. They rarely use ranged weapons, including blasters. If a Sludir character does possess a blaster, she'll be extremely hesitant to use it.

Fitting into a group like the Rebel Alliance can also be difficult, since Sludir enjoy violent competition and see such conflict as a way to rise through the ranks. Awards and promotions mean nothing unless a Sludir has distinguished himself in personal combat. Sludir within the Alliance must suppress their natural combat urges. They often seem bitter, cold and brooding. These Sludir are always on the edge of losing their temper, but they try to save their anger to channel into personal battle. Their first instinct when confronted with a crisis is to fight — resisting that urge could be a challenge to players running Sludir characters.

Personality Notes: Sludir are particularly bitter about the state of their species — they don't take being enslaved very well. They are bitter against the Empire and against slavers, although they do accept fellow Sludir in the criminal un-

derworld (including Sludir slaver lords). Some Sludir channel their anger against Humans, but these individuals are rarely aligned with the Alliance.

Sludir hold battle to be sacred. Their code of battle honor is not broken lightly. Sludir do not enter into combat without reason — personal gain, honor, proof of their strength, or glorious death. To flee combat, hide or take cover is dishonorable. They respect strength and combat experience, but also believe that violence is necessary to attain rank, status and rulership. Sludir are also loyal to fellow family members and other Sludir. The concept of family is very strong in Sludir, and is a means to ensure that the species survives. To die without an heir is a dishonorable death for a Sludir.

Average Sludir. *Dexterity 3D+2, Knowledge 1D+1, Mechanical 1D, Perception 2D, Strength 4D, Technical 1D.* Move: 8.

■ Sludir

Attribute Dice: 13D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 3D/5D

TECHNICAL 1D/3D+2

Special Abilities:

Natural Armor: A Sludir's tough skin adds +1D against physical attacks.

Move: 8/10

Size: 1.5–2 meters tall, 1.5–2.5 meters long

■ Snivvians

While countless alien cultures have developed complex societal structures, many of them are an offshoot of the structures found in families around the galaxy. Family and society are closely linked in many civilizations. The Snivvians of Cadomai carry out this practice, but with a peculiar twist: the Blood Code of the Snivvian has led to the downfall of a number of civilizations on that world.

Appearance and Biology: Snivvians are short, stocky bipeds with tough skin, and sparse hair. They have protruding snouts, with pronounced canine fangs.

The Snivvian homeworld is very cold, but its people didn't evolve thick coats of fur to keep in their body warmth. Instead, the Snivvians developed unique skin to allow them to exist in the subfreezing environments of their homeworld. The Snivvian skin is dense, with special membranes that control the opening and closing of

the pores. This membrane network can be controlled by the Snivvian to let body heat escape in warm climes, or to trap heat in the cold Cadomai winters. As a result, the Snivvians don't sweat — their body temperatures are regulated by this membrane network, which conducts thermal energies efficiently through their bodies. The Snivvians also don't suffer frostbite, as the dense outer layer is composed of dead skin cells.

Temperament: As a species, the Snivvians are a gentle, insightful people. The long, cold winters of Cadomai keep the Snivvians in their subterranean homes for months. In these long periods, the Snivvians create their respected and beautiful works of arts. The transnovels of Cadomai are known throughout the galaxy.

History: Despite being a gentle, introspective species, Snivvian history is marked with blood. Snivvian biology yields one male and one female

with each birthing. This has been the genetic norm for thousands of years as the Snivvians evolved from hunters on the tundra plains of Cadomai. But, in the past, genetic mutations, a flaw in the Blood Code, sometimes caused male twins to be born. There are only 200 documented incidents of this in the past two millennia.

Snivvian male twin births produce one standard, healthy child, and one who has a specific genetic flaw. The flaw, undetectable at birth, has a one-in-three chance of mutating into a personality affecting disorder. In some cases, this led to sociopathic behavior and created killers among the peaceful people. In the past, three charismatic, but truly evil rulers have risen as a result of this defect. The first two were destroyed by an uprising of the masses. The last, Zereldspidar, was felled by the forces of the Old Republic.

Before the advent of genetic engineering, there was a practice of keeping twin males incarcerated and monitored. If sociopathic tendencies appeared, the offending twin underwent a process of personality reprogramming. These Snivvians were transformed into simple-minded shadows of what they once were.

The Snivvians eventually mastered genetic engineering, so that these twin births were minimized. They unravelled and stabilized the Blood Code, and the species prospered, stretching their civilization across the four habitable worlds of their system. Then they befell the scourge of the Thalassian slavers.

In this vile trade, Thalassians captured and sold the Snivvians to others who used their skins for industrial purposes. It was only the intervention of the Old Republic that saved the Snivvians from extinction.

The turbulent and strife-torn history of the Snivvians has suffered another hurdle. It has been shown that centuries of hyperspace travel may have undone the genetic corrections of the past and reawakened the Blood Code. Snivvian scientists are watching carefully to see if twin brothers will rise again.

Politics: Snivvians have a participatory democracy on their world, with members being elected onto a ruling council, or Chevram. From there, an executive officer is voted, based entirely on ar-

tistic skill. The Chevram is elected every 12 Snivvian years, with the executive being elected every year of a Chevram's rule.

Technology: The Snivvians developed sublight space travel on their own. They adopted hyperdrive technology from the galaxy around them. They have all galactic standard technological items.

Trade and Technology: Snivvians are renowned for their artistic achievements and have traded and sold their works the galaxy over. The Snivvians concentrated on genetic science, with their work rivalling that of the Bith and the Lurrians. The difference is that the Snivvian genetic sciences are all reactive in nature — they were formed to defeat specific flaws, not to explore knowledge for its own sake. As a result, many Snivvian research projects with great potential were stopped once specific problems were solved. Other species across the galaxy have used Snivvian science as a starting point for greater research and discoveries.

Snivvians in the Galaxy: The Snivvian people

are often found throughout the galaxy as artists and writers, trying different things to amass experience and to live life in its fullest. As a result, Snivvians are often found in fields they are not necessarily qualified to handle; they are at-

tempting to build their so-called "mental furniture" to create works of great art.

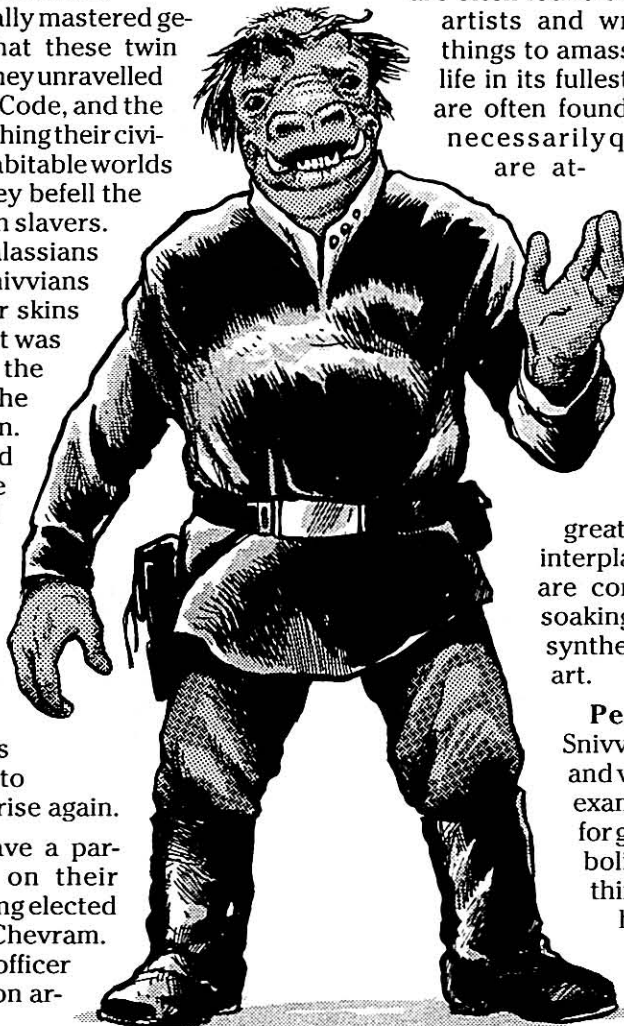
Many inept bounty hunters and smugglers have been Snivvians attempting to write poems on those professions.

Game Master

Notes: Snivvians make great characters to fill up any interplanetary cantinas, as they are constantly on the move, soaking up life experience to synthesize into later works of art.

Personality Notes:

Snivvians are deep-thinkers, and very introspective. They examine things others take for granted and look for symbolic subtexts in everyday things. Almost all Snivvians have some master work in progress that they are agonizing over.



Mike Vilardi



LFL

Suggested Skills: The *Knowledge* skill art, with appropriate specializations, is a given for most Snivvians. Aside from that, Snivvians could have amassed a general understanding in any number of odd skills. Keep in mind that Snivvians are generally peaceful, and any combat skills ac-

quired are usually for self defense.

Notable Personalities: "Snaggletooth," whose real name is Zutton, is a painter who picked up the role of a bounty hunter by chasing down Thalassian slavers. He is surprisingly good at the role, and has attracted the attention of Jabba the Hutt.

Average Snivvian. *Dexterity 1D+2, Knowledge 2D, Mechanical 1D+1, Perception 3D+1, Strength 2D, Technical 1D+2.* Move:10.

■ Snivvians

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

Story Factors:

Strife-Torn History: The Snivvians never seem to get a break. From the genetic problems with the Blood Code, to the period of slavery by the Thalassians, the Snivvians have undergone hardship after hardship. Now that the Blood Code may have returned, the Snivvians are bracing themselves for more troubles. Despite such adversity (or perhaps because of it), the Snivvians are respected artists and writers.

Blood Code: The genetic flaw that has led to much violence in Snivvian history has also caused the Snivvians to be very distrustful of twins of any species. As families, Snivvian brothers tend to be very distant.

Special Abilities:

Adaptive Skin: Snivvian can survive in temperature extremes of minus 30 degrees standard, to temperatures up to 45 degrees standard without harm or protective gear. They do wear clothing for cultural reasons. The Snivvian tough skin gives them a +1D armor bonus to resist physical damage.

Move: 10/12

Size: 1.2-1.8 meters tall

■ Tarongs

Appearance and Biology: The Tarongs are a species of quadruped avians with warty and thick, leathery skin and long, hooked beaks. These massive avians have wings spanning 10 to 20 meters that enable them to fly at speeds of over 40 kilometers per hour. Their thin, leathery wings are surprisingly strong and have tufts of feathers growing randomly on the undersides. The tops of their wings are shot through with dark blue veins that alternately widen or constrict when a Tarong is happy or frightened. Their coloration ranges from a muddy brown to reddish tan to olive green. The younger the Tarong, the lighter its skin; the oldest Tarongs appear almost black.

The front feet, though clawed, are nearly handlike and are capable of manipulating the smallest technological devices. The rear feet, however, are larger and stronger and are used to grasp prey and carry it aloft or used to anchor the Tarong to treelimb and other objects.

Their eyes are round and dark yellow, with slitted pupils. Able to see vast distances with great accuracy, Tarongs also have excellent low-light vision coupled with a sort of infravision that picks up heat sources. Their hearing is acute, but their sense of smell seems nearly non-existent.

Extremely intelligent, they are able to master languages quickly. Their unique vocal structure

permits them to mimic speech patterns, inflections, and tones, allowing them to sound almost like the individual they are talking to; they tend to use this mimicry automatically. Someone overhearing a conversation between a Tarong and a Jawa might think the Jawa was talking to himself.

Picky eaters, the Tarongs are carnivores who prefer dining on small rodents and marsupials that present a challenge to catch. When the chase is done, and the meal captured, the Tarongs spend several minutes chatting with the creature to make sure it cannot talk back; Tarongs refuse to eat anything that can converse with them.

Tarongs are a hybrid species, the end result of endless cross-breeding between virtually identical avian species that evolved in the Epidimi system on the twin worlds of Iri and Disim, which revolve around a double sun. The races were introduced to each other five millennia ago when Old Republic scientists entered the system. It's obvious that the races share genetic ancestors and that at least one of the races was transplanted to its "homeworld" in the distant past.

The Tarongs are at their best in warm climates and they can tolerate extended periods without water. The greatest concentration of Tarongs on Iri and Disim are around the planets' equators, where the temperatures are the warmest and the trees are tallest. Both planets are covered by heavy forests, and tropical rainforests dominate the equatorial regions.

Tarongs exposed to colder climates do not fare well. Though they can tolerate chilly regions, a Tarong exposed to near-freezing temperatures will die within three hours. Tarongs who journey offworld usually insist on traveling inside sealed transports if there is a chance of chilly weather. Some Tarongs have been known to don specially-built heating suits that cover their bodies, save for their beaks. Their wings are folded up inside, limiting their maneuverability.

Disdaining clothes as largely unnecessary, Tarongs often find great humor in the apparel of other species. Still, the great birds have adopted some bits of raiment, primarily ornamental belts, necklaces, and rings that fit their front and rear claws. They are particularly fond of anything that sparkles.

Temperament: Friendly and curious to a fault, Tarongs are quick to strike up conversations with strangers. They consider every individual a friend — until that individual has done something to harm the Tarong or his family. When such an act occurs, the Tarong attempts to retaliate by flying the offender to an inaccessible place and leaving him to his own devices. Often this results in the offender's death, but the Tarongs do not blame themselves — they weren't the ones who initiated the bad behavior. Most

Tarongs shun physical violence and believe in active aggression solely for defense or hunting food.

Tarongs are very talkative, babbling on even in their sleep about the day's occurrences. Individuals who are willing to converse at length with the creatures are given special treatment.

History and Culture: The Tarongs are believed to have evolved from prehistoric, flying reptiles. Few reptiles remain on either of the planets today, and those that do are small lizards the Tarongs find unpalatable. Each planet has a spaceport and merchant liners regularly stop to trade with the avians. Tarongs live in huts placed in the highest branches of the largest trees; upper levels are reserved for family members, while lower hut levels are used to store droids and other items purchased from merchants.

Each Tarong family has its own hut, and the larger the family, the larger the dwelling. Family life plays an integral role in their society. Courtships between Tarongs can last up to several years, as the males and females chatter amongst themselves to determine who is the most compatible and shares the most interests. Often those who are the most talkative find mates first.

Tarongs first encountered other species a little more than 5,000 years ago when explorers landed on Iri and Disim. The avians immediately took to the scientists and begged to go with them. The scientists took only two dozen of the Tarongs along. But other visitors since have taken many more passengers — resulting in the spread of Tarong clusters to other temperate worlds.

Politics: Tarongs have no formal government. They live in tribes varying in size from 12 to 30 families, with each family having an average of four to 10 members. The largest or longest-established family usually has the most say in activities. Once each season, nearby tribes come together to report on projects and observations. These meetings last days and consist of each Tarong taking a turn to talk. Often the oldest Tarong or the one who had the best tales from the previous gathering is appointed to preside over the meeting. Such a temporary appointment holds much prestige — and the honored one usually talks at great length about his experiences until the next seasonal meeting. By tradition, a Tarong cannot be the officiator for two seasons in a row.

Those Tarongs who travel offworld are quick to embrace the government of their adopted planet. They seem to take great enjoyment in studying political trappings and laws. Several Tarongs who have traveled widely and then returned to their homeworld attempted to impose a government on the avians (with themselves as

the heads). However, their attempts were met with jeers and laughter — although the attempts became the subject of great tales at seasonal meetings.

Trade and Technology: The Tarongs have adopted galactic trade and technology, although these gadgets are seen more as curiosities than necessities, and the avians are content to maintain a technologically-primitive society. The avians have a fondness for droids, and protocol droids in particular since they will converse with them for hours. Visitors to the Epidimi system estimate that there is at least one protocol droid in every village, and in the larger villages several families have their own droids. Visitors note that the droids are kept in excellent repair and are always shiny. Protocol droids are treated more as guests and members of the family than as possessions — which suits the droids fine.

The avians also prize jewelry: the larger the pieces and the more they sparkle, the better. Some Tarong are even known to bedeck their protocol droids with necklaces, bracelets, belts, and ankle chains.

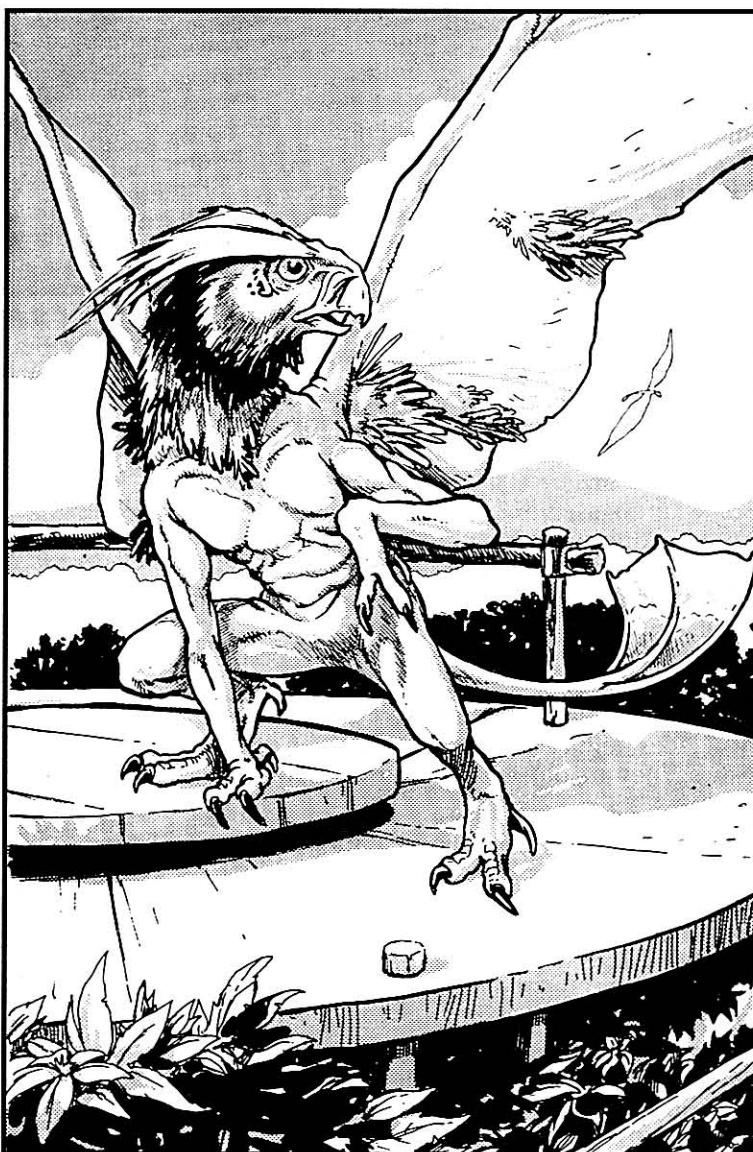
The avians can easily afford the droids and gems, because mining operations extract large quantities of high-grade ore. The ore is used in many weapon and ship systems and requires little refinement. Some families of Tarongs have acquired mining droids to garner more of the ore; these avians have established a regular trading schedule with the corporations and even secret representatives of the Rebel Alliance. Members of the Rebel Alliance keep a close watch on the planets, fearful that the Empire will clamp down on the chaotic, free-form economic system the Tarongs have established.

Tarong in the Galaxy: Curious and wanting desperately to explore, dozens of Tarongs have convinced merchants and Rebel visitors to take them offworld and out into the galaxy. The avians love space travel and can be found in starports, on merchant ships, and on Alliance vessels. Tarongs prefer not to associate with members of the Empire, as the Imperial representatives they have met were not friendly, were not willing to converse at length, and seemed cruel.

The Rebels have discovered that Tarongs make wonderful spies because they are able to see encampments from their overhead vantage points and are able to repeat what they overheard (using the voices of those who did the talking). Several Tarongs have embraced espionage roles, as it has taken them to new and wondrous places in the company of Alliance members willing to talk to them.

Gamemaster Notes: If Tarongs are encountered on Iri or Disim, some of them will beg to be taken into space for a grand adventure. All Tarongs are curious and initially friendly, and nearly all of them are exceedingly talkative. Visitors will be welcomed warmly if they are willing to chat with the avians, who will mimic their speech patterns and voices.

Personality Notes: Few Tarongs are grumpy, as there is too much going on around them to



allow them to dwell on bad things. They are animated, cheerful, and unafraid of new species and cultures.

Notable Personalities: Although there are several notable Tarongs offworld, two deserve special consideration—Sk'rirak and K'derek, brother and sister who established themselves firmly in merchant circles and then went on to work for various Rebel groups as information gatherers. The pair often operate together, selling their spying services in exchange for droids and jewelry. Sk'rirak, the female, is a light olive green. She has tufts of darker green feathers under her wings. K'derek, several years older, is a russet brown with black feathers spotting the undersides of his wings.

K'derek is not as cheerful as his sister or the other Tarongs. The avian saw and heard much while spying on a small Imperial garrison. He witnessed torture, brutal interrogations, and murder, and he vowed to work against the Empire. K'derek has become an expert with explosives and he goes against the Tarong grain by actively engaging in violent acts.

Sk'rirak. *Dexterity 3D+1, brawling parry 4D+1, dodge 5D, flight 5D, Knowledge 3D+1, alien species 3D+2, streetwise 3D+2, languages 7D, Mechanical 1D+2, Perception 3D+2, bargain 4D, command 4D+2, con 5D+2; Strength 3D, brawling 3D+2, Technical 2D.* Move 8, 14 (flying), Equipment: Comlink, vibroknife (STR+2)

K'derek. *Dexterity 3D, dodge 6D, flight 6D, Knowledge 3D+1, alien species 5D, cultures 4D+1,*

languages 6D, planetary systems 4D, Mechanical 1D+1, Perception 4D, bargain 6D, hide 4D+2, gambling 4D+2, search 6D+2, sneak 5D+1, Strength 3D, brawling 4D, stamina 3D+2, Technical 2D+1, demolitions 6D. Move: 8, 14 (flying). Equipment: Comlink, vibroknife (STR+2), assorted grenades (4D-5D) and explosives (4D-6D).

Average Tarong. *Dexterity 2D, Knowledge 1D+2, Mechanical 1D, Perception 3D, Strength 2D+1, Technical 1D.* Move 8, 14 (flying).

■ Tarong

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D/2D+2

PERCEPTION 2D/4D

STRENGTH 1D/3D+1

TECHNICAL 1D/2D+1

Special Skills:

Dexterity skills:

Flight. Time to use: one round. This is the skill Tarongs use to fly.

Special Abilities:

Weakness to Cold: Tarong require warm climates. Any Tarong exposed to near-freezing temperatures suffers 4D damage after one hour, 5D damage after two hours and 8D damage after three hours.

Mimicry: Tarong have a natural aptitude for languages and can advance the skill in half the normal time at half the normal Character Point cost.

Vision: Tarongs have outstanding long-range vision. They can increase the *search* skill at half the normal Character Point cost and can search at ranges of nearly a kilometer if they have a clear line of sight. Tarongs have well-developed infravision and can see in full darkness if there are sufficient light sources.

Claws: Do STR+2 damage.

Move: 8/10 (ground), 14/16 (flying)

Size: 10–20-meter wingspan

Tarro

The Tarro originally hailed from the Til system, deep within the Unknown Regions. Their homeworld, Tililix, was destroyed about a century ago when the Til sun exploded with little warning ... although it is rumored that the catastrophe may have been the result of a secret weapons project sponsored by unknown parties. Only those Tarro who were off-world survived the cataclysm, with the population estimated to be a mere 350. A number of these survivors can be found within the ranks of the Rebel Alliance.

Appearance and Biology: Tarro are a muscular humanoid species, most often with dark green skin and bright yellow eyes. Each hand possesses seven long fingers that sport long curved claws and are used as potent weapons in close-quarters combat. The Tarro have large foreheads.

The males tend to have dark blue or black hair, while the females have either dark brown or brownish-red hair.

Temperament: The Tarro are infamous for their stubbornness and independence. They make every effort to work alone and have a tendency to lose their patience rather quickly when working as part of a group if things do not progress exactly as they would like. This often makes them difficult partners, though a handful of Tarro have learned to work with others relatively well.

History and Culture: The Tarro had very little contact with the known galaxy prior to the destruction of Tililix (with only occasional visits from independent freighters) and thus little is known of their original culture. Most of those Tarro alive today are children of the original



survivors, and though efforts have been made by Tarro elders to preserve their culture, it has been difficult with the Tarro spread so thin.

Tarro in the Galaxy: The largest single cluster of Tarro is a group of seven beings known to reside in Somin City on Seltos (see page 75 of *Twin Stars of Kira*). Lone Tarro can be found anywhere, from the Outer Rim Territories to the Corporate Sector, but they are few and far between. They find employment in nearly all fields, but most commonly they crave jobs that hinder or oppose the Empire in some way.

Notable Personalities. Kassar Kosciusko, Alliance operative and former assassin (see page 47 of *Cracken's Rebel Operatives*); Qatak Qantaras, Rebel-allied operative in Masgen system; Alliance Lieutenant Commander Masakayan.

Average Tarro. *Dexterity 3D, Knowledge 2D, Mechanical 1D, Perception 2D, Strength 3D, Technical 1D.* Move: 9.

■ Tarro

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

Special Abilities:

Claws: STR+1D+2 damage

Teeth: STR+2 damage

Story Factors:

Independence: Tarro are a fiercely independent species and believe almost every situation can be dealt with by one individual. They see teams, groups, or partnerships as a hassle.

Near-Extinct: The Tarro are nearly extinct, as their homeworld was consumed by their star approximately a year ago.

Move: 9/12

Size: 1.8–2.2 meters tall

Tiss'shar

Native to the perilous, humid jungle continents of the otherwise mild world Tiss'sharl, the reptilian Tiss'shar are a species renowned more for their assassins than their considerable business savvy and advanced enviro-technology.

Appearance and Biology: The Tiss'shar are slight reptilian beings with slender bodies and relatively long necks. They possess great strength and excellent agility, showing their hunter/predator heritage. Their large jaws are filled with short, pointed teeth, while their large, pink tongues are always in motion. The Tiss'shar's large black

eyes are protected by a durable transparent film that gives them a glassy appearance. Their bodies are covered by scales that vary in color from dark yellow to dark green, with patches that may be red, white, orange or bright yellow. Tiss'shar have a thin torso, with wide hips and a short, wiry tail.

The six known races of Tiss'shar can be identified most easily by their markings. The most common are the *sil-ar*, which are noted for their diamond-shaped markings on the back of their heads, the backside of their upper torso, and

their arms and legs. Another common race of the Tiss'shar is the *kal-ar*, which have thin concentric bands that begin at the base of the jaw and travel all the way to the toes.

Temperament: As with most species, there exists no stereotypical manner that defines the Tiss'shar, though they are generally recognized as some of the best assassin and gunbeings credits can buy. Most Tiss'shar have a definite appreciation for the "art of the deal," most often of a legitimate business sort.

History and Culture: The Tiss'shar are jungle dwellers for whom business and personal life are very much intertwined. Nearly every family has a Tiss'sharl corporation as a patron, which, in return for dedicated labor, provides the family with nearly all of its material needs. Most companies on Tiss'sharl focus on either environmental pursuits or high technology weaponry. Several prominent galactic corporations, TaggeCo among them, have also established offices on Tiss'sharl, although their less generous benefits packages have often meant that they can only recruit less skilled beings.

The Tiss'sharl League governs Tiss'sharl society and is comprised of those businessbeings whose firms have posted the highest profit in the past five fiscal years (a Tiss'sharl year lasts roughly 11 standard months).

Trade and Technology: The Tiss'shar make full use of galactic technology, with hyperdrive-equipped starships, energy weapons, droids and other galactic conventions. Tiss'shar traders ply many regions of the galaxy. Tiss'sharl is fully integrated into galactic trade, with extensive imports and exports; the planet often has a trade surplus due to the excellence of its technological goods.

Tiss'shar in the Galaxy: Tiss'shar encountered off of their homeworld are often of two disciplines: business or killing. Those Tiss'shar who do not share in the love of financial gain through corporate mergers and share holding make their riches as some of the most efficient assassins in the galaxy. A large population of Tiss'shar ply the Corporate Sector, some as business beings and others as "protection agents" and corporate assassins.

Notable Personalities. The late Uul-Rha-Shan, bodyguard for the late CSA Viceprex Mirkovig Hirken (see pages 63–64 of the *Han Solo and the Corporate Sector Sourcebook*); Kal-tan-shi, assassin and bounty hunter (see pages 62–65 of *Alliance Intelligence Reports*); San-kur-lor, successful businessbeing and Tiss'sharl League constituent.

Average Tiss'shar. *Dexterity 2D+1, Knowledge 1D+1, Mechanical 1D, Perception 2D+1, Strength 3D, Technical 2D.* Move: 11.

■ Tiss'shar

Attribute Dice: 12D

DEXTERITY 2D+1/4D+1

KNOWLEDGE 1D/2D+2

MECHANICAL 1D/2D+2

PERCEPTION 2D/3D+1

STRENGTH 2D/4D

TECHNICAL 1D/3D+1

Special Abilities:

Body Armor: The Tiss'shar's thick scales gives them natural armor that provides a +1D bonus against physical attacks and +1 against energy attacks.

Vision: Tiss'shar can see in the infrared spectrum, allowing them to see in complete darkness provided there are heat sources.

Move: 11/14

Size: 1.5–1.8 meters tall



Mike Vilardi

Tunroth

The Tunroth are a species indigenous to the Jiroch system. They inhabit the third, fourth and fifth planets in the system (Jiroch-Reslia, Kalok and Saloch, respectively). These three worlds are often referred to by spacers as "the Triumvirate," a dedication to the Tunroth Assemblage of Three who promoted the simultaneous settlement of new colonies on Kalok and Saloch millennia ago. Rumors abound that there is a Jedi museum or shrine in the Jiroch system, but the Tunroth have repeatedly refuted such suspicions: the only sacred edifice the Tunroth attest to is the ancient Hall of Predation, a testament to great Tunroth Hunters of the past.



Appearance and Biology: The Tunroth are large, muscular aliens. Tunroth skin is typically dark or light yellow, though some in the remote continent are orange-skinned. Their heads are elongated and placed forward of a long, sloping muscular neck. Their eyes are low on the skull and wide apart, with two breathing openings between and above the eyes, near their olfactory cluster. They have pronounced teeth, with several horns on the chin. Tunroth have only three digits on their hands and feet, with two opposed finger/thumbs and a large central finger. They are as powerful as they are intimidating, and they are known for their great strength and endurance.

Temperament: The Tunroth were until very recently a species with an optimistic outlook and a passion for the hunt. In their culture, the hunt is symbolic of their view of life and it is a serious, spiritual endeavor — hunting is not considered sport. They are an aggressive, strong species and tend to act with a sense of certainty.

The recent loss of most of their population as a result of the Reslian Purge has somewhat sobered the Tunroth people, though they are in the process of coming to terms with their recent tragedy. Tunroth unity has been further strengthened in the reconstruction efforts that continue on the three Tunroth worlds.

History and Culture: The Tunroth developed a peaceful civilization centered around hunting communities. They never developed advanced technology, instead relying on animal power and hand-made goods. The Tunroth were contacted by the Duros nearly 9,000 years ago and quickly accepted membership into the Old Republic. Access to galactic level technology allowed the Tunroth to colonize two other worlds in their system (Kalok and Saloch), although they never travelled far from their home system in large numbers. The Tunroth refused to develop or purchase advanced weapons despite (or perhaps because of) the great conflicts that rocked the latter days of the Old Republic.

However, just a decade ago, the Tunroth were decimated by the infamous Reslian Purge, when expansionist Lortan fanatics swept across a dozen systems, eliminating everything in their path. Unfortunately, the Jiroch system was a victim of the Purge. The Tunroth were powerless to repel the Lortan battle fleet and in the span of three months the Tunroth population was reduced to a mere four million beings. Only the intervention of the Imperial Navy stopped the Lortans from spreading their attacks further. Other victims of

the Lortans included Rrulinn, Quaensan Prime and the Dalisor Merchant Fleet.

While most Tunroth realize the Imperial effort to stop the Reslian Purge was more to protect Imperial interests than to save their subjects, the Tunroth are somewhat thankful the Empire came to their aid. Many Tunroth therefore have become unlikely supporters of the New Order.

The Tunroth are a people with a long hunting and tracking tradition. Their lore dates back thousands of years and tells of brave Tunroth who could best the fiercest of wild beasts armed with nothing but their sacred *klirun*, the traditional Tunroth bow. Only the most skilled of the Tunroth become Hunters, and fewer still ever are given a class. The highest of the 27 ranks is *stiilran*, though currently no Hunters of this class are known to exist.

The Tunroth live in communes of roughly 50 to 300 persons. Each group is led by the best tracker among them; sometimes this leader is a Hunter, although Hunters are relatively rare in the wake of the Purge. Often communes not led by a Hunter solicit communes that have more than one Hunter to take on the position of leader, thus insuring prosperity for all communes. Sustenance is largely based on the hunting of creatures common to all three planets, including several nerf breeds and dlarnc grazers.

Technology: Tunroth have developed little technology beyond simple animal power, but they do make use of a small number of amenities of galactic culture. A few Tunroth have taken to the stars and these beings tend to make use of galactic standard technology. Some Tunroth communes have acquired minor caches of high-powered defensive weaponry, as they are now aware that their traditional weapons, though formidable, are not sufficient against heavily armed enemies like the Lortans. The Tunroth have no material trade exports to speak of; their primary exports are Hunters who wish to leave the homeworld and explore the galaxy.

Tunroth in the Galaxy: Few Tunroth wander the stars since most have returned to their home system to aid in the rebuilding effort. Those who have yet to return to the homeworlds typically find work as trackers or as guides for big-game safari outfits. Some have modified their traditional hunting practices to become mercenaries or bounty hunters.

A number of Tunroth are known to inhabit various worlds in the Anthos sector, particularly Berchest (see pages 65–66 of the *Last Command Sourcebook*).

Gamemaster Notes. Tunroth characters may not begin as full-fledged Hunters, instead begin-

ning as young Tunroth just starting their careers. With patience and experience, a Tunroth may graduate to the rank of Hunter.

The statistics for a beginning character are nowhere near those of even the lowest Hunter. Perhaps a major factor in the character's aspirations include working to someday become a Hunter. (See the Hunter Kiran Tatch on page 29–30 of *Alliance Intelligence Reports*; he is an average – 12th class – Hunter).

Suggested Skills. Many Tunroth, particularly those who have attained some status in society, are particularly adept at the use of the lethal *klirun* bow, though proficiency in the *klirun* does not make one a Hunter. The basic skill is *bows*, while the specialization is *klirun*. Many Tunroth are also noted for their hunting ability and should consider the following skills: *survival*, *hide*, *search*: *tracking* and *sneak*.

Notable Personalities. Tonas Vueral, *chirlan* (19th) class Tunroth Hunter and renowned tracker currently in the Anthos sector; Kiran Tatch, *shturlan* (12th) class Hunter and member of the Granse Confederacy; Rathe Palror, sharpshooter for Churhee's Riflemen (for more information on the Riflemen, see page 55 of *Galaxy Guide 9: Fragments from the Rim*).

Average Tunroth. *Dexterity 3D, Knowledge 1D+2, Mechanical 1D+2, Perception 2D, Strength 2D+2, Technical 1D.* Move: 10.

■ Tunroth

Attribute Dice: 12D

DEXTERITY 2D/4D+1

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+1

PERCEPTION 1D+1/4D+2

STRENGTH 1D+2/4D

TECHNICAL 1D/3D+1

Story Factors:

Imperial Respect: Though they realize the Empire is for the most part tyrannical, the Tunroth are grateful for the fact the Empire saved the Tunroth from being completely destroyed during the Reslian Purge.

Lortan Hate: All Tunroth have a fierce dislike for the Lortan, a belligerent species inhabiting a nearby sector. It was the Lortan that nearly destroyed the Tunroth people.

Special Abilities:

Quarry Sense: Tunroth Hunters have an innate sense that enables them to know what path or direction their prey has taken. When pursuing an individual the Tunroth is somewhat familiar with, the Hunter receives +1D to *search*. To qualify as a Hunter, a Tunroth must have the following skill levels: *bows* 4D+2, *melee combat* 4D, *melee parry* 4D, *survival* 4D, *search* 4D+2, *sneak* 4D+2, *climbing/jumping* 4D, *stamina* 4D. The Tunroth must also participate in an initiation rite, which takes a full three Standard Months, and be accepted as a Hunter by three other Hunters. This judgement is based upon the Hunters' opinions of the candidate's skills, judgement and motivations — particularly argumentative or greedy individuals are often rejected as Hunters regardless of their skills.

Move: 10/12

Size: 1.6–1.8 meters tall

Vodrans

The Vodrans are possibly the most loyal species the Hutts have in their employ. Millennia ago, the Hutts conquered the Vodrans, and their neighboring species, the Klatooins and the Nikto. The Vodrans gained much from their partnership with the Hutts, and the Vodran that made it possible, Kl'ieutu Mutela, is greatly revered by the species.

Appearance and Biology: Vodrans are humanoid who stand approximately 1.8 meters tall. They have tough, olive to brown skin, and a small ridge of spiny horns framing their faces. Vodrans are warm-blooded reptiles, and their offspring are born in egg clutches. Each egg clutch produces two or three Vodran young. Vodrans live for approximately 80 standard years.

Temperament: The Vodrans are loyal servants of the Hutt *kajidics*, the various crime families which dominate Hutt culture. Vodrans exhibit very little outward personality, as their tough skin and limited facial muscles cannot show a wide range of emotion; instead, they rely on body language and vocal inflection to express emotions and desires. Vodrans are peaceful by nature, and have a deep-rooted respect for authority figures. Individuality is not prized in Vodran culture, and individuals are expected to defer to larger groups, such as the state, the clan, the union, or the particular Hutt kajidic that happens to be ruling them.

History and Culture: The Vodrans developed on the jungle world of the same name. Vodran's swamps teem with predators and all species must evolve rapidly to prevent extinction.

One example is the dianoga (a dianoga nearly devoured Luke Skywalker on the Death Star). This squid-like animal developed the ability to change color to match its last meal. In the wild, the dianoga is a master of natural camouflage, yet it is only a minor predator on Vodran.

The Vodrans, however, developed *intelligence* to help compete with the animals around them. They are evolved from a species of insectivorous reptiles that lived in the huge trees of that planet. They learned how to hunt and work together; they mastered the art of building secure settlements high in the trees of their world. In time, they thrived on a world that would destroy most species.

The planet Vodran is located on the fringe of an area of space known as the Si'klaata Cluster. This area has been a prized territory for many millennia, dating back to the days of Xim the

Despot. This long-ago time is still shrouded in mystery, but some legends tell the story of this cluster. In these ancient times, the Hutts sought to claim the Si'klaata Cluster. The Warlord Xim, the most powerful ruler of his time, challenged the Hutt's claim. While Xim's fleet battled the Hutt fleet, the Hutts sent three special envoys into the cluster to find any inhabited worlds so they could recruit soldiers to wage their wars for them. The Hutts discovered the Klatooins, the Nikto and the Vodrans.

Dojundo the Hutt led the mission to Vodran. The people of Vodran were primitives, living in thatched huts suspended above the rivers of their world. There they would hang nets to catch the spinefish and dianoga swimming there. To their primitive culture, the Hutts were seen as godlike demons. The Vodrans feared them, but they also obeyed them. With the use of ancient language converter lexicons, the Hutts were able to recruit the Vodrans into their ranks. Meanwhile on Kintan and Klatooine, similar deals were being made.

While this transpired, Kossak the Hutt, the famed Hutt conqueror, rallied his fleets around the uninhabited world of Vontor, where the Hutts and Xim had fought twice before. Xim and his henchmen knew the Hutts were powerful, but they didn't know of their new allies — Xim ordered his forces to engage the Hutts.

When Xim's forces exited the massive landing barges on Vontor's surface, they did not expect to encounter an army of a million Vodrans, Klatooins and Nikto. Xim's army of war-robots was destroyed, and his fleet was destroyed by the Hutt ships in orbit. A few vessels, like the *Queen of Ranroon*, managed to escape, but Xim's days of glory were over and his empire collapsed. The Hutts took possession of the Si'klaata Cluster.

But the Vodrans never knew of such machinations. They only knew that they were fighting a sort of holy war, with strange new beings and strange new weapons and the gift of magical devices. After the victory, the Hutts had the three species sign themselves into "eternal" servitude. The Nikto representative, D'we'mouk, signed. Barada M'Bek signed for the Klatooins. And for the Vodrans, their greatest warrior, Kl'ieutu Mutela, signed. As far as today's Vodrans are concerned, this is the start of their history.

Since then, the Vodrans have served their masters loyally. They have served as enforcers, guards, and crewmen. The Hutts have taken their

culture and imposed it on the Vodran people, completely eradicating what had come before. According to the new mythology imposed by the Hutts, before the Hutts there were no Vodrans. That is what their stories tell them and this is what their art depicts.

Politics: The Vodran way of life has been supplanted by Hutt culture. The Vodrans set themselves up in miniature kajidics, much like the Hutts do. They live in family clans that ultimately answer to the Hutt Clan of Ancients. No individual Vodran holds much power, but they by and large do not seek power — they are a people of consensus and compromise, ruled by the desire to serve the greater good of their large social institutions.

Technology: The Vodrans have been granted hyperspace technology by their Hutt masters, but they seldom travel without first seeking permission from their controlling *kajidic*.

Trade and Technology: The Vodrans deal with the galaxy through the Hutts. All that is given to them comes from the Hutts. The one thing that the Vodrans have given to the galaxy is the annoying parasitic dianoga. After millennia of space travel, countless dianoga have left the world while in the microscopic larval stage.

Gamemaster Notes: Vodrans can serve as enforcers representing Hutt interests; in some cases, Hutts choose to sell off Vodrans, so they may also be serving other criminal interests. There are some rogue Vodrans who have rejected their society, but they are outcasts and tend to be loners.

Personality Notes: Like the Klatooins and the Nikto, the Vodrans are powerful enforcers and a no-nonsense people. The Vodrans lack individuality, believing in the well-being of the Hutts regardless of how many Vodrans must die to protect that well-being.

Suggested Skills: As enforcers, Vodrans should have combat skills. *Blaster*, *melee combat* and *brawling* skills are common.

Notable Personality: Xenon Nnaksta is an infamous Vodran who rejected the ways of his people to join the Rebel Alliance — see pages 52–54 of *Star Wars Adventure Journal* #6.

Average Vodran. *Dexterity* 2D+2, *Knowledge* 1D, *Mechanical* 1D+1, *Perception* 2D+2, *Strength* 3D, *Technical* 1D+1. *Move*: 10.



■ Vodrans

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

Special Abilities:

Hutt Loyalty: Most Vodrans are completely loyal to the Hutt Crime Empire. Those so allied receive +2D to *willpower* to resist betraying the Hutts.

Story Factors:

Lack of Individuality: Vodrans have little self image, and view themselves as a collective. They believe in the value of many.

Move: 10/12

Size: 1.6–1.9 meters tall

■ Weequays

Appearance and Biology: Weequays are a rugged species with extremely coarse and gnarled black, gray, brown or tan skin. They are well-adapted to the harsh desert terrain of their homeworld, which makes them ideal workers in similar climates, such as Tatooine or Ryloth. Weequay males tend to wear ceremonial topknots, whereas most females of the species are completely bald. The topknots of the males are often dark brown or black.

Weequays possess an unusual form of pheromonal communication that allows members of the same clan to communicate in complete silence. To the Weequays, these pheromones are as clear as the spoken word, but they work only within the same clan; Weequays from different clans cannot communicate with one another in this manner. It must be noted that this is a purely biological adaptation: Weequays adopted into different clans are incapable of communicating with their new clan.

The Weequays evolved on Sriluur, the fifth planet of the system of the same name. The Sriluur system lies within the disputed border of the Periphery, a small region adjacent to the Outer Rim Territories and Hutt Space. Many Weequays have found employment by Hutt clans.

Sriluur is a harsh planet consisting primarily of dry scrubland and semi-arid deserts. Most bodies of water on Sriluur, most notably the Meirm Sea, have a high acid content and are very caustic to most beings.

Temperament: Weequays are often viewed as dangerously quiet individuals who often let their explosive (yet strangely "unemotional") violent tendencies express

themselves. They are rarely known to speak in the presence of non-Weequays, and when they do so it is normally only in the company of trusted companions.

History and Culture: Weequay culture is complex and sometimes very brutal.

The Weequays are a strongly religious people and worship a multitude of gods, most of whom symbolize natural forces and animals on Sriluur. One of the main gods is Quay, the "god of the moon." Weequays use a number of trinkets and totems to contact their gods, and each totem symbolizes the sphere of control of the given deity.

Weequay culture tends to be violent and impersonal. The focus of Weequay life is the clan — individuals are considered "disposable" as long as the clan survives. Within Weequay society, clan members do not have names since individuality has no value. Only upon joining galactic society do Weequays take names.

The species originally evolved as a nomadic desert-dwelling people, but eventually came to establish large clan-cities in sea and ocean coastal areas of the southern hemisphere of Sriluur. Nearly all of Sriluur's northern hemisphere is consumed by the great Cueva Desert, a crater-filled wasteland given to relentless sandstorms that have been known to consume caravans in a matter of minutes. Weequay mythology is filled with tales of epic heroes who survived the trek through the harshest of the Cueva Badlands.



Mike Vilardi

The southern hemisphere of Sriluur is dotted by enormous volcanoes, most of which have been dormant for eons. Each urban center or clan-city is centered around a shrine (made of black polished stone), or *thal*, at which followers of the religion, commonly known as *sant*, leave anonymous offerings of food and valuables.

As Weequay culture forbids the construction of *thal* off-planet, those Weequays not on Sriluur are encouraged to sacrifice a strong animal (or adversary) of some sort during the time of offering. Most Weequays tend to sacrifice large animals such as banthas or *bergruutfa*.

Weequay males typically wear a ceremonial topknot. Those Weequay males who continue to reside on Sriluur wear their hair in one large braid. Those who are off-world wear one braid for each Sriluur year they are off planet. (A Sriluur year consists of 270 standard days.)

Each year they are away from their home, a Weequay male will grow another braid as a tribute to his homeworld. When they return home, even if only for a day, the male Weequay will shave all the braids, and only allow them to grow when he has again left his homeworld. Weequays who have not visited Sriluur for a number of years are distinguishable by their large number of braids.

Many Weequays employed by Hutt crimelords tend to have a small collection of braids: with Hutt Space's border so close to Sriluur, the mercenaries are able to visit their world at least every few years.

Politics: Weequay society is structured around clans, which are largely remnants of the original *disrana*, the early nomadic groups the Weequays. Though marrying outside the clan is uncommon, it is socially accepted. Weequay clans are generally cooperative, especially in light of increasing tensions with the Houk colonies on Sriluur. While the Houks have "shared" Sriluur with the Weequays for years, a war erupted between the two groups roughly a decade ago; the conflict was resolved shortly before the Battle of Yavin.

With the recent peace, both Houk and Weequay societies have refocused on galactic trade, turning away from military imports, which dominated the planetary economy during the civil war.

Many of the Weequays (both male and female) from the city of Dnalvec and surrounding areas served in the Dnalvec Militia. Dnalvec was the largest urban center near the Houk Territories in the Lesser Cueva Expanse. Now that their military skills are no longer needed on their homeworld, many of these soldiers have taken to the stars and found employment as mercenaries and bounty hunters.



LFL

Technology Level: Though home to four stellar-class starports, Sriluur does not share galactic technology standards. The Weequays seem to prefer less-advanced goods produced on their world, including internal combustion engine-vehicles and manually-constructed buildings. They are few droids on the world, and very few Weequays want a droid to perform their traditional labors.

The Weequays have lately begun to develop a reputation as skilled crafters of melee weapons, especially items such as force pikes. A number of Weequay companies, created during the Houk wars, have since turned their craft into a booming galactic trade.

Trade and Technology: The Weequays import few goods. Sriluur is a self-sustaining world with a large industrial sector and extensive agricultural resources among the Cupric Islands. Metal and ore mining is also a substantial source of revenue for the planet.

Weequays in the Galaxy: Many Weequays encountered off Sriluur are employed by Hutts,

as their homeworld's location near Hutt Space brings them into frequent contact with the Hutts, creating many employment opportunities.

Those Weequays who are not employed by Hutts are often found serving in some military or pseudo-military capacity: many find work as mercenaries, bounty hunters and hired muscle. When Weequay leave their homeworld and seek employment in the galaxy, they most often go in small groups varying from two to 10 members, often from the same clan.

Notable Personalities: Rebel Alliance agent Adazian Liebke, SpecForces operative and noted darkwolf handler (a species indigenous to Sriluur; for more information on Liebke, see pages 54–56 of *Star Wars Adventure Journal* #6 and page 3 of *Alliance Intelligence Reports*). Labansat is an infamous mercenary who often plies the Lesser Plooriod Cluster and Karstaxon Regions. Jabba the Hutt employs several Weequay mercenaries, but they are somewhat demented and are not typical of the species.

Suggested Skills: Weequays tend to prefer melee weapons, particularly force pikes, over

ranged weapons such as blasters and slugthrowers. Most Weequays have training in *melee combat*, *melee parry* and *survival: desert*.

Average Weequay. *Dexterity 2D+2, Knowledge 1D+2, Mechanical 1D+2, Perception 1D+1, Strength 2D+2, Technical 2D.* Move: 10.

■ Weequays

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D+1/4D

PERCEPTION 1D/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D+2

Story Factors:

Houk Rivalry: Though the recent Houk-Weequay conflicts have been officially resolved, there still exists a high degree of animosity between the two species.

Special Abilities:

Short-Range Communication: Weequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.

Move: 10/12

Size: 1.6–1.9 meters tall

The World of
NEGROSCOPETM



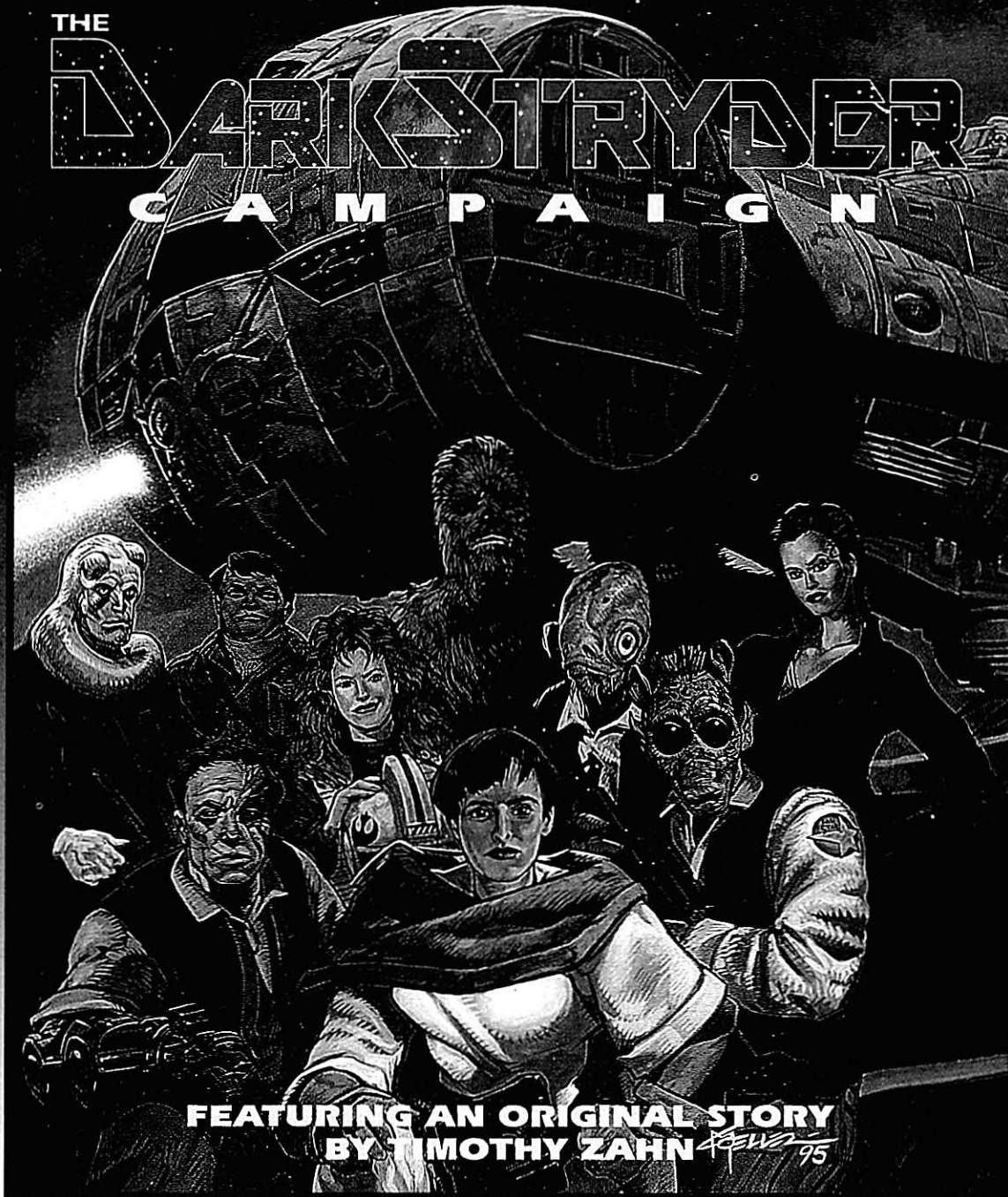
By Ed Bolme
Introduction by Brian Lumley

STAR WARS®

THE

DARK STRYDER

C A M P A I G N



FEATURING AN ORIGINAL STORY
BY TIMOTHY ZAHN *Acevedo 95*

JULY 1995

from



®, TM and © 1995 Lucasfilm Ltd. (LFL). All Rights Reserved. Trademarks of LFL used by West End Games under authorization.

STAR WARS®

GALAXY GUIDE 12

ALIENS

ENEMIES AND ALLIES

by C. Robert Carey, Harry Heckel, Pablo Hidalgo,
Jean Rabe, Peter Schweighofer and Lisa Smedman

Snaggletooth. Ephant Mon. Weequay. Nikto.

Though only glimpsed in the *Star Wars* movies, their unique appearance — their *alienness* — makes them some of the most memorable characters from this grand adventure.

From the seedy Mos Eisley Cantina to the poshest cruisers plying the Galactic Core, they are an important part of the *Star Wars* universe.

Aliens have civilizations spanning a million worlds, each with its own culture and history.

Galaxy Guide 12: Aliens — Enemies and Allies describes over 30 alien species, with illustrations and complete game statistics.

A STAR WARS®

S U P P L E M E N T

For gamemaster and one or more players.
For ages 12 and up.

©, TM & © 1995 Lucasfilm Ltd. (LFL). All Rights Reserved.
Trademarks of LFL used by West End Games under authorization.



40087

0-87431-263-9 \$15.00



0 18874 40087 1