

# STAR WARS

ROLEPLAYING GAME



## ALIENS STATS

THIAGO S. ARANHA



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## ALIENS STATS

by Thiago S. Aranha





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\* No stats available.

\*\* No image available.

## Aar'aa

The Aar'aa are a species of color-changing aliens from the planet Aar who have come to be known as "skin-changers." They are made famous around the galaxy due to the nature of their color-changing skin; given enough time, an Aar'aa can change his skin tone to exactly match the backdrop against which he is set. The Aar'aa are reptiles who often become sluggish in extremely cold temperatures; however, their unique ability to avoid detection makes them highly prized in fields where stealth is called for. The Aar'aa are many times employed as assassins, bounty hunters, bodyguards, thieves, and more.

**Personality:** Aar'aa, like most reptilian species, have a somewhat different mindset than that of their warm-blooded companions. They are sometimes aloof and other times threatening, moving between moods quickly especially when there is a drastic change in temperature. Many are very confident to the point of arrogance, as over the years they have realized the extent of their usefulness in the galaxy and have, in turn, made themselves think that they are more highly prized than they are. In addition to their arrogance and quick tempers, the Aar'aa are a very secretive lot, perhaps a throwback to the evolutionary changes that caused them to be such notorious hidiers in the first place.

**Physical Description:** Aar'aa are tall, reptilian humanoids with pebbly, scaly skin covering most of their bodies. From their head all the way down their backs is a crest of skin, which bends and folds slightly as their moods shift. Aar'aa have clawed hands and feet, and thick brows that hang over their small, glowing eyes. Their skin has a natural pigment which alters itself over time to blend them into the background, which was used in the creation of Mimetic Armor.

**Language:** Aar'aa speak their native tongue or Aarese. Basic is difficult for them, but they can manage a highly-accented version of it similar in sound to the accented Basic spoken by Trandoshans.



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

### Special Abilities:

**Claws:** Do STR+1D damage

**Skin-Changing:** By spending 1 full round standing against a solid surface, a skin-changer gains a +4D bonus to all *sneak* checks. For particularly complex patterns to mimic, as much as 3 rounds may be required, depending on the Gamemaster's decision.

### Story Factors:

**Sluggishness in Cold Weather:** Aar'aa become sluggish in particularly cold weather. At the GM's option, Aar'aa characters may suffer a -1D penalty to all *Dexterity* and *Strength* skills in cold weather environments.

**Size:** 1.4-2.0 meters

**Move:** 10/12

## Abinyshi



**Home Planet:** Inysh

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+2/4D+1

**MECHANICAL** 1D/3D

**PERCEPTION** 2D+2/4D+2

**STRENGTH** 2D/4D

**TECHNICAL** 1D+1/3D+2

### Special Abilities:

**Prehensile Tail:** Abinyshi can use their tails as a third arm at -1D their die code. In combat, the tail does *Strength* damage.

### Story Factors:

**Believed Extinct:** Nearly all beings in the galaxy believe the Abinyshi to be extinct.

**Move:** 10/12

**Size:** 1.2-1.6 meters

**Source:** Alien Encounters (page 18)

## Abyssin



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

**Special Skills:**

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

**Special Abilities:**

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

**Story Factors:**

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

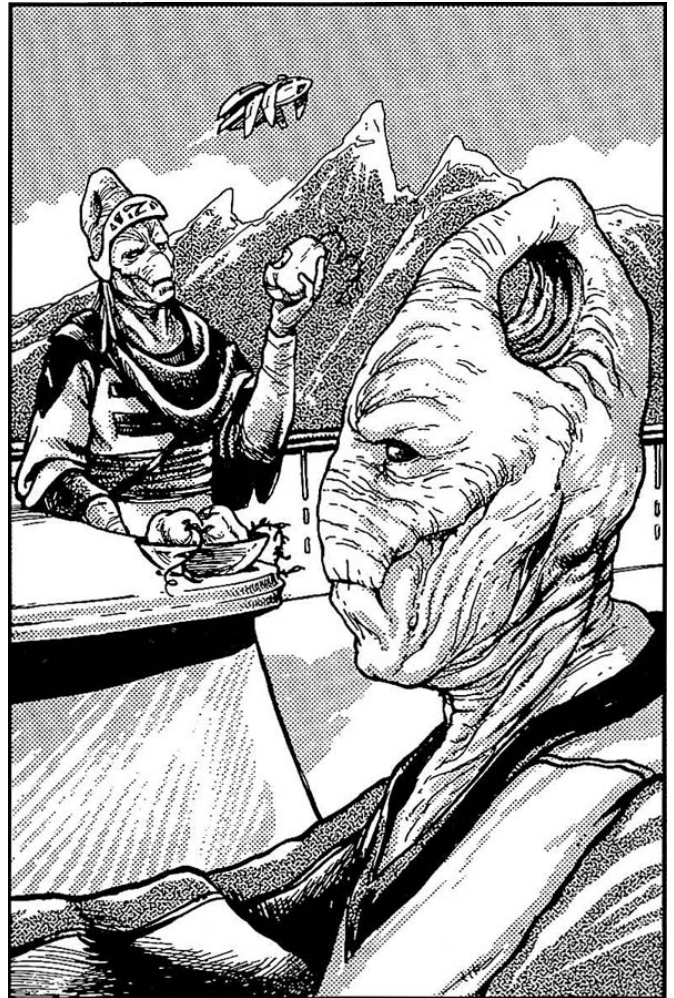
It should be noted that the Abyssin do not think of themselves as violent or vicious. Even during a ferocious bleeding, most of those involved will be injured, not killed - their regenerative factor means that they can resort to violence first and worry about consequences later.

**Move:** 8/12

**Size:** 1.7-2.1 meters tall

**Source:** Ultimate Alien Anthology (pages 7-8), Galaxy Guide 4: Alien Races (pages 5-7)

## Adarian



**Home Planet:** Adari

**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:**

*(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/ repairskill 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.

*(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/ repairskill 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.

**Special Abilities:**



**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).

**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.

**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.

**Story Factors:**

**Caste System:** Adarians are bound by a rigid sceel'saracaste 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

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 7-9), Ultimate Alien Anthology (pages 8-9)



## Adnerem

**Home Planet:** Adner

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D+2/4D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 1D+2/4D+2

**STRENGTH** 1D/3D

**TECHNICAL** 1D/2D

**Story Factors:**

*Behind the Scenes:* Adnerem like to manage affairs behind the scenes, and are seldom encountered as "front office personnel."

**Move:** 10/11

**Size:** 1.8 - 2.2 meters tall

**Source:** Alien Encounters (page 19)

## Advozse



**Home Planet:** Riflor

**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

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 10-12), Ultimate Alien Anthology (page 9)

## Aganof

**Home Planet:** Kuras III

**Attribute Dice:** 11D

**DEXTERITY** 1D/2D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/2D

**PERCEPTION** 1D/4D+2

**STRENGTH** 1D/3D

**TECHNICAL** 1D/3D

**Special Skills:**

*Vibration Detection:* Aganof use this skill to detect ground vibrations and determine the proximity of creatures and beings around them. The difficulty depends on the distance and type of vibration: They can also detect air vibrations, such as temperature change and movement, and thus can sometimes detect approaching flying creatures, or even sense incoming projectiles and dodge them. Aganof also use their hard shells and this skill for "speech" through ground vibrations, as naturally as humans use their mouths and sense of hearing for speech.



## Aing-Tii

### Special Abilities:

**Blind and Deaf:** Aganof cannot see in the way that humans can; they also cannot hear in the traditional sense, but they can detect intense air vibrations. Their prime extrenal sense is touch and a sensitivity to ground vibrations. By judging the intensity and frequency of vibrations, in combination with the type of surface they are standing on, they can detect creatures near them.

**Claws:** Aganof can use their claws to inflict STR+1D+2 damage.

**Move:** 4/6

**Size:** 1.3-2.5 meters tall, 1.5-3.5 meters long

### Notes:

Distance from Vibration	Modifier
0-2 meters	0
3-10 meters	+5 to difficulty
11-30 meters	+10 to difficulty
31+ meters	+15 or more to difficulty
Strength of Vibration	Difficulty
Light vibration (as made by a small creature)	Difficult
Moderate vibration (as made by a creature 20-100 kilograms)	Easy
Heavy vibration (such as made by a much larger creature)	Very Easy
Soil Type	Modifier
Loose soil, easily carriers vibration	-5 or more
Packed soil, material that absorbs vibration	0
Soils or materials absorbing virtually all vibration	+5 or more

**Source:** Alien Encounters (pages 20-21), Planets Collection (pages 180-181)

**Home Planet:** Kathol Outback

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 3D/5D

**MECHANICAL** 1D/3D

**PERCEPTION** 3D/5D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

### Special Abilities:

**Armor:** The thick plates of armor affor an Aing-Tee +2 against physical attacks.

**Tail Slap:** The mighty tail of a Aing-Tii can deliver a powerful blow (STR+2D), though they may only use this attack every other turn.

**Hyperspatial Perception:** Aing-Tii have special talents which allow them to navigate a ship. They receive an additional +1D to any *astrogation* rolls in the Marcol Void and Kathol Outback, and an additional +2D to *astrogation* rolls in the Kathol Rift.

**Mute:** Aing-Tii do not speak, but communicate by flickering, touching, and tasting one another's long, thin tongues.

### Story Factors:

**Secretive Monks:** Aing-Tee are extremely secretive, and the only example of the species that is remotely known to the outside galaxy are the wandering Force-sensitive Aing-Tee Monks.

**Move:** 8/10

**Size:** 2 meters tall on average

**Source:** The DarkStryder Campaign – The Kathol Outback (pages 14-16)



## Akwin



**Home Planet:** Lazerian IV

**Attribute Dice:** 12D

**DEXTERITY** 2D/6D

**KNOWLEDGE** 2D/5D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/7D

**STRENGTH** 2D/3D

**TECHNICAL** 2D/3D

**Special Skills:**

*Swimming:* Akwin get +1D to their *swimming* skill.

*Akwin Net Guns:* Akwin use metal mesh nets that deliver a shock to the victim (stun damage 5D). The mesh nets are shot from a rifle-like device. Each rifle carries two nets. In order for a victim to free himself from the net, he must make a Difficult Dexterity roll.

**Special Abilities:**

*Hearing:* Akwin have very sensitive hearing, giving them +1D to *search* uses involving noise.

*Sight:* Akwin eyes are attuned to ocean depths. They receive +1D to *search* underwater, but suffer -2D on land.

**Move:** 10/15 (swimming), 5/7 (walking)

**Size:** 1.5-1.8 meters long

**Source:** Alien Encounters (page 22), Twin Star of Kira (pages 15-17)

## Aleena

Aleena are small beings with short limbs, an elongated cranium and small but sharp teeth. Their metabolism is very fast, accelerating the physiologic functions, making them very nimble. Aleena society isn't very advanced, the major social concerns in their homeworld being things like surviving local predators.

**Home Planet:** Aleen

**Attribute Dice:** 12D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 3D/4D+2

**STRENGTH** 1D/2D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Exceptional Reflexes:* Gain a +1D bonus to all *Perception* rolls made to determine initiative.

*Furtive:* At character creation only, Aleena characters get 2D for 1D spent on *hide*, *sneak* and *search*.

*Numb Senses:* Aleena are incapable of sensing smell or taste, therefore they automatically fail *Perception* tests based on these senses.

**Move:** 4/6

**Size:** 0.6 meters tall on average



## Amanin



**Home Planet:** Maridun

**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:**

*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.

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

**Move:** 8/11

**Size:** 2-3 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 12-14), Ultimate Alien Anthology (pages 9-10)

## Anguilla



**Home Planet:** Alluuvia

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 0D/2D

**PERCEPTION** 1D/4D+1

**STRENGTH** 2D/5D

**TECHNICAL** 0D/2D

**Special Abilities:**

*Swimming:* Anguilla are natural swimmers and receive +3D to all swimming rolls.

*Slippery Skin:* Because of their slippery skin, all brawling rolls (including grappling attacks) against Anguilla are at a +10 penalty.

*Bite:* STR+1D damage.

*Vision:* Anguilla can see in the infrared spectrum, allowing them to see in complete darkness provided there are heat sources. They suffer no penalties in darkness.

*Enhanced Senses:* Anguilla have an incredible sense of smell when in Alluuvia's oceans. With an Easy search or Perception total, they can detect predators up to 300 meters away and they can detect Imperials and their vehicles (because of their "alien" scent) up to two kilometers away. They lose this bonus when out of water.

**Story Factors:**

*Primitive Culture:* The Anguilla are technologically primitive and do not know skills that rely on advanced technology.

*Languages:* Anguilla have learned only a few basic words; some Anguilla know the Ithorian language fairly well. They have a natural aptitude for languages and with an Easy languages roll, they can understand the gist of a statement. Those trying to understand an Anguilla need a Moderate languages roll.

**Move:** 2/4 (slithering), 14/18 (swimming)

**Size:** 3-4 meters long

**Source:** Operation: Elrood (page 36)

## Annoo-dat



## Anointed People

**Home Planet:** Abonshee

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D

**Special Abilities:**

*Armored Bodies:* Anointed People have thick hides, giving them +1D against physical attacks and +2 against energy attacks.

**Story Factors:**

*Primitive:* The Anointed People are a technologically primitive species and tend to be very unsophisticated.

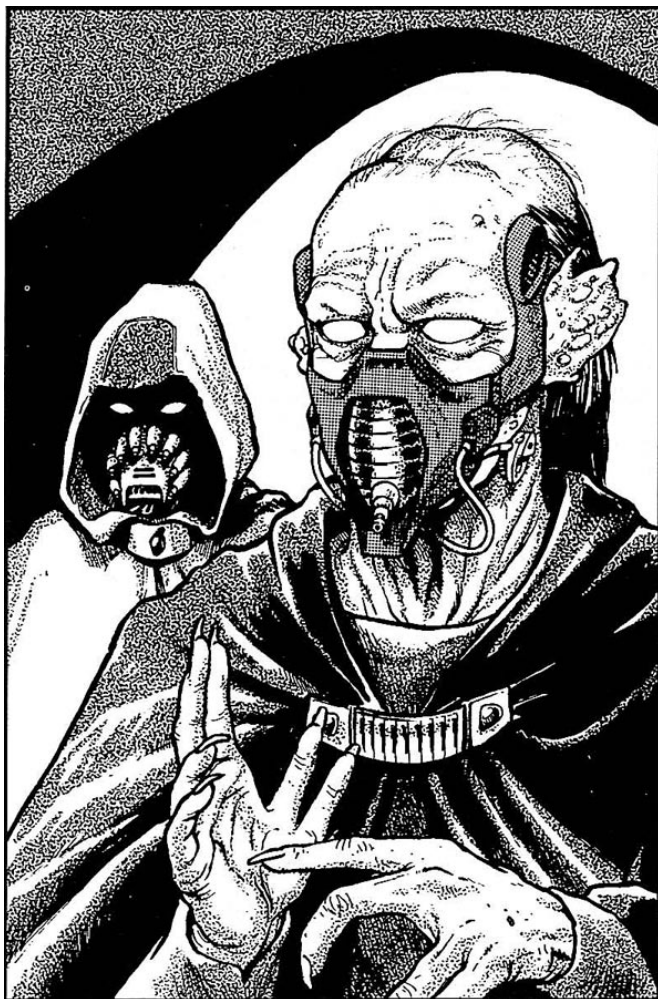
**Move:** 8/9

**Size:** 1.5-2.5 meters tall

**Source:** Alien Encounters (page 23), Classic Campaigns (pages 36-37)



## Anomid



**Home Planet:** Yablari  
**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:**

*Languages:* 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 difficulty 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:**

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

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

**Move:** 7/9

**Size:** 1.4 - 2 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 14-17), Ultimate Alien Anthology (pages 10-11)

## Anx



**Home Planet:** Gravlex Med

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Blindsight:* Anx have exceptionally poor eyesight, and instead use sense organs along their crests, knees, and elbows to “smell” the world around them.

*Communication at a Distance:* Anx speak in a booming, low-frequency language that other Anx can hear up to five kilometers away.

*Increased Hand-to-Hand Damage:* Due to their physiology, Anx characters add +1D to their *Strength* score when rolling their hand-to-hand damage.

**Story Factors:**

*Fin Cloaks:* The skin and fins of an Anx change colors to



reflect their emotions, making an Anx's basic mood easy to decipher. As a result, Anx characters often wear fin cloaks that make it more difficult for others to interpret their emotions. An Anx without a fin cloak suffers a -2D penalty to all Bargain and Con skill checks.

**Move:** 12/14

**Size:** 4 meters tall on average

**Source:** Ultimate Alien Anthology (pages 11-13)

## Anzat



**Attribute Dice:** 14D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D+1/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/5D

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Anzati Tracking:* Anzati are able to sense the Force in others, and each is automatically considered Force-sensitive and possessing of the Sense Force skill. When tracking prey, Anzati oftentimes use Force powers such as Life Detection, Life Sense, Receptive Telepathy, Sense Force, and Sense Force Potential.

*Long-lived:* Anzati are practically immortal, and can live for eons.

*Stealthy:* Because they must secretly hunt sentient beings, Anzati have grown adept at maintaining their stealth and secrecy. This is reflected in a +1D bonus to their *hide* and *sneak* skills.

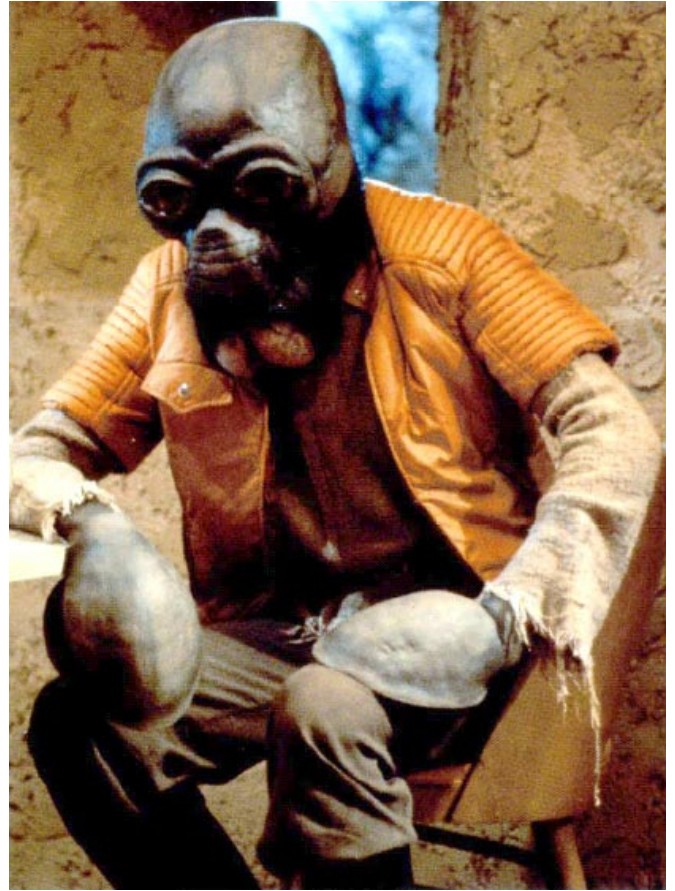
*Vampires:* The Anzati feed from living beings: for every turn spent feeding, 2 pips are subtracted from the victim's *Knowledge*, *Mechanical*, *Perception*, and *Technical* attributes. If any one attribute is reduced to 0 or less, the victim dies. The damage to the attributes is permanent, and reduces skills accordingly.

**Move:** 10/12

**Size:** 1.6-1.8 meters tall

**Source:** Ultimate Alien Anthology (pages 13-14)

## Aqualish



**Home Planet:** Ando

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D+2/3D

**Special Abilities:**

*Fins:* Aqualish are born with the natural ability to swim. They receive a +2D bonus for all movement attempted in liquids. However, the lack of fingers on their hands decreases their *Dexterity*, and the Aqualish suffer a -2D penalty when using equipment that has not been specially designed for its fins.

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

**Story Factors:**

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

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

**Size:** 1.8-2 meters tall

**Source:** Ultimate Alien Anthology (page 14), Alien Anthology (page 55), Galaxy Guide 4: Alien Races (pages 13-14)



## Arachnoid



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

**Special Abilities:**

*Web:* Arachnoids can spin webs with a *Strength* of 5D.

*Poison:* With a successful sting attack, the Arachnoid injects a poison that does 5D stun damage.

**Move:** 11/13

**Size:** 1.3 meters tall, 2.5 meters diameter

**Home Planet:** Aram

**Attribute Dice:** 11D

**DEXTERITY** 2D/3D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/3D+2

**STRENGTH** 1D/3D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Breath Masks:* Whenever Aramandi are off of their homeworld or in non-Aramandi starships, they must wear special breath masks, which add minute traces of vital gases. If the mask is not worn, the Aramandi becomes very ill after six hours and dies in two days.

*Heavy Gravity:* Whenever Aramandi are on a planet with lighter gravity than their homeworld, they receive a +1D to *Dexterity* and *Strength* related skills (but not against damage), and add 2 to their Move.

*Climbing:* At the time of character creation only, the character receives 2D for every 1D placed in *climbing/jumping*.

**Move:** 6/10

**Size:** 1.0-1.5 meters tall

**Source:** Alien Encounters (page 24), Planets Collection (pages 66-69)

## Araquia



**Home Planet:** Kirtania

**Attribute Dice:** 12D

**DEXTERITY** 3D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/2D+1

**PERCEPTION** 2D/3D+2

**STRENGTH** 3D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Web Throwing:* Araquia throw their webs down on prey

## Aramandi



or opponents, entangling them and trapping them in this sticky "net," which has a Strength of 5D. Once entangled, prey may be wrapped up into a bag and carried off.

**Web Gliding:** After a supporting platform has been made from webbing, the Araquia may use it to glide upon the prevailing winds. Though they have minimal control, they cannot move the platform against the wind or make it soar higher (unless there is an updraft). When using the platform, the Araquia fill their bodies with air to make themselves lighter.

**Story Factors:**

**Pacifism:** The Araquia are protectors of their forests, and they seek to educate others concerning the forests' values. They discourage those who abuse the forests' gifts from staying by confiscating or ruining their equipment. Killing or injuring except in self-defense or to eat are nearly as repugnant to the Araquia as harming their beloved woodlands.

**Move:** 12/16 (walking/climbing)

**Size:** 2 meters long with a leg span up to 3 meters.

**Source:** Alien Encounters (page 26)

## Arcona



**Home Planet:** Cona

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/3D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D+1/3D+1

**PERCEPTION** 1D+2/3D

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D

**Strength skills:**

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

**Special Abilities:**

**Senses:** Arcona have weak long distance vision (add +10 to the difficulty level of all tasks involving vision at distances greater than 15 meters), but excellent close range senses

(add +1D to all *Perception* skills involving heat, smell or movement when within 15 meters).

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

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

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

**Move:** 8/10

**Size:** 1.7-2 meters tall

**Source:** Ultimate Alien Anthology (pages 14-15), Alien Anthology (pages 56-57), Galaxy Guide 4: Alien Races (pages 15-16)

## Arkanian



**Home Planet:** Arkania

**Attribute Dice:** 13D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D+2/4D+1

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D+2/4D+1

**TECHNICAL** 2D/4D+2

**Special Abilities:**

**Darkvision:** Arkanian characters can see up to 20 meters in total darkness.

**Story Factors:**

**Arrogance:** Arkanians are typically arrogant, believing that they have reached the pinnacle of evolution.

**Infamy:** Arkania was once part of the Sith empire, and their dedication to aggressive scientific research has given them a somewhat bad reputation as the galaxy's mad scientists.

**Move:** 10/12

**Size:** 1.6 to 2.2 meters tall.

**Source:** Ultimate Alien Anthology (pages 15-16), Alien Anthology (pages 57-58), Power of the Jedi Sourcebook (page 64)

## Askajian



**Home Planet:** Askaj

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D+2/4D

**MECHANICAL** 2D+1/4D

**PERCEPTION** 2D/5D

**STRENGTH** 1D/2D

**TECHNICAL** 2D/5D

**Special Abilities:**

*Water Storage:* Askajians can effectively store water in their bodies. When traveling in desert conditions, Askajians require only a tenth of a liter of water per day.

**Move:** 10

**Size:** 1-2 meters tall

**Source:** Alien Encounters (page 27)

## Avogwi (Altorian Bird)

**Attribute Dice:** 10D

**DEXTERITY** 1D+1/3D+1

**KNOWLEDGE** 1D/3D

**MECHANICAL** 0D/1D+2

**PERCEPTION** 2D+2/5D

**STRENGTH** 2D/4D

**TECHNICAL** 0D/1D+2

**Special Abilities:**

*Beak:* Does STR+2D.

*Talons:* Does STR+1D.

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

**Story Factors:**

*Bloodthirsty:* Every being who encounters Avogwi risks



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

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

**Size:** 1.5-2 meters tall

**Source:** Galaxy Guide 4: Alien Races (pages 8-10)

## Ayrou

**Home Planet:** Maya Kovel

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D+1

**TECHNICAL** 1D/4D

**Special Abilities:**

*Persuasive:* Because of their talents as wily negotiators and expert hagglers, Ayrou characters gain a +1D bonus to their *bargain*, *investigation*, and *persuasion* skill rolls.

**Story Factors:**

*Peaceful Species:* The Ayrou prefer to settle disputes with their wits, instead of with violence.

**Move:** 10/12

**Size:** Listed only as "tall and willowy."

**Source:** Ultimate Alien Anthology (pages 16-17)





## Balinaka



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

**Special Abilities:**

*Water Breathing:* Balinaka have a dual lung / gill system, so they can breath both air and water with no difficulties.  
*Vision:* Balinaka have excellent vision and can see in darkness with no penalties.

*Claws:* Do STR+1D damage.

**Move:** 12/15

**Size:** Up to 4 meters at the shoulder

**Source:** Alien Encounters (page 28), Planets Collection (pages 51-52)

## Balasar

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

**Special Abilities:**

*Antennapalps:* A Balasar's



antennapalps are sensitive to sound and provide a +1D bonus to *search* by sound.

*Poison Resistance:* +1D to *stamina* to resist poisons.

**Story Factors:**

*Moral Ambiguity:* *Con* and *bargain* rolls made against a Balasar gain a +1D+1 bonus, if promising profit or power.

**Move:** 10/12

**Size:** 1.6 meters tall on average

**Source:** Ultimate Alien Anthology (pages 17-18)

## Barabel

**Home Planet:** Barab I

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/2D+1

**MECHANICAL** 1D/3D

**PERCEPTION** 1D+1/4D+2

**STRENGTH** 3D/5D

**TECHNICAL** 1D/2D+1

**Special Abilities:**

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

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

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



**Story Factors:**

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

*Reputation:* Barabels are reputed to be fierce warriors and great hunters, and they are often feared. Those who know of them almost always steer clear of them.

**Move:** 11/14

**Size:** 1.9-2.2 meters tall

**Source:** Ultimate Alien Anthology (pages 18-19), Alien Anthology (pages 58-59), Galaxy Guide 4: Alien Races (pages 17-19), The Thrawn Trilogy Sourcebook (pages 139-140), Dark Force Rising Sourcebook (pages 84-85)

## Baragwin

**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.

*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.

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

**Move:** 7/9

**Size:** 1.5-2.2 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 17-19), Ultimate Alien Anthology (pages 19-20), Alien Anthology (pages 59-60)

## Bartokk

**Home Planet:** Unknown

**Attribute Dice:** 9D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 1D/3D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/2D+2

**Special Abilities:**

*Natural Armor:* Grants +1 against energy attacks and +2 against physical attacks.

*Extra Limbs:* A Bartokk's four arms grant a +1D bonus to climbing and brawling.

*Claws:* Do STR+1D damage.

*Hive Mind:* A Bartokk is linked telepathically to every Bartokk within 500 meters. Bartokk gain a temporary +1 bonus to *Knowledge*, *Perception*, *Mechanical* and *Technical* for every additional 2 Bartokk within 500 meters (maximum +4D)

*Regeneration:* A Bartokk heals one wound level every 4 rounds. A Bartokk can regrow lost body parts or grow a completely new body in 1D days. The only way to prevent a Bartokk from regenerating is to completely destroy or disintegrate its brain.

*Compartmentalized Biology:* Severed Bartokk body parts act as normal. They die 8 hours after dismemberment.

**Story Factors:**

*Hive Mind:* Individual Bartokk are barely sentient. When they form large groups, their intellect increases exponentially.

**Move:** 10/12

**Size:** 1.9 meters tall on average

**Source:** Ultimate Alien Anthology (pages 20-21)





## Berrite



**Home Planet:** Berri

**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

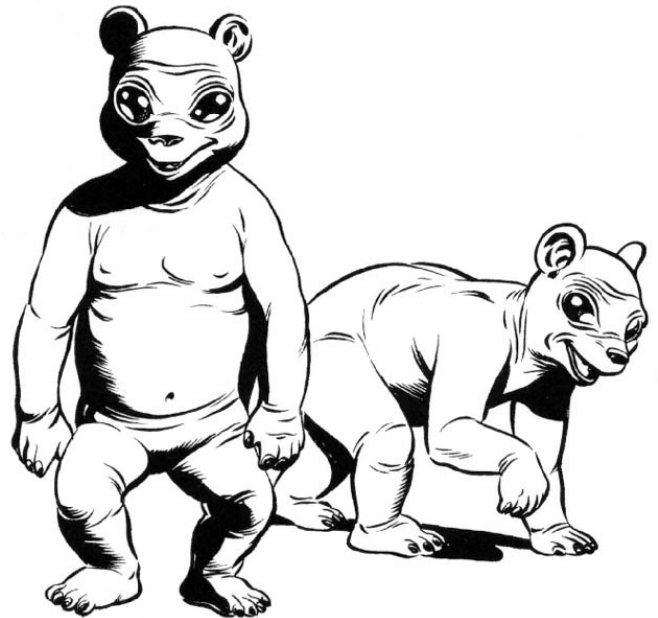
**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 20-22)



**Size:** 1.8 meters tall on average

**Source:** Ultimate Alien Anthology (page 22)

## Bilar



## Besalisk

**Home Planet:** Ojom

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 1D+2/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D+1/4D

**STRENGTH** 2D/4D+1

**TECHNICAL** 2D/4D

**Special Abilities:**

*Extra Limbs:* Male Besalisks have four arms, and female Besalisks can have as many as eight arms. The extra limbs give them a bonus to *climbing* and *brawling* of +1 per arm (+1D+1 for a four-armed Besalisk).

*Food Stores:* A Besalisk can go without food for 8 days and without water for 3 days.

*Arctic Dwellers:* +1D bonus to *survival: arctic environments*.

*Good Swimmers:* +2 bonus to *swimming*.

**Move:** 10/12

**Home Planet:** Mima II

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

**DEXTERITY** 2D/4D

**KNOWLEDGE** \*

**MECHANICAL** \*

**PERCEPTION** \*

**STRENGTH** 1D/3D

**TECHNICAL** \*

\* See *Group Mind* special ability



### Special Abilities:

**Group Mind:** The group mind of the claqu only functions when every member can view at least one other member. When claquas are separated, the mental abilities of the Bilar decrease accordingly. The abilities of the group mind depend upon the size of the claqu. The "Attribute Dice" is the total number of dice that must be split among the four mental abilities, while the "Attribute Maximum" is the maximum possible for any of those four attributes.

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

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

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

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

### Story Factors:

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

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

**Size:** 1 meter tall

**Source:** Galaxy Guide 4: Alien Races (pages 19-21)

## Bimm (near-human)

**Home Planet:** Bimmisaari

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/2D+2

**PERCEPTION** 1D+1/4D+2

**STRENGTH** 1D/2D+2

**TECHNICAL** 1D/2D+1

**Move:** 11/14

**Size:** 1.0-1.5 meters

**Source:** Alien Encounters (pages 29-30), The Thrawn Trilogy Sourcebook (page 140), Heir to the Empire Sourcebook (pages 95-96)



## Bimm



**Home Planet:** Bimmisaari

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+2/4D+2

**STRENGTH** 1D/2D+1

**TECHNICAL** 2D+1/4D+2

**Move:** 6/8

**Size:** 1.0-1.6 meters

**Source:** Ultimate Alien Anthology (pages 22-23), Alien Anthology (pages 60-61)

## Bith

**Home Planet:** Clak'Dor VII

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 2D/6D

**MECHANICAL** 2D/5D

**PERCEPTION** 2D/5D

**STRENGTH** 1D/2D

**TECHNICAL** 2D/5D

### Special Abilities:

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



**Home Planet:** Guiteica

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D

**KNOWLEDGE** 1D+2/4D+2

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 1D/4D+2

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D+1

**Special Abilities:**

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

*Natural Body Armor:* The thick hide of the Bitthaevrians give them a +2 bonus against physical attacks.

*Fangs:* The Bitthaevrians' row of six teeth include six pairs of long fangs which do STR+2 damage.

*Quills:* The quills of a Bitthaevrians' arms and legs do STR+1D+2 when *brawling*.

**Story Factors:**

*Isolation:* A Bitthaevrian is seldom encountered off of Guiteica. The species generally holds the rest of the galaxy in low opinion, and individuals almost never venture beyond their homeworld.

**Move:** 9/12

**Size:** 1.7-2.2 meters

**Source:** Alien Encounters (page 30), Alliance Intelligence Reports (pages 47-48)

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

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

**Move:** 5/8

**Size:** 1.5-1.75 meters tall

**Source:** Ultimate Alien Anthology (pages 23-25), Alien Anthology (page 61), Galaxy Guide 4: Alien Races (pages 22-24)

## Bitthævrian



## Blood Carver

**Home Planet:** Batorine

**Attribute Dice:** 12D





**DEXTERITY** 2D/4D+2  
**KNOWLEDGE** 1D+1/3D+2  
**MECHANICAL** 1D+2/4D+1  
**PERCEPTION** 1D/3D+2  
**STRENGTH** 1D+2/4D  
**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Sneak Attack:* If a Blood Carver faces an opponent who is unable to defend himself effectively from his attack, he can strike a vital spot for 1D of extra damage. This extra damage applies only to brawling and melee attacks or ranged attacks within 10 meters, and against opponents that have discernible anatomies.

**Move:** 12/14

**Size:** 2 meters tall on average

**Source:** Ultimate Alien Anthology (page 25)

## Bosph



**Home Planet:** Bosph

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/3D+2

**KNOWLEDGE** 3D/5D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D+2/4D+2

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D

**Story Factors:**

*Religious:* Bosphs hold religion and philosophy in high regard and always try to follow some sort of religious code, be it abo b'Yentarr, Dimm-U, or something else.

*Different Concept of Possession:* Because of the unusual Bosph concept of possession, individuals often take others' items without permission, believing that what belongs to one belongs to all or that ownership comes from simply placing a glyph on an item.

*Isolationism:* Bosphs are inherently solitary beings. They are also being isolated from the galaxy by the Imperial blockade of their system.

**Move:** 7/9

**Size:** 1-1.7 meters tall

**Source:** Alien Encounters (page 31)

## Boltrunian



## Borneck

**Home Planet:** Vellity

**Attribute Dice:** 12D+1

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 2D/4D+2

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D+2

**Move:** 8/10

**Size:** 1.8-2.0 meters tall

**Source:** Alien Encounters (page 101), Gamemaster Kit (page 18), Classic Campaigns (page 55)



## Bothan

**Home Planet:** Bothawui

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D

**PERCEPTION** 3D/5D

**STRENGTH** 1D+2/3D+2

**TECHNICAL** 2D/4D+1





**Move:** 10/12

**Size:** 1.3-1.5 meters

**Source:** Alien Encounters (page 32), Ultimate Alien Anthology (pages 25-26)

## Bouncer



Once native to the planet Ruusan, bouncers were a species of round-bodied, avian creatures who moved through air as if levitating. Their bodies were covered with greenish fur, and their long tails drifted behind them as they moved about. Innately intelligent, bouncers could not communicate vocally, but spoke to one another through a form of telepathy. They were connected to the Force, and often had dreams which revealed images of the future. However, bouncers could also be killed by dreams which were too violent, and many died in this way in the months and weeks leading up to the Battle of Ruusan. Those who survived were riven slowly mad, as they tried to offer comfort and support to the Jedi but were met only with pain and suffering. In the aftermath of the war between the Jedi and the Sith, the bouncers were all but destroyed.

## Bovorian



**Home Planet:** Bovo Yagen

**Attribute Dice:** 12D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 2D/5D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/5D+1

**STRENGTH** 2D/5D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Acute Hearing:* Bovorians have a heightened sense of hearing and can detect movement from up to a kilometer away.

*Infrared Vision:* Bovorians can see in the infrared spectrum, giving them the ability to see in complete darkness if there are heat sources.

*Claws:* The Bovorians' claws do STR+1D damage.

**Move:** 9/12

**Size:** 1.8-2.3 meters tall

**Source:** Alien Encounters (page 33)

## Brizzit



## Brubb

**Home Planet:** Baros  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D/3D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 1D/3D  
**STRENGTH** 3D/5D  
**TECHNICAL** 1D/3D

**Special Abilities:**

*Natural Body Armor:* The thick hide of the Brubb provides a +2D bonus against physical attacks, but provides no resistance to energy attacks.  
*Color Change:* The skin of the Brubb changes color in an attempt to match that of the surroundings. These colors attempt to match that of the surroundings. These colors can range from yellow to greenish grey. Add +1D to any *sneak* attempts made by a Brubb in front of these backgrounds.

**Move:** 7/10

**Size:** 1.5-1.7 meters tall

**Source:** Galaxy Guide 4: Alien Races (pages 24-26)



themselves with a translator device.

**Move:** 9/11

**Size:** Average 1.5 meters tall

**Source:** Twin Star of Kira (pages 5/9)

## Caamasi

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

**Special Abilities:**

*Memory Sharing:* Caamasi can store and share memories with others of their species. Force-users can also share memories with Caamasi, though this requires a successful use of either Receptive Telepathy (to receive a memory) or Projective Telepathy (to share a memory).  
*Wise and Tranquil:* Due to their reputation for being peaceful and wise, Caamasi gain a +2 pip bonus to all *bargain* and *persuasion* rolls.

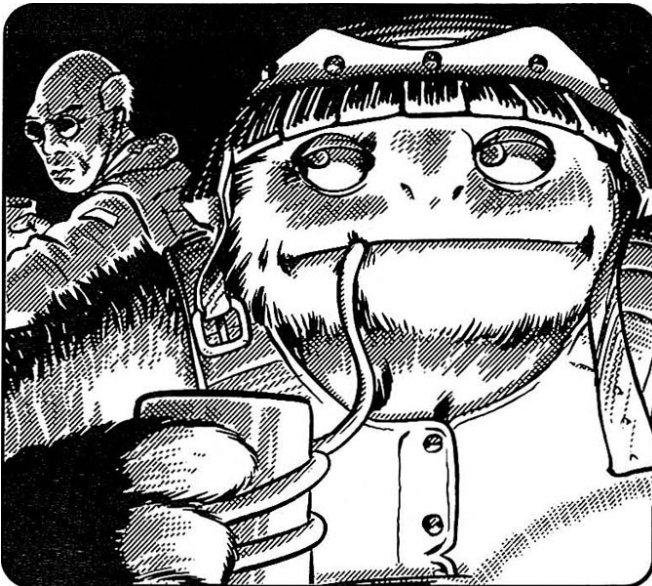
**Move:** 10/12

**Size:** Unlisted (Medium, "tall and lean")

**Source:** Ultimate Alien Anthology (pages 26-27), Power of the Jedi Sourcebook (pages 64-65), The New Jedi Order Sourcebook (page 45)



## Buzchub



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

**Special Abilities:**

*Vocal Chords:* Like wookiees, their vocal chords make them incapable of speaking Basic, so the spacefaring ones equip



## Caarite

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

**Special Abilities:**

*Climate Resistance/Susceptibility:* Caarites have adapted well to hot and humid climates, gaining a +2 pip bonus all *Strength* and *stamina* skill rolls made to resist the detrimental effects of such environments. They do not fare well in frigid environments, and suffer a -2 pip penalty to the same sorts of rolls when in cold climates.

**Story Factors:**

*Greedy:* Although Caarites are outwardly friendly, humorous, and entertaining, they are

obsessed with gaining the better part of any deal.

**Move:** 6/8

**Size:** About 1 meter tall.

**Source:** Ultimate Alien Anthology (pages 27-28)

## Calibop



Calibops are a colorful avian species with massive wings that end in prehensile feathers, hailing from the planet Cali. mostly humanoid in build, Calibops have a bushy mane and a tail, appearing to be a cross between some sort of feline and a bird. A Calibop's wings are very powerful, and allow normal avian flight as opposed to simple gliding, something rarely found in sentient species of their size and build. Calibops are excellent diplomats, and are often skilled negotiators and heavily involved in politics. Derision directed at Calibops often calls them cowardly, as they will almost always seek nonviolent solutions to any problems. Unlike most other nonviolent species, Calibops can become very flustered, and have been known to have outbursts of emotion when frustrated. Their manes puff up and their tails lash from side to side when agitated, and though they seem to be in control of their emotions, they are as easily provoked as any other species.

**Home Planet:** Cali

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D+1/4D+1

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/5D

**STRENGTH** 1D/3D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Diplomats:* At the time of character creation only, for every 1D placed in *bargain*, *con*, or *bureaucracy* skills, the character gains a total of 2D in that skill.

**Special Skills:**

*Strength Skills:*

*Flight:* Time to use: One round. This is the skill used for flying. Beginning Calibops start with a flight movement of 14 and may improve their flying Move as described in the rulebook. Calibops can use flying in conjunction with one other skill in the same round without the normal -1D

penalty.

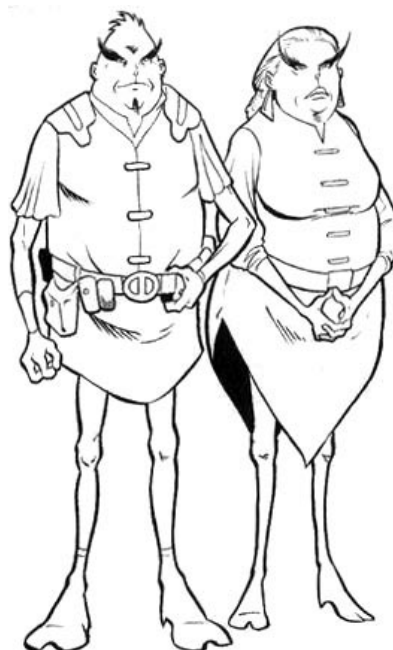
**Story Factors:**

*Avoid Conflict:* Calibops are very averse to physical violence, and will seek a diplomatic solution whenever possible.

**Move:** 10/12 (walking), 14/18 (flying)

**Size:** 1.8-2.2 meters

## Caridan



The natives of the planet Carida evolved in a high-gravity environment and have surprising physical strength considering their lanky frames. Their mercantile culture has adapted well to the continued presence of the Empire, and many Caridan-owned industries provide equipment and machinery for the Academy. They see the Empire not as an occupying force, but as a long-term customer. The Imperial policies against non-Humans became even harsher after the Battle of Yavin, however, and caused friction between the Empire and the Caridans for the first time.

Caridans average well over 2 meters in height, with long eyebrows and three-fingered hands. Their long, spindly looking legs are composed almost entirely of wiry muscle and end in two-toed, semihoofted feet. Few Caridans ever left their homeworld before its destruction, though a few traveling Caridan merchants may yet survive in the galaxy at large, and a few more survive within the ranks of the New Republic military.

**Home Planet:** Carida

**Attribute Dice:** 12D

**DEXTERITY** 1D/2D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D+1

**PERCEPTION** 2D/4D

**STRENGTH** 3D/5D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Value Sense:* Caridans get a +1D+1 bonus on *value* rolls.

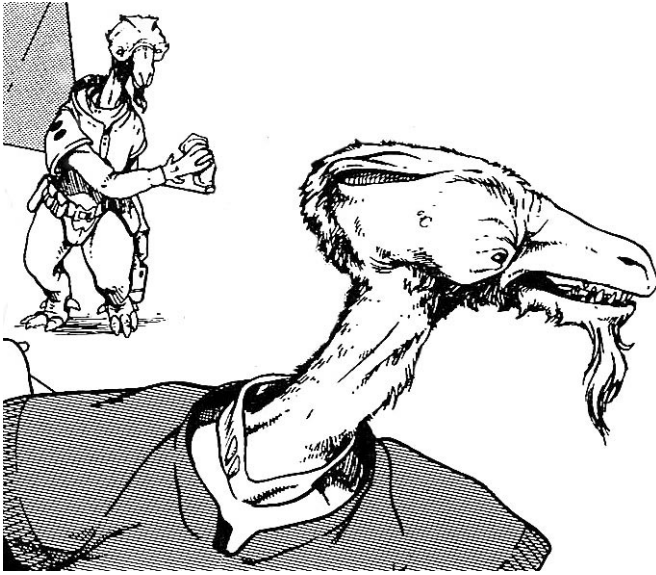
*Tough:* Caridans get a +2 bonus on *stamina* rolls.

**Move:** 10/12

**Size:** Over 2 meters tall on average



## Carosite



**Home Planet:** Carosi IV

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D+2/4D

**TECHNICAL** 2D/5D

**Special Abilities:**

*Protectiveness:* Carosites are incredibly protective of children, patients and other helpless beings. They gain +2D to their *brawling* skill and damage in combat when acting to protect the helpless.

*Medical Aptitude:* Carosites automatically have a first aid skill of 5D, they may not add additional skill dice to this at the time of character creation, but this is a "free skill."

**Move:** 7/11

**Size:** 1.3-1.7 meters tall

**Source:** Alien Encounters (page 35), Planets Collection (pages 204-206)



## Celegian



## Cathar

**Home Planet:** Cathar

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/4D

**PERCEPTION** 1D/4D

**STRENGTH** 1D/4D

**TECHNICAL** 1D/3D+2

**Special Abilities:**

*Claws:* Cathar have claws that do STR+1D damage.

**Move:** 12/14

**Size:** Unlisted

**Source:** Ultimate Alien Anthology (pages 28-29), Power of the Jedi Sourcebook (pages 65-66)

**Attribute Dice:** 12D

**DEXTERITY 1D/3D**  
**KNOWLEDGE 2D+2/5D**  
**MECHANICAL 1D/4D**  
**PERCEPTION 2D/4D**  
**STRENGTH 1D/4D**  
**TECHNICAL 1D/4D**

**Special Abilities:**

*Broadcast Telepathy:* As their primary mode of communication, Celegians can speak telepathically with any number of creatures within 500 meters. Anyone wishing to resist this telepathic communication must make an opposed *Willpower* or *Control* skill roll against the Celegian's own *Willpower* or *Control* skill. This ability cannot be used to "steal" memories or information.

*Excellent Swimmers:* Celegian character gain a permanent +3D bonus to their *Swimming* skill.

**Story Factors:**

*Cyanogen Breathers:* Celegians cannot survive without their native atmosphere. After being exposed to an oxygen atmosphere for 1 round, a Celegian must make a Moderate Strength check, with the difficulty increasing by +4 for every round past the first. If successful, the Celegian remains conscious, but must continue to make Strength checks until returned to its native atmosphere. Failure indicates that the Celegian falls unconscious, and takes 1D damage. This damage is increased by +1D for each round afterwards (cumulative). Exposure to the cyanogen atmosphere has a similar effect on oxygen-breathers. Celegians outside of their environment exist in transparisteel life-support chambers. These chambers have an effective Body Strength rating of 4D+2 when resisting damage.

**Move:** 6/8 (fly), 16/18 (swim)

**Size:** 1.7-2.2 meters

**Source:** Ultimate Alien Anthology (pages 29-30), Power of the Jedi Sourcebook (pages 66-67)

## Cerean



**Home Planet:** Cerea

**Attribute Dice:** 12D

**DEXTERITY 1D/3D+1**

**KNOWLEDGE 2D/4D+2**

**MECHANICAL 1D/3D+2**

**PERCEPTION 1D+2/4D+1**

**STRENGTH 1D+1/4D**

**TECHNICAL 1D+1/4D**

**Special Abilities:**

*Initiative Bonus:* Cereans gain a +1D bonus to all initiative rolls.

*Dual Hearts.* Cereans can function with only one of these hearts, but the demands placed on their circulatory system by their binary brains are no laughing matter. A Cerean reduced to functioning on only one heart must sleep 2/3 of a given day to maintain his mental performance.

**Move:** 11/12

**Size:** up to 2.2 m

**Source:** Ultimate Alien Anthology (page 30)

## Chadra-Fan



**Home Planet:** Chad

**Attribute Dice:** 12D

**DEXTERITY 2D/4D**

**KNOWLEDGE 1D/3D**

**MECHANICAL 2D+1/4D+1**

**PERCEPTION 2D/5D**

**STRENGTH 1D/2D+1**

**TECHNICAL 2D/4D**

**Special Abilities:**

*Sight:* The Chadra-Fan have the ability to see in the infrared and ultraviolet ranges, allowing them to see in all conditions



short of absolute darkness.

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

**Story Factors:**

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

**Move:** 5/7

**Size:** 1 meter tall

**Source:** Ultimate Alien Anthology (pages 31-32), Alien Anthology (page 62), Galaxy Guide 4: Alien Races (pages 27-28)

## Chagrian



**Home Planet:** Champala

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D+1/4D

**TECHNICAL** 1D+1/4D

**Special Abilities:**

**Amphibious:** Chagrians can survive both on land and in water, and gain a +1D+1 bonus to their *Swim* skill.

**Low-Light Vision:** Chagrians can see twice as far as a normal human in poor lighting conditions.

**Radiation Resistance:** Chagrians gain a +1D+1 bonus when resisting damage caused by radiation.

**Story Factors:**

**Weak Sense of Taste:** Chagrians lose their sense of taste,

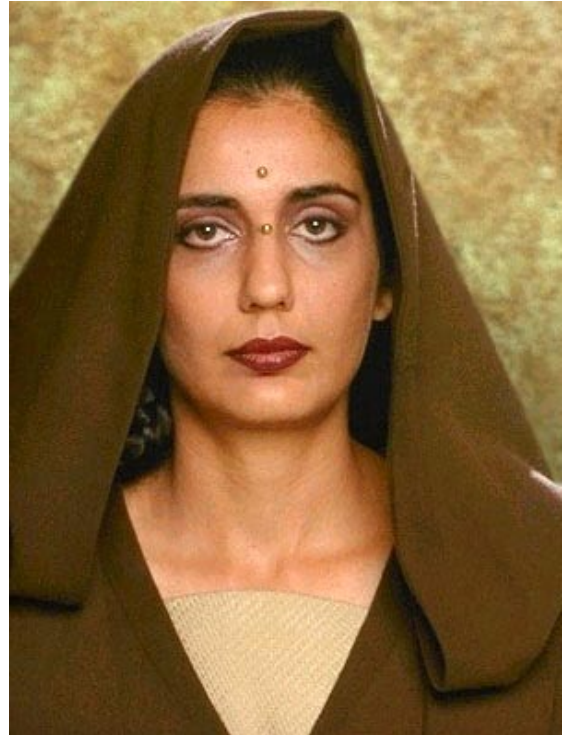
and as such, they do not relish food the way most other species do. Many feel that eating is a waste of time.

**Move:** 10/12

**Size:** 1.7 to 2.2 meters tall.

**Source:** Ultimate Alien Anthology (pages 32-33), Alien Anthology (pages 62-63)

## Chalactan



## Charon

### Bioscientist

**Home Planet:** Otherspace

**Attribute Dice:** 16D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 3D/5D

**MECHANICAL** 1D/3D

**PERCEPTION** 3D/5D

**STRENGTH** 2D/4D

**TECHNICAL** 3D/5D

### Warrior

**Attribute Dice:** 16D

**DEXTERITY** 3D/5D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 3D/5D

**STRENGTH** 3D/5D

**TECHNICAL** 1D/3D

**Note:** The following applies to both races.

**Special Abilities:**

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

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





**Story Factors:**

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

**Move:** 10/12

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

**Source:** Ultimate Alien Anthology (pages 33-34), Galaxy Guide 4: Alien Races (pages 29-30)

## Charr Ontee

**Home Planet:** Kathol

**Attribute Dice:** 12D

**DEXTERITY** 1D/5D

**KNOWLEDGE** 1D/5D

**MECHANICAL** 1D/3D

**PERCEPTION** 3D/5D

**STRENGTH** 2D/5D

**TECHNICAL** 1D/5D

**Special Abilities:**

*Spinnerets:* The Charr Onteepossess spinnerets which allow them to produce sticky fibers in which they can trap their opponent (web *Strength* 4D).

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

**Story Factors:**

*Arrogance:* The Charr Ontee are arrogant and haughty, and consider themselves superior to the DarkStryder-engineered species of Kathol. They are willing to consider non-engineered species roughly equal to themselves, and are always interested in studying and cultivating new species.

**Gamemaster Note:** The Kathol Charr Ontee have 4 fewer attribute dice than their distant cousins, the Charon. The



Charr Ontee have been slowly degenerating for centuries. These Charr Ontee don't divide themselves into the bio-scientist and warrior classes; they have remained a generalist species. These Charr Ontee have no Void Cult (a development of the Charon), and actually consider themselves to have a duty to protect other sentient lifeforms, especially bio-engineered species.

**Move:** 10/12

**Size:** 2-2.5 meters tall

**Source:** The DarkStryder Campaign - Endgame (pages 29-30)

## Cha'wen'he



**Home Planet:** Wen'he'dinae

**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:**

*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 this round.

*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 skills, 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.

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

*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.

**Move:** 12/14

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

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 22-24)

## Chazrach

With no mind of their own, the Chazrach are one of possibly many slave races that the Yuuzhan Vong use in combat situations. They have been altered as to be stronger and more aggressive than how they would normally be. Physically, Chazrach resemble small, bipedal lizards with greyish-green skin. They are controlled with the same restraint growths used on thralls, and have been known to run amok when a nearby assault vehicle was destroyed.

**Type:** Genetically altered reptilian slave race

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 0D/2D

**MECHANICAL** 1D/3D

**PERCEPTION** 0D/2D

**STRENGTH** 3D/5D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Claws:* Do STR+1D+2 damage.

**Story Factors:**

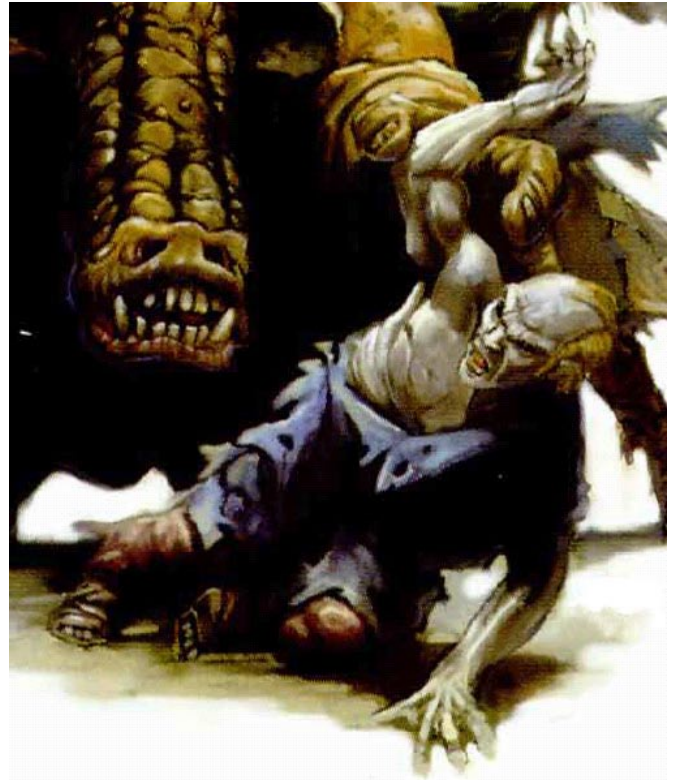
*Slave Race:* The Chazrach are a captured species, totally subservient to the will of the Yuuzhan Vong. They are given no special rights in Vong society, and are considered slaves.

**Move:** 11-12

**Size:** 1.0-1.4 meters

**Source:** The New Jedi Order Sourcebook (page 60)

## Chev



**Home Planet:** Vinsoth

**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

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 27-29), Ultimate Alien Anthology (pages 35-36), Alien Anthology (pages 63-64)

## Chevin





**Home Planet:** Vinsoth  
**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

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 24-27), Ultimate Alien Anthology (page 36), Alien Anthology (pages 64-65)

## Chikarri



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

### Story Factors:

**Hoarders:** Chikarri are hyperactive and hard working, but are driven to hoard valuables, goods, or money, especially in the form of shiny metal or gems.

**Move:** 9/11

**Size:** 1.3-1.5 meters tall

**Source:** Alien Encounters (page 36)

## Chiss

**Home Planet:** Csilla  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D/4D  
**STRENGTH** 2D/4D  
**TECHNICAL** 2D/4D



### Special Abilities:

**Low Light Vision:** Chiss can see twice as far as a normal human in poor lighting conditions.

**Skill Bonuses:** At the time of character creation only, Chiss characters gain 2D for every one die they assign to the *tactics*, *command*, and *scholar: art* skills.

**Tactics:** Chiss characters receive a permanent +1D bonus to all *tactics* skill rolls.

**Move:** 10/12

**Size:** 1.6 to 2.1 meters tall.

**Source:** Ultimate Alien Anthology (pages 36-38), Alien Anthology (pages 64-65)

## Chistori

Little is known about the reptilian Chistori. They resemble bipedal lizards, with prominent snouts, mouthfuls of teeth, and beady eyes, and they have a fiercely independent warrior society. The Chistori are a secretive people, and even the Jedi Archives have no record of their homeworld. Like many reptilian species, they are cold-blooded, and like the Trandoshans, they gain a natural armor bonus.

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/3D+1

**KNOWLEDGE** 1D+2/4D

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 1D+2/3D+2

**STRENGTH** 2D+2/5D

**TECHNICAL** 1D+2/3D+2

### Special Abilities:

**Natural Armor:** Grants +1 to *Strength* to resist damage.

**Cold-Blooded:** The reptilian Chistori are very sensitive to cold climates. If exposed to extreme cold without proper gear, a Chistori immediately suffers a -1D penalty to



*Perception* when rolling initiative. Ten minutes of exposure causes a temporary reduction of -1 to all attributes. After 20 minutes of exposure, the individual must make a Difficult *stamina* roll. Success means the Chistori maintains consciousness and suffers no damage. If the roll fails, the Chistori suffers an additional -1 penalty to all attributes. Further exposure means another *stamina* roll every 10 minutes; the difficulty increases by +4 each time. If the Chistori's *Strength* is reduced to zero, he dies. Once returned to a warm environment, a Chistori that has not already died will fully recover after 30 minutes.

**Move:** 10/12

**Size:** 1.9-2.2 meters tall

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D+2/4D+1

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D+1/4D

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Swimming Ability:* Iskalonians gain a bonus of +3D to their *swimming* skill.

*Water Breathers:* Iskalonians cannot stay out of water for more than an hour at a time, unless they employ special rebreather gear that allows them to do so.

*Poor Vision:* When out of water, Iskalonians are unable to see very well (*Perception* dice pools related to sight are halved). Their rebreather gear, however, compensates for this as long as it is worn.

**Move:** 10/12 (14/16 in water)

**Size:** 1.6-1.8 meters tall

## Clawdite



**Home Planet:** Zolan

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D/4D

**Special Skills:**

*Perception: Shapeshift (A):* Some Clawdites have developed their skin-changing talents to a greater degree, allowing them to change the length, color, shape, and texture of their hair, as well as the coloration of their eyes. This fine control can even be used to alter specific portions of the Clawdite's body. This skill counts as an Advanced skill, with a prerequisite of the *Con: Disguise* skill specialization at 5D or greater. The *Shapeshift* skill adds its dice to any *Con: Disguise* die rolls made to imitate a member of a different humanoid species.

**Special Abilities:**

*Skin-Changer:* Clawdites are able to change the color, texture, and shape of their skins, allowing a Clawdite to mimic that of another humanoid species of the same general physical shape. This does not allow Clawdites to generate extra limbs or other appendages, but they are able

## Chuhkyvi Iskalonian

**Home Planet:** Aquaris

**Attribute Dice:** 12D





to imitate the texture and patterns of skin-tight clothing. The transformation is quite painful, and the skin-changer will revert to its normal form if stunned, unconscious, dying, or dead.

**Move:** 10/12

**Size:** 1.5 to 1.9 meters tall

**Source:** Ultimate Alien Anthology (pages 38-39)

## Cliffborer



## Codru-Ji

**Home Planet:** Munto Codru

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D+2/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Extra Limbs:* Codru-Ji have four arms. The extra limbs give them a +1D bonus to *climbing*. The penalty for multiple actions involving different arms is reduced from -1D per additional action to -2.

**Move:** 10/12

**Size:** 1.6 meters tall on average

## Wyrwulf

**Attribute Dice:** 8D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 1D/3D+1

**PERCEPTION** 1D/3D+1

**STRENGTH** 1D/3D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Small:* Wyrwulves gain a +1D bonus to *hide*.

*Hexapedal:* Wyrwulves have six legs and receive a +1D bonus to *Dexterity* to stabilize themselves.

*Bite:* Does STR+1D damage.

**Story Factors:**

*Chrysalis:* When a Wyrwulf reaches puberty, it transforms



into a young Codru-Ji.

**Move:** 10/12

**Size:** 1 meter long on average

**Source:** Ultimate Alien Anthology (pages 39-40)

## Colicoid

**Home Planet:** Colla IV

**Attribute Dice:** 13D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/5D

**TECHNICAL** 1D/4D+2

**Special Abilities:**

*Chitinous Bodies:*

Colicoids have a thick chitinous exoskeleton, which can protect them when in combat. Colicoids' chitinous bodies give them +1D vs. both physical and energy weapons.

*Roll:* By curling themselves tightly into balls, Colicoids increase their movement by +10.

A rolling Colicoid may take no other action that round.

**Story Factors:** *Cannibalism:* Colicoids are known cannibals, and are notoriously unfriendly to outside visitors, and are almost never found outside the Colla system. Very few survive trespassing in the Colla system, as the isolationist Colicoids capture and consume outsiders.

*Vicious Warriors:* Colicoids are feared throughout their sector due to the savagery with which they fight. They are born into a warrior culture which teaches combat and fighting before death. Oftentimes a Colicoid will be aggressive, even if suicidally so, while in combat situations, but remain fully aware of the situation around them.

**Move:** 6/10

**Size:** 1.4-1.8 Meters

**Source:** Ultimate Alien Anthology (pages 40-41)



## Columi

**Attribute Dice:** 12D

**DEXTERITY** 0D/1D

**KNOWLEDGE** 3D/7D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/5D

**STRENGTH** 0D/1D

**TECHNICAL** 2D/5D

**Special Abilities:**

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

**Story Factors:**

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

**Move:** 0/1

**Size:** 1-1.75 meters tall



**Source:** Galaxy Guide 4: Alien Races (pages 31-33)

## Conjeni

**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D+2/3D+1  
**MECHANICAL** 3D/5D+1  
**PERCEPTION** 2D/4D  
**STRENGTH** 1D/3D+1  
**TECHNICAL** 2D/4D  
**Move:** 9-11  
**Size:** Average 1.5 meters tall



## Covallon

**Attribute Dice:** 11D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D/3D+1  
**MECHANICAL** 1D/2D  
**PERCEPTION** 2D/5D  
**STRENGTH** 2D/4D  
**TECHNICAL** 1D/2D+1



### **Special Abilities:**

**Empathy:** The Covallon are strongly empathic; they can sense the emotional state of other beings. This gives them an advantage when interacting with others. Covallon receive a bonus of +2D when using the bargain, con, and persuasion skills.

### **Story Factors:**

**Appearance:** Covallon have the appearance of being creatures of some sort, rather than an intelligent species. This puts them at a disadvantage when dealing with other species, particularly humanoid species, who tend to treat them condescendingly.

**Move:** 10/14

**Size:** 0.9-1.2 meters at the shoulder, 1.8-2.2 meters on hind legs

**Source:** Cracken's Rebel Operatives (page 24)

## Coway

**Home Planet:** Mimban

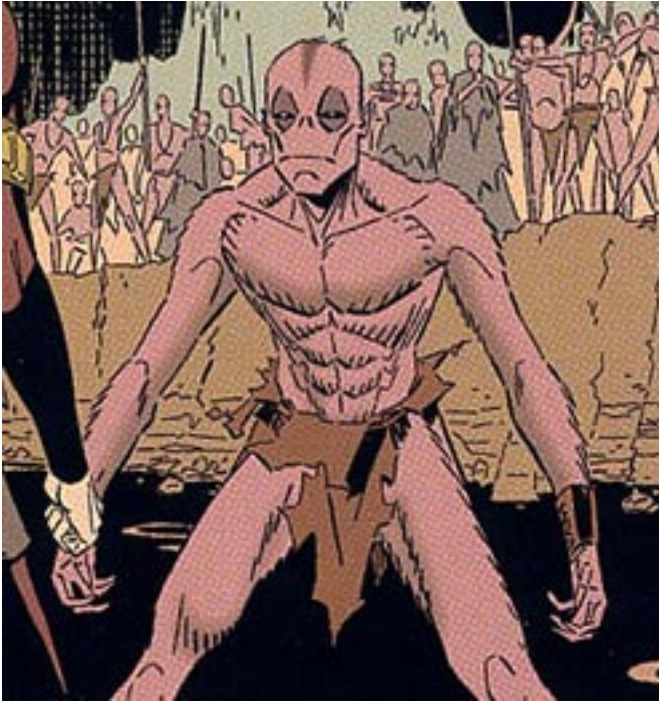
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D+2  
**KNOWLEDGE** 1D/3D+2  
**MECHANICAL** 1D+2/4D+1  
**PERCEPTION** 1D/3D+2  
**STRENGTH** 2D/4D+2  
**TECHNICAL** 1D/3D

### **Special Abilities:**

**Darkvision:** Coway can see up to 20 meters in total darkness.

**Move:** 10





**Size:** 1.6 meters

**Source:** Rebellion Era Sourcebook (page 84)

## Coynite

**Home Planet:** Coyn

**Attribute Dice:** 13D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/4D

**PERCEPTION** 1D/4D+2

**STRENGTH** 2D/5D+1

**TECHNICAL** 1D/3D

**Special Skills:**

**Beast Riding:** *Tris:* All Coynites raised in traditional Coynite society have this *beast riding* specialization. Beginning Coynite player characters must allocate a minimum of 1D to this skill.

**Special Abilities:**

**Intimidation:** Coynites gain a +1D when using *intimidation*

due to their fearsome presence.

**Claws:** Coynites have sharp claws that do STR+1D+2 damage and add +1D to their *brawling* skill.

**Sneak:** Coynites get +1D when using *sneak*.

**Story Factors:**

**Ferocity:** The Coynites have a deserved reputation for ferocity (hence their bonus to *intimidation*).

**Honor:** To a Coynite, honor is life. The strict code of the Coynite law, the En'Tra'Sol, must always be followed. Any Coynite who fails to follow this law will be branded af'harl ("cowardly deceiver") and loses all rights in Coynite society. Other Coynites will feel obligated to maintain the honor of their species and will hunt down this Coynite. Because an af'harl has no standing, he may be murdered, enslaved or otherwise mistreated in any way that other Coynites see fit.

**Move:** 11/15

**Size:** 2.0-3.0 meters tall

**Source:** Alien Encounters (page 38), Planets Collection (pages 137-140)

## Cragmoloid



**Home Planet:** Ankus

**Attribute Dice:** 11D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D/3D+1

**PERCEPTION** 1D+1/4D

**STRENGTH** 2D+1/5D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

**Long-Lived:** Cragmoloids have life spans in excess of 400 years.

**Tusks:** Cragmoloids can use their tusks in combat, inflicting STR+1D damage.

**Move:** 10/12

**Size:** 3 meters tall

**Source:** Ultimate Alien Anthology (pages 41-42)





## Damaronian



**Home Planet:** Damaron

**Attribute Dice:** 12D (female), 9D (male)

**DEXTERITY** 2D/4D+2 1D/2D

**KNOWLEDGE** 2D/4D 1D/1D+2

**MECHANICAL** 1D+2/3D+2 1D/2D

**PERCEPTION** 2D/4D+1 1D/1D+2

**STRENGTH** 2D/4D 1D/3D+2

**TECHNICAL** 1D/3D 2D+2/4D

**Special Skills:**

**Dexterity skills:**

*Web Slinging:* Time to use: One round. This is the skill that allows a Damaronian to use its webs. This is a ranged attack of 3/7/15.

**Special Abilities:**

*Danger Sense:* (Females only) This ability works exactly like the Force power danger sense. It is an unattributed skill that starts with 2D and can have up to 2D in beginning skill dice put into it. It is raised at double the Character Point cost of a normal skill.

*Infrared Vision:* (Females only) Their vision allows female Damaronians to see objects based on heat intensity allowing for sight in near-darkness.

*Web Slinging:* (Both sexes) A Damaronian can shoot up to three webs from each wrist before having to take a day to allow for the production of more webs. Webs have a 4D *Strength*, and do 4D entangle.

**Story Factors:**

*Condescension Toward Males:* Female Damaronians hold males in contempt as weak and only to be used. They won't necessarily underestimate a male because of this, but that has been known to happen. They usually just don't give him a chance.

**Move:** 10/13 (female), 7/10 (male)

**Size:** 1.4-2.0 meters tall (female), 1.2-1.4 meters tall (male)

## Dantari

**Home Planet:** Dantooine

**Attribute Dice:** 10D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/3D+1

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D

**Story Factors:**

**Primitive:** Dantari suffer a -1D penalty to all skill rolls made with technological items.

**Move:** 10/12

**Size:** Unlisted (Medium)

**Source:** Ultimate Alien Anthology (pages 42-43)



## Dashade

**Home Planet:** Urkupp (destroyed)

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D/3D+1

**STRENGTH** 1D+2/4D+1

**TECHNICAL** 1D+1/4D





**Special Abilities:**

*Heat Dissipation:* Dashade can dissipate the heat that emanates from their bodies, making it difficult to detect them with equipment that tracks by heat. All checks made to detect a Dashade character who is consciously reducing his heat signature, using thermal or infrared equipment, are made at a -2D penalty.

*Force Resistance:* Dashade are resistant to Force powers that utilize the Alter skill. All Alter rolls made for Force powers directed at a Dashade character have their difficulties increased by +5. A Force-using Dashade character who attempts to use Alter-based Force powers adds +10 to his difficulties.

**Story Factors:**

*Thought to Be Extinct:* The Dashade's home world was destroyed, and many assume the race to be extinct.

**Move:** 10/12

**Size:** 1.7 to 2 meters tall.

**Source:** Ultimate Alien Anthology (pages 43-44), Alien Anthology (pages 67-68)

## Dathomirian Rancor



**Home Planet:** Dathomir

**Attribute Dice:** 14D

**DEXTERITY** 4D/6D

**KNOWLEDGE** 0D/1D

**MECHANICAL** 0D

**PERCEPTION** 1D/2D+2

**STRENGTH** 5D/8D

**TECHNICAL** 0D/1D

**Special Abilities:**

*Armor:* +3D to *Strength* to resist physical and energy

damage.

*Claws:* Does STR+3D damage.

*Teeth:* Does STR+5D damage.

**Special Skills:**

*Dexterity Skills:*

*Melee weapons: clubs, trees:* Time to use: One round. Rancors use this skill and any of the above specializations to wield large objects as melee weapons. Most of these makeshift tools cause STR+1 Walker-scale damage.

*Thrown weapons: boulders, nets, trees:* Time to use: One round. Rancors use this skill and any of the above specializations to hurl objects generally considered too heavy for humans to lift. Rancors throw most objects with a range of 20-30/50/100 meters. Most objects will do 2D Walker-scale damage.

*Knowledge Skills:*

*Symbolic writing:* Time to use: Variable. Rancors use this skill to understand simple commands written by the Witches of Dathomir. A rating of 4D or higher means the rancor can write the language as well.

**Story Factors:**

*Evolved:* Dathomirian rancors have evolved over thousands of years. Rancors encountered off of Dathomir will most likely not be identical, though it is possible that a similar evolution has taken place elsewhere in the galaxy.

*Domesticated:* Most of Dathomir's rancors have been domesticated by the human clans of the world. These rancors are treated as loved pets, even friends, by their human comrades.

**Move:** 25/40

**Size:** 8-10 meters

**Source:** Cracken's Threat Dossier (page 52)

## Dazouri



## Rest Form

**Attribute Dice:** 12D  
**DEXTERITY** 1D-3D  
**KNOWLEDGE** 3D-5D  
**MECHANICAL** 1D-3D  
**PERCEPTION** 3D-5D  
**STRENGTH** 1D-3D  
**TECHNICAL** 3D-5D

## Rage Form

**Attribute Dice:** 12D  
**DEXTERITY** 4D-6D  
**KNOWLEDGE** 1D-3D  
**MECHANICAL** 1D-3D  
**PERCEPTION** 1D-3D  
**STRENGTH** 4D-6D  
**TECHNICAL** 1D-3D

### Special Abilities:

**Rage:** When a Dazouri is wounded, badly frightened, threatened with bodily harm, successfully intimidated or infuriated, he transform into rage form. He can also initiate it at will, but it is a Very Difficult *Perception* task. They can also prevent rage transformation with a Heroic *Perception* roll.

**Dual Form:** Dazouris and Lahsbees are closely related races: "genetic cousins" in the same way Humans and near-Human races are closely related. Like the Lahsbees, Dazouris physically transform from one form to another. The character must allocate dice for the *rage* and *rest* forms. Dazouris also receive a +1D bonus to *Dexterity* and *Strength* for their rage form. Dazouris retain the same skill adds, no matter their form. Dazouris in rage form may only use *brawling parry*, *dodge*, *melee combat*, *melee parry*, *intimidation*, *brawling*, *climbing/jumping* and *lifting*.

**Claws:** Do STR+2D damage (rage form only).

**Teeth:** Do STR+1D+2 damage (rage form only).

**Horns:** Do STR+1D damage (rage form only).

**Move:** 8-10 (in rest form), 12-14 (in rage form)

**Size:** 1 meter tall (in rest form), 3-3.5 meters tall (in rage form)

**Source:** Planets Collection (pages 112-113)

**Home Planet:** Af'el

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 3D/4D+1

**TECHNICAL** 1D/3D

### Special Skills:

**Dexterity Skills:**

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

**Special Abilities:**

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

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

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

### Story Factors:

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

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

**Move:** 10/13

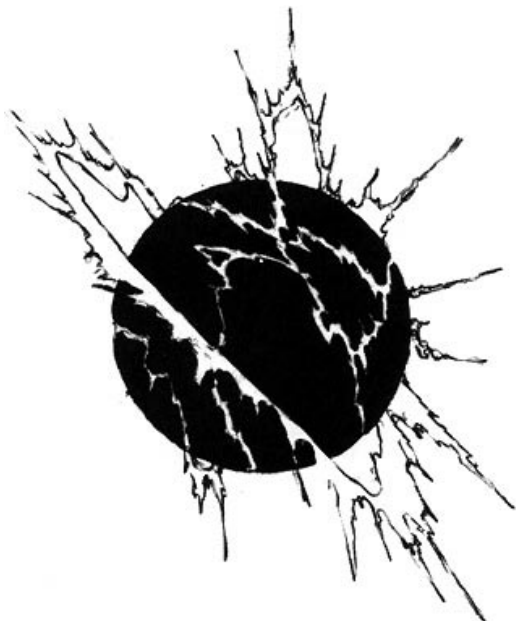
**Size:** 1.1-1.5 meters tall

**Source:** Ultimate Alien Anthology (pages 44-45), Galaxy Guide 4: Alien Races (pages 33-34), The Thrawn Trilogy Sourcebook (pages 140-141), Dark Force Rising Sourcebook (page 86)

## Defel



## Derriphan





**Attribute Dice:** 12D  
**DEXTERITY** 3D/7D  
**KNOWLEDGE** 4D/8D  
**MECHANICAL** 0D  
**PERCEPTION** 5D/9D  
**STRENGTH** 0D  
**TECHNICAL** 0D

**Special Abilities:**

**Innate Force Powers:** All Derriphans are Force Sensitive, start out with 6D to distribute among the 3 Force Skills and have access to the following Force Powers, with no prerequisites limitations: *absorb/dissipate energy*, *sense force potential*, *lesser force shield*, *telekinesis*, *aura of uneasiness*, *force lightning*, *control mind*, *telekinetic kill* and *memory wipe*.

**Probing:** Before it can feed, a Derriphan must enter its intended victim. Accomplishing the Probing requires the Derriphan to make a *sense* roll; the difficulty is the target's *Perception* or *control* roll. If the Probing is successful, the Derriphan enters the target and attempts to gain control. For obvious reasons, Derriphans prefer to conduct the Probing in privacy, often using its previous host to help entrap a new one.

**Hosting:** Once the Probing is complete, the Derriphan attempts to suppress the target's consciousness and take full control. This requires an Easy *control* roll by the Derriphan; the target can resist the hosting with a *Perception* or *control* roll at -1D penalty. If the Derriphan rolls higher, then the Hosting has begun. On the second day of Hosting, the victim is entitled to a *Perception* or *control* roll at -2D, the third day a -3D, the fourth day a -4D, and so on until the victim is no longer even able to resist. However, if the victim rolls higher, the Derriphan is cast out and is at -2D to all skills and attributes for one month. (The Derriphan can voluntarily leave a hosted victim at no penalty.)

**Feeding:** Once Hosted, the Derriphan can now draw sustenance from its victim. The Derriphan drains items in order of preference as listed on the Devouring Chart. Only one feeding can be performed per day; each listed item is equal to one feeding. When the victim's *Knowledge*, *Perception*, *Mechanical* and *Technical* attributes reach 0D, the Derriphan detaches itself to search for a new host, leaving behind only a shattered, catatonic husk.

Except in the case of Force skills (which it adds to its own skills), a Derriphan converts what it drains into Dark Side Points. These points are a Derriphan's literal lifeblood and must constantly be replenished. In order to survive, a Derriphan must expend one Dark Side Point per day. If the creature runs out of Dark Side Points, then it loses the evil (hate, rage, and fear) that sustains it, effectively dispersing harmlessly.

Feeding On	Victim Loses	Derriphan Gains
Force Skills	1D from Force skill	1D to Force skill
Force Points	1 Force Point	3 Dark Side Points
Dark Side Points	1 Dark Side Point	1 Dark Side Point
Character Points	3 Character Points	1 Dark Side Point
Knowledge skills	1 entire skill	1 Dark Side Point
Perception skills	1 entire skill	1 Dark Side Point
Technical skills	1 entire skill	1 Dark Side Point
Knowledge attribute	1D from attribute	1 Dark Side Point
Perception attribute	1D from attribute	1 Dark Side Point
Mechanical attribute	1D from attribute	1 Dark Side Point
Technical attribute	1D from attribute	1 Dark Side Point

**Move:** 18/20 (flying)

**Size:** Varies widely

**Source:** Wretched Hives of Scum and Villainy (pages 85-87)

## Devaronian



**Home Planet:** Devaron

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

**Story Factors:**

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

**Move:** 8/10

**Size:** 1.7-1.9 meters tall

**Source:** Ultimate Alien Anthology (pages 45-46), Alien Anthology (page 68), Galaxy Guide 4: Alien Races (pages 35-36)

## Devlikk

The average life-span of a Devlikk is merely 10 standard years. Most Devlikks don't worry about that, however some realize the short amount of time available to them, in comparison to most other sentient species, becoming fearless thrill seekers.

**Home Planet:** Ord Radama

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

**Move:** 10/12

**Size:** 1.3 meters tall on average



## Dornean



**Home Planet:** Dornea  
**Attribute Dice:** 12D  
**DEXTERITY** 1D+1/3D+1  
**KNOWLEDGE** 2D+2/4D+2  
**MECHANICAL** 2D/4D  
**PERCEPTION** 3D/5D  
**STRENGTH** 1D/3D  
**TECHNICAL** 2D/4D  
**Move:** 10/12  
**Size:** 1.5 meters tall on average

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

### Special Abilities:

**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 -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.

**Water Breathing:** Draedans may breathe water and air.

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

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

**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.

**Move:** 10/12 (running); 13/16 (swimming)

**Size:** 1.3-1.7 meters tall

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 30-31)

## Draedan



## Draethos

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

### Special Abilities:

**Broadcast Telepathy:** Draethos can speak telepathically with any number of creatures within 500 meters. Anyone wishing to resist this telepathic communication must make an opposed *Willpower* or *Control* skill roll against the Draethos' own *Willpower* or *Control* skill. This ability cannot be used to "steal" memories or information.

**Low-light Vision:** A Draethos can see twice as far as a normal human in poor lighting conditions.

**Skill Bonus:** Draethos are encouraged to learn as much as





they can, and most adults are experts on several topics. As such, Draethos characters receive 2D for every 1D placed into *Knowledge* skills at the time of character creation only.

**Story Factors:**

*Long-Lived:* Draethos character can live up to 800 years.

**Move:** 10/12

**Size:** 1.8 meters tall on average.

**Source:** Ultimate Alien Anthology (pages 46-47), Power of the Jedi Sourcebook (page 67)

## Drall



**Home Planet:** Drall

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 1D/3D

**TECHNICAL** 1D/3D

**Story Factors:**

*Honesty:* Dralls are adamantly truthful.

*Hibernation:* Some Drall feel they are supposed to hibernate and do so. Others build underground burrows for the sake of relaxation.

**Move:** 7/9

**Size:** up to 1.5 meters tall

**Source:** Alien Encounters (page 39), Ultimate Alien Anthology (pages 47-48), Alien Anthology (page 69)

## Dresselian



**Home Planet:** Dressel

**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 Dresselian homeworld is currently occupied by the Empire. The Dresselians are waging a guerrilla war to reclaim their planet.

**Move:** 10/12

**Size:** 1.7-1.9 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 32-34), Ultimate Alien Anthology (pages 48-49)

## Dug



**Home Planet:** Malastare

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 1D/3D+2

**STRENGTH** 1D+1/4D

**TECHNICAL** 1D/3D+2

**Special Abilities:**

*Climbing/Jumping Bonus:* Due to their physiology, Dugs gain a +1D bonus to their *climbing/jumping* skill.

*Shout:* Dugs can issue forth a deep bellow which can be heard up to 3 kilometers away.

**Story Factors:**

*Reputation.* Dugs are known as bullies and thugs by most other sentient species', and are almost universally disliked by non-Dugs. Many crimelords, however, employ them as assassins and henchmen.

**Move:** 6/8

**Size:** 1.2 m

**Source:** Ultimate Alien Anthology (page 50)



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

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

*Force Powers:* Varies by individual.

**Story Factors:**

*Isolation:* Duinuogwuin live in self-imposed isolation.

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

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

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

**Size:** 10-100+ meters long

**Source:** Galaxy Guide 4: Alien Races (pages 36-38), The Thrawn Trilogy Sourcebook (pages 141-142), Dark Force Rising Sourcebook (pages 86-88), Geonosis and the Outer Rim Worlds (pages 70-73)

## Duinuogwuin

**Attribute Dice:** 18D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 2D/5D

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/5D

**STRENGTH** 3D/6D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Flight:* Duinuogwuin can fly in both space and atmosphere.

*Space Survival:* Duinuogwuin can survive in deep space without any artificial protection. They must make a *stamina* roll after every full month in space, beginning at



## Dulok



## Duros



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

**Special Abilities:**

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

**Move:** 10/12

**Size:** 1.8-2.2 meters tall

**Source:** Ultimate Alien Anthology (page 51), Alien Anthology (pages 69-70), Galaxy Guide 4: Alien Races (pages 39-40)

## Ebranite



**Home Planet:** Ebra  
**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:**

*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.

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

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

*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.

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

**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.

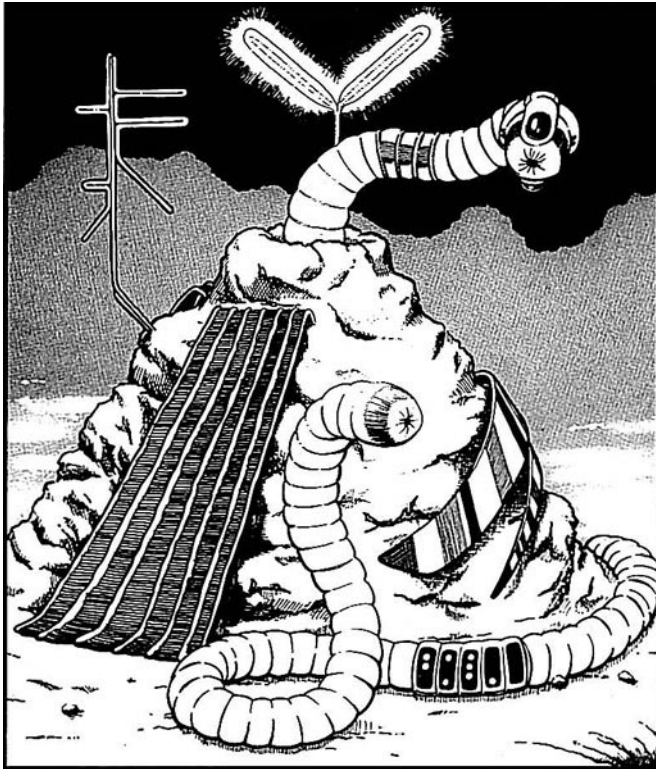
**Move:** 6/8 (running), 14/18 (climbing)

**Size:** 1.4-1.65 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 34-36), Ultimate Alien Anthology (pages 51-52)



## Ee



**Attribute Dice:** 6D  
**DEXTERITY** 0D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 0D/1D+2  
**PERCEPTION** 2D/4D  
**STRENGTH** 0D/+2  
**TECHNICAL** 1D/4D

**Special Skills:**

*Unrelated Skills (not tied to any attribute):*

*Physical skills:* Time to use: One round to several hours, depending upon power. This is one of the three Ee mental abilities used for the mental powers outlined below.

*Mental skills:* Time to use: One round to several hours, depending upon power. This is one of the three Ee mental abilities used for the mental powers outlined below.

*Environmental skills:* Time to use: One round to several hours, depending upon power. This is one of the three Ee mental abilities used for the mental powers outlined below.

**Special Abilities:**

*Mental Abilities:* Ee have abilities which some might attribute to Force-sensitivity (although there is no proof of this notion). They have three skills governing these abilities: physical skills, mental skills, and environmental skills. Ee who possess the skills start at 2D and can increase the skill at double the normal Character Point cost.

*No Physical Manipulation:* Ee have very little ability to physically manipulate items or tools. They must rely on their mental abilities.

**Story Factors:**

*Unknown:* The settlers on Trilos are unaware of the existence of the Ee.

**Move:** 3/5 (burrowing or crawling)

**Size:** 1-6.5 centimeters

**Note:** Ee should not be player characters.

**Source:** Planets Collection (pages 196-199)

## Eirrauc



**Home Planet:** Eirraucs

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

**Special Abilities:**

*Running:* Eirraucs use four of their six limbs when running. They only need to make *stamina* checks once every hour when running at all-out speed, and get a bonus of +1D to their *running* skill.

*Multi-actions:* Eirraucs can use their mid-legs as a second set of arms when they're not running; they may take a second action in a round at no penalty. Third actions incur a -1D penalty, fourth actions suffer -2D and so forth.

*Vision:* Eirraucs can see in any direction except immediately behind them (300° arc).

*Temperature Sensitivity:* In extremely cold or hot conditions, increase all *Strength* and *Dexterity* skill checks by one difficulty level.

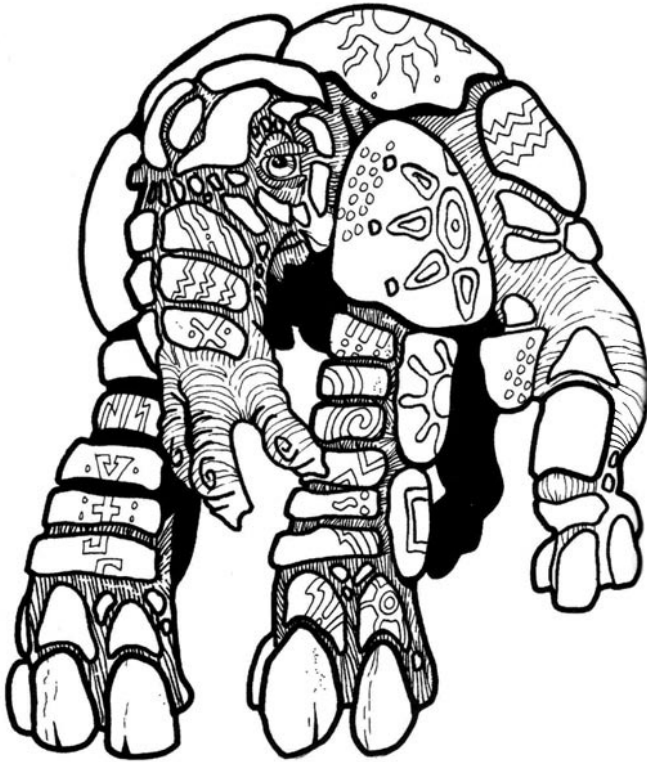
*Tongue:* STR+1 damage.

**Move:** 24/80

**Size:** 2m tall (crouching), 2.4m tall (full height)



## Eklaad



**Home Planet:** Sirpar

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/4D

**PERCEPTION** 1D/4D

**STRENGTH** 3D/5D

**TECHNICAL** 1D/2D

**Special Abilities:**

*Natural Body Armor:* The Eklaad's thick hide gives them +1D to resist damage from physical attacks. It gives no bonus to energy attacks.

*Timid:* Eklaad do not like to fight, and will avoid combat unless there is no other choice.

**Move:** 8/10

**Size:** 1-1.5 meters tall

**Source:** Alien Encounters (page 40)

## Elom

**Home Planet:** Elom

**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.

*Strength Skills:*

*Digging:* Time to use: one round. 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

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 36-39), Ultimate Alien Anthology (pages 52-54), Alien Anthology (pages 70-71)

## Elomin



**Home Planet:** Elom  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D+2/3D+2  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D/4D  
**STRENGTH** 1D/3D  
**TECHNICAL** 2D+1/4D  
**Move:** 10/12

**Size:** 1.6-1.9 meters

**Source:** Alien Encounters (page 41), The Thrawn Trilogy Sourcebook (pages 142-143), Heir to the Empire Sourcebook (page 96), Ultimate Alien Anthology (page 54), Alien Anthology (pages 71-72)

## Em'liy

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

### Special Abilities:

**Skill Bonus:** At the time that an Em'liy character is created ONLY, the character gets 2D for every 1D placed into the *hide*, *stealth*, and *survival* skills.

**Spirit of Battle:** When in combat, the Em'liy can enter a state of mind similar to a berserk. This grants the Em'liy



character a +2 pip bonus to both *Strength* and *Dexterity*, and it lasts for 3 combat rounds, plus an additional round for every FULL DIE in the character's ORIGINAL *Strength* rating. The Spirit of Battle can only be manifested a maximum of once per day.

**Move:** 10/12

**Source:** Ultimate Alien Anthology (page 55)

## Entymal

**Home Planet:** Endex  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D/2D  
**MECHANICAL** 1D/3D  
**PERCEPTION** 1D/4D  
**STRENGTH** 2D/4D  
**TECHNICAL** 1D/3D

### Special Abilities:

**Technical Aptitude:** At the Time of character

creation only, the character gets 2D for every 1D placed in astrogation, capital ship piloting, or space transports.

**Gliding:** Under normal gravity conditions, Entymals can glide down approximately 60 to 100 meters, depending on wind conditions and available landing places. An Entymal needs at least 20 feet of flat surface to come to a running stop after a full glide. **Natural Body Armor:** The Natural toughness of the Entymals' chitinous exoskeleton gives them +2 against physical attacks.

**Move:** 10/14

**Size:** 1.2-2 meters tall

**Source:** Alien Encounters (page 42)





## Epicanthix

**Home Planet:** Panatha

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D+2

**STRENGTH** 2D/4D

**TECHNICAL** 2D/3D+2

**Special Abilities:**

*Cultural Learning:* At the time of character creation only, Epicanthix characters receive 2D for every 1D of skill dice they allocate to *cultures*, *languages* or *value*.

**Story Factors:**

*Galactic Naivete:* Since the Epicanthix homeworld is in the isolated Pacanthe Reach section, they are not too familiar with many galactic institutions outside of their sphere of influence. They sometimes become overwhelmed with unfamiliar and fantastic surroundings of other worlds far from their own.

**Move:** 10/13

**Size:** 1.8-2.5 meters tall

**Source:** Alien Encounters (pages 101-102), Shadows of the Empire Sourcebook (pages 98-99)



**Home Planet:** Ergeshui

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+2/4D+2

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Natural Body Armor:* The tough hides of the Ergesh give them +2D against physical attacks and +1D against energy attacks.

*Environment Field Belt:* To survive in standard atmospheres, Ergesh must wear a special belt, which produces a nitrogen field around the individual and retains a vast majority of moisture. Without the belt, Ergesh suffers 2D worth of damage every round and -2 to all skills and attributes until returning to a nitrogen field or death.

**Move:** 6/10

**Size:** 1.5-2.1 meters

**Source:** Alien Encounters (pages 42-43), Planets Collection (pages 212-214)

## Er'Kit



**Home Planet:** Er'Kit

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/5D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 2D/4D+1

**PERCEPTION** 2D/4D

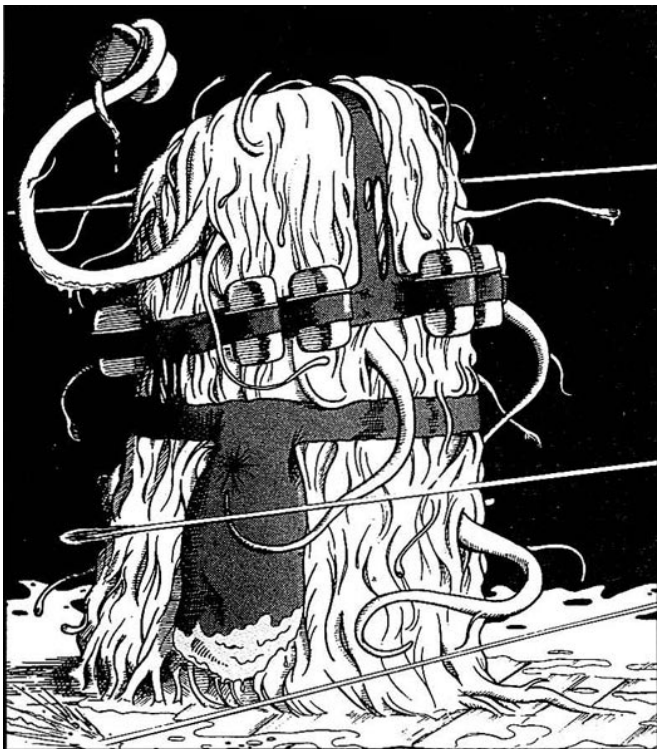
**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D

**Move:** 10/12

**Size:** 1.2 meters tall on average

## Ergesh



## Esoomian



**Home Planet:** Esoom  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/3D+1  
**KNOWLEDGE** 1D/2D+2  
**MECHANICAL** +2/2D  
**PERCEPTION** 2D/3D+2  
**STRENGTH** 3D+1/7D  
**TECHNICAL** +2/2D+1  
**Move:** 11/15  
**Size:** 2.0-3.5 meters

## Essastii

Essastii are a reclusive and enigmatic people from the little-known Outer-Rim world of Megligobah. Essastii have an exceptionally acute sense of smell, so acute in fact, that when offworld and among other races they must wear protective masks with which they can filter out overpowering odours most other races take in their stride. Combined with their sharp powers of observation this makes Essastii natural trackers, and some of the most famous Essastii have been freelance trackers or bounty hunters.

A secretive race, the Essastii rarely leave their homeworld, notable exceptions being those trackers sought after enough to be tempted away by the promise of riches and renown offworld. They protect their customs and way of life with great fervour, and are suspicious of aliens, especially during the reign of the Empire.

**Personality:** A cautious and mistrustful race, Essastii are protective of their ways and often seem duplicitous and

unreadable to others not familiar with their manner. This is a result of the innate secrecy with which Essastii carry out all facets of their lives. They are difficult to read, wearing poker faces behind their filter masks and exhibiting what most other races take to be vague body language. Though they do mix with offworlders, most Essastii take a long time to trust them, and almost always tend to prefer solitude or the company of other Essastii to crowds.

**Physical Description:** Lithe humanoids, Essastii are difficult to make out behind their masks, which they wear most of the time when away from Megligobah. They have dark skin, ranging from deep grey to jet black and piercing, highly reflective yellow eyes not unlike those of Jawas. They have exceptional smell, acute vision and quick reflexes. Essastii are comparable in height to Humans, averaging about 1.7 to 2 meters, though they tend to be of lighter build.

**Homeworld:** Megligobah is a dry Outer Rim world with light air currents and few flowering plants. Unique properties in the atmosphere have a dampening effect on smell, which has in turn lead the Essastii to evolve this sense to an acute level in order to overcome them. Megligobah is technologically advanced, but has little contact with the rest of the galaxy and only a handful of spaceports. This is due in part to its isolated location on the distant edge of the Outer Rim. Aliens on Megligobah are never completely comfortable do to the oppressive atmosphere and the inhospitable nature of the locals, and few stay long without good reason.

**Language:** The Essastii have a complex tongue known as Essissiq that involves subtle postural movements and hand signals to convey tense and plurality. The literal form is equally obscure, with bizarre pictograms and symbols around the text. Few non-Essastii have mastered it. Conversely, most Essastii have a problem comprehending the manner in which tense and plurality are conveyed in other languages. When conversing in alien tongues, they often speak with distinct accents and incorrect syntax.

**Example Names:** Sallae Sasaa, Sardu Sallowe, Savu Siegosse, Silhas Sigooe, Solooke Sassatt, Suratte Sissiid.





## Ewok



**Home Planet or System:** Megligobah

**Attribute Dice:** 12D

**DEXTERITY** 3D+1/5D+1

**KNOWLEDGE** 1D+1/3D

**MECHANICAL** 2D+1/4D+1

**PERCEPTION** 1D/2D+1

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Keen Smell:* Essastii have a keen sense of smell that grants them a +2D to any *search* rolls when trying to locate/track a subject within 2 kilometers.

*Delicate Nose:* Since Essastii have such finely tuned olfactory senses they are more easily overcome by strong scents and gases. Essastii suffer a -2D penalty to *stamina* rolls made to resist the effects of inhaled gases, toxins or smoke. If not wearing an Essastii Scent-Filter Mask this penalty increases to -4D. In addition, if not wearing a mask while away from Megligobah's smell-dampening atmosphere, an Essastii must make Stamina check every hour (DR 10) or be permanently fatigued until either masked or back on Megligobah.

*Enigmatic:* Essastii are very difficult to read. They receive a +1D species bonus on *con* rolls made against non Essastii.

*Darkvision:* Essastii can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.

*Low-light Vision:* Essastii can see twice as far as normal in dim light. They retain the ability to see colors under these conditions.

*Keen Eyesight:* Essastii have keen eyesight. They gain a +2D species bonus on *search* rolls when searching visually for something.

*Lightning Reflexes:* Essastii have finely tuned reactions that grant them a +1D bonus to all *dodge* rolls.

*Special Language Rule:* Due to sophistication of the language, and its inclusion of subtle gesticulations and body language, to become fluent in Essissiq requires a non-Essaastii is required to have 7D in the *language* instead of the normal 5D.

**Move:** 10/12

**Size:** 1.7-2 meters

**Home Planet:** Forest Moon of Endor

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D

**TECHNICAL** 1D/2D+2

**Special Skills:**

*Dexterity Skills:*

*Thrown weapons:* bows, rocks, sling, spear. Time to use: one round. The character may take the base skill and/or any of the specializations.

*Mechanical Skills:*

*Glider:* Time to use: one round. The ability to pilot gliders.

*Technical Skills:*

*Primitive Construction:* Time to use: one hour for gliders and rope bridges; several hours for small structures, catapults and similar constructs. This is the ability to build structures out of wood, vines and other natural materials with only tools. This skill is good for building sturdy houses, vine bridges and rock hurling catapults (2D speeder-scale damage).

**Special Abilities:**

*Skill Bonus:* At the time the character is created *only*, the character gets 2D for every 1D placed in the *hide*, *search* and *sneak* skills.

*Skill Limits:* Beginning characters may not place any skill dice in any vehicle (other than *glider*) or starship operations or repair skills.

*Smell:* Ewoks have a highly developed sense of smell, getting a +1D bonus to their *search* skill when tracking by scent. This ability may not be improved.

## Etti

**Home Planet:** Etti

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/3D+2

**PERCEPTION** 2D/4D

**STRENGTH** 2D/3D+2

**TECHNICAL** 2D/3D+2

**Special Abilities:**

*Affinity for Business:* At the time of character creation only, Etti characters receive 2D for every 1D of skill dice they allocate to bureaucracy, business, bargaining, or value.

**Move:** 8/10

**Size:** 1.7-2.2 meters tall

**Source:** Alien Encounters (page 103), Shadows of the Empire Sourcebook (pages 97-98)



**Story Factors:**

*Protectiveness:* Most human adults will feel unusually protective of Ewoks, wanting to protect them like young children. Because of this, Humans can also be very condescending to Ewoks. Ewoks, however, are mature and inquisitive - and unusually tolerant of the Human attitude.

**Move:** 7/9

**Size:** 1 meter tall

**Source:** Core Rulebook (pages 212-213), The Star Wars Sourcebook (pages 70-71), The Thrawn Trilogy Sourcebook (page 143), Dark Force Rising Sourcebook (pages 88-89), Alien Encounters (page 44), Ultimate Alien Anthology (pages 55-56)

## Falleen



**Home Planet:** Falleen

**Attribute Dice:** 13D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+1/4D+2

**STRENGTH** 2D+1/4D+2

**TECHNICAL** 2D/4D

**Special Abilities:**

*Attraction Pheromones:* +1D to Persuasion and +1D for each hour of continuous preparation in meditation to enhance efforts. This may total no more than +3D for any one skill attempt and the attempt must be made within one hour of completing meditation. Changes skin color

*Amphibious:* May breathe water for up to 12 hrs., +1D to swimming.

**Story Factors:**

Falleen are rarely seen throughout the galaxy since the Imperial blockade in their system severely limited travel to and from their homeworld.

**Move:** 9/12

**Size:** 1.7-2.4 meters

**Source:** Alien Encounters (page 46), Shadows of the Empire Sourcebook (pages 95-96), Ultimate Alien Anthology (pages 56-58), Alien Anthology (pages 72-73)

## Farghul



**Home Planet:** Farrfin

**Attribute Dice:** 12D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D/5D

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Fangs:* The Farghul's sharp teeth add +2D to *brawling* damage.

*Claws:* Farghul can use their claws to add +1D to *brawling* damage.

*Prehensile Tail:* Farghul have prehensile tails and can use them as an "extra limb" at -1D+1 to their *Dexterity*.

**Story Factors:**

*Acrobatics:* Most Farghul are trained in acrobatics and get +2D to *acrobatics*.

*Con Artists:* The Farghul delight in conning people, marking the ability to outwit someone as a measure of respect and social standing. The Farghul are good-natured, boisterous people, that are always quick with a manic grin and a terrible joke. Farghul receive a +2D bonus to *con*.

**Move:** 10/12

**Size:** 1.7-2 meters tall

**Source:** Alien Encounters (page 48), The Thrawn Trilogy Sourcebook (pages 143-144), The Last Command Sourcebook (pages 105-106), Ultimate Alien Anthology (page 58), Alien Anthology (pages 73-74)



## Feeorin



**DEXTERITY** 1D/3D+2  
**KNOWLEDGE** 1D+1/4D  
**MECHANICAL** 1D/3D+2  
**PERCEPTION** 1D+1/4D  
**STRENGTH** 2D/4D+2  
**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Low-Light Vision:* Feeorin can see twice as far as a human in dim light.

*Endurance:* Due to their high level of endurance, Feeorin may re-roll any failed *stamina* roll once.

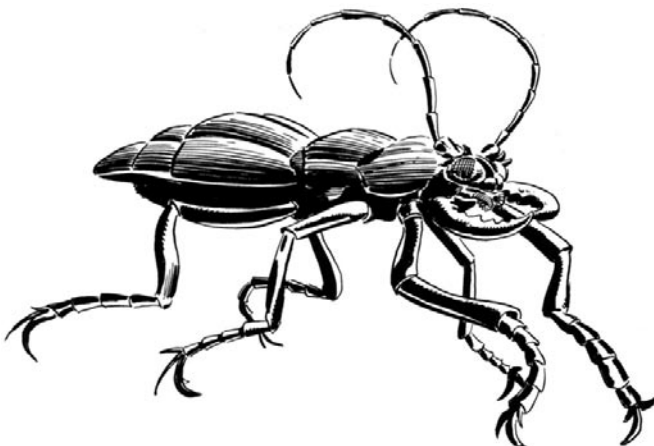
**Story Factors:**

*Bad Reputation:* On worlds where they have settled, Feeorin characters may be regarded as evil or dangerous based on their species alone.

**Move:** 10/12

**Source:** Ultimate Alien Anthology (pages 58-59)

## Fefze



**Home Planet:** Fef

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

**DEXTERITY** 1D/3D

**KNOWLEDGE** 2D/5D\*

**MECHANICAL** 1D/2D\*

**PERCEPTION** 1D/4D+2\*

**STRENGTH** 1D/3D

**TECHNICAL** 1D/2D+2\*

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

**Special Abilities:**

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

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

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

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

**Story Factors:**

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

**Move:** 12/15 (walking); 15/18 (flight)

**Size:** 1 meter tall, 1.5-3 meters long

**Source:** Galaxy Guide 4: Alien Races (pages 40-42)

## Fiery One

**Home Planet:** Kathol

**Attribute Dice:** 12D

**DEXTERITY** 3D/5D

**KNOWLEDGE** 3D/5D

**MECHANICAL** 0D

**PERCEPTION** 3D/5D

**STRENGTH** 0D

**TECHNICAL** 0D

**Special Abilities:**

*Energy Form:* The Fiery Ones have no physical form, and thus no *Mechanical*, *Strength*, or *Technical* attributes. They appear to be fairly intangible and are capable of moving through solid objects – even other species – without harming themselves or the object they are passing through.

*Energy Discharge:* A Fiery One can administer a powerful energy shock that will straightforwardly kill a target. This is the last thing the creature does; the discharge seems to



destroy the Fiery One and is accordingly very rarely used.  
*Communication:* The Fiery Ones communicate simple thoughts and emotions by mental transmission. These messages should not exceed three words.

**Story Factors:**

The Fiery Ones want the imprisoned Precursors freed, for unknown reasons.

**Move:** can move any speed up to 1,000 meters per second

**Size:** Varies widely; typically 0.25-0.5 meter radius

**Source:** The DarkStryder Campaign – Endgame (page 30-32)

## Filar-Nitzan

**Home Planet:** DNX-N1

**Attribute Dice:** 8D

**DEXTERITY** 1D/2D

**KNOWLEDGE** 1D/4D+2

**MECHANICAL** 1D/2D

**PERCEPTION** 1D/4D+1

**STRENGTH** 1D/2D

**TECHNICAL** 1D+1/2D

**Special Skills:**

*Diffusion:* (Used in place of Strength to resist damage.) When a Filar-Nitzan is hit by an energy weapon of any kind or by some other element that may cause injury (such as open flame), the character rolls his diffusion skill when calculating damage. The diffusion skill requires six times the normal Character Point to increase; specializations cost three times the normal cost. Example: to improve diffusion from 2D to 2D+1 would require 12 Character Points instead of two; to improve diffusion: blaster from 2D to 2D+1 would require six Character Points instead of one.

*Specializations:* Against any damage element (blaster fire, strong electricity, large quantities of other gases, open flame, etc.).

*Aversion:* (Used in place of *dodge*.) To avoid blaster fire and other such potentially harmful things, the Filar-Nitzan have an aversion ability, a near-equivalent to *dodge*. This skill allows them to change their shapes quickly enough to often avoid melee weapons and occasionally blaster fire without having to move entirely out of the way. Aversion requires

double the normal Character Point cost to increase. Example: to improve aversion from 2D to 2D+1 would take four Character Points instead of two; to improve aversion: blaster from 2D to 2D+1 would take two Character Points instead of only one.

*Specializations:* against nearly any weapon (melee, lightsaber, blaster, firearms, etc.) at the gamemaster's discretion.

**Special Abilities:**

*Gaseous:* As non-solid beings, the Filar-Nitzan possess many of the qualities of normal gasses: they can enter normally secure areas, and are nearly impervious to “normal” forms of attack. Because of their nature, the Filar-Nitzan receive a +2D bonus to *sneak* rolls. The primary disadvantage is that they have considerable difficulty generating enough mass in a given portion of their body to grasp any physical object. All manipulations of physical objects (blaster, grenade, etc.) suffer a +15 difficulty modifier.

**Story Factors:**

*Reputation:* Filar-Nitzan are a nearly unknown species, considered to be a myth even more so than the Defel “wraiths.” Often referred to as “cloud demons” or “gas devils,” the Filar-Nitzan are a frightening species when encountered.

**Move:** 4/8 (floating)

**Size:** 0.3-2.1 square meters (dependent upon preferred density)

**Gamemaster Notes:**

It is strongly recommended that players not be allowed to play Filar-Nitzan characters.

**Source:** Alien Encounters (page 49), Alliance Intelligence Reports (pages 91-92)

## Filordus

**Home Planet:** Filordis

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/4D

**STRENGTH** 2D+1/4D+2

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Large Ears:* Because of their large ears, Filordi gain a +1D bonus to all *search* skill checks that involve their sense of hearing. They are more susceptible to sonic attacks, and suffer a -2 pip penalty to all *Strength* rolls made to resist the effects of sonic weapons and attacks.

*Pincers:* Filordi possess two pincers, one on either of their back legs. These pincers can be used in hand to hand combat, and inflict STR+2 damage.

**Story Factors:**

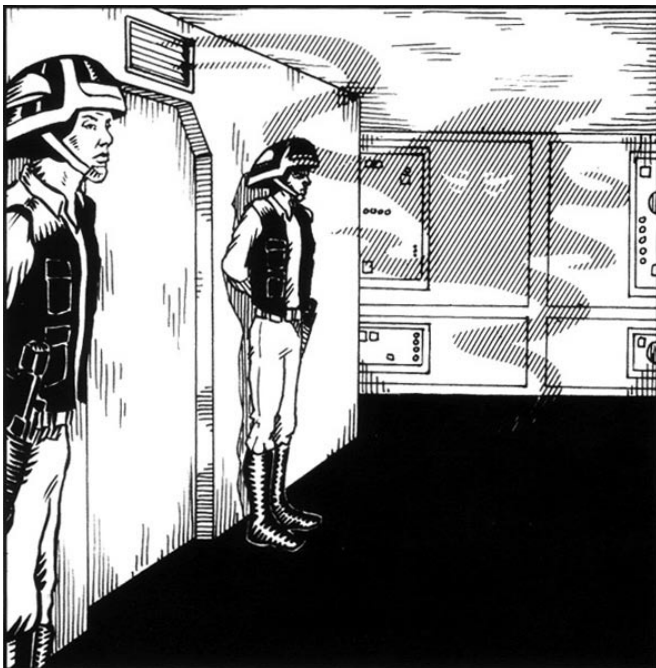
*Asexual:* Filordi are asexual, and reproduce when dying. A week following a filordi's death, an infant Filordi will crawl from the corpse of its parent.

*Shortsighted:* Although driven to succeed, Filordi are nearly incapable of long-term planning. In order to survive, they tend to consume every bit of any resource that they come across.

**Move:** 14/16 (on four legs), 6/8 (on two legs)

**Size:** 1.4 meters tall

**Source:** Ultimate Alien Anthology (pages 59-60)





## Filvian



**Home Planet:** Filve  
**Attribute Dice:** 10D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 1D/4D  
**MECHANICAL** 1D+1/4D+2  
**PERCEPTION** 1D/3D  
**STRENGTH** 1D+2/4D  
**TECHNICAL** 2D/5D+1

### Special Abilities:

**Technology Aptitude:** The Filvians are quick studies of technology. At the time of character creation, they receive 2D for every 1D placed in any *Technical* skills.

**Stamina:** As desert creatures, Filvians have great stamina. They automatically have +2D in *stamina* and *survival: desert* and can advance both skills at half the normal Character Point cost until they reach 8D.

### Story Factors:

**Fear of the Empire:** Filvians are fearful of the Empire because of its prejudice against aliens.

**Curiosity:** Filvians are attracted to new technology and unfamiliar machinery. When encountering new mechanical devices, Filvians must make a Moderate *willpower* roll (at a -1D penalty) or they will be unable to prevent themselves from examining the device.

**Move:** 8/10

**Size:** 1.2-1.9 meters tall

**Source:** Alien Encounters (page 49), The Thrawn Trilogy Sourcebook (page 144), The Last Command Sourcebook (page 106)

## Firrerreo

The Firrerreos are a race of tall near-humans with striped hair and nictitating membranes that protect their eyes. Their skin is golden, and turns silver when scarred.

**Home Planet:** Firrere

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D/4D  
**STRENGTH** 2D/4D  
**TECHNICAL** 2D/4D

### Special Abilities:

**Protected Vision:** Firrerreos have nictitating membranes that protect their eyes. They suffer no adverse effects from sandstorms, small airborne debris, or similar conditions. Their vision does not blur underwater; these membranes also protect their eyes from large bursts of light.

**Extraordinary Recuperation:** A Firrerreo heals naturally at twice the normal rate.

### Story Factors:

**Cultural Restrictions:**

Firrerreo often keep their true names secret from all but their closest friends. They believe speaking a person's name gives one power over that person. Thus, any speaker using *command*, *persuade*, *con* or *bargain* on a Firrerreo receives a 1D bonus to their roll if they use a Firrerreo's true name.

**Move:** 10/12

**Size:** About 1.6 meters tall



## Flakax

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

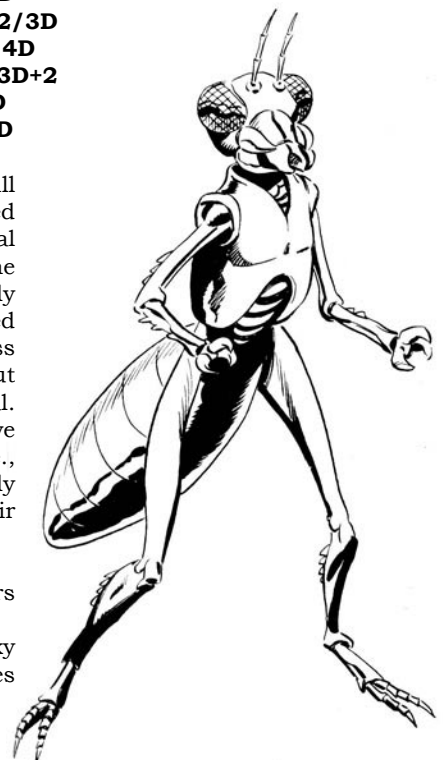
### Story Factors:

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

**Move:** 10/12

**Size:** 1.8-2.3 meters tall

**Source:** Galaxy Guide 4: Alien Races (pages 43-44)



## Florn Lamproid



## Fluggrian

A Fluggrian is easily recognizable by his thick-lipped mouth and a prominent forehead, which houses neural bundles that allow him to process sensory output quickly, even at high speeds, greatly increasing his reaction time. Fluggrian society is dominated by wide networks of organized crime, making them very suspicious of the galaxy at large.

**Home Planet:** Ploo IV

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D+2/4D

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D+1

**TECHNICAL** 1D/3D+2

**Special Abilities:**

*Amphibious:* Fluggrians are an amphibious species which are at home as much in the water as out of it. As a result, they receive a +2D bonus to *swimming* at the time of character creation only, and can also go without breathing air underwater for up to 4 hours.

*Neural Bundles:* Fluggrians possess special neural bundles, located at the front of their foreheads, which are able to process sensory information at incredible speeds. As such, all Fluggrians gain +1D to any reaction skill rolls.

**Move:** 10/12

**Size:** 1.1-1.5 meters



## Fosh

A secretive, concealing species, Fosh are easily recognizable as being of avian descent. They have a light bone structure, feathered body, and reverse-jointed legs. Fosh are few in number, as they have tended to stay on their planet of origin and mind their own business. They are mostly unremarkable, save for one interesting observation: their tears are a powerful healing fluid, rivalling bacta in strength. This fluid evaporates quickly, however, making the possibility of artificially reproducing it quite slim.

**Home Planet:** Unknown

**Attribute Dice:** 12D

**DEXTERITY** 2D/3D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D+1

**PERCEPTION** 2D+2/4D+1

**STRENGTH** 1D+1/3D+1

**TECHNICAL** 1D+2/3D





**Special Abilities:**

*Healing Tears:* Fosh have a unique healing fluid that is excreted from their tear ducts. It is more effective than even bacta, automatically reducing wound levels by one level (e.g. bringing Mortally Wounded to Incapacitated). However, it only works well against cellular infections - larger wounds, such as blaster bolts, can only be stabilized for 1D hours. One dose will fill a standard applicator bottle. The fluid is absorbed into the bloodstream on contact with the skin.

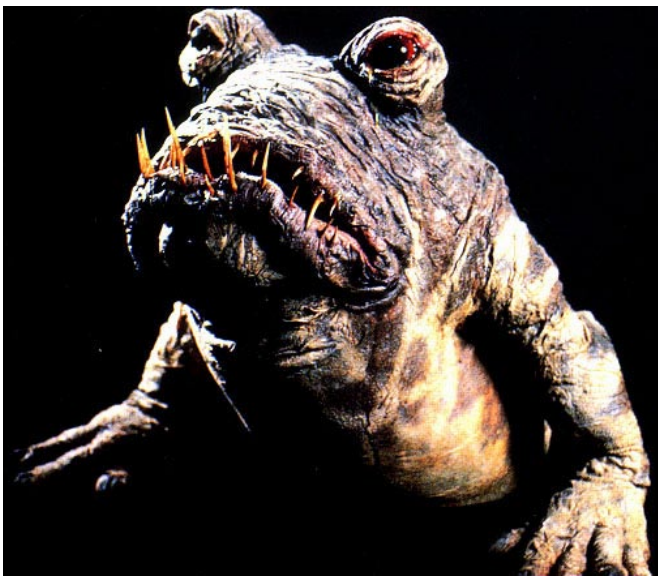
**Story Factors:**

*Hidden:* Most Fosh prefer to stay on their homeworld. Thus, as their population is small, they have a reputation for being secretive.

**Move:** 9/10

**Size:** 1.3-1.6 meters

## Frog-dog



## Frozian

**Home Planet:** Froz

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D+1/3D+2

**PERCEPTION** 1D/2D+1

**STRENGTH** 2D+1/4D+2

**TECHNICAL** 1D/3D+1

**Story Factors:**

*Melancholy:* The Frozians are a very depressed species and tend to look at everything in a sad manner.

**Move:** 10/15

**Size:** 2.0-3.0 meters

**Source:** Alien Encounters (pages 50-51), Ultimate Alien Anthology (pages 60-61), Alien Anthology (pages 74-75)



## Gacerite

**Home Planet:** Gacerian

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/2D+2

**TECHNICAL** 1D/4D

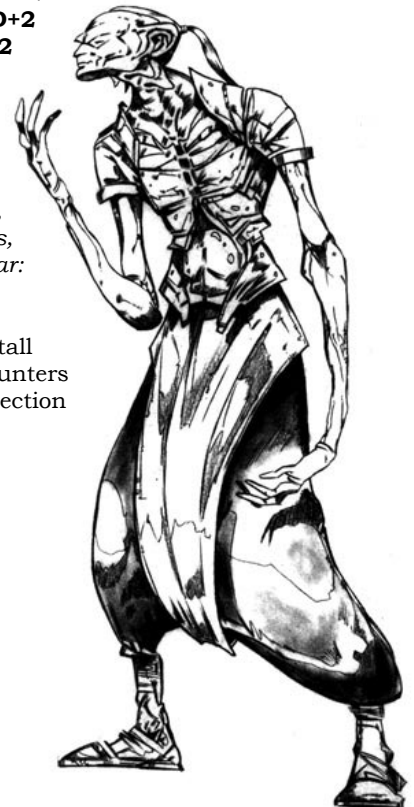
**Special Abilities:**

*Skill Bonus:* All Gacerites receive a free bonus of +1D to alien species, bureaucracy, cultures, languages, and scholar: music.

**Move:** 7/9

**Size:** 1.8-2.5 meters tall

**Source:** Alien Encounters (page 52), Planets Collection (pages 231-232)



## Gados

**Home Planet:** Abregado-rae

**Attribute Dice:** 12D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 2D/4D+1

**PERCEPTION** 1D/3D+2

**STRENGTH** 1D/3D+1

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Acrobatic:* Gados character gain a permanent +1D bonus to their *dodge* skills.

*Fragile:* Because of their unique physiology, Gados characters who are Wounded are automatically treated as if they had been Wounded Twice.

**Move:** 12/14

**Size:** "Medium"

**Source:** Coruscant and the Core Worlds (page 39)



## Galidyn

**Home Planet:** Fyodos

**Attribute Dice:** 16D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 3D/5D

**STRENGTH** 3D/6D+2

**TECHNICAL** 1D/4D

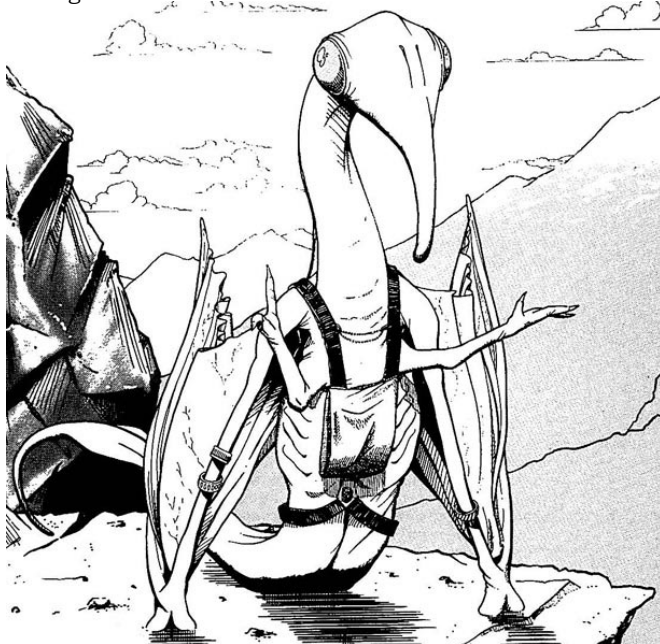
**Special Skills:**

*Flight:* Time to use: One round. This is the skill Galidyns use to fly. They begin with a flying speed of 35 and may improve their flying speed as described on page 33 of the Star Wars rulebook.

**Special Abilities:**

*Natural Body Armor:* The tough hide of the Galidyn provides +1D against both energy and physical attacks.

*Fangs:* The sharp teeth of the Galidyn inflict STR+2D damage.



**Story Factors:**

*Mistaken Identity:* The humans of Fyodos think the Galidyns are treacherous monsters.

**Move:** 12/15 (walking), 35 / 45 (flying)

**Size:** Up to 5 meters long

**Source:** Alien Encounters (page 53), Planets Collection (pages 225-228)

## Gamorrean

**Home Planet:** Gamorr

**Attribute Dice:** 11D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/2D

**MECHANICAL** 1D/1D+2

**PERCEPTION** 1D/3D

**STRENGTH** 3D/5D

**TECHNICAL** 1D/1D+2

**Special Abilities:**

*Voice Box:* Due to their unusual voice apparatus, Gamorreans are unable to pronounce Basic, although they can understand it perfectly well.

*Stamina:* Gamorreans have great *stamina* - whenever asked to make a *stamina* check, if they fail the first check, they may immediately make a second check to succeed.

*Skill Bonus:* At the time the character is created *only*, the character gets 2D for every 1D placed in the *melee weapons*,





*brawling and thrown weapons skills.*

**Story Factors:**

*Droid Hate:* Most Gamorreans hate droids and other mechanical beings. During each scene in which a Gamorrean player character needlessly demolishes a droid (provided the gamemaster and other players consider the scene amusing), the character should receive an extra Character Point.

*Reputation:* Gamorreans are widely regarded as primitive, brutal and mindless. Gamorreans who attempt to show intelligent thought and manners will often be disregarded and ridiculed by fellow Gamorreans.

*Slavery:* Most Gamorreans who left Gamorr did so by being sold into slavery by their clans.

**Move:** 7/10

**Size:** 1.3-1.6 meters tall

**Source:** Core Rulebook (page 213), Alien Encounters (page 54), The Star Wars Sourcebook (pages 72-73), Ultimate Alien Anthology (pages 61-62)

## Gand

**Home Planet:** Gand

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D/4D+2

**STRENGTH** 2D/5D

**TECHNICAL** 1D/4D+2

**Special Abilities:**

*Ammonia Breathers:* Most Gands do not respire. However, there is a small number of Gands that are of older evolutionary stock and do respire in the traditional sense. These Gands are ammonia breathers and find other gases toxic to their respiratory system—including oxygen.

*Exoskeleton:* The ceremonial chemical baths of some findsman initiations promote the growth of pronounced knobby bits on a Gand's exoskeleton. The bits on a Gand's arms or legs can be used as rough, serrated weapons in close-quarter combat and will do STR+1 damage when *brawling*.

*Eye Shielding:* Most Gands have a double layer of eye-shielding. The first layer is composed of a transparent keratin-like substance: the Gand suffers no adverse effects from sandstorms or conditions with other airborne debris. The Gands' second layer of eye protection is an exceptionally durable chitin that can endure substantial punishment. For calculating damage, this outer layer has the same *Strength* as the character.

*Findsman Ceremonies:* Gands use elaborate and arcane rituals to find prey. Whenever a Gand uses a ritual (which takes at least three hours) he gains a +2D to track a target.

*Mist Vision:* Having evolved on a mist-enshrouded world, Gands receive a +2D advantage to Perception and relevant skills in environments obscured by smoke, fog, or other gases.

*Natural Armor:* Gands have limited clavicular armor about their shoulders and neck, which provides +2 physical protection to that region (they are immune to nerve or pressure point strikes to the neck or shoulders.)

*Regeneration:* Many Gands—particularly those who have remained on their homeworld or are of one of the very traditional sects—can regenerate lost limbs. Once a day, a Gand must make a *Strength* or *stamina* roll: a Very Difficult roll results in 20 percent regeneration; a Difficult roll will result in 10 percent regeneration, a Moderate roll will



not assist a Gand's accelerated healing process, and the character must wait until the next day to roll.

*Reserve Sleep:* Most Gands need only a fraction of the sleep most living beings require. They can "store" sleep for times when being unconscious is not desirable. As such, the Gand need not make stamina rolls with the same frequency as most characters for purposes of determining the effects of sleep-deprivation. Unless otherwise stated, this is an assumed trait in a Gand.

*Ultraviolet Vision:* Gand can see in the ultraviolet color spectrum.

*Martial Arts:* Some Gand are trained in a specialized form of combat developed by a band of findsman centuries ago. The tenets of the art are complex and misunderstood, but the few that have been described. Two techniques are described below. There are believed to be many more.

*"Piercing Touch"* Description: The findsman can use his chitinous fist to puncture highly durable substances and materials. Difficulty: Very Difficult Effect: If the character rolls successfully (and is not parried or dodged), the strike does STR+2D damage and can penetrate bone, chitin, and assorted armors. *"Striking Mist"* Description: The findsman can sneak close enough to an opponent to prevent the victim from dodging or parrying the blow. Difficulty: Difficult Effect: If the character rolls successfully, and rolls a successful sneak versus his opponent's *Perception*, the findsman's strike cannot be dodged or parried. The Gand must declare whether they are striking to injure or immobilize the victim prior to making the attempt.

**Move:** 10/12

**Size:** 1.6-1.9 meters

**Source:** Alien Encounters (page 56), Ultimate Alien Anthology (pages 62-63), Alien Anthology (pages 75-76)

## Gazaran



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

**Special Skills:**

*Gliding:* Time to use: On round. This is the skill used to glide.

**Special Abilities:**

*Temperature Sensitivity:* Gazaran are very sensitive to temperature. At temperatures of 30 degrees Celsius or less, reduce all actions by -1D. At a temperature of 25 degrees or less, the penalty goes to -2D, at 20 degrees the penalty is -3D and -4D at less than 15 degrees. At temperatures of less than 10 degrees, Gazaran go into hibernation; if a Gazaran remains in that temperature for more than 28 hours, he dies.

*Gliding:* Gazaran can glide. On standard-gravity worlds, they can glide up to 15 meters per round; on light-gravity worlds they can glide up to 30 meters per round and on heavy-gravity worlds, that distance is reduced to five meters.

**Story Factors:**

*Superstitious:* Gazaran player characters should pick something they are very afraid of (the cold, the dark, strangers, spaceships, the color black, etc.).

**Move:** 8/10 (walking), plus gliding (below)

**Size:** Up to 1.5 meters tall

**Source:** Alien Encounters (page 59), Planets Collection (pages 89-90)

## Geelan



**Home Planet:** Needan

**Attribute Dice:** 12D

**DEXTERITY** 2D+2/4D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+2/4D+2

**STRENGTH** 1D+2/3D+2

**TECHNICAL** 2D/4D

**Special Abilities:**

*Claws:* The claws of the Geelan inflict STR+1D damage.

**Story Factors:**

*Hoarders:* Geelan are incurable hoarders - they never thrown anything away. The only way Geelan will part with a possession is if they are paid or if their lives are in danger.

**Move:** 10/12

**Size:** 0.75-1.5 meters tall

**Source:** Alien Encounters (page 60)

## Gen'Dai

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/3D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 1D+2/3D+2

**STRENGTH** 3D/4D+2

**TECHNICAL** 2D/4D

**Special Abilities:**

*Amazing Physiology:* The Gen'Dai have an amazing physiology that allows them to withstand massive amounts of damage. Double every number on the damage chart. By example: stunned is 0-6, wounded 7-16, etc.

*Healing Hibernation:* They also have the ability to undergo





**Special Abilities:**

*Flight:* Geonosian aristocrats have wings, and are able to fly.

*Natural Armor:* Due to their thick chitinous shells, Geonosian aristocrats gain a +2 pip bonus to *Strength* rolls made to resist any form of damage.

*Radiation Resistance:* Geonosians gain a +2 pip bonus to *Strength* rolls made to resist the effects of harmful radiation.

**Story Factors:**

*Caste-Driven Society:* Geonosians are born into a caste-dominated society. Any Geonosian worker who wishes to leave the toils of his caste may do so by participating in gladiatorial combat, but at the very real risk of death. Geonosian aristocrats hold the power within their society, while the workers are considered more or less expendable.

**Move:** 10/12 (walk), 16 (flight)

**Size:** 1.7 meters tall

**Source:** Ultimate Alien Anthology (pages 64-65)

## Geran



a healing hibernation in which they recover one injury level every 1D rounds and fight disease. A Gen'Dai can reattach a severed limb in 4D rounds. The severed limb must be within 2 meters of the Gen'Dai. If the original limb is destroyed, it can be regenerated in 4D days.

**Move:** 10/12

**Size:** 1.9-3.5 meters tall

## Geonosian

### Worker

**Home Planet:** Geonosis

**Attribute Dice:** 11D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D/4D+1

**TECHNICAL** 1D/4D

**Move:** 10/12

**Size:** 1.6 meters tall

### Aristocrat

**Home Planet:** Geonosis

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D+2/4D+1

**STRENGTH** 1D/3D+1

**TECHNICAL** 1D+1/4D



## Gerb



**Home Planet:** Yavin 13  
**Attribute Dice:** 12D  
**DEXTERITY** 2D+1/4D  
**KNOWLEDGE** 1D/3D+1  
**MECHANICAL** 1D/3D  
**PERCEPTION** 2D+1/4D  
**STRENGTH** 2D+1/3D+2  
**TECHNICAL** 1D/2D+2

**Special Abilities:**

*Acute Hearing:* Gerbs gain a +1D to their search.

*Kicks:* Does STR+1D damage.

*Claws:* The sharp claws of the Gerbs do STR damage.

**Move:** 8/12

**Size:** 1-1.5 meters tall

**Source:** Alien Encounters (page 61), Galaxy Guide 2 – Yavin and Bespin (pages 27-28)

## Gesaril

**Home Planet:** Gesaril  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/5D+2  
**KNOWLEDGE** 1D/1D+2  
**MECHANICAL** 2D/3D+2  
**PERCEPTION** 3D/5D+2  
**STRENGTH** 2D/3D  
**TECHNICAL** 1D/2D

**Special Abilities:**

*Mass Force:* When at least a thousand Gesarils link their minds, they can exert a form of telekinesis which is devastating to mechanical vessels even in orbit. Any vessel which is deemed strong in the dark side can be pulled from orbit and made to crash.

*Empathic:* All Gesarils are sensitive to emotion and possess the Force skill *sense* at 1D.

**Move:** 12/15

**Size:** 2 meters tall



**Gamemaster Notes:**

It is strongly recommended that players not be allowed to play Gesaril characters.

**Source:** Alien Encounters (pages 62-63), Galaxy Guide 6: Tramp Freighters (page 62)

## Gigoran

**Home Planet:** Gigor  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D/2D  
**MECHANICAL** 1D/3D  
**PERCEPTION** 3D/4D+2  
**STRENGTH** 4D/6D  
**TECHNICAL** 1D/2D

**Special Abilities:**

*Bashing:* Adult Gigorans possess great upper-body strength and heavy paws which enable them to swat at objects with tremendous force. Increase the character's Strength attribute dice by +1D when figuring damage for *brawling* attack that involves bashing an object.

**Story Factors:**

*Personal Ties:* Gigorans are very family-oriented creatures; a Gigoran will sacrifice his own life to protect a close personal friend or family member from harm.

**Move:** 12/14

**Size:** 2-2.5 meters tall

**Source:** Alien Encounters (page 64)





## Givin



**Home Planet:** Yag'Dhul  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 2D+2/4D+2  
**PERCEPTION** 1D/3D  
**STRENGTH** 1D+1/3D  
**TECHNICAL** 3D/5D  
**Special Abilities:**

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

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

*Increased Consumption:* Givin must eat at least three times the food a normal Human would consume or they lose the above protection. Roughly, a Givin must consume about nine kilograms of food over a 24 hour period to remain healthy.

**Move:** 8/10

**Size:** 1.7-2 meters tall

**Source:** Ultimate Alien Anthology (pages 65-66), Galaxy Guide 4: Alien Races (pages 44-46)



## Gorm



**Home Planet:** Gormdin  
**Attribute Dice:** 10D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 1D/2D  
**MECHANICAL** 1D/2D  
**PERCEPTION** 1D/3D  
**STRENGTH** 1D/3D+2  
**TECHNICAL** 1D/3D  
**Special Abilities:**

*Claws:* Hand claws do STR+1 damage, while foot claws do STR+1D+2 damage.

**Move:** 7/9

**Size:** 1.3-1.6 meters

**Source:** Wanted by Cracken (page 73)

## Glymphid

**Home Planet:** Ploo II  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D/3D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 1D/3D  
**STRENGTH** 2D+1/4D+2  
**TECHNICAL** 2D/4D  
**Move:** 9/11

**Size:** 1.3 meter tall on average

## Gorothite

**Home Planet:** Goroth Prime

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/5D

**KNOWLEDGE** 1D/4D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 1D/2D+2

**TECHNICAL** 1D/3D

**Special Abilities:**

*Smell:* Gorothites have a highly developed sense of smell, getting +1D to their *search* skill when tracking by scent. This ability may not be improved.

*Hyperbaride Immunity:* Gorothites are less affected than humans by the contaminants in the air, water, and food of their world.

*Skill Bonus:* At the time of character creation only, the character gets 2D for every 1D placed in the *bargain* and *search* skills.

**Story Factors:**

*Enslaved:* Although the Colonial Government uses the term “client-workers,” the Gorothites are effectively slaves of the Empire. Gorothites are officially restricted to their world. Attempting to leave Goroth Prime is a crime punishable by imprisonment. A Gorothite who has managed to escape the planet is considered a “fugitive from justice” by the Empire, to be incarcerated and returned to Goroth Prime if caught (if the Imperial forces who find her have the time and inclination to do so). Gorothites are considered a very minor problem and do not receive the same “attention” as a fugitive Wookiee would.

*Parental Instinct:* Adults instantly respond to the cries of a young Gorothite, whether the child is a part of their family or not. They are driven to protect the child, even if this puts themselves at extreme risk.

*Family Bonds:* Gorothites have a strongly developed sense of family honor. Any action taken by (or against) an individual Gorothite reflects on the entire family. Gorothites would rather die than bring dishonor to their family.

**Move:** 10/13

**Size:** 2.0-2.5 meters

**Source:** Alien Encounters (page 65), Goroth: Slave of the Empire (pages 33-47)



**Special Abilities:**

*Hagglers:* +1D to *bargain*.

**Move:** 6/8

**Size:** 1.25 meters tall on average

**Source:** Ultimate Alien Anthology (pages 66-67)



## Gotal

**Home Planet:** Antar 4

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/2D

**PERCEPTION** 2D/5D

**STRENGTH** 2D+1/4D+1

**TECHNICAL** 1D/3D

**Special Abilities:**

*Energy Sensitivity:* Because Gotals are unusually sensitive to radiation emissions, they receive a +3D to their *search* skill when hunting targets in wide open areas of up to 10



## Gossam

**Home Planet:** Castell

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/3D+1

**TECHNICAL** 1D+1/4D



kilometers around them. In crowded areas, such as towns and cities, the bonus drops to +1D, and the range drops to less than one kilometer. In areas with intense radiation, they suffer a -1D penalty to search because their senses are overwhelmed by radiation static.

**Mood Detection:** By reading the auras and moods of others, Gotals receive a positive or negative bonus when engaging in interactive skills with other characters. The Gotals makes a moderate *Perception* check and adds the following bonus to his *Perception* skills when making opposed rolls for the rest of that encounter:

**Rolls Misses Difficulty By/Penalty:**

6+/-3D      2-5/-2D      1/-1D

**Roll Beats Difficulty By/Bonus:**

0-7/1D      8-14/2D      15+/3D

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

**Story Factors:**

**Droid Hate:** Gotals dislike droids because the emissions produced by droids overwhelm their special senses. They receive a -1D to all Perception-based skill rolls when within three meters of a droid.

**Reputation:** Because of the Gotal's reputation as being overly sensitive to moods and feelings, other species are uncomfortable dealing with them. Assign modifiers as appropriate.

**Move:** 10/15

**Size:** 1.8-2.1 meters

**Source:** Ultimate Alien Anthology (pages 67-68), Alien Anthology (pages 76-77), Galaxy Guide 4: Alien Races (pages 46-48), The Thrawn Trilogy Sourcebook (pages 144-145), Dark Force Rising Sourcebook (pages 89-91)

## Gran



**Home Planet:** Kinyen

**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

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 39-41), Ultimate Alien Anthology (pages 68-69), Alien Anthology (page 77)

## Gree



**Home Planet:** Gree

**Attribute Dice:** 12D

**DEXTERITY** 2D/3D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 3D/5D

**PERCEPTION** 1D/3D

**STRENGTH** 1D/3D

**TECHNICAL** 2D/5D

**Special Skills:**

**Droid Repair:** This skill allows Gree to repair their ancient devices. However, only masters of a device would have its corresponding repair skill. Even so, few masters excel at maintaining their deteriorating devices.

**Device Operation:** This skill allows Gree to manipulate their odd devices. Gree Technology is different enough from Imperial-standard technology that a different skill must be used for Gree devices. Device operation is used for native Gree technical objects. Humans (and similar species) are unlikely to have this skill and Gree are only

a little more likely to have developed Imperial-standard Mechanical skills. Humans using Gree devices and Gree using Imperial-standard devices suffer a +5 modifier to difficulty numbers.

**Story Factors:**

*Droid Stigma:* Gree ignore and look down on droids, and consider droids and autonomous computers an unimportant technology. To the Gree, devices are to be mastered and manipulated - they shouldn't be rolling around on their own, operating unsupervised. Gree don't hate droids, but avoid interacting with them whenever possible.

*Gree Masters:* Gree place great value on individual skills. Those Gree most proficient at operating their ancient technology are known as "masters." These masters are respected, honored, and praised for their skills, and often take on students who study the ancient devices and learn to operate them.

**Move:** 5/7

**Size:** 0.8-1.2 meters

**Source:** Alien Encounters (page 67)

## Gruvian



**Home Planet:** Gruivia

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 3D/5D

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D

**Move:** 7/9

**Size:** "Large"

## Gungan

**Home Planet:** Naboo

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D+2

**Special Abilities:**

*Swimming:* Gungans get a permanent +1D bonus to all swimming skill checks.

*Good Hearing:* Gungans are blessed with a +2 pip bonus to all Perception checks involving their sense of hearing.

**Move:** 10/12

**Size:** 1.7-2.1 meters

**Source:** Ultimate Alien Anthology (pages 69-70)

## Ankura



## Otolla





## Gutratee



**Home Planet:** Isis

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D

**PERCEPTION** 3D/5D

**STRENGTH** 3D/5D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Crystalline Armor:* Because of their crystalline structure, the Gutratees cannot be harmed by blasters – the beams bounce right off of them.

*Claws:* Do STR+1D damage.

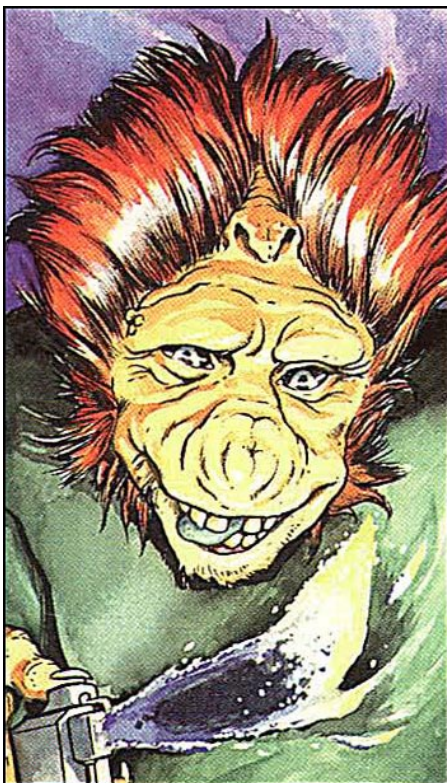
*Memory Storage:* Gutratees store all of their memory in exact detail within their own crystal body. This memory can be transferred to another member.

**Move:** 10/12

**Size:** 2-2.4 meters tall

**Source:** The Isis Coordinates (pages 10/16)

## Guudrian



**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+1

**KNOWLEDGE** 1D+2/3D+2

**MECHANICAL** 1D+2/4D

**PERCEPTION** 2D/4D

**STRENGTH** 1D+1/3D+2

**TECHNICAL** 2D/4D+1

**Move:** 9/11

**Size:** 1.4-1.6 meters

## Hapan

**Home Planet:** Hapes

**Attribute Dice:** 13D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 2D/5D

**MECHANICAL** 2D/4D

**PERCEPTION** 1D+1/3D+2

**STRENGTH** 2D/4D+2

**TECHNICAL** 2D/4D

**Special Abilities:**

*Vision:* Due to the intensive light on their homeworld, Hapans have very poor night vision. Treat all lesser-darkness modifiers (such as poor-light and moonlit-night modifiers) as complete darkness, adding +4D to the difficulty for all ranged attacks.

*Language:* Hapans are taught the Hapan language from birth. Few are able to speak Basic, and those who can treat it as a second language.

*Attractiveness:* Hapan humans, both male and female, are extremely beautiful. Hapan males receive +1D bonus to any *bargain*, *con*, *command*, or *persuasion* rolls made against non-Hapan humans of the opposite sex.

**Move:** 10/12

**Size:** 1.5-2.1 meters

**Source:** Alien Encounters (page 104), Cracken's Threat Dossier (page 11)



## Herglic

**Home Planet:** Giju

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/4D

**PERCEPTION** 1D+2/3D+2

**STRENGTH** 3D/5D

**TECHNICAL** 1D+1/4D+1

**Special Abilities:**

*Natural Body Armor:* The thick layer of blubber beneath the outer skin of a Herglic provides +1D against physical attacks. It gives no bonus to energy attacks.



#### Story Factors:

*Gambling Frenzy:* Herglics, when exposed to games of chance, find themselves irresistibly drawn to them. A Herglic who passes by a gambling game must make a Moderate *willpower* check to resist the powerful urge to play. They may be granted a bonus to their roll if it is critical or life-threatening for them to play.

**Move:** 6/8

**Size:** 1.7-1.9 meters

**Source:** Alien Encounters (pages 68-69), Lords of the Expanse Sector Guide (pages 13-15), Player's Guide to Tapani (pages 41-42), The Thrawn Trilogy Sourcebook (pages 145-146), Dark Force Rising Sourcebook (pages 91-92), Ultimate Alien Anthology (pages 70-71), Alien Anthology (pages 77-78)

## Hethas

**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D+1  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D+2/4D+2  
**STRENGTH** 2D/3D+2  
**TECHNICAL** 1D+1/3D+1  
**Move:** 12/14  
**Size:** Average 2 meters tall



## H'nemthe



### Female

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

#### Special Abilities:

*Tongue:* Females have a razor-sharp tongue (which they use to kill their mate) that does STR+1D+2 damage, but only at close range.

### Male

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

#### Story factors:

*Female domination:* Female H'nemthe tend to treat males of other species as inferior, while the males will submit to any commanding female.

**Source:** Ultimate Alien Anthology (pages 71-72)

## Ho'Din

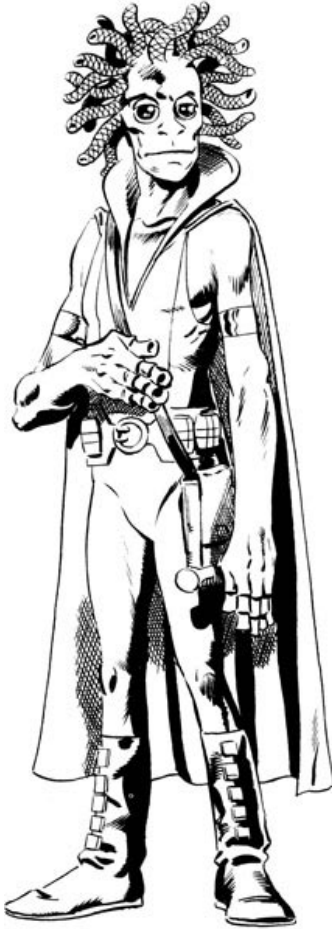
**Home Planet:** Moltok  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 1D/3D  
**PERCEPTION** 2D/4D  
**STRENGTH** 2D+2/4D+2  
**TECHNICAL** 1D+1/3D+1

#### Special Skills:

*Knowledge skills:*

*Ecology:* Moltok. Time to use: at least one hour. This specialization can only be acquired by characters (normally





only Ho'Dins) who have spent at least 10 years on Moltok. This is the ability to recognize and identify the countless plants on Moltok.

(A) *First Aid: Ho'Din Herbal Medicines:* Must have *first aid* 5D. Time to use: at least one hour. This specialization can only be acquired by characters (normally only Ho'Dins) who have spent at least 10 years on Moltok. This specialization covers the ability to use Moltok's various medicinal plants for healing and disease control. To determine the difficulty to make the correct medicines, the gamemaster should determine the difficulty. For example, healing a broken leg or arm would be an Easy to Difficult difficulty, curing a rash would be Very Easy, stopping a disease native to Moltok could range from Very Easy to Heroic, curing a disease not known on Moltok will probably be Heroic. The character then makes the

skill roll to determine if the medicine is made properly - the effects of the medicine depend upon the situation. For example, the medicine may cure the disease, allow the patient extra healing rolls, and/or give bonus dice to future healing rolls.

#### Story Factors:

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

**Move:** 10/13

**Size:** 2.5-3 meters tall

**Source:** Ultimate Alien Anthology (page 72), Galaxy Guide 4: Alien Races (pages 49-51)

## Hoojib

**Home Planet:** Arbra

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D+1

**KNOWLEDGE** 1D+2/4D+1

**MECHANICAL** 1D+1/4D

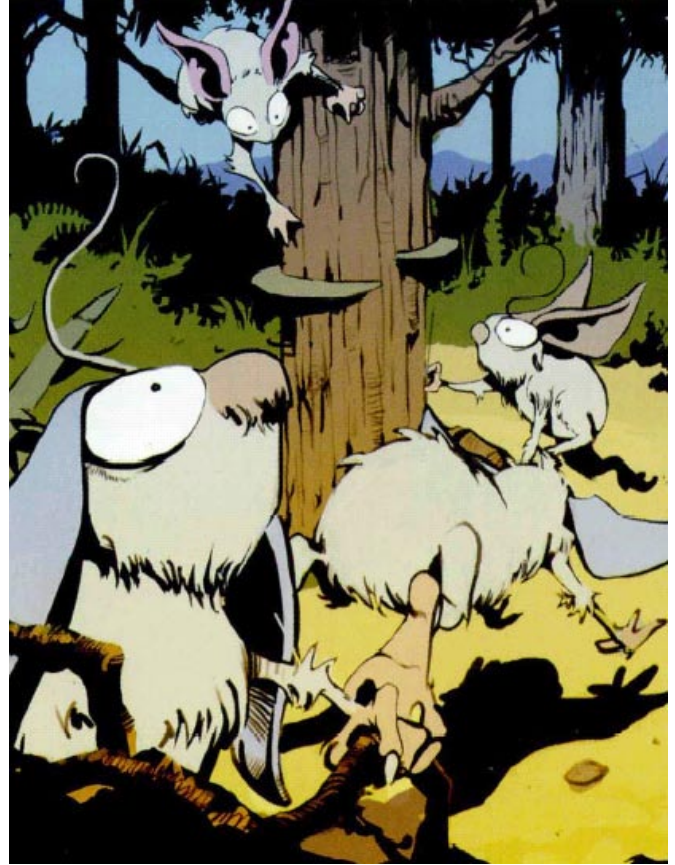
**PERCEPTION** 2D/4D+2

**STRENGTH** 0D+1/2D+2

**TECHNICAL** 1D+1/4D

#### Special Abilities:

*Energy Drain:* Hoojibs can drain energy from any piece of equipment, or any being that contains energy of any sort. If the Hoojib is in contact with the energy source, the effects are automatic. A Hoojib can attempt to drain energy from an object or being within 4 meters, but must make a Strength check in order to do so depending on the distance



(range: 1-2/3/4). Treat this just like a ranged attack. A Hoojib can drain 1D3 shots or hours of use from equipment, droids, power packs, or other inanimate objects per round. *Telepathy:* Hoojibs can communicate telepathically with any number of beings within a 500 meter distance. Anyone wishing to resist the communication can resist by rolling Willpower or Control against the Hoojib's Perception attribute. This communication from a Hoojib is "heard" by the target being in his own language.

**Move:** 3/5

**Size:** 20 to 30 centimeters long.

**Source:** Alien Anthology (pages 79-80)

## Horansi

### Kasa

**Home Planet:** Mutanda

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/4D

**STRENGTH** 2D/5D+2

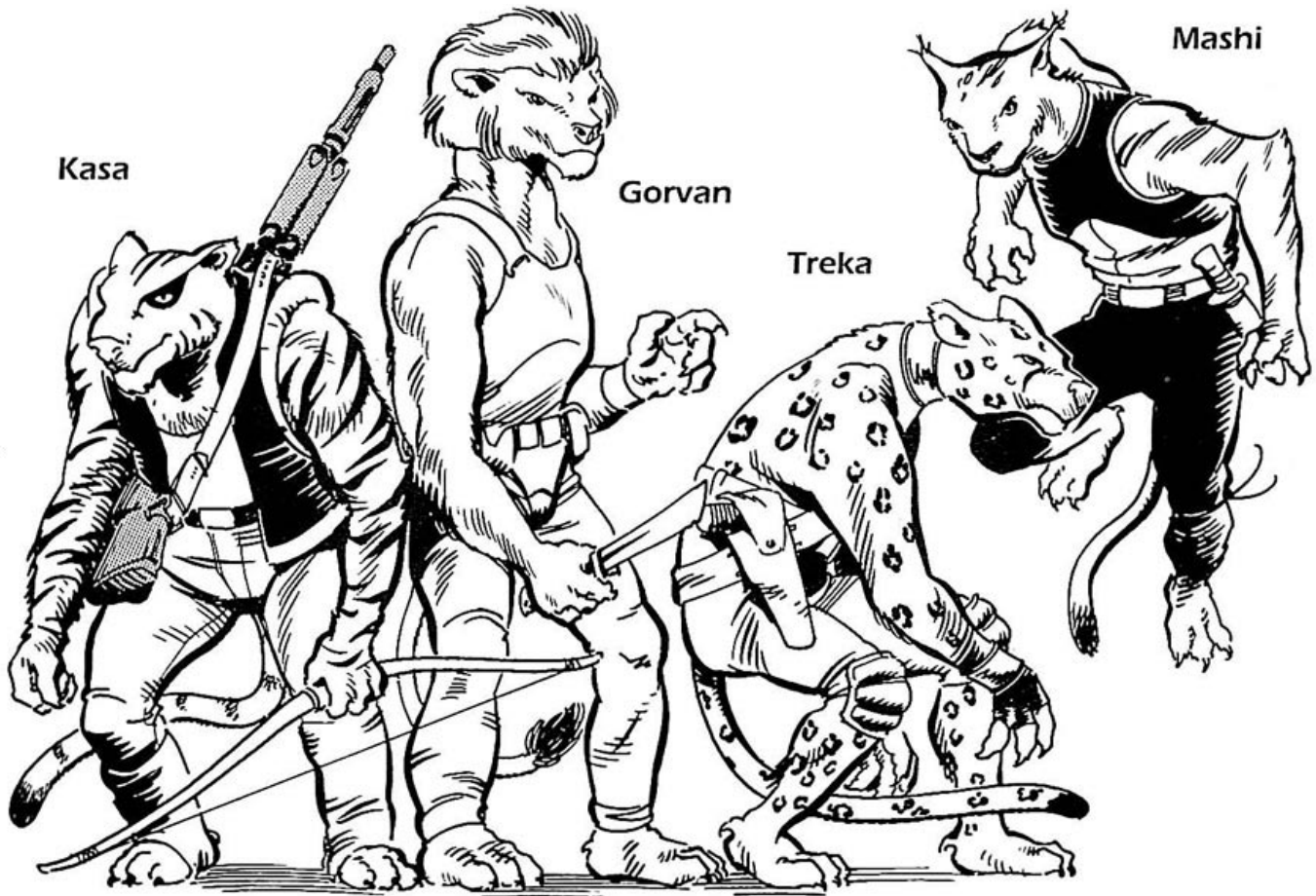
**TECHNICAL** 1D/2D+2

#### Story Factors:

*Technologically Primitive:* Kasa Horansi are kept technologically primitive due to the policies of the Gorvan Horansi. While they are fascinated by technology (and once exposed to it will adopt quickly), on Mutanda they will seldom possess anything more sophisticated than bows and spears.

**Move:** 12/15

**Size:** 2-2.7 meters tall



## Gorvan

**Home Planet:** Mutanda  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/5D  
**KNOWLEDGE** 1D/2D  
**MECHANICAL** 1D/2D+2  
**PERCEPTION** 1D+2/4D  
**STRENGTH** 2D/6D  
**TECHNICAL** 1D/3D  
**Move:** 12/14  
**Size:** 2.6-3 meters tall

## Treka

**Attribute Dice:** 12D  
**DEXTERITY** 1D/4D+1  
**KNOWLEDGE** 1D/3D+2  
**MECHANICAL** 1D/3D  
**PERCEPTION** 2D/4D+2  
**STRENGTH** 2D/4D+2  
**TECHNICAL** 1D/3D+2  
**Move:** 11/15  
**Size:** 2.3-2.6 meters tall

## Mashi

**Home Planet:** Mutanda  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/4D+2  
**KNOWLEDGE** 1D/3D+2  
**MECHANICAL** 1D/3D  
**PERCEPTION** 3D/5D  
**STRENGTH** 1D/4D+1  
**TECHNICAL** 1D/2D+2  
**Special Abilities:**

**Sneak Bonus:** At the time of character creation only, Mashi Horansi receive 2D for every 1D in skill dice they place in *sneak*; they may still only place a maximum of 2D in *sneak* (2D in beginning skill die would get them 4D in *sneak*).

**Keen Senses:** Mashi Horansi are used to nighttime activity and rely more on their sense of smell, hearing, taste, and touch than sight. They suffer no *Perception* penalties in darkness.

### Story Factors:

**Nocturnal:** Mashi Horansi are nocturnal. While they gain no special advantages as a race, their life-long experience with night time conditions gives them the special abilities noted above.

**Move:** 11/14

**Size:** 1.5-2 meters tall

**Source:** Alien Encounters (page 70-72), Planets Collection (pages 77-79)

# Hortek

**Home Planet:** Rakraztek

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

### Special Abilities:

**Hortek telepathy:** Horteks are moderately telepathic, an ability originally developed to predict the actions of prey. This telepathy works just as the Force power *receptive*





telepathy does, but for Hortek it is a *Perception* skill. Like *receptive telepathy*, Hortek telepathy is modified by relationship and proximity. Horteks also use their telepathy skill to resist the telepathic probes of others.

**Move:** 9/11

**Size:** 1.9 to 2.4 meters tall

## Houk



**Home Planet:** Lijuter

**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 cannot be trusted.

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

**Move:** 8/10

**Size:** 2.0-2.6 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 41-43), Ultimate Alien Anthology (page 73)

## Hrakian

**Home Planet:** Hraki

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 2D/3D+2

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D/4D+1

**TECHNICAL** 1D/3D+1

**Move:** 10/12

**Size:** 1.8 meters tall on average

**Source:** Geonosis and the Outer Rim Worlds (page 148)



## Human



**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D/4D  
**STRENGTH** 2D/4D  
**TECHNICAL** 2D/4D  
**Move:** 10/12  
**Size:** 1.5 to 2 meters tall  
**Source:** Core Rulebook (page 212), The Star Wars Sourcebook (page 71)

## Huralok

**Home Planet:** Djurmo  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D+1/4D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 1D+2/4D  
**STRENGTH** 2D/4D  
**TECHNICAL** 2D/4D



### Special Abilities:

**Claws:** Huraloks have razor-sharp claws that do STR+1D damage. Huralok's claw becomes dull and brittle when they reach old age, making them useless in combat.

**Vicious:** Huraloks' innate viciousness frightens other creatures, giving them a +2 bonus to *intimidation*.

**Move:** 8/10

**Size:** 1.5 meters tall on average

**Source:** Geonosis and the Outer Rim Worlds (pages 159-160)

## Hutt

**Home Planet:** Varl > Nal Hutta

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

### Special Abilities:

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

### Story Factors:

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





**Self-centered:** Hutts cannot look “beyond themselves” (or their offspring or parents) in their considerations. However, because they are master manipulators, they can compromise - “I’ll give him what he wants to get what I want.” They cannot be philanthropic without ulterior motives.

**Move:** 0/4

**Size:** 3-5 meters long

**Source:** Ultimate Alien Anthology (pages 73-75), Galaxy Guide 4: Alien Races (pages 51-53)

## Iktotchi

**Home Planet:** Iktotch System

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D+2/4D+1

**TECHNICAL** 1D+1/4D



### Special Abilities:

**Piloting Bonus:** At the time of character creation, Iktotchi characters gain a +1D bonus to *archaic starship piloting*, *capital ship piloting*, *space transports*, or *starfighter piloting* (choose one). In addition, they gain a +1D bonus to a related repair skill (*archaic starship repair*, *capital ship repair*, *space transports repair*, or *starfighter repair*, depending on which piloting skill was chosen).

### Story Factors:

**Precognition:** All Iktotchi have a limited form of precognition. Most Iktotchi are unable to control when these visions manifest, and generally receive them as vivid dreams or daydreams. Force sensitive Iktotchi who possess the Farseeing force power gain a +3D bonus on both Control and Sense rolls when using that power.

**Move:** 10/12

**Size:** 1.6 to 2 meters tall.

**Source:** Ultimate Alien Anthology (pages 75-76), Alien Anthology (pages 80-81)

## Iotran

**Home Planet:** Iotra

**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:**



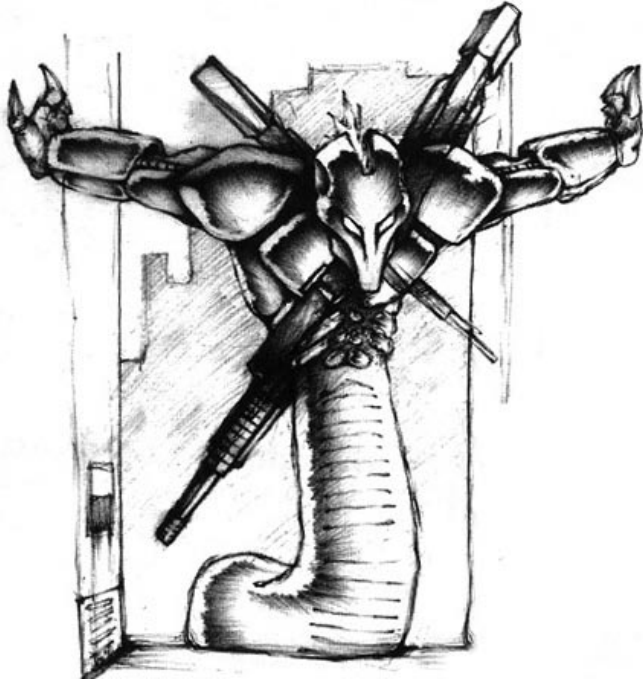
*Military Training:* Nearly all Iotrans have basic military training.

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 43-44), Ultimate Alien Anthology (pages 76-77)

## Ipharian-Da'Lor



**Home Planet:** Iphar

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/4D+2

**KNOWLEDGE** 1D+2/3D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 3D/5D

**TECHNICAL** 1D+1/3D+1

**Special Abilities:**

*Tail:* Ipharian-Da'Lor have a retractable tail spike that inflicts STR+3D damage.

*Natural Camouflage:* The grayish skin of an Ipharian-Da'Lor takes on the color of its surroundings, making the creature very hard to spot when remaining still. +2D to the difficulty of *search* or *Perception* rolls for those trying to spot a motionless Ipharian-Da'Lor.

**Story Factors:**

*Masked:* It is a custom of the Ipharian-Da'Lor to mask their faces, which have elongated snouts, large slanted pupils and rows of sharp teeth.

**Move:** 14/16

**Size:** 3-3.2 meters tall, 4-4.5 meters long

**Source:** Wretched Hives of Scum and Villainy (page 84)

## Ishi Tib



**Home Planet:** Tibrin

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/3D+1

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D

**PERCEPTION** 1D+2/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D+2

**Special Abilities:**

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

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

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

**Move:** 9/11

**Size:** 1.7-1.9 meters

**Source:** Ultimate Alien Anthology (pages 77-78), Galaxy Guide 4: Alien Races (pages 54-55)



## Iskalloni



**Home Planet:** Iskallon

**DEXTERITY** 3D+1

**KNOWLEDGE** 3D+1

**MECHANICAL** 2D+2

**PERCEPTION** 3D

**STRENGTH** 3D+2

**TECHNICAL** 2D

**Special Abilities:**

*Energy Resistance:* Damage done to Iskalloni by energy weapons is reduced by one level of effect.

**Story Factors:**

*Voluntary Cyborgs:* Iskalloni will have at least one implant which can be used as a weapon. Blaster-type modifications can be placed virtually anywhere on the body and will generally be 3D to 5D. Any melee weapons will be on the order of STR+1 damage up to STR+2D.

**Roleplaying Hints:**

Iskalloni appear calm, as though their thoughts are somewhere else--they always seem to be emotionally detached from whatever they are doing.

The Iskalloni are bent on enslaving Human-kind, not out of any particular hatred, but simply because they feel the Humans and the species which associate with them are all weak and worthless. Additionally, the bio-technology currently used by the Iskalloni produces toxic wastes which the Iskalloni must process by hand. No Iskalloni can last more than a few months of constant exposure to these toxins, so the species has decided that it would be most prudent to place less important species in jeopardy.

The Iskalloni are quiet and calculating. They do not speak much, but when they do, they appear as if they are being distracted by something going on inside their bodies--as if they are listening for an odd noise to repeat itself. The truth is that the Iskalloni are distracted nearly all the time because they are continually forcing their bodies to adapt to new physical conditions.

**Move:** 10

**Size:** 1.3-1.5 meters tall

**Source:** Twin Star of Kira (pages 92-93)

## Issori

**Home Planet:** Issor

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/5D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+2/4D+1

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Swimming:* Issori gain +2D to Move scores and +1D to *dodge* in underwater conditions.

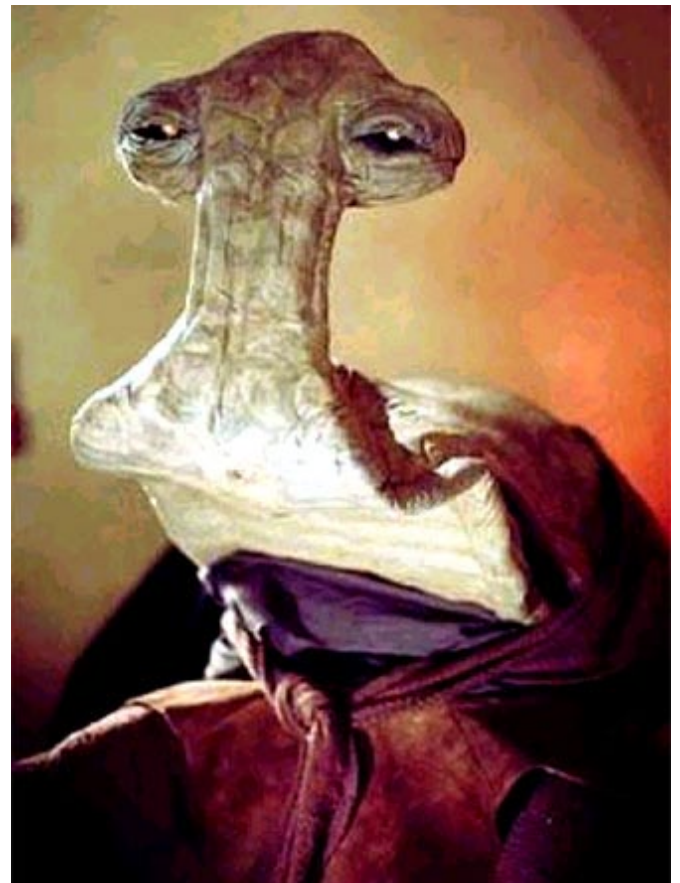
**Move:** 10/12

**Size:** 1.7-2.2 meters

**Source:** Alien Encounters (page 72)



## Ithorian



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

**Special Skills:**

*Knowledge Skills:*

*Agriculture:* Time to use: at least one standard week. The character has a good working knowledge of crops and animal herds, and can suggest appropriate crops for a type of soil, or explain why crop yields have been affected.

*Ecology:* Time to use: at least one standard month. The character has a good working knowledge of the interdependent nature of ecospheres, and can determine how proposed changes will affect the sphere. This skill can be used in one minute to determine the probable role of a life form within its biosphere: predator, prey, symbiote, parasite or some other quick description of its ecological niche.

**Story Factors:**

*Herd Ships:* Many Ithorians come from herd ships, which fly from planet to planet trading goods. Any character from one of these worlds is likely to meet *someone* that they have met before if adventuring in a civilized portion of the galaxy.

**Move:** 10/12

**Size:** Up to 2.3 meters tall

**Source:** Core Rulebook (page 214), Alien Encounters (page 72-73), The Star Wars Sourcebook (pages 74-75), Ultimate Alien Anthology (pages 79-80)

## Ixlls

**Home Planet:** Da Soocha V, Pinnacle Moon  
**Attribute Dice:** 12D  
**DEXTERITY** 2D+1/4D  
**KNOWLEDGE** 1D+2/3D+1  
**MECHANICAL** 1D/2D+2  
**PERCEPTION** 2D+2/3D+1  
**STRENGTH** 1D/3D  
**TECHNICAL** 1D/3D+2

**Special Skills:**

*Dexterity skills:*

*Flight:* This is the skill Ixlls use to fly.

**Special Abilities:**

*Flight:* Ixlls are capable of true flight in their home planet's low gravity at a Move of 28 (about 80 Km/h). In regular

gravity, they can glide without difficulty at a Move of 14 (about 40 Km/h).

*Sonar:* Ixlls have normal vision augmented by sonar, allowing them to fly safely at night, or when the sun is eclipsed by Da Soocha (a frequent occurrence). They suffer no penalty for movement in dark.

*Droid Programming:* Ixlls have very high pitched voices to communicate over long distances in the thin air at the top of their perches. Their language consists of chirps, clicks, and whistles. The Ixlls learned how to use their voices to communicate with R2 units and other droids that use such information dense languages (this counts as a different language).

**Story Factors:**

*Friendliness:* Ixlls are quite playful and think of the New Republic officers and troops as new and interesting people to play with. They are quite pleased to have so many guests at one time and especially like the New Republic droids.

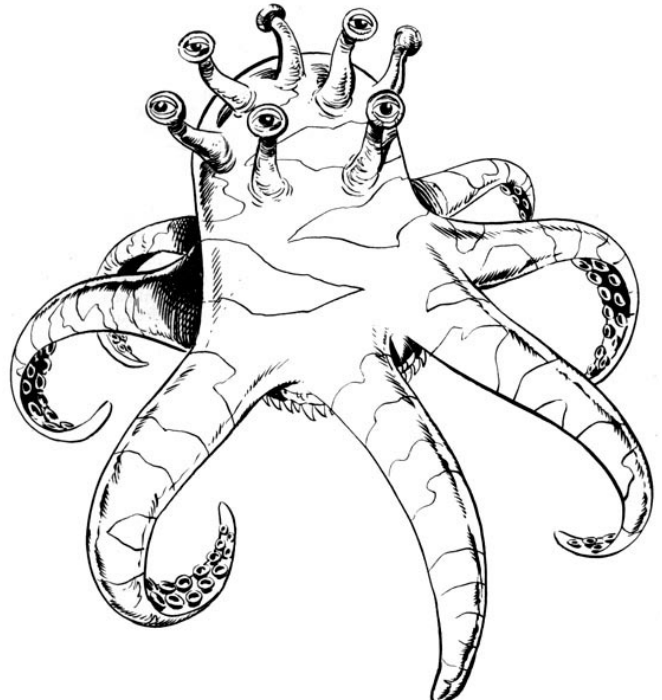
*Pranks:* There has been some minor trouble with the playful Ixlls "accidentally" reprogramming the astromech droids. Sometimes this amounts to little more than a droid screwing up a repair job. In other cases, some Ixlls have lured droids away to give as gifts to one another. The Ixlls find this quite amusing; the Republic diplomats are trying to politely resolve the matter.

**Move:** 6/8 (walking), 28/34 (flying; figure half the flying value for gliding speeds on standard gravity worlds)

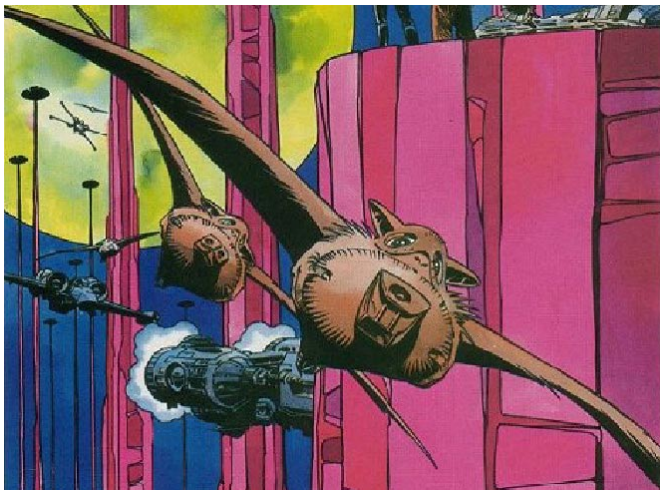
**Size:** 1.4 meters long, 4 meter wingspan

**Source:** Dark Empire Sourcebook (pages 87-88)

## Iyra



**Home Planet:** F'tral  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 1D+2/3D+2  
**PERCEPTION** 1D/3D  
**STRENGTH** 2D/4D  
**TECHNICAL** 2D/4D





**Special Abilities:**

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

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

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

**Story Factors:**

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

**Move:** 12/15 (swimming); 3/5 (walking)

**Size:** 1-2 meters in diameter

**Source:** Galaxy Guide 4: Alien Races (pages 56-58)

## Jarell



**Home Planet:** Oon Tien

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D+1/4D+1

**MECHANICAL** 1D+2/3D

**PERCEPTION** 2D+1/4D+1

**STRENGTH** 3D/4D+2

**TECHNICAL** 2D/3D+2

**Move:** 9-11

**Size:** 1.8-1.9 meters

**Source:** The DarkStryder Campaign – The Adventure Book (page 22)

## Jawa



**Home Planet:** Tatooine

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 2D/4D+2

**PERCEPTION** 1D/3D

**STRENGTH** 1D/2D+2

**TECHNICAL** 2D/4D+2

**Special Abilities:**

*Technical Aptitude:* At the time of character creation *only*, Jawa characters receive 2D for every 1D they place in repair-oriented *Technical* skills.

**Story Factors:**

*Trade Language:* Jawas have developed a very flexible trade language which is virtually unintelligible to other species - when Jawas want it to be unintelligible.

**Move:** 8/10

**Size:** 0.8-1.2 meters tall

**Source:** **Source:** Alien Encounters (page 74), The Star Wars Sourcebook (pages 75-77), Ultimate Alien Anthology (pages 80-81), Secrets of Tatooine (pages 11-12)

## Jenet

**Home Planet:** Garban

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+2/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D/4D

**STRENGTH** 1D/4D

**TECHNICAL** 1D/3D+1



## Jiivahar



### Special Abilities:

**Enhanced Memory:** A Jenet that has at least 1D in any *Knowledge* skill automatically gains a +1D bonus to the use of that skill because of its memory.

**Astrogation:** Because Jenets can memorize coordinates and formulas, a Jenet with at least 1D in *astrogation* gains +1D to its roll.

**Hearing:** Jenet's advanced hearing gives them a bonus of +1D for *Perception* checks involving hearing.

**Swimming:** Jenets can advance the *swimming* skill at half the normal Character Point cost.

**Climbing:** Jenets can advance the *climbing* skill at half the normal Character Point cost.

**Flexibility:** Jenets can disjoin their limbs to fit through incredibly small openings.

### Story Factors:

**Tactless:** Despite their memories, the Jenet have not learned the secrets of tact. They will freely embarrass or insult any other being which they encounter. Among other Jenets, this is of no concern, for the embarrassed or insulted party usually possesses knowledge which it in turn can use to offend its offender. In the Jenets, this type of interaction is a measure of pride - if you cannot be insulted, then you have not gained enough notoriety - however, other beings are not as understanding.

**Reputation Value:** Jenet value reputations. When they introduce their friends, they will describe their friends' accomplishments in glowing, often exaggeratory, terms. Their enemies get less favorable treatment. A few Jenet are sensitive when they are not introduced in the same way by their non-Jenet friends (their Jenet friends will always remember to do this). Sometimes, this presents difficulties for those seeking discretion.

**Move:** 12/15 (running); 10/13 (swimming)

**Size:** 1.4-1.6 meters tall

**Source:** Ultimate Alien Anthology (pages 81-82), Galaxy Guide 4: Alien Races (pages 58-60)

**Home Planet:** Carest 1

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/3D+1

**PERCEPTION** 2D/4D

**STRENGTH** 1D/3D

**TECHNICAL** 1D/3D

### Special Abilities:

**Delicate Build:** Due to the jiivahar's fragile bone structure they suffer a -2 modifier to all *Strength* rolls to resist damage.

**Produce Sarvin:** The Jiivahar can secrete an adhesive substance, sarvin, from the pores in their hands and feet. This substance gives them a +1D bonus to the *climbing* skill. In addition, it also gives them a +1D bonus to any *Strength* rolls for the purposes of clutching objects or living creatures. The Jiivahar cleanse themselves of the sarvin through controlled perspiration; it takes one round to do this.

### Story Factors:

**Curiosity:** Jiivahar have an inherent curiosity of the world around them. They will actively seek out any new experiences and adventures.

**Move:** 10/12 (running), 12/14 (climbing)

**Size:** 1.55-1.85 meters tall

**Source:** Alien Encounters (pages 75-76)



## Jillsarian



**Home Planet:** Zchtek  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D/3D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D/4D  
**STRENGTH** 3D/5D  
**TECHNICAL** 2D/4D  
**Move:** 10/12  
**Size:** 1.9-2.3 meters

## Kadri'Ra

**Attribute Dice:** 12D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 3D/6D  
**MECHANICAL** 1D/3D  
**PERCEPTION** 1D+2/5D  
**STRENGTH** 2D/7D  
**TECHNICAL** 1D/4D

### Special Abilities:

**Ramming:** When threatened, Kadri'Ra may ram people or objects, even small spacecraft. A toughened exoskeleton and cranium gives them STR+2D damage.

**Space Survival:** Kadri'Ra can survive in the vacuum of space for up to eight days.

**Attribute Bonus:** For every 50 years of life, Kadri'Ra may add +1D to any attribute (but may not exceed species maximums).

**Natural Body Armor:** The thick hide of the Kadri'Ra provides +3D against physical attacks and +1D+1 against energy



attacks.

**Trampling:** The bulky Kadri'Ra can inflict STR+1D in trampling damage.

### Story Factors:

**Enslaved:** Because of their size and strength, Kadri'Ra have been prime targets of slavers. They are often forced to work as living earth-movers or as laborers in large-scale construction projects. Because they can exist in space for limited periods of time, they have also been used as laborers in space docks. They are not considered sentient by the Empire and are not protected by any type of law. During the time of the Old Republic, there were an estimated 140,000,000 Kadri'Ra living on their adopted homeworld, Arapia. By contrast, when Emperor Palpatine dissolved the Imperial Senate, there were less than 14,000 remaining Kadri'Ra.

**Move:** 8 (decreases with age)

**Size:** 5-200 meters long

**Source:** Alien Encounters (page 77), The Black Sands of Socorro (page 90)

## Ka'hren

**Home Planet:** V'shar  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D+2  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 2D/3D+2  
**PERCEPTION** 2D/4D  
**STRENGTH** 2D/4D+2  
**TECHNICAL** 1D+2/3D+1



**Special Abilities:**

*Natural Armor:* Due to their thick flesh, Ka'hren receive +1 to *Strength* to resist physical damage.

**Story Factors:**

*Lawful:* The Ka'hren are very honorable and can be trusted to keep their word. The concept of "betrayal" prior to their contact with outside cultures was but an abstract.

**Move:** 10

**Size:** 2-2.3 meters tall

**Source:** Alliance Intelligence Reports (page 77)

## Kalduu

**Home Planet:** Ropagi II

**Attribute Dice:** 12D

**DEXTERITY** 3D/5D

**KNOWLEDGE** 4D/6D

**MECHANICAL** 1D/2D

**PERCEPTION** 2D/6D

**STRENGTH** 1D+2

**TECHNICAL** 1D/4D

**Special Abilities:**

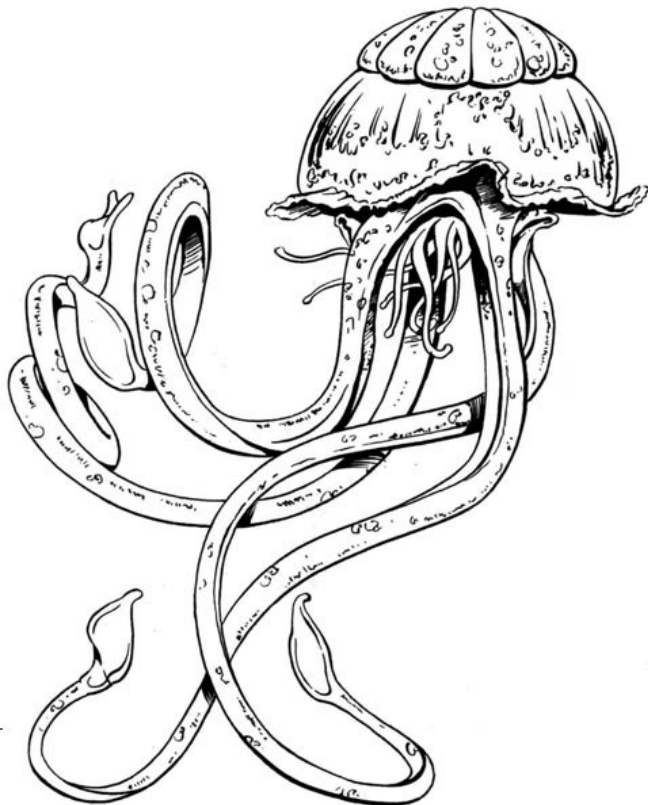
*Mental Powers:* use perception for skill checks. Two groups internal and external, as a rule each Kalduu has one power from each. Line of sight 10 meters max.

*Internal Manifestations:*

*Intention Sense:* User may attempt to sense the nature of any action the target intends to take (natures are Parlay, attack, flee, wait) Diff: moderate or targets *Perception*

*Mindlink:* Allows two-way mental communication, even if recipient has no mental powers. Those contacted only tell what they want to. Difficulty: Easy

*Memory Probe:* Allows user to search memories of target. Age of memories determines the difficulty. less than 1 hour ago:very easy, Less than a day:easy, less than week ago: difficult. Target may resist with a *Perception* roll getting +2D bonus.



*External Manifestations:*

*Injure:* Target is hit with bolt of psychic energy doing 4D stun damage, may resist with perception. Difficulty: Moderate

*Healing:* Allows the Kalduu to speed up healing. success allows target to roll 2 natural healing rolls in a day. Difficulty: Easy.

*Defensive Shield:* A mental shield is erected in a 2 meter radius around the Kalduu. Strength code is increased by +2D if successful. Difficulty: Difficult

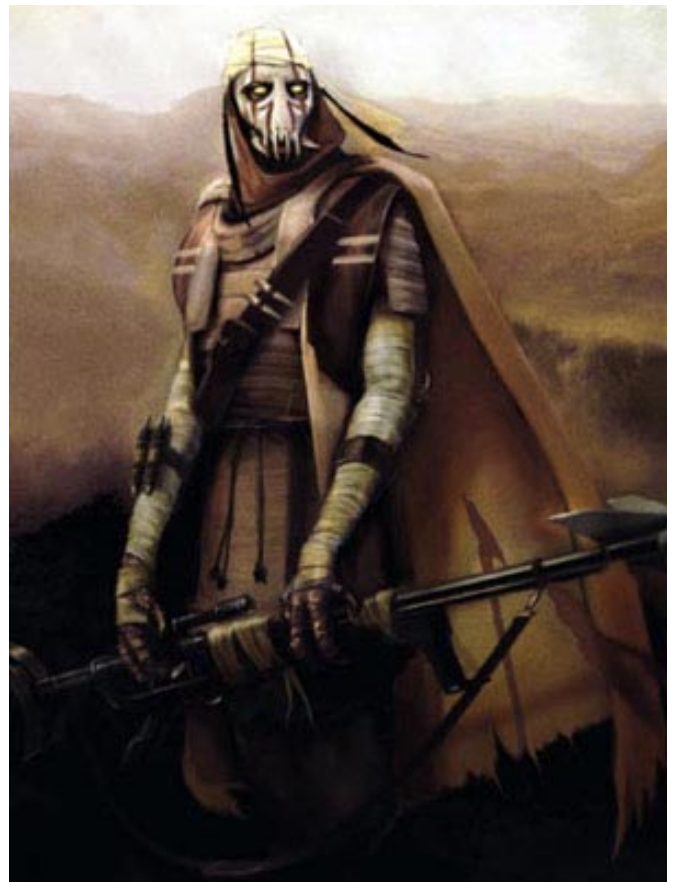
Hints: quiet no vocal cords, communicate by telepathy, helpful, great intelligence, peaceful.

**Move:** 2/5

**Size:** 0.5 meters

**Source:** Alien Encounters (page 78), Twin Star of Kira (pages 57-58)

## Kaleesh



## Kamarian

**Homeworld:** Kamar

**Attribute Dice:** 10D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 1D/4D+2

**PERCEPTION** 1D+1/5D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D+2

**Special Abilities:**

*Isolated Culture:* Kamarians have limited technology and almost no contact with galactic civilization. They may only place beginning skill dice in the following skills:





**Dexterity:** archaic guns, bows, brawling parry, firearms, grenade, melee combat, melee parry, missile weapons, pick pocket, running, thrown weapons, **Knowledge:** cultures, intimidation, languages, survival, willpower, **Mechanical:** beast riding, ground vehicle operation, hover vehicle operation, **Perception:** bargain, command, con, gambling, hide persuasion, search, sneak, all Strength skills, **Technical:** computer programming/ repair, demolition, first aid, ground vehicle repair, hover vehicle repair, security.

**High Stamina:** Kamarians can go for weeks without water. Kamarians need not worry about dehydration until they have gone 25 days without water. After 25 days, they need to make an Easy *stamina* roll to avoid dehydration; they must roll once every additional four days, increasing the difficulty one level until they get water. Beginning Kamarian characters automatically get +1D to *survival: desert* (specialization only) as a free bonus (does not count toward beginning skill dice and Kamarian characters can add another +2D to *survival* or *survival: desert* at the time of character creation).

**High-Temperature Environments:** Badlanders can endure hot, arid climates. They suffer no ill effects from high temperatures (until they reach 85 degrees Celsius).

**Story Factors:**

**Clan Rivalries:** Kamar's various *tk'squas* often engage in feuds and warfare.

**Cult of the Varn:** A religion has risen among the Badlanders around the holofeature "Varn, World of Water". Varn has come to symbolize the place where good Badlanders go when they die, unless tempted by the evil Solohan and furry demon pal. Originally a messenger of the gods, Solohan brought first word of Varn, but to the great consternation of the Badlanders, was later flung up into the burning heavens after blaspheming against Varn. A new prophet, Sonnioid, has forsworn his friendship with Solohan the Deceiver, and has carried on the word of Varn.

**Move:** 11/15

**Size:** 1.3-1.7 meters tall; Badlanders are 1.1-1.4 meters tall.

**Source:** Alien Encounters (page 79), Han Solo and the Corporate Sector Sourcebook (pages 133-135)

## Kaminoan



**Home Planet:** Kamino

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D+2/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 1D/3D+1

**STRENGTH** 1D+2/4D+1

**TECHNICAL** 2D/4D+1

**Special Abilities:**

**Hardy:** Due to their innate hardiness, Kaminoans gain a permanent +2 pip bonus to *survival* and *stamina* skill checks.

**Story Factors:**

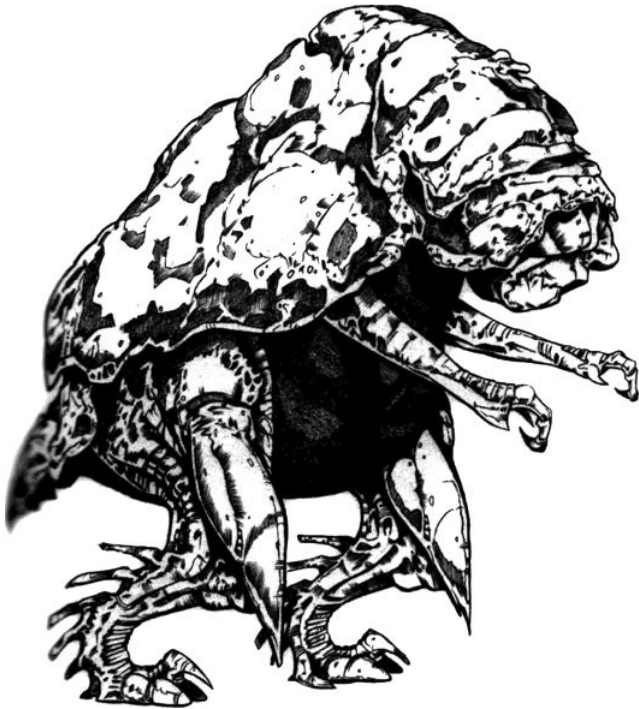
**Cloners:** Kaminoans are known as clone technicians. Kaminoans turned to cloning early in their history, to better assist in the survival of their species.

**Move:** 10/12

**Size:** 2.3-2.6 meters

**Source:** Ultimate Alien Anthology (page 82)

## Kari



**Home Planet:** Karideph  
**Attribute Dice:** 7D  
**DEXTERITY** 1D/3D+2  
**KNOWLEDGE** 1D/2D  
**MECHANICAL** 1D/3D+2  
**PERCEPTION** \*  
**STRENGTH** 1D/4D+2  
**TECHNICAL** 1D/2D+2  
**Special Skills:**

*Perception:* Kari *Perception* depends upon the size of the hatch.

Size of Hatch	Perception
1-5+1	
15 +2	
30 1D	
75 1D+2	
150	2D
500	3D
1,000	4D
100,000	5D

### Story Factors:

*Hive Society:* An individual Kari is little more than a mindless animal. Small groups of 10 individuals can think well enough to tend a farm; groups of around 100 individuals can solve fairly complicated mathematical equations; the entire planet's population can think through problems of abstract philosophy at a far deeper level than most other species.

**Move:** 12/15 (leaping)

**Size:** 1 meter tall

**Source:** Alien Encounters (pages 80-81), Galaxy Guide 6: Tramp Freighters (page 54)

## Karran



**Home Planet:** Karra  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/5D  
**KNOWLEDGE** 1D/4D  
**MECHANICAL** 0D/3D  
**PERCEPTION** 1D/3D  
**STRENGTH** 2D/6D  
**TECHNICAL** 0D/2D

### Special Abilities:

*Technological Ignorance:* The Karrans know almost nothing about technology and have a difficult time grasping new concepts. They suffer a -1D penalty whenever they attempt to use any item more advanced than simple stone age-era tools.

*Claws:* The Karrans can use their foreclaws as weapons doing STR damage.

### Story Factors:

*Altruism:* A Karren's sense of individuality is easily suppressed by its insectoid sense of community survival. The group, whether it be village, tribe or species, is of much greater importance than the individual. As a result, it is not uncommon for a Karren to sacrifice itself, if this sacrifice represents a potential for the group to survive.

**Move:** 5/10

**Size:** 2-2.5 meters tall

**Source:** Alien Encounters (page 82)

## Kel Dor

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

### Special Abilities:

*Low Light Vision:* Kel Dor can see twice as far as a normal human in poor lighting conditions.

### Story Factors:

*Atmospheric Dependence:* Kel Dor cannot survive without their native atmosphere, and must wear breath masks and protective eye wear. Without a breath mask and protective goggles, a Kel Dor will be blind within 5 rounds and must make a Moderate Strength check or go unconscious. Each round thereafter, the difficulty increases by +3. Once unconscious, the Kel Dor will take one level of damage per round unless returned to his native atmosphere.





**Move:** 10/12

**Size:** 1.4 to 2 meters tall.

**Source:** Ultimate Alien Anthology (pages 82-83), Alien Anthology (page 81-82)

## Kentra



**Home Planet:** Orellon II

**Attribute Dice:** 12D

**DEXTERITY** 3D/5D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/2D

**PERCEPTION** 2D/3D

**STRENGTH** 3D/5D

**TECHNICAL** 1D/2D

**Special Abilities:**

*Jungle and Plains Survival:* Kentra have an innate sense of survival in their native terrains. They get a +1D when making survival rolls regarding either jungle or plains.

*Flight:* Kentra can fly using their large, furred wings.

**Move:** 8/10 (walking), 12/16 (flying)

**Size:** 1.8-2.4 meters tall

**Source:** Alien Encounters (page 83)

## Kerestian

**Home Planet:** Kerest

**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:**

*(A) Darkstick:* Time taken: one round. This skill is used to throw and catch the Kerestian darkstick. The character





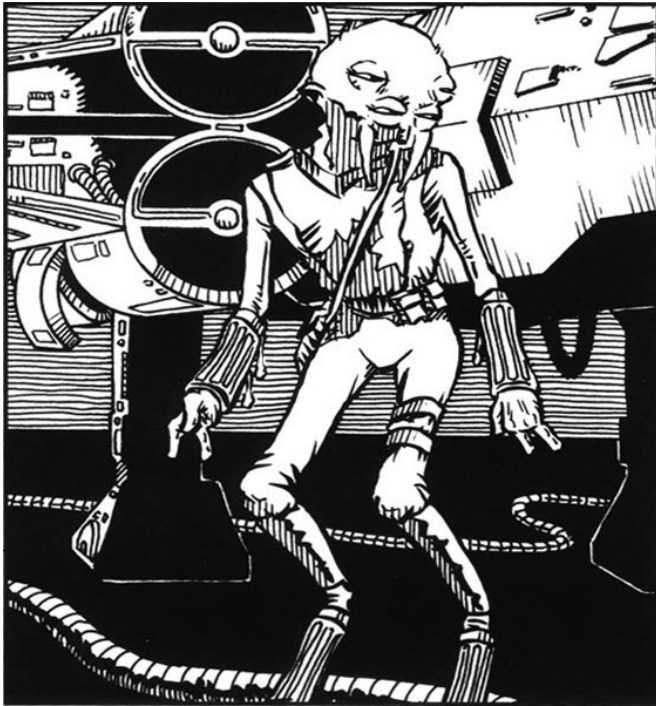
must have thrown weapons of at least 4D to purchase this skill. The darkstick skill begins at the Dexterity attribute (like normal skills). Increase the difficulty to use the darkstick by two levels if the character is not skilled in darkstick. The weapon's ranges are 5-10/ 30/ 50 and the darkstick causes 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

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 45-47), Ultimate Alien Anthology (pages 83-84)

## Ketton



**Home Planet:** Ket

**Attribute Dice:** 12D

**DEXTERITY** 2D/3D+2

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D+2/4D+1

**TECHNICAL** 1D/3D

**Special Abilities:**

*Natural Body Armor:* Ketton have a carapace exoskeleton that gives them +1D against physical damage and +1 against energy weapons.

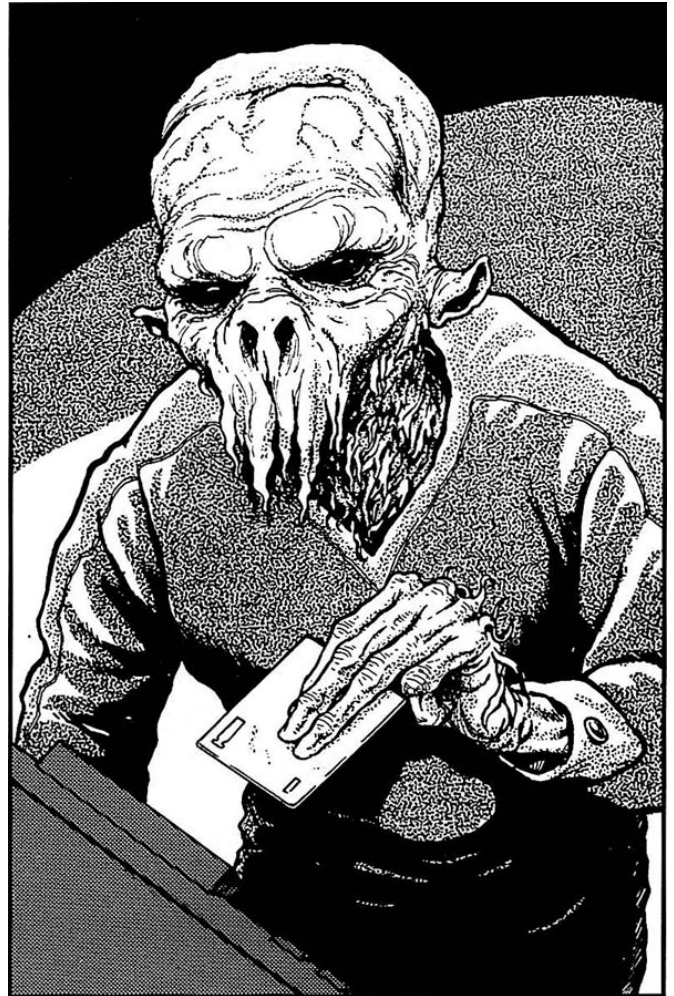
*Fangs:* The Ketton's hollow fangs usually used to extract water from various succulent plants can be used in combat inflicting STR+2 damage.

**Move:** 10/12

**Size:** 1.3-1.7 meters tall

**Source:** Alien Encounters (page 83), Alliance Intelligence Reports (page 83)

## Khil



**Home Planet:** Belnar

**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

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 47-48), Ultimate Alien Anthology (pages 84-86)

## Khommite

**Home Planet:** Khomm

**Attribute Dice:** 13D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 1D/3D+2

**STRENGTH** 1D+1/4D+1

**TECHNICAL** 2D/5D

**Special Abilities:**

*Clone:* Each Khommite





represents generations of perfection in one particular field, and each is at the end of a long line of identical Khommite clones that all share the same expertise. When created, a Khommite character can apply two free skill dice to any single *Knowledge*, *Perception*, or *Technical* skill. These bonus dice do not count against the character's limit when buying skills during character creation.

**Story Factors:**

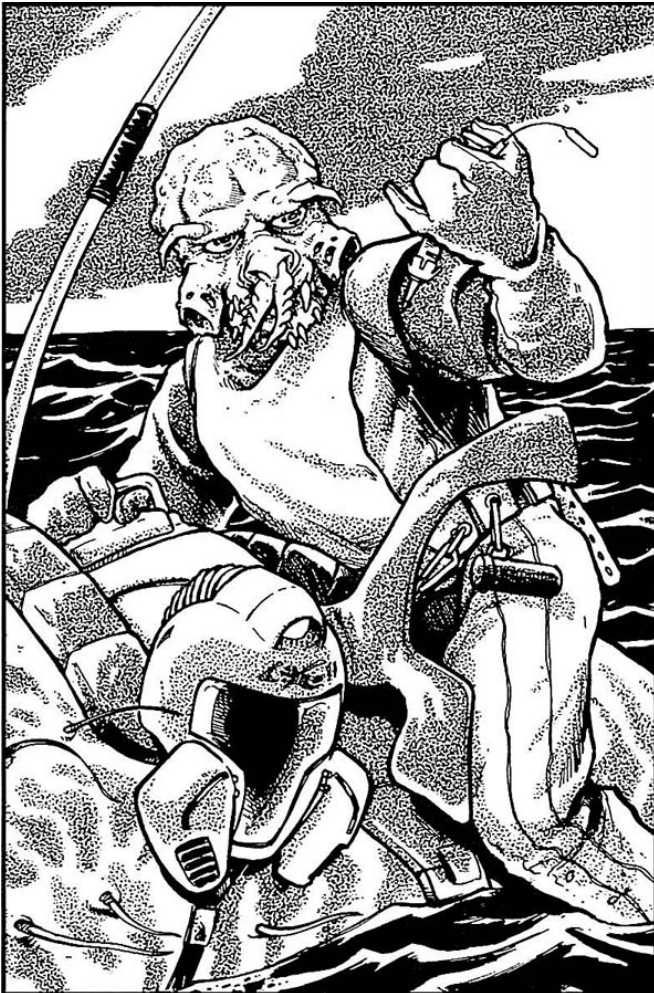
*Narrow-Minded:* Khommites come from a strict conformist society, where creativity and free thought are undesirable qualities. Although this should be role-played, it also gives any Khommite character a -2D penalty on any skill roll that requires creative action or long-term planning.

**Move:** 10/12

**Size:** "Small"

**Source:** Ultimate Alien Anthology (page 86), Power of the Jedi Sourcebook (pages 67-68)

## Kian'thar



**Home Planet:** Shaum Hii

**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

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 49-50), Ultimate Alien Anthology (pages 86-88)

## Kilmaulsi

**Home Planet:** Kilmaulsias and nearby planets

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+2/4D

**MECHANICAL** 1D+2/4D

**PERCEPTION** 1D+1/4D

**STRENGTH** 2D/4D

**TECHNICAL** 1D+2/4D

**Special Abilities:**

*Battle Frenzy:* Three times per day, but no more than once per encounter, a Kilmaulsi can enter a battle-frenzied mode. In this state, the Kilmaulsi gains a +1 bonus to *brawling*, *brawling parry*, *melee combat* and *melee parry* and +2 to *Strength*. During the battle frenzy, the Kilmaulsi cannot use skills that require patience and concentration. The battle frenzy lasts for a number of rounds equal to 4+ the number before D in the character's *stamina*. A Kilmaulsi can end the

battle frenzy at any time voluntarily and suffers no ill effects afterward.

**Move:** 10/12

**Size:** 1.7 meters tall on average

**Source:** Geonosis and the Outer Rim Worlds (pages 148-149)



## Kitonak



**Home Planet:** Kirrdo III  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 1D+2/3D+2  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D/4D  
**STRENGTH** 2D+1/4D  
**TECHNICAL** 1D/3D

**Special Skills:**

*Strength skills:*

**Burrowing:** This skill allows the Kitonak to burrow through sand and other loose materials at a rate of 1 meter per round.

**Special Abilities:**

**Natural Armor:** The Kitonak's skin provides +3D against physical attacks.

**Story Factors:**

**Interminable Patience:** Kitonak do not like to be rushed. They resist attempts to rush them to do things at +3D to the relevant skill. In story terms, they seem slow and patient - and stubborn - to those who do not understand them.

**Move:** 4/8

**Size:** 1-1.5 meters tall

**Source:** Ultimate Alien Anthology (pages 88-89), Alien Anthology (pages 82-83), Galaxy Guide 4: Alien Races (pages 61-63)

## Klatooinian



**Home Planet:** Klatooine

**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:** 1.6-2.0 meters tall

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 50-52), Ultimate Alien Anthology (page 89), Alien Anthology (pages 83-84)

## Kluuzot

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

**Special Abilities:**

**Night Vision:** Consider darkness "normal" daylight, adding +1D to per, search and related activities.

**Claws:** +1D climbing.

**Move:** 8/12

**Size:** 1.1-1.5 m

**Source:** Alien Encounters (page 84), Twin Star of Kira (page 45)





## Kobok



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

### Special Abilities:

*Natural Armor:* A Koboks carapace provides +2 against physical damage and +1 against energy damage.

*Claws:* Do STR+2 damage.

*Poison:* When a Kobok deals damage with its claw, the target must make a Moderate *stamina* roll. Failure means the target suffers 3D damage and must roll again or be paralyzed for 1 minute.

*Radiation Resistance:* Koboks receive a +2 bonus against radiation.

*360° Vision:* Koboks can see in all directions at once.

### Story Factors:

*Infamy:* Koboks are regarded as cunning killers by the galactic population.

**Move:** 10/12

**Size:** 1.3-1.8 meters tall

**Source:** Geonosis and the Outer Rim Worlds (pages 117-118)

## Kolac

**Home Planet:** Valador

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/4D+2

**KNOWLEDGE** 1D+2/3D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+1/4D+1

**STRENGTH** 2D/4D

**TECHNICAL** 1D+2/3D+2

### Special Abilities:

*Claws:* Kolac have claws that add +2D to their *climbing* skill and cause STR+1D damage, but will only be used in defense.

### Story Factors:

*Humid Environment:* Kolac are arboreal creatures that eat leaves from trees that exist in humid environments due to their high water content. If the Kolac eats normal vegetable matter it must also consume extreme amounts of water. Their small bladders don't help either when they are in civilized environments.



*Pacifism:* Kolac will only fight to defend themselves or their companions. They will usually hide before defending.

**Move:** 8/10 (walking), 13/15 (climbing)

**Size:** 1.0 meters tall

## Koorivar



**Home Planet:** Kooriva

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/3D+2

**TECHNICAL** 2D/4D+2

**Special Abilities:**

*Strong-Willed:* Koorivar have focused minds, giving them a +1 bonus to *willpower*.

*Observers:* Koorivar are keen observers of behavior and body language. They gain a +2 bonus to *Perception* against *con* and *bargain* rolls.

**Story Factors:**

*Wealthy:* Koorivar characters should start with double the normal amount of credits.

**Move:** 10/12

**Size:** 1.9 meters tall on average

**Source:** Ultimate Alien Anthology (pages 89-91)

## Kowakian Monkey-Lizard



**Home Planet:** Kowak

**Attribute Dice:** 10D

**DEXTERITY** 3D+2/6D+1

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 1D/3D+1

**STRENGTH** 1D/3D+1

**TECHNICAL** 1D/3D

**Special Abilities:**

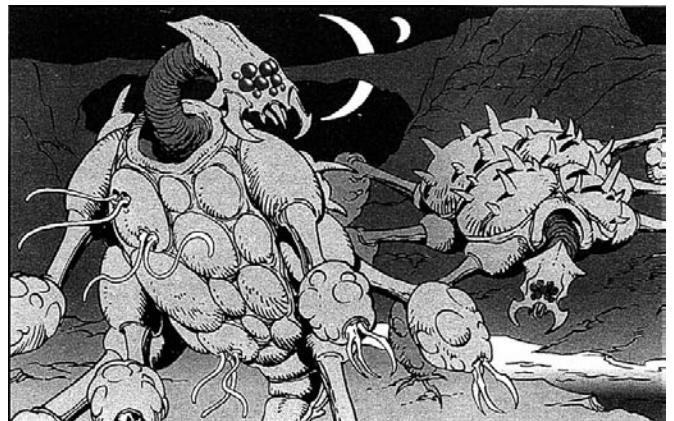
*Bite:* Does Strength +2 damage.

**Move:** 12/14

**Size:** 50 centimeters tall.

**Source:** Alien Anthology (page 36)

## Krakai





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

**Special Abilities:**

*Short Flight:* The Krakai have a limited ability to fly for short distances (up to 50 meters, using their vestigial wings). They must land for a round between these hops.

*Tough:* Between their armored shells and primitive nervous system, the Krakai add +2D to *Strength* to resist all damage.

**Move:** 8 (crawling), 12 (flying)

**Size:** 1 meter long

**Source:** The DarkStryder Campaign – Endgame (pages 32-33)

## Krevaaki

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

**Special Abilities:**

*Natural Armor:* Krevaaki possess an exoskeleton which provides a +1 pip bonus to any *Strength* rolls made to resist damage.

*Stoic:* The face of a Krevaaki is composed of a series of shifting, chitinous plates with a limited range of expression. During face-to-face communication, it is difficult (if not impossible) for anyone who is not a Krevaaki to read their facial expressions. Krevaaki gain a +2 pip bonus when attempting to make *con*, *intimidation*, or *persuasion* skill rolls against non-Krevaaki.

*Tentacles:* Krevaaki use their tentacles in the same way as bipeds use their arms and legs. Krevaaki receive a +2 pip bonus on all *climbing*/*jumping* skill rolls that involve climbing, and a further +2 pip bonus to *Brawling* skill checks made when grappling an opponent. On the flip side, the tips of their tentacles lack the dexterity of a humanoid finger, and Krevaaki suffer a -1D penalty on rolls made to perform intricate work or manipulate small objects.

**Story Factors:**

*Xenophobic:* Because Krevaaki are considered a bizarre species by most bipeds, they prefer to conceal their tentacled lower bodies.

**Move:** 10/12

**Size:** “Medium”

**Source:** Ultimate Alien Anthology (pages 91-92), Power of the Jedi Sourcebook (page 68)



## Kriek



**Home Planet:** Kriekaal

**Attribute Dice:** 12D

**DEXTERITY** 2D/3D+1

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/2D

**PERCEPTION** 2D/5D

**STRENGTH** 2D/4D

**TECHNICAL** 1D/2D+2

**Special Abilities:**

*Voice Box:* Due to their unusual voice apparatus, Krieks are unable to pronounce Basic, although they can understand it perfectly well.

*Toxic Atmosphere:* Krieks live in an atmosphere with amounts of metals and gases considered toxic by most species, and cannot survive without assistance in atmospheres other than Type IV.

*Infrared Vision:* Krieks can see into the infrared spectrum, giving them the ability to see in complete darkness if there are heat sources to navigate by.

*Sense Vibration:* Krieks are attuned to movements and vibrations and can sense approaching objects in contact with the ground up to 60 meters away on their homeworld. Using this ability a Very Easy Perception roll. If a Kriek is removed from his natural environment this sense still functions, but requires a Perception roll with a difficulty based upon the amount of ground vibrations present in the area (i.e., Moderate for an average city street, Heroic for an area near starship take-offs).

*Natural Body Armor:* A Kriek's strong shell provides +1D against both physical and energy attacks.

**Story Factors:**

*Primitive:* Krieks are capable of fairly complex metalworks, but are still at a tribal stage of society and have not developed the higher learning necessary to achieve many of the “modern” galactic skills. Krieks cannot start with any skills representing anything beyond their homeworld's tech level except for languages and alien species, which they are rapidly learning.

*Pacifism:* Despite the existence of a warrior class of Krieks, their duties are mostly ceremonial, as the Krieks in general are a very quiet, gentle people. When faced with combat situations, most Kriek withdraw into their shells to wait out the danger.

**Move:** 6/8

**Size:** 1.2-1.5 meters tall, 3 meters long

**Source:** Alien Encounters (pages 85-86)

## Krikthasi



**Home Planet:** Baralou  
**Attribute Dice:** 11D+2  
**DEXTERITY** 1D+2/4D+1  
**KNOWLEDGE** 1D/2D+2  
**MECHANICAL** 1D/3D+2  
**PERCEPTION** 1D/4D  
**STRENGTH** 1D/4D+1  
**TECHNICAL** 0D/1D+2

**Special Abilities:**

**Water Sensitive:** Krikthasi take 5D damage for every minute they are out of water.

**Swimming:** At the time of character creation only, Krikthasi receive 2D for every 1D placed in *swimming*.

**Color Change:** The Krikthasi can change their skin coloration, with precise control over color, location of change, speed, pattern and fluctuation of color.

**Story Factors:**

**Aggressive:** Krikthasi are aggressive and violent.

**Move:** 3/6 (walking), 12/15 (swimming)

**Size:** Up to 2.5 meters long

**Source:** Alien Encounters (page 87), Planets Collection (pages 32-33)

## Krish

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

**Story Factors:**

**Unreliable:** Krish are not terribly reliable. They are easily distracted by entertainment and sport, and often forget



minor details about the job at hand.

**Move:** 8/12

**Size:** 1.5-2 meters tall

**Source:** Alien Encounters (page 88), Ultimate Alien Anthology (page 92), The Best of the Adventure Journal: Issues 1-4 (page 21)

## Krytollak





**Home Planet:** Thandruss

**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

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 53-55)

## Kubaz



**Home Planet:** Ku'Bakai

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/3D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D+2/4D+2

**STRENGTH** 1D/3D

**TECHNICAL** 2D/4D

**Move:** 8/10

**Size:** 1.7-2.0 meters tall

**Source:** Ultimate Alien Anthology (page 93), Alien Anthology (pages 84-85), Galaxy Guide 4: Alien Races (pages 63-64)

## Kurtzen



**Home Planet:** Bakura

**Attribute Dice:** 10D

**DEXTERITY** 1D+2/4D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/2D+2

**PERCEPTION** 1D/3D

**STRENGTH** 2D/4D

**TECHNICAL** 1D/2D+2

**Story Factors:**

*Genetic Disease:* Recent generations of Kurtzen have suffered from a degenerative genetic disorder, limiting population growth. While the Bakurans have provided medicine to help overcome some of these disorders, it is unusual for more than two children in a family to live to adulthood.

*Loyalty:* Kurtzen tend to be fiercely loyal to the humans who have provided them with medical assistance.

*Tribal Culture:* The Kurtzen are struggling to preserve their traditional tribal culture. Younger Kurtzen no longer remember the days when nomadic tribes roamed Bakura's forests. Elder Kurtzen are attempting to school their children in the traditions of the species, but many are abandoning these teachings in favor of Core World philosophies.

*Primitive Culture:* Older Kurtzen are still uncomfortable with advanced technology, preferring a more spartan existence. Kurtzen over the age of 60 suffer a -1D penalty on all skill checks that involve atomic, information or space-level technology.

**Move:** 9/12

**Size:** 1.2-1.7 meters tall

**Source:** The Truce at Bakura Sourcebook (pages 66-67)

## Kushiban



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

**Special Abilities:**

*Nimble:* Kushiban gain a +1D bonus to *climbing/jumping* skill rolls that involve jumping or leaping, as well as a +1D bonus to all *dodge* skill rolls.

*Mood Fur:* A Kushiban's fur changes color with its emotional state.

**Story Factors:**

*Cute Appearance:* Kushiban are perceived by many species to be cute and cuddly. This leads many to think of them as helpless, or mistake them for pets or vermin.

**Move:** 6/8

**Size:** 0.5 meters long

**Source:** Ultimate Alien Anthology (pages 93-94), Power of the Jedi Sourcebook (pages 68-69), The New Jedi Order Sourcebook (page 108)

## Laboi



**Home Planet:** Laboi II  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D+2/4D  
**MECHANICAL** 1D/3D+2  
**PERCEPTION** 2D/4D  
**STRENGTH** \*  
**TECHNICAL** 1D/3D+2

\*The *Strength* of the Laboi varies with its size. It is 1D+1 for Laboi two meters or less in length, then increases by 1D for every 2 full meters of length, up to 5D+1 for the largest Laboi (10 meters). Every two meters of length costs 1D.

**Special Abilities:**

*Teeth:* The teeth of the Laboi do damage equal to STR+2D.

*Fur:* Their fur protects Laboi from extremes of both cold and heat.

*Telekinesis:* Certain Laboi females can use their minds to move items weighing less than 5 Kg. They are limited to manipulating one item at a time (and cannot do anything else while doing this) and that item must stay within 10 meters of the Laboi. To compensate, Laboi females cannot grow more than eight meters in length.

**Story Factors:**

*Reputation:* Most members of the galaxy assume that if they encounter a Laboi, they will be eaten, so they do one of two things: run or attack.

**Move:** 10/12

**Size:** 2-10 meters long

**Source:** Galaxy Guide 4: Alien Races (pages 65-66)



## Lafrarian



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

**Special Abilities:**

*Enhanced Vision:* Lafrarians evolved from avians predators. They add +2D to all *Perception* or *search* rolls involving vision and can make all long-range attacks as if they were at medium range.

**Story Factors:**

*Flightless Birds:* Lafrarians lost the ability to fly long before they developed intelligence, but to this day are obsessed with flight. They make excellent pilots.

**Move:** 9/12

**Size:** 1.4-2 meters tall

**Source:** Alien Encounters (page 89), Han Solo and the Corporate Sector Sourcebook (page 135)

## Lahsbee / Huhk



**Home Planet:** Lahsbane

**Attribute Dice:** 11D

**DEXTERITY** 2D/4D+2 (Lahsbee), 1D/3D+2 (Huhk)

**KNOWLEDGE** 1D/3D+2 (Lahsbee), 1D/3D+2 (Huhk)

**MECHANICAL** 1D+1/4D (Lahsbee), 1D+1/4D (Huhk)

**PERCEPTION** 1D+1/4D (Lahsbee), 1D+1/4D (Huhk)

**STRENGTH** 1D/3D+2 (Lahsbee), 2D/4D+2 (Huhk)

**TECHNICAL** 1D/3D (Lahsbee), 1D/3D (Huhk)

**Story Factors:**

*Primitive:* Because they are a primitive species, beginning Lahsbee/Huhk characters may not place any skill dice in any vehicle operations, starship operations, or repair skills.

*Transformation:* Huhks are Lahsbees who are fully mature. This change comes about at puberty, but can also manifest under extreme stress or strong physical sensations of pleasure or pain. A Lahsbee character who has transformed into a Huhk must subtract 1D from his Dexterity score, and add 1D to his *Strength* score. Additionally, the character's Move score is increased by 4 points.

**Move:** 6/8 (Lahsbee), 10/12 (Huhk)

**Size:** 0.9 to 1.1 meters tall (Lahsbee), 2 to 2.5 meters tall (Huhk)

**Source:** Alien Anthology (page 85-86)

## Lannik



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

**Special Abilities:**

*Fearless:* Lannik are not easily frightened. They get a +2 pip bonus to *willpower* rolls when resisting *intimidation* skill rolls against them.

**Move:** 6/8

**Size:** 1.1 to 1.3 meters tall, 35-45 kilograms in weight

**Source:** Ultimate Alien Anthology (pages 94-95), Power of the Jedi Sourcebook (pages 69-70)

## Lasat

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

**Special Abilities:**

*Mistaken Identity:* Lasat are occasionally mistaken for Wookiees by the uninformed - despite the height difference and Lasat tail - and are sometimes harassed by local law enforcement over this.

**Move:** 10/12

**Size:** 1.2-1.9 meters

**Source:** Alien Encounters (page 89)



## Lepi



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

**Special Abilities:**

*Feet of Fury:* A Lepi's feet make effective weapons. Lepi who use their feet to make *brawling: kicking* attacks get +2 to hit, and add +2 to any damage they inflict. In addition Lepi add +1D to any *climbing/jumping* skill rolls they make that involve jumps.

*Alertness:* Due to their keen sight and hearing, Lepi characters get a +2 pip bonus to *search* rolls.

**Move:** 10/12

**Source:** Ultimate Alien Anthology (pages 95-96)

## Lorrdian

**Home Planet:** Lorrd  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 1D/4D  
**PERCEPTION** 3D/5D  
**STRENGTH** 2D/4D  
**TECHNICAL** 1D/4D

**Special Skills:**

*Kinetic Communication:* Time to use: One round to one



minute. This is the ability of Lorradians to communicate with one another through hand gestures, facial tics, and very subtle body movements. Unless the Lorradian trying to communicate is under direct observation, the difficulty is Very Easy. When a Lorradian is under direct observation, the observer must roll a Perception check to notice that the Lorradian is communicating a message; the difficulty to spot the communication is the Lorradians's kinetic communication total. Individuals who know telekinetic conversation are considered fluent in that "language" and will need to make rolls to understand a message only when it is extremely technical or detailed.

**Body Language:** Time to use: One round. Traditionally raised Lorradians can interpret body gestures and movements, and can often tell a person's disposition just by their posture. Given enough time, a Lorradian can get a fairly accurate idea of a person's emotional state. The difficulty is determined based on the target's state of mind and how hard the target is trying to conceal his or her emotional state. Allow a Lorradian character to make a body language or Perception roll based on the difficulties below. These difficulties should be modified based on a number of factors, including if the Lorradian is familiar with the person's culture, whether the person is attempting to conceal their feelings, or if they are using unfamiliar gestures or mannerisms.

Difficulty	Emotional State
Very Easy	Extremely intense state (rage, hate, intense sorrow, ecstatic).
Easy	Intense emotional state (agitation, anger, happiness).
Moderate	Moderate emotional state (one emotion is slightly significant over all others).
Difficult	Mild emotion or character is actively trying to hide emotional state (must make a willpower roll to hide emotion; base difficulty on intensity of emotion; Very Difficult for extremely intense emotion, Difficult for intense emotion, Moderate for moderate emotion, Easy for mild emotion, Very Easy for very mild emotion).
Very Difficult	Very Mild emotion or character is very actively trying to hide emotional state.

#### Special Abilities:

**Kinetic Communication:** Lorradians can communicate with one another by means of a language of subtle facial expressions, muscle ticks and body gestures. In game terms, this means that two Lorradians who can see one another can surreptitiously communicate in total silence.



This is a special ability because the language is so complex that only an individual raised fully in the Lorradian culture can learn the subtleties of the language.

#### Story Factors:

**Former Slaves:** Lorradians were enslaved during the Kanz Disorders and have a great sympathy for any who are enslaved now. They will never knowingly deal with slavers, or turn their back on a slave who is trying to escape.

**Move:** 10/12

**Size:** 1.4-2 meters tall

**Source:** Alien Encounters (pages 104-105), Han Solo and the Corporate Sector Sourcebook (pages 132-133)

## Lurrian

**Home Planet:** Lur

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 1D/3D

**STRENGTH** 1D/2D+2

**TECHNICAL** 2D/4D

#### Special Skills:

**Genetic Engineering**

(A): Time to use: One month to several years. Character must have genetics at 6D before studying genetic engineering. This skill is the knowledge of genetics and how to manipulate the genetic code of creatures to bring about desired traits. Characters with the skill can use natural substances, genetic code restructuring and a number of other techniques to create "designer creatures" or beings for specific tasks or qualities.

**Genetics:** Time to use: One day to one month. Lurrians are masters of genetic engineering. This skill covers the basic knowledge of genetics, genetic theory and evolution.

#### Special Abilities:

**Technological Ignorance:** While the Lurrians have a highly advanced culture, it is based on engineered life forms rather than technology. They suffer a penalty of -2D when operating machinery, vehicles, normal weapons, and other items of technology. This penalty is incurred until the Lurrian has had a great deal of experience with technology.

#### Story Factors:

**Genetics:** Lurrians have highly developed knowledge of genetics. Lurrian characters raised in the Lurrian culture must place 2D of their beginning skill dice in genetics, (they may place up to 3D in the skill) but receive double the number of dice for the skill at the time of character creation.

**Enslaved:** Many Lurrians have been enslaved in recent years. Because of this, the Lurrians are fearful of humans and other aliens.

**Move:** 6/8

**Size:** 0.6-1.1 meters tall

**Source:** Alien Encounters (page 90), Han Solo and the Corporate Sector Sourcebook (pages 135-136)



## Lutrillian



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

**Special Abilities:**

*Insulating Blubber:* Lutrillians possess a layer of insulating subcutaneous fat that protects them against the often harsh climate of their homeworld. They gain a +1D bonus to *stamina* to resist extreme cold.

**Move:** 10/12

**Size:** 1.5-2 meters tall

**Source:** Geonosis and the Outer Rim Worlds (page 25)

## Makurth



## Mantellian Savrip



**Home Planet:** Ord Mantell

**Attribute Dice:** 11D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 1D/3D+2

**STRENGTH** 4D/6D+2

**TECHNICAL** 1D/3D

**Special Abilities:**

*Bite:* A Mantellian Savrip's bite does STR+1D+1 damage.

*Claw:* A Mantellian Savrip can claw for STR+1D damage.

*Intimidating Bellow:* Mantellian Savrips gain a +2D+2 bonus to their *intimidation* skill rolls when bellowing.

*Keen Sight and Hearing:* +2D bonus to *Perception* rolls to notice things that involve either sight or hearing.

*Low Light Vision:* Mantellian Savrips can see twice as far as a normal human in poor lighting conditions.

*Poison:* Savrips inject a paralytic poison with their bite. Anyone successfully bitten by a Mantellian Savrip must make a Difficult *Strength* roll. Failure indicates that they take poison damage equal to the Savrip's STR+1D+1, and are paralyzed and unable to move for 4D rounds.

*Reach:* Due to their extended reach, they can attack targets up to 4 meters away with their claws.

**Story Factors:**

*Primitive:* Because they are a primitive species, beginning Mantellian Savrip characters may not place any skill dice in any vehicle operations, starship operations, or repair skills. Savrip characters who are primitive gain a +2D+2 bonus to *survival* skill rolls, and a +2 bonus on *sneak* skill rolls. Upon learning any technical skills, however, the Savrip is considered to have been "civilized". Civilizing a Savrip results in a loss of the *sneak* skill bonus, and a reduction of the *survival* bonus to +1D+1.

**Move:** 12/14

**Size:** Up to 4 meters tall.

**Source:** Alien Anthology (pages 86-88)



## Maoi



**Home Planet:** Kathol  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 0D  
**PERCEPTION** 2D/5D  
**STRENGTH** 2D/4D+2  
**TECHNICAL** 0D  
**Special Abilities:**

*Amorphous:* the Maoi can flow through openings up to five centimeters wide.

*Ta-Ree:* The Maoi are naturally adept with Ta-Ree but generally only use these abilities to defend their colonies.

*Decentralized Nervous System:* The Maoi have a highly decentralized nervous system, and can absorb more damage than an equivalently sized creature: +2D to *Strength* to resist all damage.

*Alien Thoughts:* Their thought processes are radically alien, and their minds cannot be read by other species; any attempt to do so registers only deep hunger.

*Internal Devouring Attack:* The Maoi usually consume a victim from inside. This attack ignores all armor. Successfully resisting the attack (rolling higher than the Maoi) indicates that the alien is ejected.

### Story Factors:

Maoi attack anything that enters their territory, and are universally hated, feared and avoided by the other Kathol sentient species.

**Move:** 12

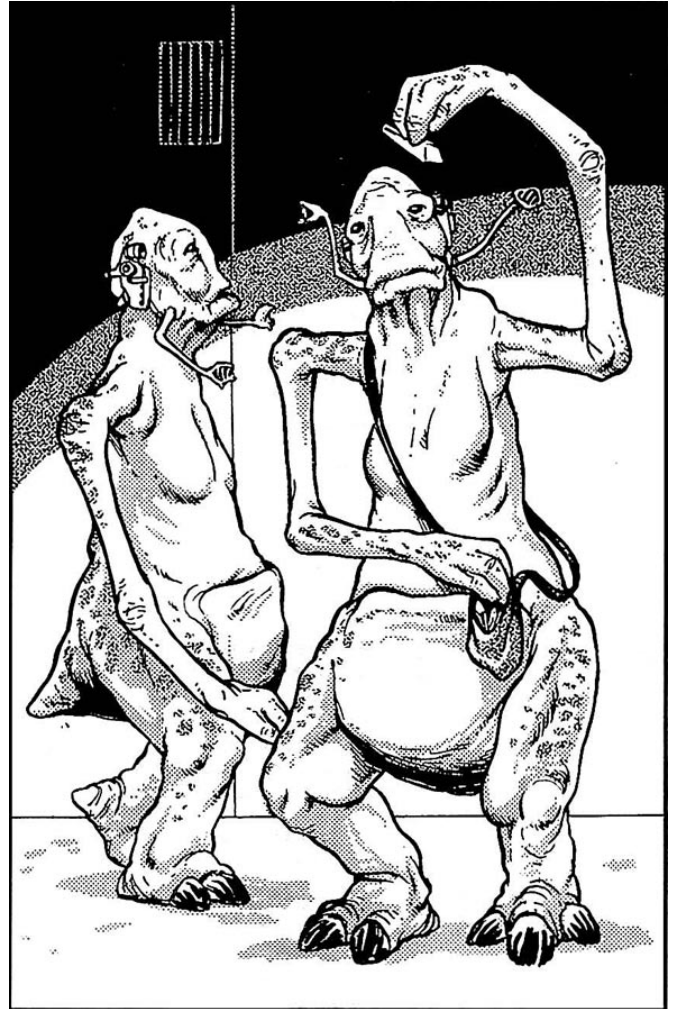
**Size:** varies widely; typically one meter radius, 10 cm thick

**Source:** The DarkStryder Campaign – Endgame (pages 33-34)

## Marasan

**Home Planet:** Marasai  
**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:**

*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 medicinerolls are at +5 for a Marasan healer and +10 for a non-Marasan healer.

*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.

*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.

**Move:** 6/8

**Size:** 1.4-2.3 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 57-59)

## Massassi



**Home Planet:** The Sith homeworld

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D+1

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D+1/5D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Low Light Vision:* Massassi can see twice as far as a normal human in poor lighting conditions.

*Warrior Culture:* Massassi are trained from birth to be efficient soldiers. As such, Massassi characters gain a permanent +1D bonus to *search* and *intimidate* skill rolls.

**Story Factors:**

*Thought to be Extinct:* Most scholars believe the Massassi were driven to extinction prior to the Rise of the Empire, though it is possible that some survivors exist on remote worlds that the Sith may have inhabited.

**Move:** 10/12

**Size:** 1.8 meters tall (average)

**Source:** The Dark Side Sourcebook (pages 114-115)



## Melodie



## Meerian

**Home Planet:** Bandomeer

**Attribute Dice:** 12D

**DEXTERITY** 1D/3+1

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D+1/3D+2

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+1

**TECHNICAL** 2D/4D

**Special Abilities:**

*Poison Resistance:* Meerians receive a +2 bonus to *stamina* against ingested, contact or injury poisons and +1D+1 against inhaled poisons and polluted air.

**Move:** 6/8

**Size:** 1.1-1.6 meters tall

**Source:** Geonosis and the Outer Rim Worlds (pages 14-15)



**Home Planet:** Yavin 8  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/3D+2  
**KNOWLEDGE** 1D/3D  
**MECHANICAL** 1D/2D+1  
**PERCEPTION** 2D/4D  
**STRENGTH** 1D/3D  
**TECHNICAL** 1D/2D

**Special Abilities:**

*Swimming:* Young Melodies gain a +3D bonus to their *swimming* skill. Adults do not need this skill to swim.

*Gills:* Adult Melodies can breathe underwater. This ability does not apply to the young.

**Move:** Young: 10/8 (underwater), Adult: 10/12 (underwater)

**Size:** 1.0-1.6 meters tall

**Source:** Alien Encounters (pages 91-92), Galaxy Guide 2 – Yavin and Bespin (page 22)

## Meri



**Home Planet:** Merisee

**Attribute Dice:** 12D  
**DEXTERITY** 3D+2/6D  
**KNOWLEDGE** 1D/4D  
**MECHANICAL** 1D/4D  
**PERCEPTION** 1D/4D  
**STRENGTH** 2D/4D  
**TECHNICAL:** 2D/4D

**Knowledge skills:**

*Weather Prediction:* Time to use: one minute. This skill allows Meris to accurately predict weather on Merisee and similar worlds. This is a Moderate task on planets with climate conditions similar to Merisee. The task's difficulty increases the more the planet's climate differs from Merisee's. The prediction is effective for four hours; the difficulty increases if the Meri wants to predict over a longer period of time.

*Agriculture:* Time to use: five minutes. Agriculture enables the user to know when and where to best plant crops, how to keep the crops alive, how to rid them of pests, and how to best harvest and store them.

**Special Abilities:**

*Skill Bonus:* Meris can choose to focus on *one* of the following skills: *agriculture*, *first aid* or *medicine*. They receive a bonus of +2D to the skill, and advancing that skill costs half the normal amount of skill points.

*Stealth:* Meris gain a +2D bonus when using *sneak*.

**Move:** 10/12

**Size:** 1.5-2.2 meters tall

**Source:** Alien Encounters (page 93), Planets Collection (pages 158-159)

## Menahuun



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

**Special Abilities:**

*Darkvision:* Menahuun can see up to 20 meters in total darkness.

*Good Climbers:* Menahuun characters get a +2D bonus to all *climbing/jumping* skill checks made when climbing.

*Good Swimmers:* Menahuun characters get a +1D bonus to all *swimming* skill checks.

*Heightened Senses:* Menahuun get a +2 pip bonus to all *search* skill checks.

**Move:** 6/8

**Size:** 1.2 meters tall

**Source:** Ultimate Alien Anthology (pages 96-97)

## Mimbanite



**Home Planet:** Mimban

**Attribute Dice:** 11D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 1D/4D

**PERCEPTION** 1D/3D+2

**STRENGTH** 1D/3D

**TECHNICAL** 2D/4D+2

**Special Abilities:**

*Stealthy:* Mimbanites gain a +2 pip bonus when making *hide* or *sneak* skill rolls.

**Move:** 10

**Size:** 1.5

**Source:** Rebellion Era Sourcebook (page 84)

## Mirialan



## Mon Calamari

### Miraluka

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 1D/5D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Force Sight:* The Miraluka rely on their ability to perceive their surroundings by sensing the slight force vibrations emanated from all objects. In any location where the force is some way cloaked, the Miraluka are effectively blind.

**Move:** 10

**Size:** 1.6-1.8 meters tall

**Source:** Ultimate Alien Anthology (pages 97-98), Tales of the Jedi Companion (pages 101-102), Power of the Jedi Sourcebook (pages 70-71)





**Home Planet:** Mon Calamari

**Attribute Dice:** 12D

**DEXTERITY 1D/3D+1**

**KNOWLEDGE 1D/4D**

**MECHANICAL 1D+1/3D+1**

**PERCEPTION 1D/3D**

**STRENGTH 1D/3D**

**TECHNICAL 1D+1/4D**

**Special Abilities:**

*Moist Environments:* In moist environments, Mon Calamari receive a +1D bonus for all *Dexterity*, *Perception*, and *Strength* tasks.

*Dry Environments:* In dry environments, Mon Calamari receive a -1D penalty for all *Dexterity*, *Perception*, and *Strength* tasks.

*Amphibious:* Mon Calamari can breathe both air and water and can withstand the extreme pressures of the ocean depths.

**Story Factors:**

*Enslavement:* Most Mon Calamari not directly allied with the Rebel Alliance are enslaved by the Empire, and the Empire has placed a high priority on the capture of any "free" Mon Calamari.

**Move:** 9/12 (walking); 8/10 (swimming)

**Size:** 1.3-1.8 meters tall

**Source:** Core Rulebook (pages 214-215), Alien Encounters (pages 93-94), The Star Wars Sourcebook (pages 77-78), Galaxy Guide 4: Alien Races (pages 67-68), Ultimate Alien Anthology (pages 98-99)

## Morodin

**Home Planet:** Varonat

**Attribute Dice:** 14D

**DEXTERITY 2D/4D**

**KNOWLEDGE 2D/4D**

**MECHANICAL 0D/1D+2**

**PERCEPTION 2D/4D**

**STRENGTH 3D/6D**

**TECHNICAL 0D/1D+1**



**Special Abilities:**

*Nutrient Slime:* The Morodins' prime agent for implementing their biochemical agriculture is the nutrient slime secreted from a gland in their underbellies and spread in their path. Their slime - which changes in nutrient value depending on the Morodin's diet - encourages growth and mutation of plant life.

*Biochemical Agriculture:* Morodins have extensive knowledge of Varonat's plant life, and modify it through their own biological niche in Varonat's ecosystem. By digesting certain plants and spreading their nutrient slime over other plants, Morodins produce new strains of plant food, some more nutritious than others.

**Story Factors:**

*Hunted Species:* Because the Morodin have no established cities, farms or other signs of a civilization, they are mistaken for wild beasts and are often hunted.

**Move:** 12/15

**Size:** 15 meters long

**Source:** Alien Encounters (page 95), The Best of the Adventure Journal: Issues 1-4 (pages 21-22)

## Morseerian

**Home Planet:** Unknown.

**Attribute Dice:** 12D

**DEXTERITY 1D+1/4D**

**KNOWLEDGE 1D+1/4D**

**MECHANICAL 1D+1/4D**

**PERCEPTION 1D+1/4D**

**STRENGTH 1D+1/4D**

**TECHNICAL 1D+1/4D**

**Special Abilities:**

*Ambidextrous:* Morseerians can use any of their four hands with equal skill, and suffer no off-hand penalties.

*Multi-limbed:* Morseerians have four arms and can use them



all at the same time. Penalties for multiple actions still apply.

**Sharp-Eyed:** Morseerians gain a +2 bonus to all *search* skill rolls involving sight.

**Story Factors:**

**Methane-breather:** If removed from a methane-rich atmosphere for more than six rounds, a Morseerian must make a Moderate *Strength* roll or go unconscious. Each round thereafter, the difficulty increases by +3. Once unconscious, the Morseerian will take one level of damage per round unless returned to a methane-rich atmosphere.

**Secretive:** Morseerians will never, under any circumstances, reveal the location of their homeworld, nor have many been seen outside of an environment suit, making their appearance a matter of conjecture.

**Move:** 10/12

**Size:** 1.5 to 1.7 meters tall

**Source:** Ultimate Alien Anthology (pages 99-100), Alien Anthology (pages 88-89)

## Mriss

**Home Planet:** Mrisst

**Attribute Dice:** 7D

**DEXTERITY** 1D/2D+1

**KNOWLEDGE** 2D/5D+1

**MECHANICAL** 0D/3D

**PERCEPTION** 1D/3D+2

**STRENGTH** 1D/3D

**TECHNICAL** +1/3D+1

**Special Abilities:**

**Technical ability:** The vast majority of Mrissi are scholars and should have the *scholar* skill and a specialization. Mrissi can advance all specializations of the *scholar* skill at half the normal Character Point cost.

**Story Factors:**

**Enslaved:** The Mrissi were subjugated by Imperial forces. During that time, many Mrissi left their planet and most continue roaming the space-lanes. Some are refugees, but most are curious scholars.

**Move:** 4/8

**Size:** 0.3-0.5 meters tall

**Source:** Alien Encounters (page 96), The Thrawn Trilogy Sourcebook (page 147), The Last Command Sourcebook (page 107)



## Mrissi



**Home Planet:** Mrisst

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/2D+1

**KNOWLEDGE** 3D/4D+2

**MECHANICAL** 3D/5D

**PERCEPTION** 1D+1/3D

**STRENGTH** 1D/1D+2

**TECHNICAL** 2D/4D

**Move:** 5/8

**Size:** 0.3-0.5 meters tall

**Source:** Alien Encounters (page 97), Lords of the Expanse Sector Guide (pages 15-16), Player's Guide to Tapani (42-43), Ultimate Alien Anthology (pages 100-101), Alien Anthology (page 89)

## M'shinn

**Home Planet:** Genassa

**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:**

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

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

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

**Special Abilities:**

**Skill Bonus:** M'shinn characters at the time of creation only receive 3D bonus skill dice (in addition to the normal



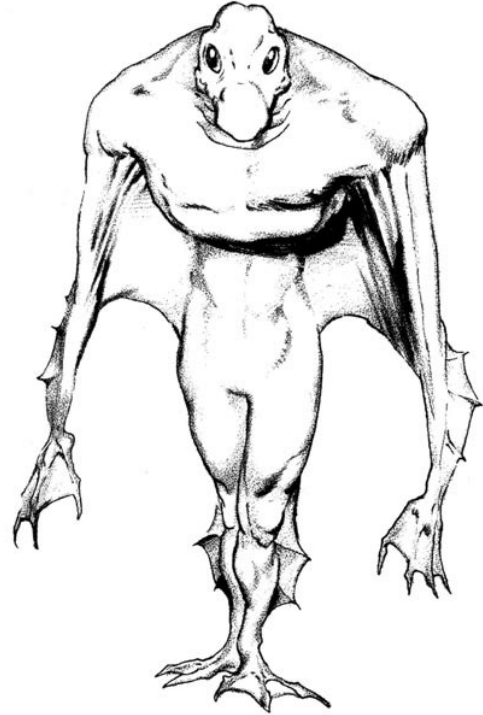
number of skill dice), which may only be used to improve the following skills: *agriculture, business, ecology, languages, value, weather prediction, bargain, persuasion* or *first aid*.

**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 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.

**Move:** 8/11

**Size:** 1.5-2.2 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 55-57)



## Murachaun

**Home Planet:** Nashu Minor

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D+2/4D

**MECHANICAL** 1D+2/4D

**PERCEPTION** 1D+2/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

**Natural Armor:** A Murachaun's scaly hide provides +1 against physical attacks.

**Technicians:** Murachaun receive a +2 bonus to *Technical* rolls, except for the *first aid* and *demolitions* skills.

**Move:** 10/12

**Size:** 1.8-2.3 meters tall

**Source:** Geonosis and the Outer Rim Worlds (page 160)



## Multopos

**Home Planet:** Baralou

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+1

**KNOWLEDGE** 1D/4D

**MECHANICAL** 0D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 1D/4D

**TECHNICAL** 0D/1D+2

**Special Abilities:**

**Aquatic:** Multopos can breathe both air and water and can withstand the extreme pressures found in ocean depths.

**Membranes:** Multopos have thick membranes attached to their arms and legs, giving them a +1D to swimming.

**Dehydration:** Any Multopos out of water for over one day must make a Moderate staminacheck or suffer dehydration damage equal to 1D for each day spent away from water.

**Webbed Hands:** Due to their webbed hands, Multopos suffer a -1D penalty using any object designed for the human hand.

**Move:** 7/9 (walking), 11/14 (swimming)

**Size:** 1.6-2 meters tall

**Source:** Alien Encounters (pages 97-98), Planets Collection (page 31)

## Muun



**Home Planet:** Muunilinst

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 2D/4D+2

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D+1/3D+2

**TECHNICAL** 2D+2/5D+1

**Special Abilities:**

*Businessmen:* At character creation only, Muun characters get 1D for every pip added to *value*, *bureaucracy* or *business*. Additionally, they get a +1D bonus to *bargain* rolls.

**Move:** 10/12

**Size:** 1.9 meters tall on average

**Source:** Ultimate Alien Anthology (pages 101-102)

## Myneyrsh

**Home Planet:** Wayland

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 1D+2/4D

**STRENGTH** 2D+1/4D

**TECHNICAL** 2D/3D+1

**Special Abilities:**

*Armored Body:* The blue crystals covering a Myneyrsh act as armor, adding +1 to *Strengh*t to resist physical damage in combat.

**Move:** 11/14

**Size:** 1.9 meters tall

**Source:** Ultimate Alien Anthology (page 102), The Thrawn Trilogy Sourcebook (pages 172-173), Heir to the Empire Sourcebook (page 97)



## Nagai

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D/3D+1

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Soothing Voice:* Nagai gain a +1D bonus to any use of the *bargain*, *command*, *con*, and *persuasion* skills.

**Move:** 10/12

**Source:** Ultimate Alien Anthology (pages 103-104)





## Najib

**Home Planet:** Najiba

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/3D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 2D+1/4D+1

**PERCEPTION** 1D/3D+2

**STRENGTH** 3D/4D+2

**TECHNICAL** 2D+2/4D+2

**Story Factors:**

*Carousers:* Najib love food, drink and company. They often find it hard to pass by a cantina without buying a few drinks.

**Move:** 8/10

**Size:** 1-1.5 meters tall

**Source:** Alien Encounters (page 99)



## Nalrithian

Nalrithians are an insectoid species from an unknown system in the Outer Rim Territories. Little information is available about their societies or customs. They do not speak their own language, but communicate telepathically among themselves. Although it is unknown whether Nalrithians have any gender, it is assumed that

they resemble insects in that regard. Several Nalrithians share one egg before birth, and those eggmates have a special telepathic link that can allow them to share thoughts and memories.

**Attribute Dice:** 11D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/4D+1

**PERCEPTION** 1D/3D+2

**STRENGTH** 1D+1/4D+1

**TECHNICAL** 1D/4D

**Special Abilities:**

*Body Armor:* Nalrithians have a chitinous outer skeleton which provides them with +1D+1 protection from physical damage.

*Enhanced Senses:* Nalrithians have a very acute sense of smell. They receive a +1D bonus to *Perception* to notice smells and identify known scents. The gamemaster can make a secret check using *Perception*+2 to see if the character notices a scent, such as a familiar species or element, to the character.

*Mindlink:* All Nalrithians share a special link with their eggmates, which makes them a limited hive society. Usually, eggmates work very closely together, sharing everything, including Force Points. Eggmates can share thoughts, experiences and Force Points voluntarily, or they can withhold them by making a Difficult *Knowledge* roll. If an eggmate tries to link to these hidden thoughts or take a Force Point, they must have physical contact and make a *Knowledge* roll with a higher result. Force Points gained this way can be saved for later use. Mindlink normally has

a range of approximately 12 meters, though can be used over long distances (the mental equivalent of shouting).

*Resist Mind Control:* A side effect of their mindlink ability, Nalrithians have a +1D against any attempt to take control of their minds. If the Nalrithians are currently mindlinked, use the highest resistance among the group and add +1D per Nalrithian.

*Telepathy:* Nalrithians communicate using a combination of scents and electromagnetic field manipulation.

Devices that affect energy fields have no effect on Nalrithians, unless they are within 10 meters of the character. Generally, Nalrithians can only communicate with their own species and others who use scents and electromagnetic fields (such as Weequay and Jedi). Each species, however, usually has its own language, which must be learned as such.

**Story Factors:**

*Xenophobia:* The Nalrithians are feared by many other species due to their close resemblance to insects. Average beings generally avoid Nalrithians because of their appearance. As a result, most Nalrithians are bitter toward all other species, often choosing not to associate with them. Nalrithians in general, neither trust nor are trusted.

**Move:** 8/11

**Size:** 1.2-1.6 meter tall



## Nalroni



**Home Planet:** Celanon

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D+2/4D+2

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D+2/4D

**TECHNICAL** 1D/3D+2

**Move:** 9/12

**Size:** 1.5-1.8 meters tall

**Source:** Alien Encounters (page 100), Planets Collection (page 40)

## Nautolan

**Home Planet:** Glee Anselm

**Attribute Dice:** 11D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/4D

**STRENGTH** 2D/4D+1

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Good Swimmers:* Nautolans, being amphibious, gain a permanent +1D bonus to all *swimming* skill rolls.

*Low-light Vision:* A Nautolan can see twice as far as a normal human in poor lighting conditions.

*Pheromone Detection:* Nautolans possess tendrils which act as their major sensory organs, and they barely function outside of water. The tendrils are so sensitive that they can sense odors and pheromones, which can allow an observant Nautolan some idea of a target's emotional state. Because of this, Nautolans gain a +1D bonus to all skills rolls



involving interpersonal relations (ie, *bargain*, *command*, *con*, *intimidation*, *investigation*, or *persuasion*) when in water. When outside of water, this bonus is reduced to a mere +1 pip.

**Story Factors:**

*Language:* The Nautolan language is only fully pronounceable when the speaker is under water.

**Move:** 10/12 (swimming & walking)

**Size:** 1.8-2 meters

**Source:** Ultimate Alien Anthology (pages 104-105), Power of the Jedi Sourcebook (pages 71-72)

## Nazzar

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/5D

**TECHNICAL** 2D/4D

**Story Factors:**

*Fanaticism:* Nazzar have a profound sense of loyalty to any relationships they enter, either as a friend, ally or member of an organization. They fiercely defend anyone and anything toward which they have made such a form of vow.

**Move:** 12/14

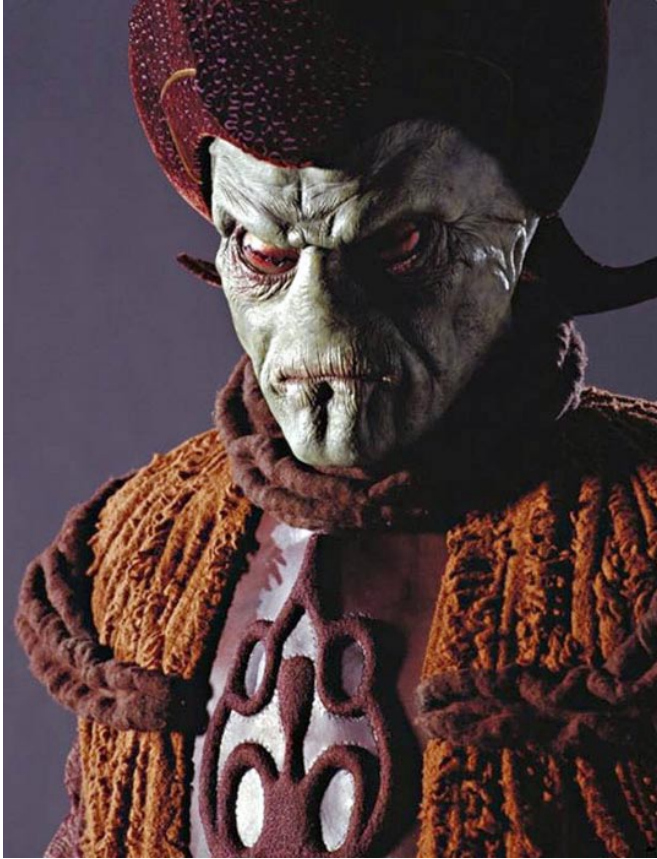
**Size:** 1.5-2.1

**Source:** Ultimate Alien Anthology (pages 105-106), Tales of the Jedi Companion (pages 102-103), Power of the Jedi Sourcebook (page 72)





## Neimoidian



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

**Special Abilities:**

*Skill Bonus:* At the time of character creation only, Neimoidian characters gain 2D for every 1D placed in either the *value* or *con* skills.

**Move:** 10/12

**Source:** Ultimate Alien Anthology (pages 106-107)

## Nelvaanian



## Neti



**Home Planet:** Unknown (Neti were first encountered on the planet Ryyk)

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

**Special Abilities:**

*Metamorph:* Neti can alter their size and shape considerably, though this has little game effect. This includes the ability to change form into a rough humanoid shape, a squat quadruped shape, or a solid, tree-like shape. In quadruped form, Neti receive a +1D bonus to *brawling parry* skill rolls made to resist trips and tackles, but it can neither run nor charge. This bonus is increased to +4D to *brawling parry* when a Neti is in a stationary tree-like form. Changing shape takes 1 round.

*Photosynthesis:* Neti are plants and have no need for food as long as they have regular access to broad-spectrum light.

**Move:** 10/12

**Size:** Varies; when at rest, 5 meters tall, but can morph between 2 and 9.5 meters tall

**Source:** Ultimate Alien Anthology (pages 107-108), Power of the Jedi Sourcebook (page 72-73)

## Nikto



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

**Home Planet:** Kintan

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 2D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D/4D+1

**TECHNICAL** 2D/3D

**Special Abilities:**

*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.

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

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

*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.

**Move:** 10/12

**Size:** 1.6-1.9 meters

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 60-63), Ultimate Alien Anthology (pages 108-111)



**Move:** 10/12

**Size:** 1.6-1.9 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 63-65), Ultimate Alien Anthology (pages 111-112)

## Noehon

**Home Planet:** Noe'ha'on

**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 - third action incurs a -1D; the fourth a -2D penalty, and so on.

**Move:** 9/11

**Size:** 1-1.25 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 66-67), Ultimate Alien Anthology (pages 112-113)



## Nimbanel

**Homeworld:** Nimban

**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, Nimbanel characters place only 1D of starting skill dice in *bureaucracy* or *business*, but receive 2D+1 dice for the skill.



## Noghri



**Home Planet:** Honoghr  
**Attribute Dice:** 16D  
**DEXTERITY** 2D+1/5D+2  
**KNOWLEDGE** 1D+1/3D+2  
**MECHANICAL** 1D/3D+2  
**PERCEPTION** 2D+2/4D+2  
**STRENGTH** 2D+2/5D+2  
**TECHNICAL** 1D/3D+2

**Special Skills:**

**Strength:** *Brawling: martial arts:* Time to use: one minute. This specialized form of brawling combat employs techniques that the Noghri are taught at an early age. Because of the deceptively fast nature of this combat, Noghri receive +2D to their skill when engaged in brawling with someone who doesn't have brawling: martial arts. Also, when fighting someone without this skill, they also receive a +1D+2 bonus to the damage they do in combat.

**Special Abilities:**

**Claws:** Noghri have powerful claws (add +1D to damage in *brawling* combat.) and sharp teeth (add +2D to damage in *brawling* combat.)

**Stealth:** Noghri have a natural ability to be stealthy that they receive a +2D when using their *hide* or *sneak* skills.

**Enhanced Senses:** Because the Noghri have a combination of highly-specialized senses, they receive a +2D when using their *search* skill.

**Ignorance:** Noghri are almost completely ignorant of galactic affairs. Noghri may not place any beginning skill dice in any Knowledge skills except for intimidation, survival or willpower.

**Story Factors:**

**Enslavement:** Noghri are indebted to Lord Darth Vader and the Empire; all Noghri are obligated to serve the Empire as assassins. Any Noghri who refuse to share in their role is executed. After discovering Luke, Leia, and the Solo children are descendants of Vader, the Noghri have extended total loyalty to them as well.

**Strict Culture:** The Noghri have a very strict tribal culture, Noghri who don't heed the commands of their dynasts (tribal leaders) are severely punished or executed.

**Move:** 11/18

**Size:** 1.3 meters

**Source:** Alien Encounters (page 110), The Thrawn Trilogy Sourcebook (page 164), Dark Force Rising Sourcebook

(pages 92-95), Heir to the Empire Sourcebook (pages 97-98), The Last Command Sourcebook (pages 114-116), Ultimate Alien Anthology (pages 113-114)

## Nosaurian



**Home Planet:** New Plympto  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D+1  
**KNOWLEDGE** 1D/4D  
**MECHANICAL** 2D/4D+1  
**PERCEPTION** 1D/3D+2  
**STRENGTH** 1D/3D+2  
**TECHNICAL** 1D/4D

**Special Abilities:**

**Horns:** Nosaurians possess six horns on the tops of their heads that they can employ as weapons. Goring an opponent with these horns inflicts STR+1 damage.

**Internal Clock:** Nosaurians attuned to the planet they are living on instinctively know when the sun is setting. They usually accompany the setting sun by braying at the top of their lungs. This is largely involuntary, and any Nosaurian wishing to resist the urge to "sing it [the sun] down" must succeed at a Very Difficult *willpower* skill roll.

**Story Factors:**

**Color Blind:** Nosaurians only see in black and white. While they are not typically effected by this, they may have difficulty interpreting color-coded computer displays or vehicle controls that they are unfamiliar with.

**Phosphorescent Mouth Lining:** A Nosaurian can make the lining of his mouth phosphorescent at will. Although many animals on New Plympto use similar abilities to attract prey, it grants no appreciable bonus to Nosaurian characters.

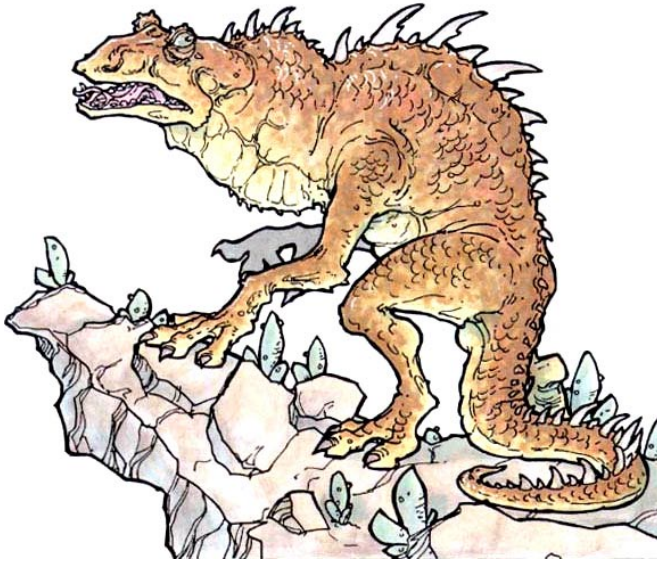
**Resentful of Humans:** Nosaurians blame Republic politicians (and humans in general) for financial problems suffered on their homeworld of New Plympto. These feelings were further compounded by a heavy-handed Imperial subjugation of their planet.

**Move:** 10

**Size:** 1.2 to 1.55 meters tall

**Source:** Ultimate Alien Anthology (pages 114-115)

## Nuiwit (Altorian Lizard)



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

### Special Abilities:

**Detachable Tails:** If a Nuiwit's tail is grasped by an attacker, the Nuiwit can escape by making an Easy *Strength* roll. Success means that the Nuiwit's tail has detached from its body. After this occurs, the Nuiwit will not be able to walk up right for the four standard weeks that it will take the tail to regrow.

### Story Factors:

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

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

**Size:** 1.3-1.5 meters tall (standing)

**Source:** Galaxy Guide 4: Alien Races (pages 10-12)

## Nuknog



**Home Planet:** Sump

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D/3D+2

**STRENGTH** 1D+1/4D

**TECHNICAL** 1D/3D+1

### Special Abilities:

**Rush:** Nuknog can temporarily improve their agility, reflexes and speed. A rushing Nuknog gains a temporary +1D to *Dexterity* (and all related skills) and moves at twice the normal speed. While using this ability, the Nuknog cannot use skills that require patience and concentration, such as *sneak* or any Force Skill. A rush lasts for a number of rounds equal to 4+ the number before D in the character's *stamina*. At the end of this duration, the Nuknog loses the benefits of the rush and suffers a -2 penalty to both *Strength* and *Dexterity* and must move slower than High Speed for a number of rounds equal to the charge's duration.

**Acute Senses:** +2 to *Perception* or *search* to notice something.

**Move:** 6/8

**Size:** 1.2 meters tall on average

**Source:** Ultimate Alien Anthology (pages 115-116)

## Oblee

Oblee are wrinkled, heavy-set humanoids with two sets of eyes (one set above the other) and a third arm. Oblee are technologically curious, and generally hesitant to trust Force-users. Most tend to believe that if there is a way to accomplish a given goal without using the Force, the non-Force method is preferable.

The Oblee species was all but wiped out over a thousand years ago by the darkstaff, a powerful Sith artifact. Shifted into a kind of stasis, the Oblee were slowly drained of their Force essences by the darkstaff, which needed them in order to survive. A few Oblee were "seeded" throughout the galaxy by forces unknown, with the most prominent being the crimelord Nirama, in the Cularin system. It was only through the intervention of the heroes of Cularin that the Oblee were returned to the galaxy.

**Personality:** Oblee are direct in their dealings. They do not tolerate dishonesty, for that is what all but destroyed their species. Oblee are slow to anger, but anyone who succeeds in making one mad has a real problem on his hands. An Oblee who feels he or she has been wronged will often go to extreme lengths to obtain revenge. While Oblee prefer not to fight, they will do so if forced. Diplomacy is always the first option of the Oblee.

**Physical Description:** Oblee appear somewhat squat (though their average height is approximately 1.6 meters, they are built strangely) and extremely wrinkled. The easiest way to guess the age of a mature Oblee is through the individual's skin tone. Young adults tend to be bright pink and mature adults chalky white. As an Oblee continues to mature, his or her skin takes on successively darker shades of gray. The two sets of eyes and third arm are other distinguishing traits of Oblee.

**Homeworld:** The Oblee homeworld of Oblis no longer exists. Its remains now make up the Asteroid Belt in Cularin. It was destroyed over a thousand years ago by the explosion of a weapon powered by the darkstaff. At its peak, Oblis was a place of technological wonders, and its citizens were diligent and excited. The destruction of Oblee civilization was a great loss to the galaxy, and while bits and pieces of



it remain in Cularin's belt, little of this material has been integrated.

**Example Names:** Nirama, Ronorra, Kiffel, Azbedal, Flef.

**Home Planet:** Oblis (destroyed)

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+2/4D

**MECHANICAL** 2D/4D+1

**PERCEPTION** 2D/3D+2

**STRENGTH** 2D/4D

**TECHNICAL** 2D+2/4D+2

**Special Abilities:**

*Low-Light Vision:* The Oblie's lower set of eyes allows them to see twice as far as a Human in dim light (for example, moonlight). Oblie retain the ability to distinguish color and detail under these conditions.

*Darkvision:* The Oblie's upper set of eyes allows them to see in the dark up to 20 meters. Such darkvision is black and white only, but it is otherwise like normal sight. Oblie can therefore function quite well with no light at all.

*Rear-Hand Dexterity:* Oblie have a third arm that extends backward from their left shoulder. This arm is awkward to use, because it is behind the Oblie, and as such any attack rolls made using this rear hand take a -1D penalty. The GM should adjudicate other penalties (such as penalties to hit objects the Oblie cannot see) on a case-by-case basis.

*Diplomats:* Oblie gain a +1D species bonus on *persuasion* rolls: They are adept at communication, and can often convince others that a bad idea may, in fact, be quite a good idea.

**Move:** 10/12

**Size:** 1.6 meters tall on average

## Odenji

**Home Planet:** Issor

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/4D+1

**KNOWLEDGE** 2D/5D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D+2/4D+2

**STRENGTH** 1D+2/3D+2

**TECHNICAL** 2D/4D

**Special Abilities:**

*Swimming:* Due to their webbed hands and feet, Odenji gain +3 to their Move score and +1D+2 to *dodge* in underwater conditions.

*Melanncho:* When ever something particularly disturbing happens to an Odenji (the death of a friend or relative, failure to reach an important goal), he must make a Moderate *willpower* roll. If the roll fails, the Odenji experiences a personal melanncho, entering a state of depression and suffering a -1D penalty on all rolls until a Moderate *willpower* roll succeeds. The gamemaster should allow no more than one roll per game day.

*Aquatic:* The Odenji possess both gills and lungs and can breath both in and out of water.

**Story Factors:**

*Melanncho:* Even when not in a



personal melanncho, Odenji are sad or apathetic at best. They rarely show happiness unless with very close family or friends.

**Move:** 10/12

**Size:** 1.5-1.8 meters

**Source:** Alien Encounters (page 111)

## Omwati



**Home Planet:** Omwat

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D+2/4D+1

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D/3D+1

**TECHNICAL** 1D+2/4D+1

**Special Abilities:**

*Technical Aptitude:* Omwati have a permanent +2 bonus to any use of *Technical* skills.

**Move:** 10/12

**Size:** 1.6 to 2.1 meters tall

**Source:** Ultimate Alien Anthology (pages 116-118), Alien Anthology (pages 89-90)

## Ongree



**Home Planet:** Kidron

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/5D+1

**STRENGTH** 1D/2D+1

**TECHNICAL** 1D/3D

**Special Abilities:**

*Olfactory Sense:* Orfites have a well-developed sense of smell. Add +2D to *search* when tracking someone by scent or when otherwise using their sense of smell. They can operate in darkness without any penalties. Due to poor eyesight, they suffer -2D to *search*, *Perception* and related combat skills when they cannot use scent. They also suffer a -2D penalty when attacking targets over 5 meters away.

*Light Gravity:* Orfites are native to Kidron, a light gravity world. When on standard gravity worlds, reduce their Move by -3. Without a power harness on such worlds, reduce their *Strength* and *Dexterity* by -1D (minimum of +2; they can still roll, hoping to get a "Wild Die" result).

**Move:** 11/14

**Size:** 1.0-2.0 meters

**Source:** Alien Encounters (pages 112-113), Planets Collection (pages 147-149)

## Orgon

### Orfite



**Home Planet:** Gorsh

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D/4D+2

**MECHANICAL** 0D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 0D/1D+2

**Special Skills:**

*Biochemistry:* Time to use: Several days. Biochemistry is



the skill the Orgons use to create new chemical compounds for their own use. Creating new compounds can take days, months or even years.

**Special Abilities:**

*Posion:* The Orgon can produce a red goo which is filled with a deadly posion (6D damage upon initial contact, 4D damage per turn thereafter, for a maximum of 10 turns). It only affects exposed skin.

*Resistance to Blunt Weapons:* The shell of the Orgon provides +1D against physical attacks from blunt weapons.

*Natural Camouflage:* Orgons get +2D to sneakin jungle terrain.

**Move:** 3/5

**Size:** Up to 1.5 meters tall

**Gamemaster Notes:**

It is strongly suggested that players not be allowed to play Orgon characters.

**Source:** Alien Encounters (page 114), Planets Collection (pages 58-59)

## Ortolan



**Home Planet:** Orto  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 1D/3D  
**PERCEPTION** 2D+1/4D+1  
**STRENGTH** 2D+2/5D  
**TECHNICAL** 2D/4D  
**Special Abilities:**

*Foraging:* Any attempt at foraging for food (weather as a survival technique or when looking for a good restaurant) gains +2D.

*Ingestion:* Ortolans can ingest large amounts of different types of food. They gain +1D to resisting any attempt at poisoning or indigestion.

**Story Factors:**

*Food:* The Ortolans are obsessed with food and the possibility that they may miss a meal. While members of other species find this amusing, the Ortolans believe that it is an integral part of life. Offering an Ortolan food in exchange for a service or a consideration gains the character +2D (or more, if it is really good food) on a *persuasion* attempt.

**Move:** 5/7

**Size:** 1.5 meters tall

**Source:** Ultimate Alien Anthology (pages 118-119), Alien Anthology (pages 91-92), Galaxy Guide 4: Alien Races (pages 69-70)

## Ossan



**Home Planet:** Ossel II  
**Attribute Dice:** 10D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 0D/2D  
**MECHANICAL** 1D/3D  
**PERCEPTION** 0D/2D  
**STRENGTH** 2D+2/4D+2\*  
**TECHNICAL:** \*/1D

\* An Ossan who has left Ossan II within the last six months may have a *Strength* of up to 5D, but they lose 1 pip after they have been off-planet for longer than this.

**Story Factors:**

*Superiority:* Ossans feel they "know better" in any situation involving trade or barter. They sometimes do, but they can be taken advantage of fairly easily by anyone with a decent *con*.

*Disposition:* Ossans tend to be foolish, but they are almost unfailingly cheerful and agreeable, a combination that accounts for their propensity to innocently create trouble.

**Move:** 5/7

**Size:** 1.4-1.6 meters tall

**Source:** Galaxy Guide 4: Alien Races (pages 71-72)

## Pacithhip



**Home Planet:** Shimia

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 3D/6D+1

**TECHNICAL** 1D/3D

**Special Abilities:**

*Natural Body Armor:* The Pacithhip's thick hides provides +1D against physical attacks. It gives no bonus against energy attacks.

*Tusks:* The sharp teeth of the Pacithhip inflict STR+1D damage on a successful brawling attack.

**Move:** 5/8

**Size:** 1.3-1.7 meters tall

**Source:** Alien Encounters (page 115), Ultimate Alien Anthology (page 119)

## Paigun

**Home Planet:** Paigu

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 2D+1/4D+1

**MECHANICAL** 2D/4D+1

**PERCEPTION** 1D+2/4D+1

**STRENGTH** 1D+1/3D+2

**TECHNICAL** 2D+2/4D+2

**Special Abilities:**

*Natural Armor:* A Paigun's tough hide provides a +1 bonus against physical damage.

*Tinkerers:* Paiguns are avid tinkers. They gain a +2 bonus to *Technical* rolls, except for the *first aid* and *demolitions* skills.

**Story Factors:**

*Unpopular:* The Paiguns' sagacity and calculated arrogance doesn't always sits well with their neighbors in the Vorzyd Cluster.

**Move:** 10/12

**Size:** 1.7-2.4 meters tall

**Source:** Geonosis and the Outer Rim Worlds (page 149)



## Pa'lowick



**Home Planet:** Lowick

**Attribute Dice:** 10D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D+2/4D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D+2

**STRENGTH** 2D/4D

**TECHNICAL:** 1D / 4D

**Move:** 7/10

**Size:** 1.2-1.8 meters

**Source:** Alien Encounters (page 116), Ultimate Alien Anthology (pages 119-120)

## Pau'an

The Pau'ans, the taller of the two Utapau species, are long-lived for humanoids, with lives that span centuries. For this, they have been nicknamed the Ancients by the outlanders who frequent Utapau. Though the Pau'ans developed on the windswept surface of the planet and moved deeper into the sinkholes once climatic changes forced them to, Pau'ans prefer darker environs. They prospered





in the shadowed crevices of the Utopaun sinkholes. This predilection fostered in them a pale countenance, made even paler by their diet of raw meat, easily incised by their sharp double-rowed teeth. Because of the isolation inherent in sinkhole-based civilizations, Pau'an genealogies and subdialects are diverse. Tracking bloodlines is a revered and often tempestuous tradition in Pau'an culture; disputes regarding heredity along with other cultural differences had led to conflicts and all-out war between cities in the past.

**Home Planet:** Utopaun

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/3D+2

**KNOWLEDGE** 3D/5D

**MECHANICAL** 1D+1/3D+1

**PERCEPTION** 2D/4D+1

**STRENGTH** 2D/4D

**TECHNICAL** 2D/3D+2

**Special Abilities:**

*Low Light Vision:* Pau'ans can see twice as far as a normal human in poor lighting conditions.

*Shadow Dwellers:* Pau'ans get a +1 bonus to all skills when in a shadowed environment.

**Move:** 10/12

**Size:** 1.9 meters tall on average

## Permian



The Permian species is one rarely seen in the galaxy after the last days of the Old Republic, joining the Caamasi and the Falleen as being aliens almost always unrecognized by the masses. While not reaching the near-mythical status of the Fosh, Permians are nonetheless an odd sight in most sectors of the galaxy, especially in the human-heavy Core Worlds. It is especially rare to find a group of Permians larger than one or two together in any one place, after having most of their civilization destroyed by the brash actions of certain members of the Old Republic. Those Permians still roaming the spacelanes have not forgotten the tragic loss of their home planet, though, and any offspring that have been born since that time have had the stories of their planet's loss passed down to them by their parents.

**Personality:** Permians are a usually cool and collected species, though a strong undertone of bitterness has infused their personalities since the loss of their world. Understandably, most Permians live secluded or isolated lives, and very few willingly engage in contact with humans.

While normally calm and rational, a Permian's anger is like a hot razor, sharp and cutting deep and fast. Overall, though, most Permians have a very calm outlook on life, moving along with their lives and rarely seeming even irritated, much less displaying outbursts of emotion. Permians are very protective of others of their species, and though some fear to gather in large groups, most will go out of their way to ensure that the few of them that are left in the galaxy remain unharmed.

**Physical Description:** Permians are a large, lizard-like race that boasts a unique pair of tentacles that protrude from their sides. Mostly humanoid in shape, Permians have rough, amphibious skin that feels slightly moist to the touch. Additionally, there is a large fleshy crest that starts at the center of their foreheads and extends over the tops of their heads to the base of their necks, standing out taller at the crown of their heads. Permians usually have gray-green fleshtones, though certain races are darker or lighter, and range from a coral blue in color to a forest green, with mottled grays over their skin. Permians also have a pair of snakelike fangs that can inject venom into an enemy with a successful bite. While not as angular as Falleen or as blunt-faced as Trandoshans, they appear to be similar to a lizard standing on its hind legs.

**Home Planet:** Permis

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 2D/4D

**Special Abilities:**

*Prehensile Tentacles:* Permians have a pair of tentacles that sprout from their sides like another set of arms. While they can be used to grab hold of things and push buttons, they are more sluggish to respond than a Permian's regular arms. As a result, a Permian gains an additional action per round while using their tentacles without suffering a multiple action penalty. A Permian's tentacles cannot fire a blaster, wield a weapon, or type on a datapad, but they may be used to hold an object, open a door, or another similar action.

*Venom:* A successful bite attack against an opponent infuses a debilitating poison into their system. A character struck by Permian poison suffers a -1D penalty to *Dexterity*, and a -2D penalty to all *Dexterity* and *Strength* related skills. The venom lasts for 2D rounds, but the effects can be negated by using the *detoxify poison* Force Power, or by making a Difficult *Strength* check when the venom is first injected.

**Story Factors:**

*Displaced:* Permians have had their home planet taken from them by the Old Republic, and as a result they harbor suspicion towards all humans.

**Move:** 10/12

**Size:** 1.7-2.1 meters

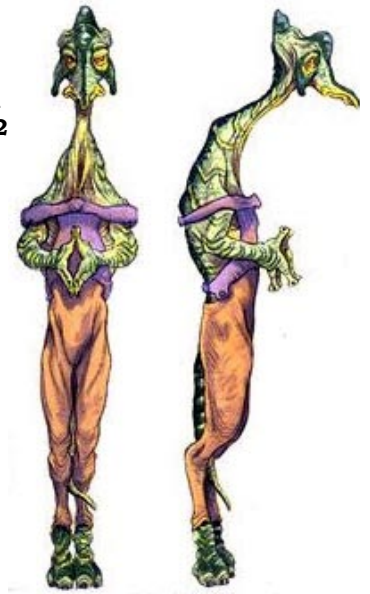
## Phindian

**Home Planet:** Phindar  
**Attribute Dice:** 12D  
**DEXTERITY** 1D+1/4D  
**KNOWLEDGE** 2D/4D+1  
**MECHANICAL** 1D+2/4D+1  
**PERCEPTION** 2D/4D  
**STRENGTH** 1D+2/4D  
**TECHNICAL** 2D+1/4D+2  
**Special Abilities:**  
*Gearhead:* Phindian characters get +2 pips to spend on one *Technical* skill during character creation.  
**Move:** 10/12  
**Size:** 1.7 meters tall on average  
**Source:** Ultimate Alien Anthology (pages 120-121)



## Phuii

**Home Planet:** Phu  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 1D+1/3D+1  
**MECHANICAL** 2D+2/4D+2  
**PERCEPTION** 1D/3D  
**STRENGTH** 2D/4D  
**TECHNICAL** 2D+1/4D+1  
**Move:** 8/11  
**Size:** 1.2 meters tall



## Pho Ph'eahian

**Home Planet:** Pho Ph'eah  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/4D  
**KNOWLEDGE** 1D/4D  
**MECHANICAL** 1D/4D  
**PERCEPTION** 1D+2/4D+1  
**STRENGTH** 1D/4D  
**TECHNICAL** 2D/5D  
**Special Abilities:**  
**Four Arms:** Pho Ph'eahians have four arms. They can perform two actions per round with no penalty; a third action in a round receives a -1D penalty, a fourth a -2D penalty and so forth.  
**Move:** 9/2  
**Size:** 1.3-2.0 meters tall  
**Source:** Alien Encounters (page 116), Han Solo and the Corporate Sector Sourcebook (page 136), Ultimate Alien Anthology (pages 121-122)



## Polis Massan



Polis Massans are known throughout the galaxy for their extraordinary medical skills. They are compassionate and value freedom highly. The average Polis Massan is a short, thin being with a flat, pale face and grey hands each with four long, dexterous fingers. Mute, Polis Massans use an intricate sign language and control devices to make their intentions known. To make up for their lack of speech, Polis Massans have mildly telepathic brains and deep-focus eyes, useful for work deep underground. These beings have osmotic membrane faces and growth-rings circling their wiry bodies. Many Polis Massans are miners, medics or exobiologists, and wear form-fitting bodysuits fitted with all manner of signaling devices, medical equipment and utility pouches.



**Home Planet:** Polis Massa

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 3D/5D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 1D/3D

**TECHNICAL** 3D/5D

**Special Abilities:**

*Natural Telepathy:* All Polis Massans are mildly telepathic. This telepathy works just as the Force power *projective telepathy* does, but for Polis Massans it is a *Perception* skill. Like *projective telepathy*, Polis Massan telepathy is modified by relationship and proximity.

*Deep-Focus Eyes:* Grant a +1D bonus to *search* visually.

*Expert Medics:* Polis Massans treat the *Medicine* advanced skill like a regular skill for advancement cost purposes.

**Move:** 9/11

**Size:** 1.3-1.6 meters tall

## Polydroxol

**Home Planet:** Sevetta

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 1D/3D+2

**STRENGTH** 3D/7D

**TECHNICAL** 1D/4D+1

**Special Skills:**

**Strength skills:**

*Shape-shifting:* Time to use: Varies, depending on shape; generally 1-10 minutes. Consider this skill advanced for advancement purposes. This skill allows the Polydroxol to assume complex shapes. Simple geometric shapes, like cubes or spheres, are Very Easy or Easy to replicate. A basic humanoid form is Difficult to replicate, additional details add more modifiers to the difficulty. Polydroxol roll this skill when assuming the new form. They don't have to roll to maintain the new form. This skill can be used in place of a sneak attempt, with a +2D bonus if in an environment where a metallic object is likely to be found.

**Special Abilities:**

*Shape-shifting:* A Polydroxol can alter its shape. It cannot alter its mass. It cannot assume a form smaller than 10 centimeters in total width, although it can slim its "limbs" down to centimeter-width. A shape-shifter that makes an Easy shape-shifting roll can produce a weapon from its form, with added blades, which increases brawling damage by up to +3D.

*Surface Altering:* A Polydroxol can alter its surface texture to match most metals. It does not draw the properties of that metal, just the surface texture. It can reproduce lettering and complex patterns.

*Segmenting:* A Polydroxol can reduce its *Strength* by 1D to produce a segment. This segment, which shares all of the



Polydroxol's attributes and skills except *Strength*, is under the control of the Polydroxol. The segment can operate within a 35-meter radius of its host. It can "see" and "feel," transmitting sensory information to the host. It can suffer damage, with a *Strength* attribute of 1D. If the segment is wounded, the host is also wounded until it breaks contact. If the segment is incapacitated or killed, the host suffers a wound and contact is broken. Maintaining contact with a segment counts as an action, as do any actions taken by the segment.

**Story Factors:**

*Rare:* Polydroxol are rare, and their abilities are largely unknown to the rest of the galaxy.

**Move:** 6/11

**Size:** 80 to 200 kilograms

## Poss'Nomin



**Home Planet:** Illarreen

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D+1/4D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

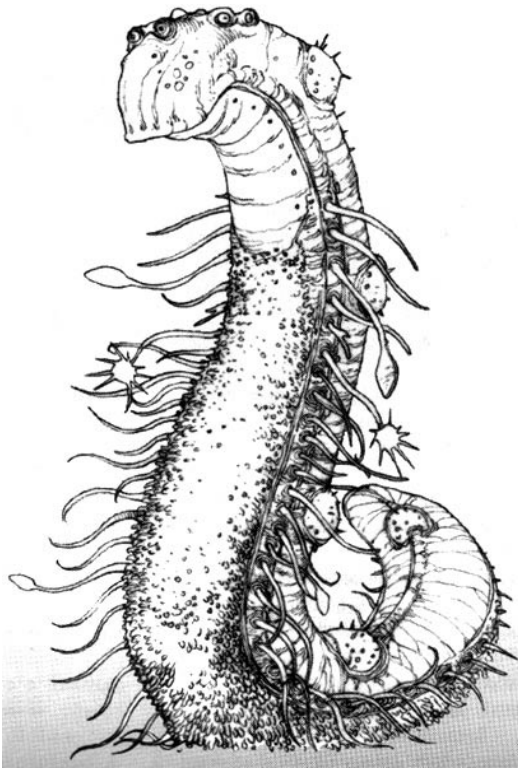
*Wide Vision:* Because of the positioning of their three eyes, the Poss'Nomin have a very wide arc of vision. This gives them a +1D bonus to all *Perception* and *search* rolls based on visual acuity.

**Move:** 10/12

**Size:** 1.7-2.1 meters tall

**Source:** Alien Encounters (page 117)

## Priapulin



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

**Special Abilities:**

*Amphibious:* Priapulin breathe both water and air, and receive a permanent +3D bonus to all *swimming* skill checks. They have difficulty functioning in dry conditions, and suffer a -3D penalty (to a minimum of 1D) to all *Dexterity*, *Perception*, *Strength*, and skill rolls.

*Low-Light Vision:* Priapulin can see twice as far as a normal human in poor lighting conditions.

*Pacifist Philosophy:* Because of their peaceful natures, Priapulin have a natural affinity for dealing with members of all species. As such, they gain a +2 pip bonus to all *bargain*, *investigation*, and *persuasion* skill rolls.

**Story Factors:**

*Pacifists:* The Priapulin are a species that strives for peace above all else. As such, they are rarely given to anger, and even under the most extreme circumstances, they will not engage in combat. Beginning Priapulin characters are restricted from taking any combat-related skills during character creation.

**Move:** 6/8 (land), 15 (in water)

**Size:** Up to four meters long

## Protean

**Home Planet:** Nathas I  
**Attribute Dice:** 13D  
**DEXTERITY** 1D/3D+2  
**KNOWLEDGE** 1D/2D+2  
**MECHANICAL** 1D/2D+2  
**PERCEPTION** 3D/4D+2  
**STRENGTH** 3D/5D  
**TECHNICAL** 1D/2D+2

**Special Skills:**

*Shape-Shifting (A):* Time to use: Varies, depending on the shape; generally 1-10 minutes. This is an advanced skill (A). The Protean can assume complex shapes. Simple geometric shapes, like cubes or spheres, are Very Easy to replicate. A basic humanoid form is Difficult to replicate, additional details add more modifiers to the difficulty. Proteans roll this skill when assuming the new form. They don't have to roll to maintain the new form or to resume their normal state.

**Special Abilities:**

*Chemical and Tactile Communication:* Although they can vocalize, Proteans communicate through touch and chemical exchange. They cannot communicate to non-Proteans.

*Shape-Shifting:* A Protean can alter its shape. It cannot alter its mass. It can reform its shape to fit into a space as small as 30 centimeters wide. It can mimic most rocky materials. A shape-shifter that performs an Easy shape-shifting can produce a weapon from its form, with added spikes, which increase brawling damage by +2D. When a Protean conceals itself as a rock-like form, passers by must make successful *Perception* or search rolls against the Protean's shape-shifting to detect it. The Protean receives bonus modifiers if the searchers are unfamiliar with the nature of the Protean or the native rocks.

**Story Factors:**

*Primitive:* Beginning Protean characters cannot place any dice in *Mechanical* or *Technical* skills. They are limited in their selection of *Knowledge* skills as well.

**Move:** 9/10

**Size:** 80-150 kilograms in mass

**Notes:**

A favorite attack of a hungry Protean is the smother attack. The Protean typically hides as a rock form, lying in wait for unwitting prey. If a potential meal comes within reach, the Protean strikes, enveloping it. To simulate this tactic, have the Protean make a successful brawling attempt against a character's dodge. If it succeeds, the Protean does no damage, but has trapped the prey. It then smothers the character, who must make three Difficult *Strength* attempts to break free. If the victim fails the three attempts, the Protean begins dealing STR damage. If the Protean is having difficulty subduing the enveloped prey, it will grow "teeth" (Easy shape-shifting roll), increasing its damage by +2D. Note that the enveloped victim will eventually suffocate if he doesn't break free. A difficult *Strength* or *Dexterity* is needed to draw any weapons. An Incapacitated total against the Protean forces it to release its victim.

This species is not recommended for player characters.

**Source:** Alien Encounters (page 118-119)





## Psadan



**Home Planet:** Wayland

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/3D+1

**KNOWLEDGE** 1D+1/3D+1

**MECHANICAL** 1D+1/3D

**PERCEPTION** 2D+2/3D+1

**STRENGTH** 3D/5D

**TECHNICAL** 2D/3D

**Special Abilities:**

*A armor:* Rocky outer shell (adds +2 to *Strength* to resist physical damage in combat).

**Move:** 10/13

**Size:** 1.5 meters tall

**Source:** Ultimate Alien Anthology (pages 122-123), The Thrawn Trilogy Sourcebook (page 173), Heir to the Empire Sourcebook (pages 98-99)

## Pulra

**Home Planet:** Kuras III

**Attribute Dice:** 6D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/2D

**PERCEPTION** 1D/3D

**STRENGTH** 1D/2D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Echo Location:* Pulras sense the outside world by sonar echo location at ultrasonic frequencies.

*Bind:* Several Pulras can join shape to create a larger creature. See page 82 of the Star Wars rulebook for details on handling combined actions.

*Amorphous:* Pulras can change their shape. This process takes a few minutes. They can form appendages for combat (doing STR+1D damage), or other forms for a variety of tasks (such as turning into a wheel to roll down a hill).

*Added Strength:* Pulra can grow to enormous sizes; they gain a bonus of +1D to their Strength when they reach 100 liters and gain another 1D for every 10 liters thereafter.



**Move:** 2/5

**Size:** 20 cubic centimeters to 150 liters

**Source:** Alien Encounters (page 120), Planets Collection (pages 181-182)

## P'w'eck



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

**Special Abilities:**

*Enhanced Sense (Smell):* P'w'ecks have a highly developed olfactory senses. They receive +2 to *search* rolls if the search attempt is scent-based (maximum range of 20 meters)

*Poor Vision:* P'w'ecks have poor vision compared to humans. They suffer a -1D penalty for actions involving vision at a range of greater than 50 meters.

*Natural body armor:* the thick hide and scales of a P'w'eck offer +2D against physical and +1D against energy attacks.

*Tail:* A P'w'eck can use its tail as a weapon to do STR +2 damage.

*Claws:* P'w'ecks claws inflict STR+1D damage.

**Move:** 10/14

**Size:** 1.8 to 2.0 meters

**Source:** Alien Encounters (page 121), The Truce at Bakura Sourcebook (pages 84-85)

## Quarren



**Home Planet:** Mon Calamari

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+2/3D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+1/4D+1

**STRENGTH** 2D+1/2D+1

**TECHNICAL** 1D+2/3D+2

**Move:** 9/11

**Size:** 1.4 to 1.9 meters tall

**Source:** Alien Encounters (page 122), The Star Wars Sourcebook (pages 78-80), Ultimate Alien Anthology (pages 123-124), Alien Anthology (page 92)

## Qieg

**Home Planet:** Lan Barell

**Attribute Dice:** 12D

**DEXTERITY** 2D/3D

**KNOWLEDGE** 1D/2D

**MECHANICAL** 2D/3D

**PERCEPTION** 2D/3D

**STRENGTH** 1D/2D

**TECHNICAL** 4D/5D

**Special Abilities:**

*Natural Body Armor:* The Qieg's chitinous shell provides +1D against physical attacks. It gives no bonus against energy attacks.

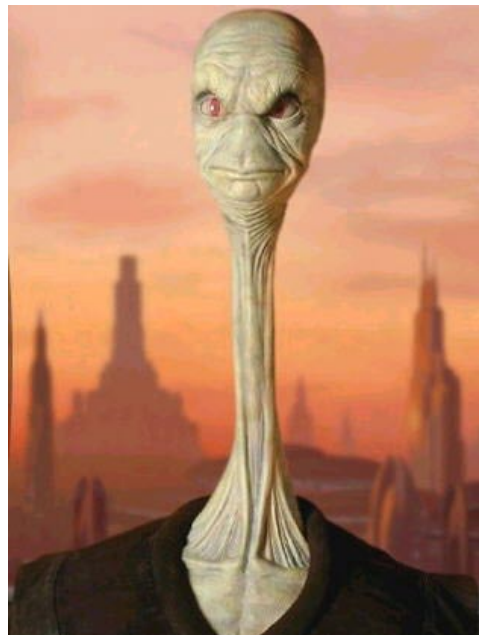
**Move:** 12

**Size:** 1 meter tall

**Source:** Alien Encounters (page 123)



## Quermian



## Qiraash





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

**Special Abilities:**

*Short-Range Telepathy:* Quermians can communicate with other Quermians, as well as with Force-users who have the Sense skill. To use the ability, the Quermian must make eye contact with the person he wishes to contact and roll a successful Difficult *willpower* skill roll. This only works in person, and is not effective through video or holonet transmissions. If the subject of the communication is unwilling, they must roll a Very Difficult *control* or *willpower* skill check in order to block the thought transmission. Quermians can transmit only simple phrases and emotional impressions, and contact must be renewed each round with another Willpower check.

**Move:** 10/12

**Size:** 1.6 to 2.3 meters tall

**Source:** Ultimate Alien Anthology (pages 124-125), Alien Anthology (pages 92-93), Power of the Jedi Sourcebook (pages 73-74)

## Quockran



**Home Planet:** Quockra-4  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/3D  
**KNOWLEDGE** 2D/3D+2  
**MECHANICAL** 1D/3D  
**PERCEPTION** 3D/4D+2  
**STRENGTH** 1D/3D  
**TECHNICAL** 3D/6D+1

**Special Abilities:**

*Internal Organs:* The Quockrans have no differentiated internal organs; they resist damage as if their *Strength* is 7D.

*Story Factors:*

*Xenophobia:* The Quockrans truly despise offworlders, though they are generally not violent in this dislike. However, a non-Quockran who meddles in Quockran affairs is asking for trouble.

**Move:** 10/12

**Size:** 1.4-1.7 meters tall

**Source:** Alien Encounters (page 123), Galaxy Guide 6: Tramp Freighters (page 65)

## Quor'sav

**Home Planet:** Uaua

**Attribute Dice:** 12D

**DEXTERITY** 2D/3D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 2D/4D+1

**STRENGTH** 2D+2/4D+1

**TECHNICAL** 2D/4D

**Special Abilities:**

*Size:* Due to the Quor'sav's immense height, they may not receive the same cover bonuses as normal characters would during combat. Furthermore, some characters may get bonuses to-hit the Quor'sav (gamemaster option).

*Kick:* A Quor'sav's powerful kick does STR+2D damage.

*Beak:* A Quor'sav may make a beak attack for STR+2 damage, but is -1D for any parries it attempts that round.

**Move:** 15/17

**Size:** 3.5 meters tall on average



## Qwohog

**Homeworld:** Hirsi

**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*.

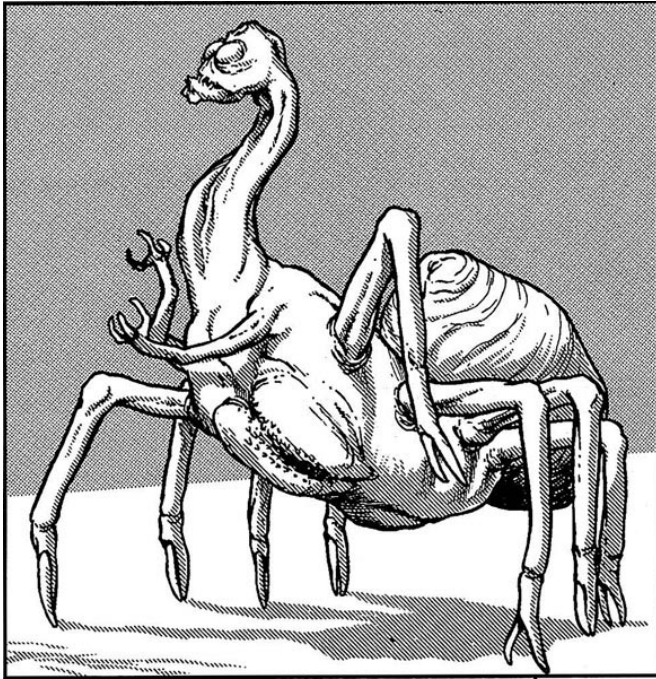
**Move:** 8/10 (land), 14/16 (swimming)

**Size:** 1-1.3 meters tall

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 68-69), Ultimate Alien Anthology (pages 125-126)



## Rakaan



**Home Planet:** Rakaa IV

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 1D/3D+1

**PERCEPTION** 1D/5D

**STRENGTH** 2D+2/5D

**TECHNICAL** 1D/2D+1

**Special Skills:**

**Webs:** Time to use: One Round. This is the skill used to shoot the Rakaan's webs.

**Special Abilities:**

**Phases:** Rakaans have several unique life cycle/ sex phases that affect their die codes. They are child, neuter, male, female, and andro.

Child: -1D to *Strength*, -2 to *Dexterity*, -3 to *Move*.

Neuter: No change to die codes.

Male: +1D to *Perception*, +1 to *Strength*.

Female: +2 to *Strength*, +2 armor to abdomen area, -1 to *Move*.

Andro: -3 to *Move*.

**Webbing:** Rakaans can shoot up to two webs every round; their bodies can produce three webs per standard hour (assuming the Rakaan is well fed), and the abdominal sac can hold up to 10 webs. Breaking out of the webbing is a Very Difficult *Strength* or *lifting* task. Normal webbing lasts up to two hours, although with preservative saliva Rakaans make, a web can last for several weeks. The webs have ranges of 3-4/ 8/ 12.

**Fangs:** The fangs of the Rakaan inflict STR+1D damage.

**Move:** 11/15 (walking), 11/14 (swimming)

**Size:** 1.5-3 meters tall, 2-4 meters long

**Source:** Alien Encounters (pages 124-125), Planets Collection (pages 114-115)

## Rakatan



The rakatan are a humanoid race with a large almost cone shaped head, their eyes are placed on short stalks on the sides of their head granting them an exceptionally wide field of vision. They retain vestigial claws that they do not use in combat. They are tall and thin, but contain strong wiry muscles. As a race they are very intelligent and nimble, but due to their odd look and abrasive nature, other races find them difficult to get along with. The cruel Rakatan fell to the Dark side and enslaved all the races they encountered.

**Home Planet:** Rakata

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/4D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D+2

**PERCEPTION** 1D+1/3D+2

**STRENGTH** 1D+2/3D+2

**TECHNICAL** 2D+1/4D+2

**Special Abilities:**

**Wide Vision:** Rakatan have a natural +2 bonus to *search*.

**Claws:** Do STR+1 damage.

**Move:** 10/12

**Size:** 1.9 meters on average



## Rakririan



**Home Planet:** Ballikite

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D+2/5D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/4D+2

**TECHNICAL** 1D/4D

**Move:** 8/10

**Size:** 1.8-3.6 meters long

**Source:** Alien Encounters (page 126), Han Solo and the Corporate Sector Sourcebook (pages 136-137)

## Ranat



**Home Planet:** Aralia

**Attribute Dice:** 9D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 0D+2/2D

**MECHANICAL** 0D+2/2D+2

**PERCEPTION** 1D/3D

**STRENGTH** 1D+2/3D+2

**TECHNICAL** 0D/1D+2

**Special Strength Skills:**

*Tunneling:* Time to use: three rounds. This ability allows the Ranats to use their teeth and claws to dig through one meter of solid rock (adjust the distance accordingly for softer or denser materials).

**Special Abilities:**

*Teeth:* Ranat teeth can cause damage equal to the Ranat's Strength +1D.

**Story Factors:**

*Annoying:* Most sentient species consider the Ranats to be little more than vermin, and are annoyed by the Ranats' insistence that they are a superior species. In addition, on many planets, semi-intelligent species such as the Ranats may be killed almost with impunity.

*Underestimated:* No one thinks of Ranats as sapient, so those that can use technology and intelligence have the advantage of surprise.

*Learning curve:* Ranats learn primitive skills (non-tool using, non-interactive skills) at 2D for every 1D spent (and one Character Point buys twice as much skill), but when they try to learn other skills, they only progress half as fast and they should not be allowed to learn really high-tech skills (any space skill, for example) at all.

**Move:** 5/7

**Size:** 1 meter tall

**Source:** Ultimate Alien Anthology (pages 127-128), Galaxy Guide 4: Alien Races (pages 72-74)

## Ranth

**Home Planet:** Caaraz

**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 a +1D to sound-based search or Perception rolls.

**Move:** 11/14

**Size:** 1.4-1.9 meters tall

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 70-72), Ultimate Alien Anthology (pages 128-129)



## Reigat



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

**Special Abilities:**

**Intimidation:** Reigats are frightening to many being and receive a +1D bonus to *intimidation*.

**Move:** 11/13

**Size:** 1.9-2.3 meters

## Rellarin

**Home Planet:** Rellnas Minor

**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

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 72-73)



## Revwien

**Home Planet:** Revyia

**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

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 73-75)





## Ri'Dar



**Home Planet:** Dar'Or  
**Attribute Dice:** 10D  
**DEXTERITY** 3D/ 5D  
**KNOWLEDGE** 1D/ 2D+1  
**MECHANICAL** 1D/ 3D  
**PERCEPTION** 2D/ 4D  
**STRENGTH** 1D/ 2D+1  
**TECHNICAL** 1D/ 3D

**Special Abilities:**

**Fear:** When faced with dangerous or otherwise stressful situation, the Ri'Dar must make an Easy *willpower* roll. Failing this roll means that the Ri'Dar cannot overcome fear and runs away from the situation.

**Flight:** On planets with one standard gravity, Ri'Dar can easily glide (they must take the *Dexterity* skill *flight* at at least 1D). On planets with less than one standard gravity, they can fly under their own power. Ri'Dar cannot fly on planets with gravities greater than one standard gravity.

**Story Factors:**

**Paranoia:** Ri'Dar see danger everywhere and are constantly alarming other beings by overestimating the true dangers of a situation.

**Move:** 5/7 (walking), 15/20 (flying)

**Size:** 1 meter tall, 3 meter wingspan

**Source:** Galaxy Guide 4: Alien Races (pages 75-76)



## Riileb

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

**Special Abilities:**

**Biorhythm Detection:** The Riileb's antennae give them a unique

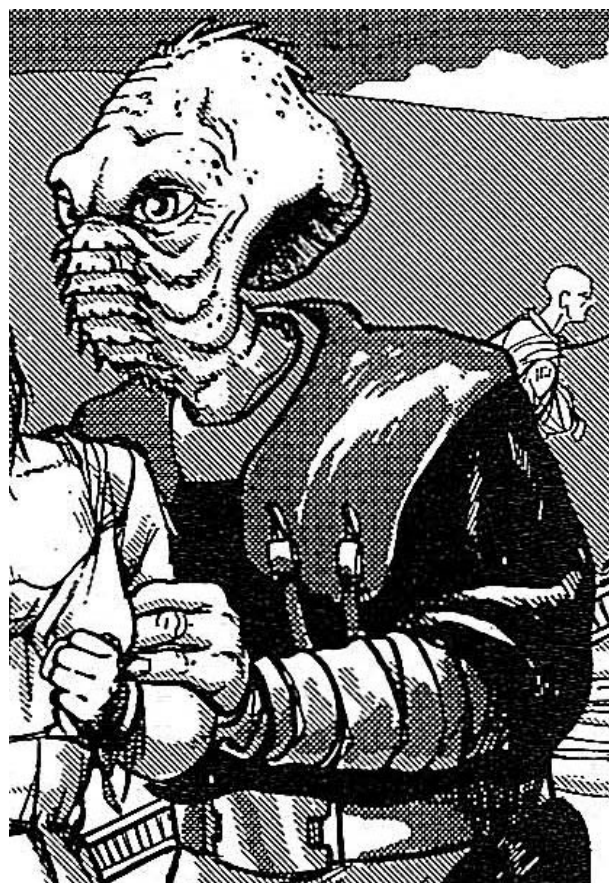
perspective of other species. They can detect changes in blood pressure, pulse rate and respiration. A Riileb may attempt a Moderate Perception roll to interpret this information for a given character or creature. If the roll succeeds, the Riileb receives a +1D bonus to *intimidation*, *willpower*, *beast riding*, *bargain*, *command*, *con*, *gambling*, *persuasion*, and *sneak* against that character or creature for the rest of the current encounter.

**Move:** 10/12

**Size:** 2-2.75 meters tall

**Source:** Alien Encounters (page 127)

## Riorian



This insectile race of humanoids is native to the planet Rior. Their large heads are dominated by a drooping cranial sac, and they lack noses and mouths. In their place is a series of chitinous gills that protect the Riorian's respiratory organs and ingestion tissues. The average Riorian has large, red eyes. They are a peaceful species.

**Home Planet:** Rior

**Attribute Dice:** 11D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 1D+1/3D+2

**PERCEPTION** 2D/4D+1

**STRENGTH** 2D+1/4D

**TECHNICAL** 1D+2/4D

**Special Abilities:**

**Sensitive Hearing:** Riorians receive a +2D to *search* when using hearing, or when using *Perception* if someone is attempting to sneak up on them.

**Move:** 12/14

**Size:** 2.5 meters tall

## Rishii



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

**Special Skills:**

*Flight:* Rishii characters use this skill to fly, much like humans and other land-based creatures use running. Their Move is 13/18, or 37/52 Km/h and may be improved in the same manner as ground movements.

*Thrown weapons: sling:* This skill allows a Rishii to use his individually built sling (STR+1D; ranges: 3-5/10/15).

**Special Abilities:**

*Ignorance:* Rishii can only place beginning skill dice in the following *Knowledge*, *Mechanical*, or *Technical* skills:

*Knowledge:* languages, survival; *Mechanical:* beast riding; *Technical:* first aid. They may not place any beginning skill dice in the following *Dexterity* skills: blaster, firearms, grenade, lightsaber, or vehicle blasters.

*Enhanced Senses:* Because of their keen eyesight and hearing, Rishii receive a +1D when using the *search* skill.

*Learn Languages:* Rishii receive a +2D when checking to see if they understand a new language; they need only make five Very Difficult *language* checks to learn a new language.

**Move:** 7/9 (walking), 13/18 (flight)

**Size:** 1.6 meters

**Source:** Alien Encounters (page 128), The Thrawn Trilogy Sourcebook (pages 147-148), Dark Force Rising Sourcebook (pages 95-96)

## Rodian

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



**Story Factors:**

*Reputation:* Rodians are notorious for their tenacity and eagerness to kill someone in cold blood for the sake of a few credits. They are almost universally distrusted except within criminal circles, where they are valued employees.

**Move:** 10/12

**Size:** 1.3-1.8 meters tall

**Source:** Ultimate Alien Anthology (page 129), Core Rulebook (page 215), Galaxy Guide 4: Alien Races (pages 77-79)

## Roonan





## Ropagu

**Home Planet:** Ropagi II  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/2D  
**KNOWLEDGE** 2D/5D  
**MECHANICAL** 1D/2D  
**PERCEPTION** 2D/5D+1  
**STRENGTH** 1D/1D+2  
**TECHNICAL** 2D/5D

**Special Abilities:**

*Skill Limitation:* Ropagu pay triple skill point costs for any combat skills above 2D (*dodge* and *parry* skills do not count in this restriction).

*Skill Bonus:* At the time of character creation only, Ropagu characters get an extra 3D in skill dice which must be distributed between *Knowledge*, *Perception* and *Technical* skills.

**Move:** 7/9

**Size:** 1.7-1.9 meters tall

**Source:** Alien Encounters (page 106), Twin Star of Kira (page 52)



## Larva

**Home Planet:** Ruuria

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 2D/4D+2

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/3D+1

**TECHNICAL** 3D/5D+1

**Move:** 6/8

**Size:** 1.1 meter tall on average

## Chroma-Wing

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/3D+1

**TECHNICAL** 2D/4D

**Special Abilities:**

*Hexapedal:* Ruurians have six stubby legs and receive a +1D bonus to *Dexterity* to stabilize themselves.

*Extra Limbs:* Ruurians have ten spindly arms. The extra limbs give them a +1D bonus to *climbing*. A Ruurian's ten hands are capable of grasping and manipulating a tiny object, such as a hold-out blaster. A Ruurian must use two hands to grasp and manipulate a small object and four hands for a medium-size object. They are too small to manipulate large objects effectively.

**Move:** 6/8 (10/12 flying)

**Size:** 1.1 meter tall on average

**Source:** Ultimate Alien Anthology (pages 130-131)

## Ruurian



## Ruusanian

**Home Planet:** Ruusan

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D/4D+1

**TECHNICAL** 1D/4D

**Special Abilities:**

*Hardy:* Ruusanians are near-Humans who have adapted well to the harsh environment of Ruusan. Because of this, Ruusanian characters gain a +2D bonus to all *survival* skill rolls.

**Move:** 10/12

**Size:** "Medium"

**Source:** Power of the Jedi Sourcebook (page 156)

## Rybet



**Home Planet:** Varl

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D+1 (male), 1D/3D+2 (female)

**KNOWLEDGE** 1D+1/4D (male), 1D+1/4D (female)

**MECHANICAL** 1D+2/4D+1 (male), 1D+1/4D (female)

**PERCEPTION** 1D/3D+2 (male), 1D+1/4D (female)

**STRENGTH** 1D/3D+2 (male), 1D+2/4D+1 (female)

**TECHNICAL** 1D+1/4D (male), 1D+1/4D (female)

**Special Abilities:**

*Amphibious:* Rybet can survive both on land and in water, and gain a +1D+1 bonus to their *swimming* skill.

*Spacer:* Rybet gain a +2 bonus to all *piloting* and *astrogation* skill rolls.

**Story Factors:**

*Solitary:* Rybet males hate females, and only associate with them in order to mate and raise young.

**Move:** 6/8 (male), 10/12 (female)

**Size:** 1.2 to 1.5 meters tall (male), 1.5 to 1.9 meters tall (female)

**Source:** Ultimate Alien Anthology (pages 132-133), Alien Anthology (pages 94-95)

## Ryn

**Home Planet:** Unknown (believed to be somewhere in the Core)

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 1D/4D

**TECHNICAL** 1D/4D

**Special Abilities:**

*Musical Beak:* The Ryn can play their perforated beaks like musical instruments. Some Ryn become so adept that they can imitate the tonal languages of many droids (R2 units,



etc.). This requires a Moderate *Perception: musical instrument* skill roll, though a Ryn will be unable to communicate unless he knows the droid's binary language.

*Musical Aptitude:* Ryn have a talent for music, and gain a +2 pip bonus to any skill rolls that involve music (singing, playing instruments, etc.).

*Prehensile Tail:* A Ryn can use its long, strong tail to grip items or individuals with both *Strength* and *Dexterity* attributes equal to the Ryn's own -1D. Supporting heavy weights with their tails is painful, and requires a Moderate *stamina* skill roll each round past the first when they are supporting the weight of themselves or another being.

**Story Factors:**

*Bad Reputation:* Ryn are almost universally despised as thieves and con-men.

*Odor:* Ryn have superstitions regarding personal hygiene, which leads them to possess a characteristic odor that others find unpleasant.

**Move:** 10/12

**Size:** Unlisted (Medium)

**Source:** Ultimate Alien Anthology (pages 133-134)



## Saheelindeeli



**Home Planet:** Saheelindeel

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D+1/3D+2

**MECHANICAL** 1D+2/4D

**PERCEPTION** 1D+1/3D+2

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Agile:* A Saheelindeeli is nimble and quick, gaining a +2 bonus to *dodge* and to *Dexterity* to balance himself.

**Move:** 10/12 (12/14 running on all fours)

**Size:** 1.4-1.6 meters tall

**Source:** Geonosis and the Outer Rim Worlds (pages 39-40)

## Sakiyan

**Home Planet:** Saki

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D+1/4D

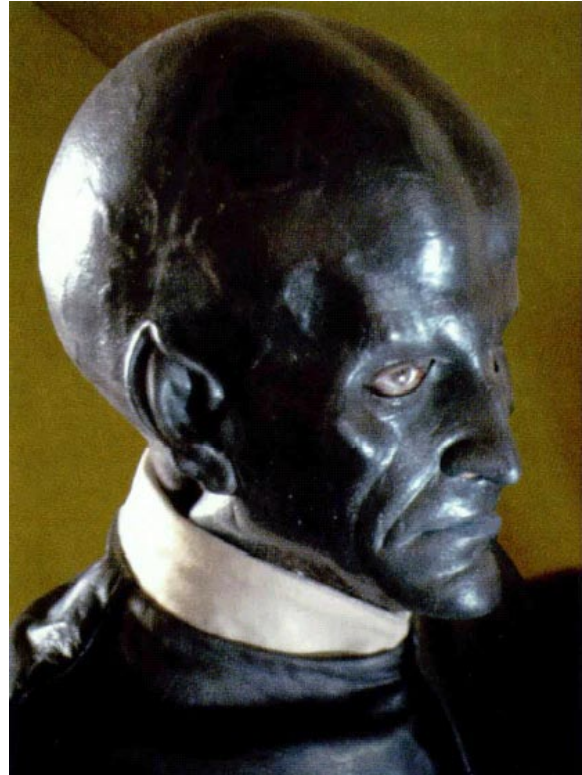
**STRENGTH** 1D/3D+2

**TECHNICAL** 1D+2/4D+1

**Special Abilities:**

*Quick Reflexes:* Sakiyans gain a +1D bonus to all *Perception* rolls made to determine initiative.

*Repulsorlift Aptitude:* Sakiyans have developed several advanced repulsorlift technologies, and most Sakiyans have some passing familiarity with repulsorlift systems. As such,



Sakiyans gain a +2 bonus to all *repulsorlift repair* rolls they make.

**Move:** 10/12

**Size:** 1.6 to 2.1 meters tall.

**Source:** Ultimate Alien Anthology (pages 134-136), Alien Anthology (pages 95-96)

## Sanyassan

**Home Planet:** Sanyassa

**Attribute Dice:** 11D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D+1/4D

**STRENGTH** 2D+2/5D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Leathery Skin:* Provides a +1 pip bonus to *Strength* rolls made to resist physical damage.

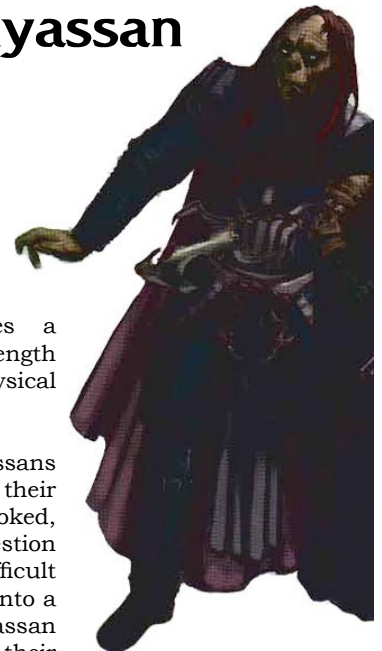
**Story Factors:**

*Bad Temper:* Sanyassans are best known for their foul tempers. If provoked, the Sanyassan in question must succeed at a *Difficult willpower* skill roll or fly into a rage. While raging, Sanyassan characters gain +2 pips to their *Strength* attribute, a -2 pip penalty to any defensive skill rolls (*dodge*, *brawling parry*, etc.) and are only interested in beating the offending party to a pulp.

**Move:** 10/12

**Size:** "Medium"

**Source:** Ultimate Alien Anthology (page 136)



## Sarkan



**Home Planet:** Sarka  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/3D+2  
**KNOWLEDGE** 2D/4D+1  
**MECHANICAL** 1D/3D+2  
**PERCEPTION** 2D/4D+2  
**STRENGTH** 3D/6D+1  
**TECHNICAL** 1D/3D

**Special Abilities:**

*Cold-Blooded:* Sarkans are cold-blooded. If exposed to extreme cold, they grow extremely sluggish (all die codes are reduced by -3D). They can die from exposure to freezing temperature within 20 minutes.

*Night-Vision:* The Sarkans have excellent night vision, and operate in darkness with no penalty.

*Tail:* Sarkans can use their thick tail to attack in combat, inflicting STR+3D damage.

**Story Factors:**

*Sarkan Protocol:* Sarkans must be treated with what they consider "proper respect." The Sarkan code of protocol is quite explicit and any violation of established Sarkan greeting is a severe insult. For "common" Sarkans, the greeting is brief and perfunctory, lasting at least an hour. For more respected members of the society, the procedure is quite elaborate.

**Move:** 4/7

**Size:** 1.9-2.2 meters tall

**Source:** Alien Encounters (page 130), The Thrawn Trilogy Sourcebook (page 148), The Last Command Sourcebook (pages 107-108), Ultimate Alien Anthology (pages 136-137)

## Sarrish



## Saurin

Saurin are reptilian aliens with a scaly hide, ranging in color from reddish to light brown, and big dark eyes. They are fierce warriors, to which the battle is a form of art. They are also capable traders and travelers.

**Home Planet:** Durkteel

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+1

**KNOWLEDGE** 1D+1/3D+2

**MECHANICAL** 1D+1/3D+2

**PERCEPTION** 1D+2/4D

**STRENGTH** 2D+1/4D+2

**TECHNICAL** 1D+2/3D+2

**Special Abilities:**

*Bite:* Does STR+1D damage.

**Move:** 10/12

**Size:** 1.7 meters tall





## Saurton



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

**Special Abilities:**

*Disease Resistance:* Saurton are highly resistant to most known forms of disease (double their *stamina* skill when rolling to resist disease), yet are dangerous carriers of many diseases.

**Story Factors:**

*Aggressive:* The Saurton are known to be aggressive, pushy and eager to fight. They are not well-liked by most other species.

**Move:** 6/10

**Size:** 1.75-1.9 meters tall

**Source:** Alien Encounters (page 131), Planets Collection (page 45)

## Sauvax

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

**Special Abilities:**

*Amphibious:* Sauvax can survive both on land and in water, and gain a +1D bonus to their *swimming* skill.

*Enhanced Senses:* Sauvax characters have a permanent +2 pip bonus to all *search* skill rolls.

*Natural Armor:* Sauvax characters possess a thick shell



which provides a +1D bonus to all *Strength* checks made to resist physical damage.

**Move:** 10/12

**Size:** Unlisted (Medium)

**Source:** Ultimate Alien Anthology (pages 137-138)

## Sebiri

**Home Planet:** Sebiris  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/3D  
**MECHANICAL** 1D/3D  
**PERCEPTION** 2D/5D  
**STRENGTH** 1D/3D  
**TECHNICAL** 1D/2D

**Special Abilities:**

*Stealth:* The Sebiri are excellent hunters, adept at trapping the fearsome creatures that inhabit the planet. All Sebiri have 4D+2 *sneak* when generated and can advance the skill normally.

*Night Vision:* Sebiri have extremely acute eyes, they suffer no penalty when moving in darkness.

*Enhanced Olfactory Senses:* The Sebiri have a well-developed olfactory system. All scent-based *tracking* rolls receive +1D.

*Sign Language:* The Sebiri language is composed of many grunts and multi-syllabic, staccato phrases. In addition, hand gestures make up a good portion of their "speech" and such makes communicating silently very easy to the Sebiri.

**Move:** 10

**Size:** 1.2-2 meters tall

**Source:** The DarkStryder Campaign – The Adventure Book (page 92)



## Sedrian



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

**Special Abilities:**

*Separation Anxiety:* Sedrians encountered away from Sedri will be easily agitated and unpredictable because of their separation from Golden Sun. This can usually only be cured by returning the Sedrian to Sedri.

**Move:** 15/20 (swimming underwater)

**Size:** 3 meters long, 1 meter tall (torso)

**Source:** Galaxy Guide 4: Alien Races (pages 79-81), Secrets of the Sisar Run (page 68)

**Home Planet:** Kathol

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/3D

**MECHANICAL** 0D

**PERCEPTION** 2D/5D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Tunneling:* The Segmi can burrow through hard earth (but not rock) with a Move of 8.

*Resin:* The Segmi secrete a lightweight, resilient resin that they use as building material. This resin is shaped by using the *Technical* attribute.

*No Digits:* The Segmi lack hands or other manipulatory digits. They cannot handle controls and cannot gain skills that require tools.

**Story Factors:**

DarkStryder has captured a number of Segmi to expand its fortress with their resin building abilities.

**Move:** 8 (tunneling), 4 (crawling)

**Size:** 2-3 meters long, 0.5 meters across

**Source:** The DarkStryder Campaign – Endgame (pages 34-35)

## Seikoshan



**Home Planet:** Seikosha

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/3D

**MECHANICAL** 1D/2D

**PERCEPTION** 2D+2/3D

**STRENGTH** 2D+1/3D

**TECHNICAL** 1D/3D

**Move:** 10/12

**Size:** 2-2.5 meters tall

**Source:** The Politics of Contraband (page 60)

## Segmi





## Sekct



**Home Planet:** Marca

**Attribute Dice:** 12D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 0D/3D

**PERCEPTION** 1D/4D

**STRENGTH** 2D/5D

**TECHNICAL** 0D/2D

**Move:** 10/12

**Size:** 0.8-1.2 meters tall

**Source:** Alien Encounters (page 132), Planet of the Mists (page 17)

## Selkath

The Selkath are amphibious humanoids with sleek, hydrodynamic bodies and a throaty, guttural language. They are at home in the depths of the sea, but can just as easily survive on the surface thanks to concealed gill slits that draw oxygen from either water or air. Their long hands are tipped in poisonous claws, but in the same way the Wookiees of Kashyyyk refrain from using their retractable claws, Selkath consider their poison to be socially unacceptable to use in a fight. Only a maddened or enraged Selkath might consider such a thing, even if enslaved by a brutish thug or provoked by a foolish tourist.

**Home Planet:** Metaan

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 1D+1/3D+2

**STRENGTH** 2D/4D+1

**TECHNICAL** 2D/4D

**Special Abilities:**



**Amphibious:** Selkath can breathe underwater and get a +2D bonus to *swimming*. When in a dry environment, a Selkath suffers a -1 penalty to all reaction skills, however, when underwater they get a +1 bonus to these skills.

**Poison:** Selkath claws can inject venom into an enemy that does 3D damage on a successful attack and another 2D after 5 rounds. Using poison in a fight is considered unseemly by many Selkath and was outlawed on ancient Metaan.

**Telepathy Sensitive:** Though selkath are not active telepaths, they are quite sensitive to telepathy in other species. The use of *Projective Telepathy* on a willing selkath receives a +1D bonus.

**Move:** 10/12

**Size:** 1.6-1.8 meters

## Selonian



**Home Planet:** Selonia

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/2D+1

**STRENGTH** 2D+1/5D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Retractable claws:* Selonians receive a +1D bonus to climbing and brawling.

*Tail:* Used to help steer and propel a Selonian through water, adds a +1D bonus to *swimming* skill. Can also be used as additional weapon as a club, STR+2D damage.

*Swimming:* Swimming comes naturally to Selonians, they gain +1D+2 to *dodge* in underwater conditions.

**Story Factors:**

*Hive-mind:* Selonians live in underground dens like social insects. Only sterile females leave the den to interact with the outside world.

*Agoraphobia:* Selonians are not comfortable in wide-open spaces. They suffer a -1D penalty on all actions when in large-open spaces.

**Move:** 10/12 (upright), 12/14 (all fours), 13/16 (swimming)

**Size:** 1.8-2.2 meters tall

**Source:** Alien Encounters (page 133), Ultimate Alien Anthology (pages 138-139), Alien Anthology (pages 96-97)

## Shard

**Home Planet:** Orax

**Attribute Dice:** 12D

**DEXTERITY** 0D\*

**KNOWLEDGE** 2D/5D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 0D\*

**TECHNICAL** 3D/6D

**Special Abilities:**

*Telecommunication:* Shards can emit and receive electromagnetic transmissions as a means of communication. This allows them to detect any operating technological device or droid within a 100 meters with an Easy *Perception* roll. Their signals can reach out to about one kilometer individually, but are enough to reach anywhere on their homeworld when the Shard is part of the group-mind. Shard transmissions can be picked up on standard comlinks and other devices turned to detect them. Shards can also affect droids equipped with restraining bolts as if they had a control wand by making a moderate Technical or droid programming roll.

*Computer Mind:* Shards have an instinctive understanding of computers and droid brains and gain +1D with the *computer programming/repair* and *droid programming* skills as well as any other skill that involves computer programming or operation such as *astrogation* or *security* (versus computerized locks and devices). Shards can interact directly with comlink-equipped computers using their telecommunication ability.

**Story Factors:**

*Fragile:* Shards have no *Strength* attribute dice and gain only 1D to resist damage in their natural state. A damage result that kills a Shard shatters its body into fragments. Normal medical treatment is ineffective on Shards, they must heal naturally unless they can be returned to Orax to receive treatment in the mineral hot-springs on the planet. Force abilities such as *accelerate healing* and *transfer Force* do affect Shards, as they are still living creatures.

*Sessile:* Shards are incapable of movements on their own. They have no natural *Dexterity* or *Strength* dice. They can learn *Dexterity* or *Strength* based skills and use them in conjunction with a droid body, if the body is capable of performing that skill. They can only move inside a droid "vehicle" or by being carried by a droid or another creature. In their natural state, Shards also have no senses apart from their electromagnetic sense.

**Move:** 0, or the Move of the droid body the Shard controls

**Size:** 30-40 centimeters

**Gamemaster Notes:**

Shard characters provide a way of including "droids that aren't really droids" in the campaign, as well as providing "droid" characters that have a bit more free will and autonomy than ordinary droids. Gamemasters should work with the player of a Shard character to design an appropriate droid body using the droids given in the Star Warsrulebook as a guideline. All of the skills of the droid are provided by the Shard "driving" it. Shard characters with more than one droid body should be quite rare, and the gamemaster will want to limit the abilities of any droid body so they are not too powerful. Shards, especially those operating during the period of the Rebellion, prefer to inhabit droids that are more common and likely to go unnoticed, like 3PO and R2 units. Their goal is to remain undetected by the Empire, so they avoid droid-bodies that were likely to get them in trouble, like assassin droids.

**Source:** Alien Encounters (pages 134-135)





## Sharu



**Home Planet:** Rafa V  
**Attribute Dice:** 12D  
**DEXTERITY** 1D+1/4D  
**KNOWLEDGE** 1D+2/4D+1  
**MECHANICAL** 1D+1/4D  
**PERCEPTION** 1D/3D+1  
**STRENGTH** 1D+1/4D  
**TECHNICAL** 1D+2/4D+1

**Special Abilities:**

*Martial Arts:* Sharu characters begin play with two extra skill dice, which they must assign to the *martial arts* skill as presented in the "Rules of Engagement" supplement.

*Sharu Technology:* Sharu technology is incredibly advanced. When attempting to use Sharu technology, beings of other species suffer a -2D penalty. If a character takes the time to learn *Scholar: sharu technology* to a level of 6D or higher, this penalty is negated. This skill can only be learned from a Sharu, or a non-Sharu character who meets this requirement.

**Move:** 10/12

**Size:** 1.7 meters tall on average.

## Shashay



**Home planet:** Crystal Nest

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D+2/5D

**PERCEPTION** 1D/3D

**STRENGTH** 1D/2D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Singing:* Shashay have incredibly intricate vocal cords that allow them to sing musical compositions of unbelievable beauty and complexity.

*Natural Astrogation:* Time to use: One round. Shashay gain an extra +2D when making *astrogation* skill rolls, due to their special grasp of three-dimensional space.

*Gliding:* Shashay can glide for limited distances, roughly 10 meters for every five meters of vertical fall. If a Shashay wishes to go farther, he must make a Moderate *stamina* roll; for every three points by which the Shashay beats the difficulty number, he may glide another three meters that turn. Characters who fail the *stamina* roll are considered Stunned (as per combat) from exertion, as are characters who glide more than 25 meters. Stun results are in effect until the Shashay rests for 10 minutes.

*Feet Talons:* The Shashay's talons do STR+2D damage.

*Beak:* The sharp beak of the Shashay inflicts STR+1D damage.

**Story Factors:**

*Language:* Shashay cannot speak Basic, though they can understand it.

*Loyalty:* A Shashay is fiercely loyal to others of its species, and will die rather than reveal the location of his homeworld.

**Move:** 5/8 (walking), gliding (see below)

**Size:** 1.3-1.6 meters tall

**Source:** Alien Encounters (page 136)

## Shatras



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

**Special Abilities:**

*Neck Flexibility:* The Shatras neck can make two full rotations, making it very difficult for an individual to sneak up on a member of the species. The Shatras receive a +2D to *search* to notice sneaking characters and a +1D *Perception* bonus to any relevant actions.

*Infrared Vision:* The Shatras can see in the infrared spectrum, giving them the ability to see in complete darkness if there are heat sources to navigate by.

*Fangs:* The bite of the Shatras inflicts STR+1D damage.

**Story Factors:**

*Species Loyalty:* All Shatras are loyal to one another in matters regarding non-Shatras; no Shatras will ever betray his own kind, no matter how much the two Shatras may dislike one another.

**Move:** 9/12

**Size:** 1.7-1.9 meters tall

**Source:** Alien Encounters (page 137), Alliance Intelligence Reports (pages 63-64)

## Shawda Ubb

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

**Special Abilities:**

*Marsh Dwellers:* When in moist environments, Shawda Ubb receive a +1D bonus to all *Dexterity*, *Perception*, and *Strength* attribute and skill rolls. This is purely a psychological



advantage. When in very dry environments, Shawda Ubb seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception*, and *Strength* attribute and skill rolls.

*Acid Spray:* The Shawda Ubb can spit a paralyzing poison onto victims. This powerful poison can immobilize a human-sized mammal for a quarter-hour (three-meter range, 6D stun damage, effects last for 15 standard minutes).

**Move:** 5/8

**Size:** 0.3-0.5 meters tall

**Source:** Alien Encounters (pages 138-139)

## Shi'ido

**Home Planet:** Lao-mon

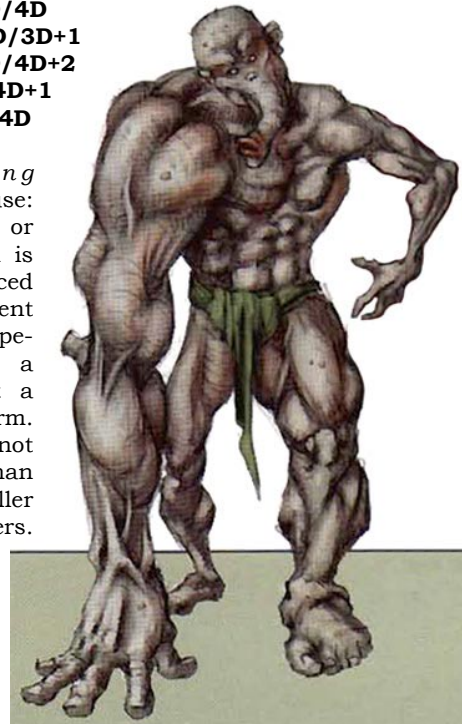
**Attribute Dice:** 12D  
**DEXTERITY** 2D/3D+2  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 1D/3D+1  
**PERCEPTION** 2D/4D+2  
**STRENGTH** 3D/4D+1  
**TECHNICAL** 3D/4D

**Special Skills:**

*Shape-Shifting*

(A): Time to use: One round or longer. This skill is considered advanced (A) for advancement purposes. Shape-shifting allows a Shi'ido to adopt a new humanoid form. The Shi'ido cannot appear shorter than 1.3 meters or taller than 2.1 meters.

Adopting a new but somewhat smaller form is a Moderate task. Assuming a form much taller or smaller, or a body shape considerably different from the Shi'ido is a Difficult or Very Difficult task.





*Mind-Disguise:* Time to use: One round or longer. This skill is used to shroud the mind of those perceiving the Shi'ido, thereby concealing its appearance. Each person targeted by the skill counts as an action. A character may resist this attempt with Perception or sense.

**Special Abilities:**

*Mind-Disguise:* Shi'ido use this ability to complete their disguise, projecting their image into the minds of others. This can be resisted by opposed *Perception* or *sense* rolls, but only those who actively suspect and resist. The mind-disguise does not affect cameras or droids.

*Shape-Shifting:* Shi'ido can change their shape to other humanoid forms. Skin color and surface features do not change.

**Story Factors:**

*Reputation:* Those who have heard of Shi'ido know them as thieves, spies, or criminals.

**Size:** 1.3-2.1 meters tall

**Move:** 8/12

**Source:** Alien Encounters (page 140), Ultimate Alien Anthology (pages 139-141)

## Shistavanen



**Home Planet:** Uvena Prime

**Attribute Dice:** 12D

**DEXTERITY** 1D/5D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 1D/5D

**STRENGTH** 1D/4D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Night Vision:* Shistavanens have excellent night vision and can see in darkness with no penalty

**Move:** 10/13

**Size:** 1.3-1.9 meters

**Source:** Alien Encounters (page 141), Ultimate Alien Anthology (page 141), Alien Anthology (pages 97-98)

## Sic-Six



**Home Planet:** Sisk

**Attribute Dice:** 11D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D+1/3D+1

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/2D+2

**TECHNICAL** 1D/3D

**Special Abilities:**

*Webbing:* Sic-Six can make very fine webs, which they often use as "prey detectors": they are strung across a lair, or between trees (in wilderness; they sometimes string them across corridors). A being must make a Moderate *Perception* total to notice the webbing. If the being fails the check, it may blunder into the web, which is very light and will give, but the vibrations on the web will alert the Sic-Six if it is still attached to the web strand.

*Hearing:* Sic-Six have incredible hearing and get a +3D bonus to any *Perception* checks involving hearing. However, Sic-Six are extremely susceptible to loud noises: any explosions within 20 meters of a Sic-Six cause upwards of 6D sound damage to them.

*Sight:* Sic-Six can see in the ultraviolet and infrared ranges, and therefore can see in all conditions except complete darkness.

*Poison:* Beings injected with Sic-Six poison must make a Moderate *Strength* roll or be paralyzed for 1D+2 rounds.

**Story Factors:**

*Poison:* The poison of the Sic-Six is extremely popular in the galaxy and can often command prices higher than that of the best Corellian spice. Because of this, crime lords often on the lookout for Sic-Six who they might be able to "employ." A Sic-Six will get many of these offers, some of which will be "impossible" to turn down.

**Move:** 10/12

**Size:** 1.2-2.1 meters long

**Source:** Galaxy Guide 4: Alien Races (pages 81-82)

## Silika

**Attribute Dice:** 11D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/5D  
**MECHANICAL** 2D/5D  
**PERCEPTION** 2D/4D  
**STRENGTH** 3D/5D  
**TECHNICAL** 2D/5D

**Special Abilities:**

*Rocky Body:* Due to their rocky physiology, Silika get +2D for resisting melee combat damage only.

**Move:** 8/13

**Size:** 1.1-1.6 meters tall



## Siniteen



## Skrilling



## Skakoan

**Home Planet:** Skako

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D+2/4D+1

**STRENGTH** 1D+2/4D

**TECHNICAL** 2D/4D+2

**Special Abilities:**

*Unique Physiology:* Standard oxygen atmospheres are poisonous to Skakoans, burning their lungs for 2D damage per round of exposure. Skakoans also require a high-pressure atmosphere and take 2D damage each round they are exposed to the "standard" air pressure preferred by most other species. A Skakoan exposed to both conditions simultaneously takes 4D damage per round. They rely on special pressure suits to negate the harmful effects of a hostile environment.

*Gearhead:* Skakoan characters get +2 pips to spend on one *Technical* skill during character creation.

**Move:** 10/12

**Size:** 1.4-2.1 meters tall

**Source:** Ultimate Alien Anthology (pages 141-143)

**Home Planet:** Agriworld-2079

**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 [note: they shoot the acid out of the tops of their heads].

*Vice Grip:* When a Skrilling wants to hold on to something (such as in 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

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 75-77), Ultimate Alien Anthology (pages 143-144), Alien Anthology (pages 98-99)

## S'kytri



**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D+1/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D+2

**Special Abilities:**

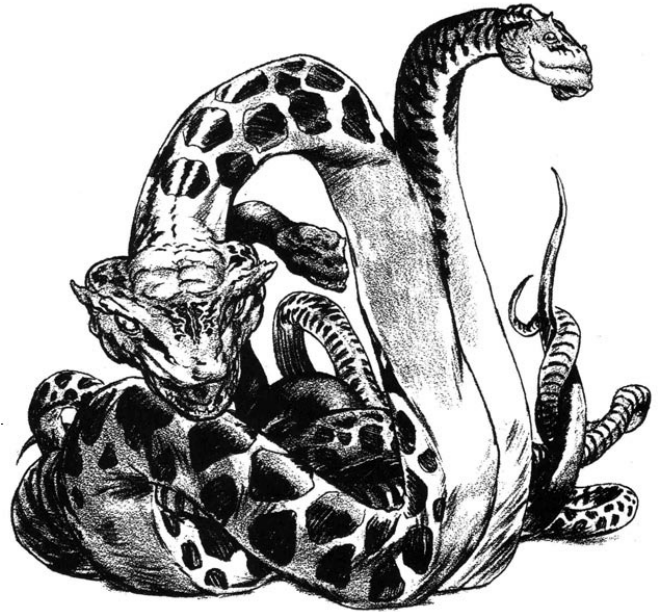
*Flight:* S'kytri have wings, and are able to fly at their normal walking movement rate.

*Willpower Bonus:* S'kytri gain a permanent +1D to their *willpower* skill at character creation.

**Move:** 10/12

**Source:** Ultimate Alien Anthology (pages 144-145)

## Slith



**Home Planet:** Yavin 13

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+1/2D+1

**MECHANICAL** 1D+1/3D

**PERCEPTION** 1D+1/3D+2

**STRENGTH** 1D+2/3D+2

**TECHNICAL** 1D+1/2D+2

**Special Abilities:**

*Venom:* Does STR+1D damage in stun damage only.

**Story Factors:**

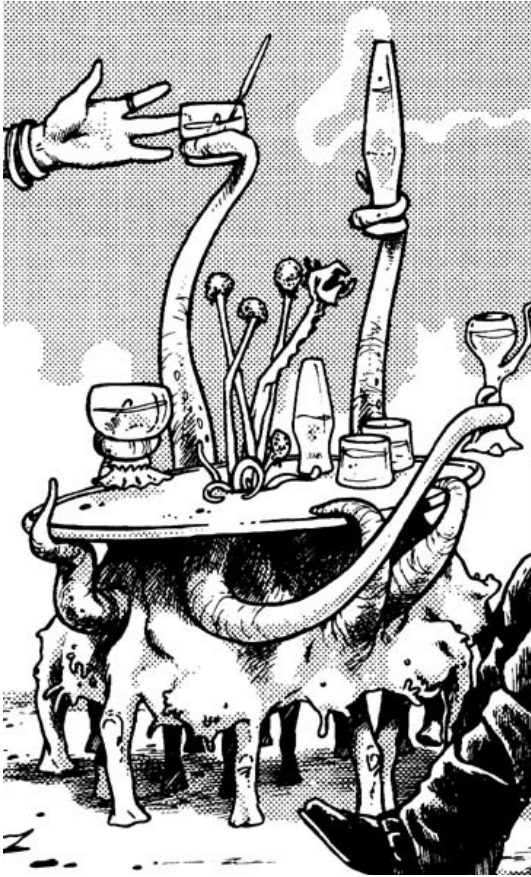
*Language:* Slith do not have vocal chords and cannot speak human languages.

**Move:** 8/10 (normal), 12/15 (side-winding)

**Size:** 3-5 meters long

**Source:** Alien Encounters (page 142), Galaxy Guide 2 – Yavin and Bespin (pages 26-27)

## Sljee



**Home Planet:** Sljee  
**Attribute Dice:** 10D  
**DEXTERITY** 1D/1D+2  
**KNOWLEDGE** 1D/3D  
**MECHANICAL** 1D/4D  
**PERCEPTION** 1D/3D  
**STRENGTH** 1D/5D  
**TECHNICAL** 1D/4D  
**Special Abilities:**

**Blindness:** Sljee, who rely on scent to find their way, are blind. In certain circumstances, they can sense prey from great distances, but once off their homeworld, the bewildering scents confuse them. Sljee are at -2D to all Perception skills when they encounter a specific alien for the first time, as well as any skills involving sight over a long distance. After five encounters, an Easy Perception roll means the Sljee has learned enough to only be at -1D penalty when meeting new members of this species. It takes a Moderate Perception roll to learn an alien's scent well enough to eliminate the penalty.

**Move:** 7/10

**Size:** 1.4-2 meters long, 1 meter tall when upraised

**Source:** Alien Encounters (page 143), Han Solo and the Corporate Sector Sourcebook (pages 137-138)

## Sludir



**Home Planet:** Sluudren  
**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 Body 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

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 77-80), Ultimate Alien Anthology (pages 145-146)

## Sluissi

**Home Planet:** Sluis Van  
**Attribute Dice:** 13D  
**DEXTERITY** 1D/2D  
**KNOWLEDGE** 1D/3D+1  
**MECHANICAL** 2D/3D  
**PERCEPTION** 1D+1/3D+2  
**STRENGTH** 1D+2/3D+2  
**TECHNICAL** 2D/5D





**Special Abilities:**

*Technical Aptitude:* Sluissi receive an extra 4D beginning skill dice, all of which must be placed in *Technical*. They may place up to 4D in beginning *Technical* skills. Unfortunately, whenever a Sluissi uses a *Technical* skill, the action always takes twice as long for other species.

**Story Factors:**

*Relaxed:* Sluissi, in general, are a very calm bunch. Nothing excites them. Their patience and seemingly inability to get genuinely upset or excited sometimes infuriates other species.

**Move:** 8/10

**Size:** 1.5-1.8 meters

**Source:** Ultimate Alien Anthology (pages 146-147), Alien Anthology (page 99), The Thrawn Trilogy Sourcebook (page 149), Dark Force Rising Sourcebook (pages 96-97)

## Sneevel

**Home Planet:** Sneeve

**Attribute Dice:** 12D

**DEXTERITY** 3D/5D+2

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 1D/3D+1

**STRENGTH** 1D+1/4D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Mood Musk:* Sneevels give off strong scents that indicate their moods. Non-Sneevels within melee range must succeed at Moderate Stamina rolls or suffer a -1D penalty to all *Dexterity* and *Strength*-related rolls for as long as they are exposed to the odor.

**Story Factors:**



*Lust For Adventure:* Sneevels crave adventure and excitement. Few species are as reckless as they are, and they are often drawn to pursuits that lead to certain death. If given an opportunity to do something dangerous and exciting, a Sneevel character must participate enthusiastically unless he can succeed at a Moderate *willpower* skill check.

**Move:** 10/12

**Size:** 1.6 to 2.1 meters tall

**Source:** Alien Anthology (page 100)

## Snivvian



**Home Planet:** Cadomai  
**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's tough skin give them +1D armor bonus to resist physical damage.

**Move:** 10/12

**Size:** 1.2-1.8 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 80-82), Ultimate Alien Anthology (pages 147-149), Alien Anthology (pages 101-102)

## Spiner



**Home Planet:** Worxer (destroyed)

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

**Special Abilities:**

*Quills:* Spinners can launch a burst of quills at a target using their *thrown weapons: quills* skill (range: 2/5/10m, damage 2D). The quills grow back, but a Spinner is only able to make 4 such attacks within a single 24 hour period.

**Story Factors:**

*Dying Race:* Spinners suffer from a genetic flaw that prevents them from reproducing anywhere but their homeworld. As their homeworld was destroyed by a supernova, their species will inevitably disappear.

**Move:** 10/12

**Size:** 1.7 to 2.2 meters tall.

**Source:** Ultimate Alien Anthology (page 149), Alien Anthology (pages 102-103)

## Squalris

**Home Planet:** Ifmix VI

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





**Special Abilities:**

*Natural Armor:* A Squalris' thick skin provides a +1 bonus against physical attacks.

*Negotiators:* Squalris are born glad-handers. They gain a +2 bonus to *persuasion*, *bargain*, *Perception* against *con* and *willpower* against *persuasion*.

**Story Factors:**

*Wealthy:* Squalris characters should start with double the normal amount of credits.

**Move:** 10/12

**Size:** 1.6 meters tall on average

**Source:** Geonosis and the Outer Rim Worlds (pages 149-150)

## Squib



**Home Planet:** Squab

**Attribute Dice:** 12D

**DEXTERITY** 2D+2/4D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 1D/3D

**TECHNICAL** 1D/3D

**Story Factors:**

*Haggling:* Squibs are born to haggle, and, once they get started, there is no stopping them. The surest way to lure a Squib into a trap is to give it the chance to make a deal.

**Move:** 8/10

**Size:** 1 meter tall

**Source:** Ultimate Alien Anthology (pages 150-151), Alien Anthology (pages 103-104), Galaxy Guide 4: Alien Races (pages 83-84)

## Srrors'tok



**Home Planet:** Jankok

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/3D+2

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D

**Special Abilities:**

*Voice Box:* Srrors'tok are unable to pronounce Basic, although they can understand it perfectly well.

*Fangs:* The sharp teeth of the Srrors'tok inflict STR+1D damage.

**Story Factors:**

*Honor:* Srrors'tok are honor-bound. They do not betray their species - individually or as a whole. They do not betray their friends or desert them. They may break the "law," but never their code. The Srrors'tok code of honor is very stringent. There is a life-debt tradition where a saved party must become indentured to his deliverer until the master dies. According to Srrors'tok law, those who are unable to honor a life-debt must take their own lives.

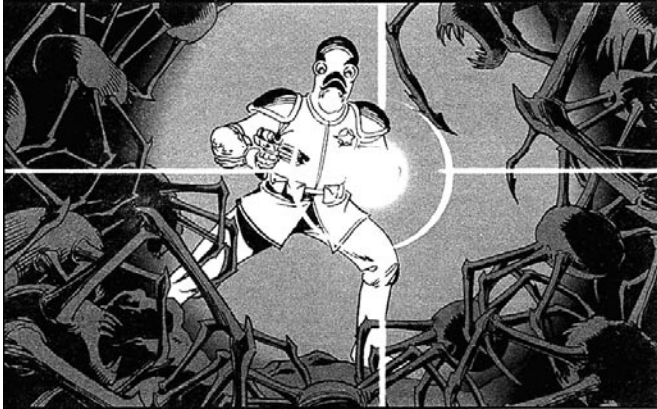
*Sign Language:* Srrors'tok have very complex sign language and body language.

**Move:** 10/13

**Size:** 1.4-1.7 meters tall

**Source:** Alien Encounters (page 144)

## Ssamb



**Home Planet:** Kathol

**Attribute Dice:** 12D

**DEXTERITY** 3D/5D

**KNOWLEDGE** 1D/2D

**MECHANICAL** 1D/2D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Fangs:* The Ssamb attack with large fangs, which do STR+2D damage.

*Cling:* The Ssamb can cling to almost any surface without requiring a *climbing/jumping* roll.

*Charge:* Although they ordinarily crawl fairly slowly, the Ssamb can charge at triple rate for one round, after which they may only crawl (or attack) for a round.

**Move:** 5 (crawling)

**Size:** 0.25 meter radius

**Source:** The DarkStryder Campaign – Endgame (pages 35-36)

## Ssi-ruu

**Home Planet:** Lwhekk

**Attribute Dice:** 12D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/3D+1

**STRENGTH** 3D/5D

**TECHNICAL** 1D+2/3D+2

**Special Abilities:**

*Tail:* STR+1D damage.

*Claws:* STR+2D damage.

*Enhanced Senses (Smell):* Ssi-ruuk have a highly developed olfactory senses, They receive +1D to *search* rolls if the search attempt is scent-based (maximum range of 20 meters). In addition Ssi-ruuk can tell by scent if a human is lying: if the Ssi-ruu makes a moderate Alien Species: Human roll (the Ssi-ruu must have the specialization), increase the interrogation subject's willpower difficulties by one difficulty level if the Ssi-ruu is actively seeking duplicity.

*Poor Vision:* Ssi-ruuk have poor vision compared to humans. They suffer a -1D penalty for actions involving vision at a range of greater than 50 meters. (This penalty does not apply for starship or vehicle weapons which have a fire control modifier and similar cases where computers or sensors negate the limitations of their vision.)



*Natural Body Armor:* The thick hide and scales of the Ssi-ruuk provides +2D against physical and +1D against energy attacks.

*Force Blindness:* The Ssi-ruuk are incapable of sensing or using the Force. Ssi-ruuk may not be Force-sensitive, although they may earn, possess and use Force Point and character Points.

**Story Factors:**

*Ssi-ruuvi Religion:* Ssi-ruuvi religion states that if a Ssi-ruu dies away from a properly consecrated world, that Ssi-ruu's spirit is doomed to wander the galaxy without rest. Consequently, Ssi-ruuk tend to avoid open conflict away from their own planets, preferring to have droids and P'wecks do their fighting for them, while they monitor the battle from a distance. If confronted on an unconsecrated world, they are very likely to flee from battle.

**Move:** 11/14

**Size:** 1.9-2.2 meters

**Source:** Alien Encounters (pages 145-146), The Truce at Bakura Sourcebook (pages 83-84), Ultimate Alien Anthology (pages 151-153), Alien Anthology (pages 104-105)

## Ssither

**Home Planet:** Jatee

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D+2/4D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 2D+1/4D+1

**STRENGTH** 3D/5D

**TECHNICAL** 1D/3D

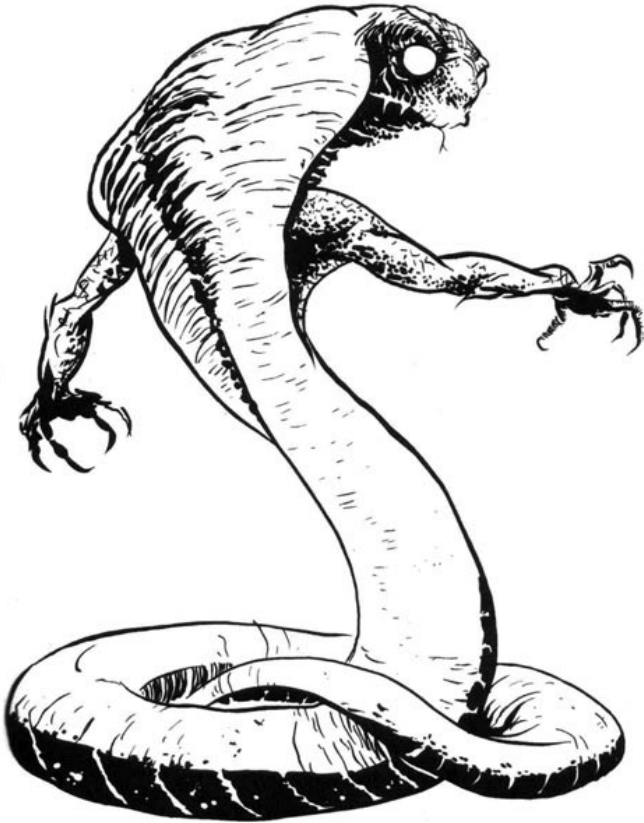
**Special Knowledge Skills:**

*Ssither Telepathy:* Ssither can communicate with one another and with non-telepaths by sending and receiving thoughts. This skill costs four times the regular number of character points to improve. Non-Ssither may not learn this skill.

**Special Abilities:**

*Telepathy:* The Ssither have telepathy and use Ssither





Telepathy skill. They can selectively broadcast or receive thoughts and emotions. Ssither can filter out any unwanted communication. Ssither Telepathy must also be active - they cannot "read minds". The difficulty is Moderate plus double the normal modifiers for proximity and relationship for Force Skills as presented on page 142 of the rulebook. If using Ssither Telepathy on non-Ssither, add +15 to the modifier unless the non-Ssither has the special ability, Ssither Telepathy Familiarity, which costs 10 character points to buy.

**Move:** 10/12

**Size:** 1.75-2 meters tall

**Source:** Alien Encounters (page 147), Supernova (pages 76-77)

## Stenax

**Home Planet:** Stenos

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/5D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D+1

**PERCEPTION** 1D+1/4D

**STRENGTH** 2D+2/5D+1

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Flight:* Stenax have wings, and are able to fly at their normal walking movement rate.

*Enhanced Senses:* Stenax get a +1D bonus to all sense-based *Perception* rolls. In addition, they can see twice as far as humans in low light conditions.

**Move:** 10/12

**Size:** 2-2.5 meters tall



## Stennes Shifter

**Home Planet:** Stennaros

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+1/3D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+1/4D+2

**STRENGTH** 2D/4D

**TECHNICAL** 2D/3D+2

**Special Abilities:**

*Shifting:* The Stennes Shifter uses its shifting ability to conceal itself in large crowds. This counts

as an action. In crowds of 20-50 individuals, a Stennes Shifter gains +1D to sneak rolls. In crowds of 51-75 individuals, a Shifter gains +2D. In crowds of 76-100, the bonus increases to +3D. In crowds over 100 individuals, a Shifter gains +4D. This shifting affects everybody, except telepathic-resistant beings like Hutts.

*Feed on Force:* On a Difficult *Perception* total, a Stennes Shifter can gain a Force Point if one is spent in its presence. This can be actively resisted by the Force Point's spender by adding his *Perception* or *control* skill to the Stennes's difficulty. Actively resisting this ability counts as an action, and can only be done by those who know of the Stennes's ability. Stennes can also gain spent Character Points by generating an Easy *Perception* total. It can be resisted as described above.

*Tap Force:* A Stennes Shifter can steal unspent Force Points or Character Points characters have by making a Very Difficult *Perception* total for Force Points, or an Easy *Perception* total for Character Points. If successful, the



Stennes gains the Point, and the target character loses it. This can actively be resisted as described above.

**Story Factors:**

*Legendary:* Though many people have heard of Stennes Shifters, the existence of the species is considered only a legend.

**Move:** 8/10

**Size:** 1.3-1.7 meters tall

## Sullustan



**Home Planet:** Sullust

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/2D+2

**MECHANICAL** 2D/4D+1

**PERCEPTION** 1D/3D+1

**STRENGTH** 1D/2D+2

**TECHNICAL** 1D/3D+2

**Special Abilities:**

*Enhanced Senses:* Sullustans have advanced senses of hearing and vision. Whenever they make *Perception* or *search* checks involving vision in low-light conditions or hearing, they receive a +2D bonus.

*Location Sense:* Once a Sullustan has visited an area, he always remembers how to return to the area - he cannot get lost in a place that he has visited before. This is automatic and requires no die roll. When using the *astrogation* skill to jump to a place a Sullustan has been, the astrogator receives a bonus of +1D to his die roll.

**Move:** 10/12

**Size:** 1-1.8 meters tall

**Source:** Core Rulebook (page 216), Alien Encounters (pages 147-148), The Star Wars Sourcebook (pages 81-82), Ultimate Alien Anthology (page 153)

## Sunesi

**Home Planet:** Monor II

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 1D/3D+1

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Ultrasound:* Adult Sunesis' cranial melons allow them to perceive and emit ultrasound frequencies, giving them +1D to *Perception* rolls involving hearing. Modulation of their ultrasound emissions may have other applications than for communication, but little is known of these at this time.

**Move:** 8/11

**Size:** 1.5-2.1 meters tall

**Source:** Alien Encounters (page 149)



## Svivreni





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

**Special Abilities:**

*Stamina:* Due to the harsh nature of the planet Svivren, the Svivreni receive a +2D bonus whenever they roll their *stamina* and *willpower* skills.

*Value Estimation:* Svivreni receive a +1D bonus to *value* skill checks involving the value of ores, gems and other mined materials.

**Story Factors:**

*Stubbornness:* The Svivreni cannot abide the idea of being conquered, and the Imperial occupation effort only solidified this resolve. Anyone trying to convince a Svivreni of a position they do not agree with is fighting a losing battle.

**Move:** 4/8

**Size:** 0.6-0.9 meters tall

**Source:** Alien Encounters (page 150), The Thrawn Trilogy Sourcebook (pages 149-150), The Last Command Sourcebook (pages 108-109), Geonosis and the Outer Rim Worlds (page 15)

## Sy Myrthian



## Swokes Swokes



**Home Planet:** Makem Te  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/3D+1  
**KNOWLEDGE** 1D/3D+2  
**MECHANICAL** 1D/3D+1  
**PERCEPTION** 1D/3D+2  
**STRENGTH** 2D/4D+2  
**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Natural Armor:* A Swokes Swokes' rubbery hide grants +1 against physical damage.

*Limb Regeneration:* With ten days of rest, a Swokes Swokes can completely regrow a lost limb or organ.

*Resilient:* Swokes Swokes become hardier as they age. Adults gain a +1 bonus to *stamina* rolls. The bonus increases to +2 at middle age, +1D at old age and +1D+1 at venerable age.

**Move:** 10/12

**Size:** 1.4-2 meters tall

**Source:** Geonosis and the Outer Rim Worlds (pages 94-95)

## Talid

This race of nomadic humanoids was native to the planet Ando Prime. Their thick skin provided them with a measure of protection against the harsh, wintry weather of the planet. The Talid society was very open, and there was little concept of trade, bargaining, or commerce. If a Talid needed something, they simply took it whenever they found it. Because of this social trait, the settlers who came to Ando Prime believed that the Talids were simple thieves. The Talids were already slightly xenophobic, and the growing number of offworld miners gave them cause to retreat further. When the offworlders began encroaching on their lands, the Talids began to fight back, using their knowledge of the planet's environment to offset their primitive weapons.

**Home Planet:** Ando Prime

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D+1/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Survival Skill Bonus:* At the time that a Talid character is created ONLY, the character gets 2D for every 1D placed into the *hide*, *beast riding*, and *survival* skills.

**Move:** 10/12

## Talz



**Home Planet:** Alzoc III  
**Attribute Dice:** 11D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D/3D  
**MECHANICAL** 1D/3D  
**PERCEPTION** 2D+1/4D+1  
**STRENGTH** 2D+2/4D+2  
**TECHNICAL** 1D/3D

**Story Factors:**

*Enslavement:* One of the few subjects which will drive a Talz to anger is that of the enslavement of their people. If a Talz has a cause that drives its personality, that cause is most likely the emancipation of its people.

**Move:** 8/10

**Size:** 2-2.2 meters tall

**Source:** Ultimate Alien Anthology (pages 153-154), Alien Anthology (pages 105-106), Galaxy Guide 4: Alien Races (pages 85-86)

## Tammuz-an



## Tarasin

**Home Planet:** Cularin

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D/3D+2

**Special Abilities:**

*Camouflage:* Because of their chameleon-like scales, Tarasin can blend in with their surroundings. This provides them with a permanent +1D bonus to all *hide* skill checks.

*Force Bonus:* When using such Force powers as Life Detection, Sense Force, and Sense Force Potential, Force-sensitive Tarasin characters gain a +2 pip bonus to their *sense* skill rolls.

*Heat Resistance:* Tarasin characters may add +1D to their *Strength* roll when resisting damage caused by a heat source.

*Silent Communication:* Tarasin can use their color-changing scales to communicate silently with other members of their species within 10 meters. This language can be learned by non-Tarasin, who can understand it but not speak it.

**Story Factors:**

*Concealing Emotions:* Because of their color-changing scales and their multicolored "head fan," Tarasin characters have difficulty hiding their emotions. Because of this, they suffer a -2 pip penalty to all *Con* skill rolls, as well as a further -2 pip penalty to all *Willpower* skill rolls made to detect deception.

**Move:** 10/12

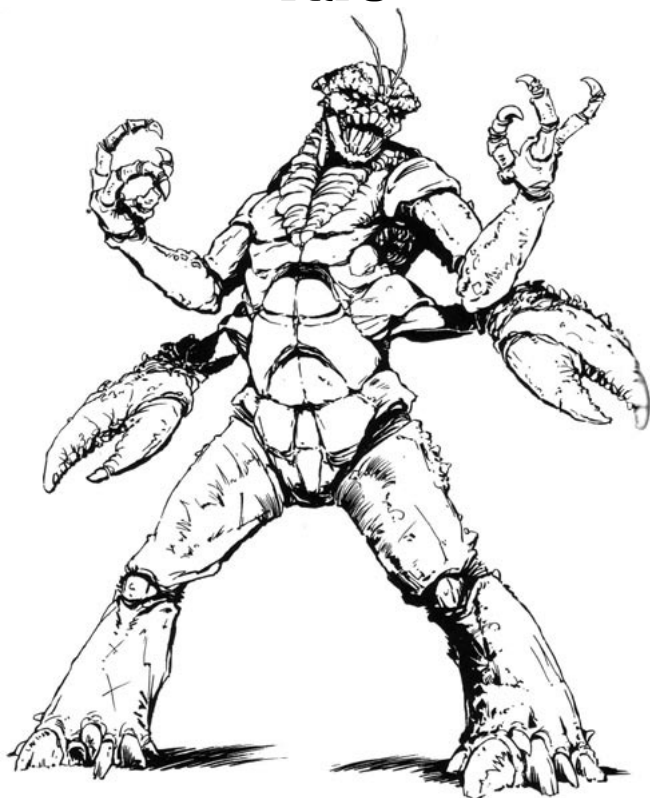
**Size:** 1.6-1.7 meters tall

**Source:** Ultimate Alien Anthology (pages 154-155)





## Tarc



**Home Planet:** Hjaff  
**Attribute Dice:** 13D  
**DEXTERITY** 1D/4D  
**KNOWLEDGE** 1D/3D+2  
**MECHANICAL** 1D/3D+2  
**PERCEPTION** 1D/4D  
**STRENGTH** 1D+2/4D+2  
**TECHNICAL** 1D/3D+2

**Special Abilities:**

**Rage:** The Tarc's pent-up emotions sometimes cause them to erupt in a violent frenzy. In this state they attack anyone or anything near them, and they cannot be calmed. These rages can happen at any time, but usually they occur during periods of intense stress (such as combat). To resist becoming enraged a character must make a difficult willpowerroll. For each successful rage check a player makes, the difficulty for the next check will be greater by 5. A rage usually lasts for 2D+2 rounds, but for each successful rage check a player makes, the duration of the next rage will be increased by 2 rounds.

**Intimidation:** The Tarc's fierce appearance and relative obscurity give them a +1D *intimidation* bonus.

**Natural Body Armor:** The Tarc's shell and exoskeleton provides +1D+2 against physical and +1D against energy attacks.

**Pincers:** The Tarc's pincers are sharp and very strong, doing STR+2D damage.

**Story Factors:**

**Language:** Due to the nature of their vocal apparatus, the Tarc are unable to speak Basic or most other languages. As the Tarc have so effectively isolated themselves from the galactic community, it is exceedingly rare to find anyone who is able to understand them; even most protocol droids are not programmed with the Tarc's language. As a result, most Tarc who have left (or been banished from) Hjaff have an extraordinarily difficult time trying to communicate with other denizens of the galaxy.

**Isolationists:** The Tarc are fierce isolationists. They feel that interacting with the galactic community will poison their culture with the luxuries, values, and customs of other societies. If forced into the galaxy, they will look upon all other species and cultures as wicked and inferior.

**Move:** 7/9

**Size:** 1.75-2.2 meters tall

**Source:** Alien Encounters (pages 151-152)

## Tarong

**Home Planet:** Iri and Disim

**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:**

**Flight:** Time to use: one round. This is the skill Tarongs use to fly.

**Special Abilities:**

**Claws:** Do STR+2 damage.

**Vision:** Tarongs have outstanding long-range vision. They can increase the searchskill 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 heat sources.

**Mimicry:** Tarong have a natural aptitude for languages and can advance the skill in half the normal Character Point cost.

**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.

**Move:** 8/10 (ground), 14/15 (flying)

**Size:** 10-20 meter wingspan

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 82-85)



## Tarro



**Home Planet:** Tililix  
**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:**

*Teeth:* STR+2 damage.

*Claws:* STR+1D+2 damage.

**Story Factors:**

*Near-Extinct:* The Tarro are nearly extinct, as their homeworld was consumed by their star approximately a year ago.

*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.

**Move:** 9/12

**Size:** 1.8-2.2 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 85-86), Ultimate Alien Anthology (pages 156-157)

## Tasari

**Home Planet:** Tasariq

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/5D

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D/2D+2

**Story Factors:**

*Force-Sensitive:* Many Tasari are Force-sensitive.

**Move:** 10/12

**Size:** 1.4-1.7 meters tall

**Source:** Alien Encounters (page 153)



## Tchuukthai



For centuries, the Tchuukthai were considered little more than beasts. Their brutish appearance and vocabulary of grunts and growls helped perpetuate that myth—a misperception the Tchuukthai were more than happy to see thrive. Over several centuries, Tchuukthai were discovered more than once. Most times, explorers avoided contact with these seemingly dangerous creatures. The few who couldn't resist the urge to learn more about them were met with vicious snarls and displays of ferocity. Their true intelligence remained a secret until a Jedi Master encountered them. The Jedi, whose name is lost in antiquity, explained much about the galaxy to a Tchuukthai he'd befriended. The Tchuukthai's interest was piqued, but he was wary of leaving his home and fearful that his people



would be exploited if their true nature were known. The Jedi gave his word that he would protect their secret and offered to train the Tchuukthai in the ways of the Force. This Tchuukthai later became Jedi Master Thon of Ambria. For thousands of years, Master Thon was the only Tchuukthai who had ventured into the galaxy. Only the Jedi knew his true nature. Since that time, other Tchuukthai might have ventured beyond their home system, perhaps even as pets or zoological exhibits. During the time of the New Republic, their existence is still considered a rumor across most of the galaxy.

**Personality:** Tchuukthai are contemplative, free thinking, secretive, and slow to anger. Some prefer to be left alone, while others seem genuinely interested in meeting new species. Depending on their general demeanor, Tchuukthai are either annoyed or amused by other species' reactions to their appearance and size. They disdain conflict but fight fiercely when sufficiently provoked.

**Physical Description:** Tchuukthai are hulking, quadrupedal brutes with thick leathery skin, wide-set eyes, flaring nostrils, and sharp fangs. Bristling fur covers their shoulders and backs, and armor plating protects their head, joints, and vital organs. An adult Tchuukthai stands 2 meters tall at the shoulder or 3 meters tall when standing upright on his or her hind legs. Tchuukthai who consort with other species typically don clothing; others do not.

**Home Planet:** Unknown. The identity and location of the Tchuukthai homeworld is a closely guarded secret.

**Language:** Tchuukthai have their own guttural language (Tchuukthese).

**Example Names:** Bval, Drol, Gaarx, Huun, Nrak, Thon, Tkur, Zvod.

**Age in Years:** Child 1–12; young adult 12–20; adult 21–189; middle age 190–249; old 250–299; venerable 300+.

**Adventurers:** Tchuukthai who travel among the stars are usually scouts interested in exploring new worlds or free-spirited Force adepts eager to learn the ways of the Force and discover new Force-using traditions.

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D+2/4D

**MECHANICAL** 1D/3D+1

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Natural Armor:* Grants +1D against physical attacks and +1 against energy attacks.

*Quadrupedal:* Tchuukthai gain a +1D bonus to *Dexterity* to stabilize themselves.

*Natural Runners:* Tchuukthai gain +2 to their *running* skill.

**Move:** 12/14 (4/6 standing)

**Size:** 2 meters tall (3 meters standing)

**Source:** Power of the Jedi Sourcebook (pages 74-75)

## Teek



## Teltior



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

**Special Abilities:**

*Skill Bonus:* Teltiors can choose to concentrate in one of the following skills: *agriculture*, *bargain*, *con*, *first aid* or *medicine*. They receive a +1D bonus, and can advance that single skill at half the normal skill point cost.

*Stealth:* Teltiors gain a +1D+2 bonus when using *sneak*.

*Manual Dexterity:* Teltiors receive a +1D whenever doing something requiring complicated finger work because their fingers are so flexible.

**Move:** 10/12

**Size:** 1.5-2.2 meters tall

**Source:** Alien Encounters (page 154), Planets Collection (page 159)

## Tempestro



**Home Planet:** Koda's World

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/2D

**MECHANICAL** 1D/3D

**PERCEPTION** 1D/6D

**STRENGTH** 3D/5D

**TECHNICAL** 1D/1D

**Special Skills:**

*Gliding:* Tempestro use their powerful wings to glide through the upper canopy of Koda's World.

**Special Abilities:**

*Telepathic Communication:* Thanks to their telepathic abilities, Tempestro receive +3D when attempting to communicate with a sentient being. This bonus applies to all communication-based skills such as *con* or *bargain*.

*Claws:* Give +3D in climbing skill checks, and are STR+2D when used as weapons.

**Move:** 8/10 (walking), 13/18 (gliding)

**Size:** 1.9-2.5 meters tall

**Source:** Alien Encounters (page 155), Galaxy Guide 8 – Scouts (page 88)

## Temolak

**Home Planet:** Zirulast

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 2D/4D+1

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D/4D+1

**TECHNICAL** 2D+1/4D+2

**Special Abilities:**

*Natural Armor:* Temolaks have thick skin that gives +1 against physical attacks.

*Resilient:* Temolaks have dense bones and redundant internal organs, making them especially resilient. All Temolaks gain +2 to *stamina* rolls.

**Move:** 10/12

**Size:** 1.9-2.3 meters tall

**Source:** Ultimate Alien Anthology (pages 157-158)



## Thakwaash

**Home Planet:** Thakwaa

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/3D+1

**STRENGTH** 3D/5D+1

**TECHNICAL** 1D/4D

**Special Abilities:**

*Multiple Personalities:* Prior to making a skill check, a Thakwaash character can attempt to draw upon one of his secondary personality's experience as a free action. This is done by making a *willpower* skill roll, with a difficulty equal to the number of dice in the character's skill rating times three. For example, a Thakwaash character with a *space transports* skill rating of 4D+1 will need to roll a 12 or better (4x3) on his *willpower* skill roll to draw upon a secondary personality's talents in that skill. If successful, the character gains a +2D bonus to that skill, but suffers a -1D penalty



## Thisspian



to **all** other skills. This lasts until the character attempts to call upon another personality, is stunned or knocked unconscious, or after one hour of rest or light activity.

**Move:** 10/12

**Size:** 3 meters tall

**Source:** Ultimate Alien Anthology (pages 158-159)

## Theelin



**Home Planet:** Thisspias

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 1D/3D+1

**STRENGTH** 2D+1/4D+2

**TECHNICAL** 1D/4D

**Special Abilities:**

*Constrict:* On a successful *brawling* skill roll made to grapple, a Thisspian can wrap its prehensile tail around an opponent. In subsequent rounds, it can inflict its *Strength* +1D+1 with a constricting attack. An opponent so ensnared can escape, but must do so with an opposed *Strength* roll.

*Prehensile Tail:* Thisspians can use their tails to carry objects, leaving their hands free for other activities. When doing so, a Thisspian's *Move* rating is reduced to 2.

**Move:** 8/10

**Size:** Unlisted (Medium)

**Source:** Ultimate Alien Anthology (pages 159-160), Power of the Jedi Sourcebook (page 75)

## Tikiarri



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

**Special Skills:**

*Flight:* Time to use: one round. This is the skill used for flying. Beginning Tikiarri begin with a flight movement of 15 and may improve their flying Move as described on page 36 of the Star Wars Roleplaying Game.

**Story Factors:**

*Reputation:* Most species who know the Tikiarri do not like the avians and execute or imprison any found off Joralla.

**Move:** 4/6 (walking), 15/20 (flying)

**Size:** 1.5-1.75 meters

**Source:** Alien Encounters (page 156), Planets Collection (pages 69-70)

## Tinnell

**Attribute Dice:** 13D  
**DEXTERITY** 2D/3D+2  
**KNOWLEDGE** 1D/2D+2  
**MECHANICAL** 2D/3D+2  
**PERCEPTION** 2D/4D+1  
**STRENGTH** 1D+2/4D  
**TECHNICAL** 3D/5D

**Special Abilities:**

*Claws:* Do STR+1D+2 damage.

**Story Factors:**

*Rare:* Tinnell are extremely rare. They should be stumbled upon rather than searched



for. Tinnell have been treated fairly bad by Humans, so if they know they're being hunted, they disappear and can't be found (at least a Heroic roll to pick up their trail). They function best as gamemaster characters, coming up with that desperately needed repair roll at just the dramatically appropriate moment.

**Move:** 10/15

**Size:** 1.2-1.8 meters tall

**Source:** Alien Encounters (page 156)

## Tirrith



**Home Planet:** Beheboth

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Hive:* Tirrith are part of a larger hive, and all members of the hive share an empathic bond. If a Tirrith character suffers pain, the rest of his hive will feel it as well. If a Tirrith is killed, the members of his hive may die as well. For each point of damage suffered by a Tirrith character, his hive suffers two points.

*Non-Corporeal:* Tirrith characters can be harmed only by energy weapons and vacuum. They can force their way into any non-hermetically-sealed room as an action. They cannot utilize any equipment.

*Somniferous Gas:* Tirrith can reconstitute their planet's atmosphere into a powerful knockout gas. If non-Tirrith characters inhale this gas, they must make a Very Difficult Strength check or fall unconscious for 1D+2 hours, unless revived by a medpack. Treat the creation of the gas a ranged attack (range: 1-4/12/25) with a 2 meter blast radius.

*Telepathy:* A Tirrith character can communicate telepathically with any number of beings within 20 meters. Anyone wishing to resist this telepathic contact must succeed in an opposed Perception check against the Tirrith in question. Anyone receiving a telepathic communication from a Tirrith "hears" the message in their own language.

**Story Factors:**

*Pacifists:* Tirrith are fundamental pacifists that have a hard time conceiving violence against other beings.

**Move:** 10/12

**Size:** 1.8 to 2.2 meters



## Tiss'shar

**Home Planet:** Tiss'sharl

**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:**

*Vision:* Tiss'shar can see in the infrared spectrum, allowing them to see in darkness provided there are heat sources.

*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.

**Move:** 11/14

**Size:** 1.5-1.8 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 86-87), Ultimate Alien Anthology (pages 160-161)



## T'landa Til



This race of beings is distantly related to the Hutts, hailing from the same planet as well, though their physiologies are drastically different. They have stout bodies supported by four thick, soft-padded legs, with a short, stumped neck and a thin, whip-like tail that rests coiled on top of their bodies. They have two thick arms that end in four delicate fingers, and have thick, baggy skin, which hangs in wrinkles off their bodies. T'landa Til are, unlike their enterprising brethren the Hutts, not as successful in the galaxy's business and political arenas as they would like to be. They are ambitious and, at times, devious, but more often than not are cowardly and short-sighted.

**Home Planet:** Nal Hutta

**Attribute Dice:** 13D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D+2

**STRENGTH** 2D/5D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Redundant Physiology:* T'landa Til have two hearts and three stomachs, allowing them to continue living if one such organ fails. In the case of injury or failure involving the heart or stomach, any wound that would reduce a character to Mortally Wounded or Dead status is reduced by one wound level.

*Sonic Vibrations:* By using their throat pouch to exhale air over cilia, T'landa Til can create sonic and subsonic vibrations that have powerful effects on living beings. When this ability is used, any characters or creatures within hearing range of the sound must make a Difficult *Perception* or *willpower* roll to resist being enthralled. If he, she, or it fails the roll, the being is overcome with peace and pleasure, and is more easily influenced for 1D rounds. When using this ability, the T'landa Til cannot perform any other actions in the same round. If a character within hearing range is aware of the effects of this ability, the difficulty of the roll to resist is reduced to Easy.

**Move:** 6/8

**Size:** 2.0-2.4 meters long

## Togorian



**Home Planet:** Togoria

**Attribute Dice:** 12D

**DEXTERITY** 2D/5D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/5D

**TECHNICAL** 1D/4D

**Special Abilities:**

*Claws:* The claws of the Togorians do *Strength*+1D damage in combat.

*Teeth:* The teeth of the Togorians do *Strength*+2D damage in combat.

**Story Factors:**

*Intimidation:* Most beings fear Togorians (especially males) because of their large size and vicious-looking claws and teeth.

*Communication:* Togorians are perfectly capable of understanding Basic, but they can rarely speak it. Many beings assume that the Togorians are unintelligent. This annoys the Togorians greatly, and they are likely to become enraged if they are not treated like intelligent beings.

**Move:** 14/17

**Size:** 2.5-3 meters tall (males); 1.6-2.2 meters tall (females)

**Source:** Ultimate Alien Anthology (pages 161-162), Galaxy Guide 4: Alien Races (pages 86-88)

## Togruta

**Home Planet:** Shili

**Attribute Dice:** 13D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D/4D

**Special Abilities:**

*Camouflage:* Togruta characters possess colorful skin patterns which help them blend in with natural surroundings (much like the stripes of a tiger). This provides them with a +2 pip bonus to *hide* skill checks.



*Spatial Awareness:* Using a form of passive echolocation, Togruta can sense their surroundings. If unable to see, a Togruta character can attempt a Moderate *search* skill check. Success allows the Togruta to perceive incoming attacks and react accordingly by making defensive rolls.

**Story Factors:**

*Believed to be Venomous:* Although they are not poisonous, it is a common misconception by other species that Togruta are venomous.

*Group Oriented:* Togruta work well in large groups, and individualism is seen as abnormal within their culture. When working as part of a team to accomplish a goal, Togruta characters are twice as effective as normal characters (ie, they contribute a +2 pip bonus instead of a +1 pip bonus when aiding in a combined action; see the rules for Combined Actions on pages 82-83 of SWD6).

**Move:** 10/12

**Size:** 1.7-1.9 meters

**Source:** Ultimate Alien Anthology (pages 162-163), Power of the Jedi Sourcebook (pages 75-76)

## Toka

**Home Planet:** Rafa V

**Attribute Dice:** 10D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D/3D+1

**STRENGTH** 1D+1/4D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Skill Bonus:* Toka characters gain a permanent +1D bonus to





## Toong

the *hide and scholar: sharu legends* skills.

### Story Factors:

*The Awakening:* A few years before the Battle of Endor, Lando Calrissian activated the Mindharp of the Sharu, which "awoke" the Toka, who then became the Sharu. Toka characters who awaken add 2 to their Move score, +1D each to both their *Knowledge* and *Technical* attributes, and trade their own special abilities for those of the Sharu.

**Move:** 8/10

**Size:** 1.7 meters tall on average.

## Toydarian



**Home Planet:** Toydaria

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/5D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 1D/3D+2

**STRENGTH** 1D/3D

**TECHNICAL** 1D+1/4D

### Special Abilities:

*Force Resistance:* Toydarians are resistant to Force powers that utilize the Sense skill, and receive a +3D bonus to any *Perception* or *control* rolls made to resist these powers. Any Sense powers used against a Toydarian that do not grant a resistance roll have their *sense* difficulty increased by +10.

**Move:** 6/8 (Ground), 18/20 (Flight)

**Size:** 0.9 to 1.5 meters tall

**Source:** Ultimate Alien Anthology (pages 164-165), Alien Anthology (pages 107-108)



## Trandoshan

**Home Planet:** Toong'L

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/5D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 1D/3D+1

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D+1/4D

### Special Abilities:

*Quick Reflexes:* Toong gain a +1D bonus to all *Perception* rolls made to determine initiative.

### Story Factors:

*Social Anxiety:* Toong fear interacting with individuals, and suffer a -1D penalty to all skill rolls involving social interaction.

**Move:** 10/12

**Size:** 1.8 to 2.4 meters tall.

**Source:** Ultimate Alien Anthology (pages 163-164), Alien Anthology (pages 106-107)

**Home Planet:** Trandosha (Hsskor or Dosha)

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D+1

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 1D+1/3D

**PERCEPTION** 2D/3D+2

**STRENGTH** 3D/4D+2

**TECHNICAL** 1D/2D+2

### Special Abilities:

*Vision:* Trandoshans' vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

*Clumsy:* Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of -2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster

rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan's use.

**Regeneration:** Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate *Strength* or *stamina* roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

**Story Factors:**

**Wookiee Hate:** The long-standing feud between the Wookiees of Kashyyyk and the Trandoshans is deeply ingrained in both species. When encountering Wookiees or known Wookiee associates, Trandoshans must make a Moderate *willpower* check to keep from attacking.

**Hostility:** The Trandoshans are known as a belligerent species. They gain +1D to all *intimidation* rolls against non-Trandoshans.

**Move:** 8-10

**Size:** 1.9-2.4 meters tall

**Source:** Ultimate Alien Anthology (pages 165-167)



## Trianii

**Home Planet:** Trian

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D+1/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D+1/4D+2

**Special Strength Skills:**

**Acrobatics:** Time to use: One round. This is the skill of tumbling, jumping and other complex movements. This skill is often used in sports and athletic competitions, or as part of dance. Characters making acrobatics rolls can also reduce falling damage. The difficulty is based on the distance fallen.

Distance Fallen	Difficulty	Reduce Damage By:
3 - 6	Very Easy	-2D
7 - 8	Easy	-2D+2
9 - 12	Moderate	-3D
13 - 15	Difficult	-3D+2
16+	Very Difficult	-4D

**Special Abilities:**

**Prehensile Tail:** Trianii have limited use of their tails. They have enough control to move light objects (under three kilograms), but the control is not fine enough to move heavier objects or perform fine manipulation (for example, aim a weapon).

**Special Balance:** +2D to all actions involving climbing, jumping, acrobatics or other actions requiring balance.

**Claws:** add+1D to brawling damage.

**Dexterous:** At the time of character creation, Trianii get +2D bonus skill dice to add to *Dexterity* skills.

**Female Physical Superiority:** After allocating attribute dice, female Trianii characters get to add +1 to their *Dexterity* and *Strength* at the time of character creation.

**Story Factors:**

**Feud with the Authority:** The trianii have a continuing conflict with the corporate Sector Authority. While there is no open warfare, the two groups are openly distrustful; these intense emotions are very likely to simmer over into battle.

**Trianii Rangers:** the Rangers are the honored independent space force of the Trianii.

**Move:** 12 / 14

**Size:** 1.5 - 2.2 meters

**Source:** Alien Encounters (page 157), Han Solo and the Corporate Sector Sourcebook (pages 138-139), Ultimate Alien Anthology (pages 167-168),



## Triffian



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

**Special Abilities:**

*Large Ears:* Triffians have large ears, and gain a +1D bonus to all *search* skill checks involving sound.

**Story Factors:**

*Self-Confidence:* Triffians are remarkably self-confident (some might say foolhardy), and not easily frightened. They get a +2 pip bonus to *willpower* rolls when resisting *intimidation* skill rolls against them.

**Move:** 6/8

**Size:** 1.2 meters tall

## Troig

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

**Special Abilities:**

*Ambidexterity:* Troigs are naturally ambidextrous, and suffer no off-hand penalties.

*Hard to Surprise:* Because a Troig's heads are constantly looking out for one another, they are difficult to surprise. As such, they gain a +1D bonus to all *search* skill checks to detect ambushes.

*Multitasking:* Due to the fact that their two heads share two arms, Troigs can do two things at once and suffer no penalties. Each head performs separate actions in combat,



as well. The two heads can combine actions, as well (refer to the rules for combined actions, SWD6, pages 82-83).

*Two Heads:* All Troigs have at least two heads, and each head houses a separate mind and personality. The two heads share a limited form of telepathy, and they can understand one another perfectly even if one is speaking a language the other does not know.

**Move:** 10/12

**Size:** 1.9-2 meters

## Trunsk



**Home Planet:** Trunsk  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/3D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 1D/3D  
**STRENGTH** 2D/4D+2  
**TECHNICAL** 1D/3D  
**Special Abilities:**

*Claws:* The long, retractable fighting claws of the Trunks inflict STR+1D damage.

**Move:** 9/11

**Size:** 1.5-2 meters tall

**Source:** Alien Encounters (page 158)

## Tsil

The tsil of Nam Chorios are a mineral-based lifeform that appear as green and purple crystals and grow in large chimney formations. Called smokies and spooks by the world's Human and humanoid settlers, the tsil are sentient and strongly attuned to the Force. This allows them to instigate electrical discharges and accounts for the high Force-sensitivity of the organic natives of the planet. Most tsil have a peaceful, inert life, adding to the Force-enhanced nature of the ecology of Nam Chorios. There are exceptional tsil with additional Force-related feats and skills, though nothing that would rely on physical abilities they lack.

The sentient tsil were mined by the Loronar Corporation, as their crystalline matrix made them versatile components in synthdroids and needle starfighters. In the early years of New Republic, both the sentient nature of the tsil and Loronar's atrocities were revealed. Under the auspices of the New Republic, the harvested tsils have been, for the most part, returned, but there are still tsils in the greater galaxy waiting to be sent back to their home planet.

**Home Planet:** Nam Chorios

**Attribute Dice:** 10D

**DEXTERITY** 0D

**KNOWLEDGE** 2D+1/4D+1

**MECHANICAL** 0D

**PERCEPTION** 2D+1/4D+1

**STRENGTH** 2D+2/4D+2

**TECHNICAL** 0D

**Special Abilities:**

*Mineral Form:* Solid mineral form grants +1 to resist physical damage and +2D for energy damage. Tsil are also immune to poison, disease and radiation.

*Force Sensitive:* All Tsil are Force sensitive.

*Electrical Discharge:* Once every 1D rounds, a tsil can discharge electricity in a 10-meter-radius blast, dealing 5D of electrical damage to all creatures in the area.

*Telepathy:* The tsil communicate by placing images into the minds of other intelligent creatures. A "target" can resist the tsil's attempt to place images in his mind with a Difficult *willpower* or *Control* roll. A new roll can be made each round.

*Light Amplification:* The tsil store, reflect, and intensify sunlight such that the areas around them are usually brightly lit regardless of the position of the sun in the sky. Creatures that suffer penalties in bright light have those penalties doubled when within 10 meters of a tsil.

**Move:** 0

**Size:** 0.5 meters high on average



## T'surr



**Home Planet:** T'surr

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+1

**TECHNICAL** 2D/4D

**Special Abilities:**

*Natural Armor:* A T'surr's tough hide provides +1 against physical damage.

*Superior Depth Perception:* A T'surr's four eyes provide remarkable depth perception, granting a +1 bonus to ranged attacks, such as *blasters* or *thrown weapons*.

*Physical Intimidation:* T'surr males may roll *Strengh* to intimidate. Also they get a +2 bonus to *intimidate* rolls.

*Low-Light Vision:* T'surr gain 1D in low-light conditions, and retain the ability to distinguish color and detail under these conditions.

*Alert:* T'surr have excellent vision and hearing. They gain a +2 bonus to *Perception* or *search* no notice something.

**Move:** 10/12

**Size:** 2.3-2.6 meters (male), 2 meters (female)

**Source:** Ultimate Alien Anthology (pages 168-169)



## Tuhgri



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

**Special Abilities:**

*Leap:* Tuhgri can leap up to four meters high and eight meters forward.

**Story Factors:**

*Sharing:* Tuhgri take any object they require at the time with or without permission. Many species find this behavior disconcerting at best, and many battles have broken out in the aftermath.

**Move:** 8/10

**Size:** 1.0-1.25 meters tall

**Source:** The DarkStryder Campaign – The Kathol Outback (pages 85-86)

## Tulvarees

**Home Planet:** Pochi  
**Attribute Dice:** 9D  
**DEXTERITY** 1D/5D  
**KNOWLEDGE** 0D+1/1D  
**MECHANICAL** 0D+1/1D  
**PERCEPTION** 1D/3D  
**STRENGTH** 2D/4D  
**TECHNICAL** 0D+1/1D



**Special Abilities:**

*Talons:* Tulvarees have razor-sharp talons on their hands and feet, which do STR+2D damage.

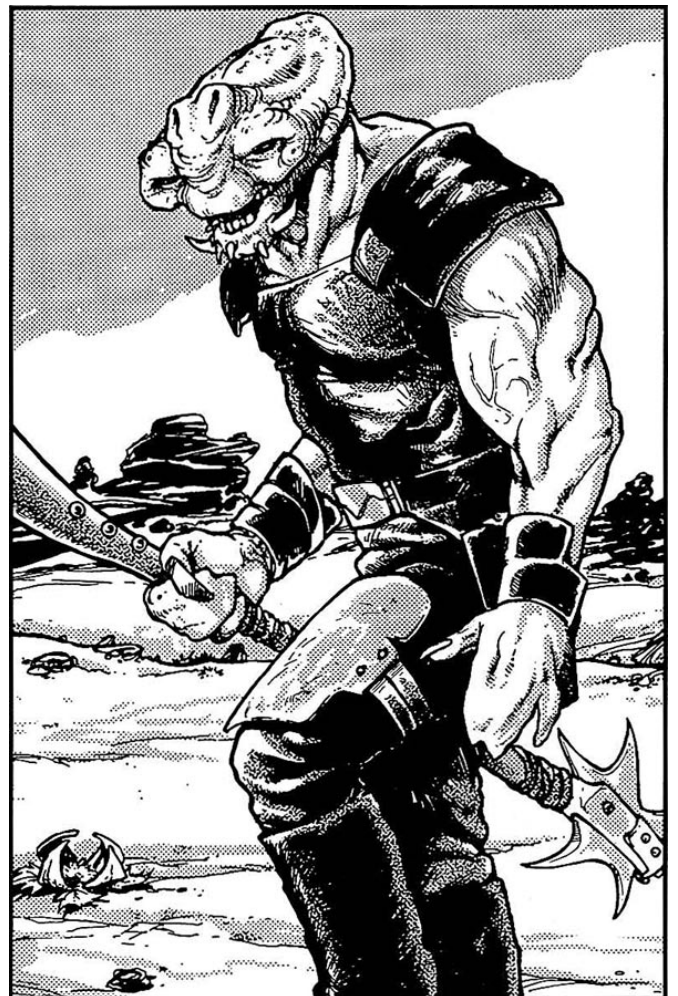
*Teeth:* A Tulvaree's bite causes STR+1D damage.

**Move:** 7/9 (walking), 15/20 (flying)

**Size:** 1.5-1.8 meters tall

**Source:** Wanted by Cracken (page 86)

## Tunroth



**Home Planet:** Jiroch-Reslia

**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

**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.

**Story Factors:**

*Imperial Respect:* Though they realize the Emperor 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.

*Iotran Hate:* All Tunroth have a fierce dislike for the Iotran, a belligerent species inhabiting a nearby sector. It was the Iotran that nearly destroyed the Tunroth people.

**Move:** 10/12

**Size:** 1.6-1.8 meters tall

**Source:** Galaxy Guide 12 - Aliens: Enemies and Allies (pages 88-89), Ultimate Alien Anthology (pages 169-171)

**Attribute Dice:** 12D

**DEXTERITY** 4D/6D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 4D/6D

**STRENGTH** 1D/2D+2

**TECHNICAL** 2D/3D+1

**Move:** 18/20

**Size:** 0.7-0.8 meters

## Tusken Raider (Sand People)



**Home Planet:** Tatooine

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D+1

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 1D/4D

**STRENGTH** 1D/4D

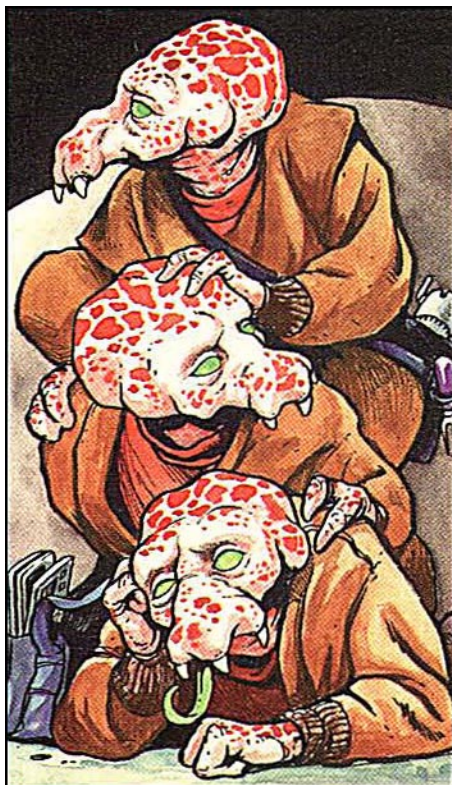
**TECHNICAL** 1D/3D+1

**Move:** 10/12

**Size:** 1.5-1.9 meters

**Source:** Alien Encounters (page 129), The Star Wars Sourcebook (page 80), Ultimate Alien Anthology (page 171), Secrets of Tatooine (pages 10-11)

## Turazza





## Twi'lek



**Home Planet:** Ryloth  
**Attribute Dice:** 11D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 1D/4D  
**MECHANICAL** 1D/2D+1  
**PERCEPTION** 2D/4D+2  
**STRENGTH** 1D/3D  
**TECHNICAL** 1D/3D  
**Special Abilities:**

*Tentacles:* Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a "secret" language that all Twi'leks are fluent in.

**Move:** 10/12

**Size:** Up to 2.4 meters tall

**Source:** Core Rulebook (page 216), Alien Encounters (page 159), The Star Wars Sourcebook (pages 82-84), Ultimate Alien Anthology (page 172)

## Tynnann

**Home Planet:** Tynna  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/3D+2  
**KNOWLEDGE** 1D+1/4D+2  
**MECHANICAL** 1D/4D  
**PERCEPTION** 1D/5D  
**STRENGTH** 1D/4D+2  
**TECHNICAL** 1D/3D+2  
**Special Abilities:**

*Swimming:* Tynnans are excellent swimmers and can hold their breath for as many minutes as their stamina die code.

*Low Temperatures:* Tynnans are native to near-frigid waters and suffer no penalties while in extreme cold (temperatures equal to or above -50 degrees Celsius).

**Story Factors:**

*Wealth:* Most Tynnans are supported by their government



and spend their time in recreational pursuits.

**Move:** 6/9 (11/14 Swimming)

**Size:** 1.1-1.5 meters tall

**Source:** Alien Encounters (pages 160-161), Han Solo and the Corporate Sector Sourcebook (page 139)

## Ubese



## “True Ubese”

**Home Planet:** Uba IV

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/2D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Type II Atmosphere Breathing:* “True Ubese” require adjusted breath masks to filter and breath Type I atmospheres. Without the masks, Ubese suffer a -1D penalty to all skills and attributes.

*Technical Aptitude:* At the time of character creation only, “true Ubese” characters receive 2D for every 1D they place in *Technical* skills.

*Survival:* “True Ubese” get a +2D bonus to their *survival* skill due to the harsh conditions they are forced to endure on their homeworld.

**Move:** 8/11

**Size:** 1.75-2.25 meters tall

## Yrak Pootzck

**Home Planet:** Uba IV

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+1/3D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 1D+2/4D

**STRENGTH** 1D+2/3D+1

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Increased Stamina:* Due to the relatively low oxygen content of the atmosphere of their homeworld, yrak pootzck Ubese add +1D to their *stamina* when on worlds with Type I (breathable) atmospheres.

**Move:** 8/12

**Size:** 1.75-2.25 meters tall

**Source:** Alien Encounters (page 162), Shadows of the Empire Sourcebook (pages 99-100), Ultimate Alien Anthology (pages 172-174), Alien Anthology (pages 108-110)

## Ugnaught

**Home Planet:** Gentes

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 2D/4D

**PERCEPTION** 1D+2/3D+1

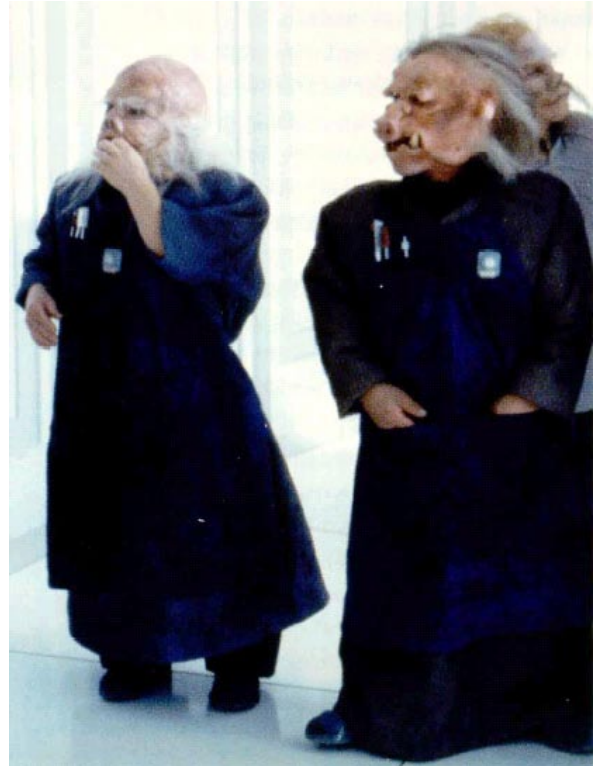
**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D+2

**Move:** 10/12

**Size:** 1-1.6 meters tall

**Source:** Galaxy Guide 2 – Yavin and Bespin (pages 74-76), Ultimate Alien Anthology (pages 174-175), Alien Anthology (pages 110-111)



## Ugor

**Home Planet:** Paradise System

**Attribute Dice:** 12D\*

**DEXTERITY** \*

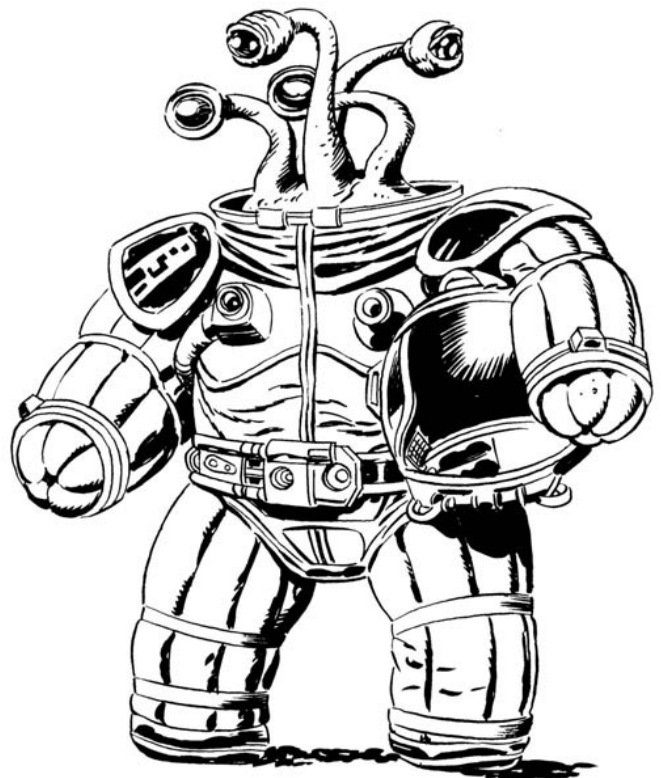
**KNOWLEDGE** \*

**MECHANICAL** \*

**PERCEPTION** \*

**STRENGTH** \*

**TECHNICAL** \*





### Special Abilities:

**\*Amorphous:** Normal Ugors have a total of 12D in attributes. Because they are amorphous beings, they can shift around the attributes as is necessary - forming pseudopodia into a bunch of eyestalks to examine something, for example, would increase the Ugor's perception. However, no attribute may be greater than 4D, and the rest must be allocated accordingly. Adjusting attributes can only be done once per round, but it may be done as many times during an adventure as the player wants - but, in combat, it must be declared when other actions are being declared, even though it does not count as an action (and, hence, does not make other actions more difficult to perform during that round). Ugors also learn skills at double their normal costs (because of their amorphous nature).

### Story Factors:

**Squib-Ugor Conflict:** The Ugors despise the Squibs and will go to great lengths to steal garbage from them, since they venerate garbage as a god.

**Move:** 5/7

**Size:** 2 meters in diameter (when in circular form)

**Source:** Galaxy Guide 4: Alien Races (pages 89-90)

## Ukian

**Home Planet:** Ukio

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/4D+1

**MECHANICAL** 2D/4D

**PERCEPTION** 1D/4D

**STRENGTH** 3D/4D

**TECHNICAL** 1D/3D+1

### Special Abilities:

**Agriculture:** All Ukians receive a +2D bonus to their *agriculture* (a *Knowledge* skill) rolls.

### Story Factors:

**Fear of the Impossible:** All Ukians become very agitated when presented with a situation they believe is impossible.

**Move:** 5/11

**Size:** 1.6-2 meters tall

**Source:** Alien Encounters (page 163), The Thrawn Trilogy Sourcebook (page 150), The Last Command Sourcebook (pages 109-110)



## Umbaran

**Home Planet:** Umbara

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D+1/3D+2

**TECHNICAL** 2D/4D

### Special Abilities:

**Darkvision:** Umbarans can see in the dark up to 20 meters.



Darkvision is black and white only but otherwise functions as normal light.

### Low-Light Vision:

Umbarans gain 1D in low-light conditions, and retain the ability to distinguish color and detail under these conditions.

**Light Sensitivity:** Abrupt exposure to bright light (such as sunlight) blinds Umbarans for 1 round. In addition, they suffer a -1 penalty while operating in bright light without protective eyewear.

**Perceptive:** Umbaran gain a +2 bonus to *Perception* against *con* and *bargain* rolls.

### Story Factors:

**Influence:** In situations where a character's

reputation can be a factor, Umbarans gain a +2 bonus to *con*, *bargain*, *persuasion*, *investigation* and *intimidation* rolls.

**Move:** 10/12

**Size:** 1.7-2 meters (male), 1.5-1.8 meters (female)

**Source:** Ultimate Alien Anthology (pages 175-176)

## Utai

The Utai are largely ignorant and disinterested in worldly or interstellar relations. They've been called Shorts, due to their small stature but also their brief lifespans. The utapaun sinkholes have long been home to the Utai. They colonized the inner walls and crevices of the planet's sinkholes, and tamed the dactillions who once terrorized the skies as well as the helpful varactyls. The skittish Utai have distended eyes well adapted to lowlight conditions.



Hardy Utai brave the lower depths of the sinkhole grotto to use the water pools found there as a basis of aquacultural fields.

**Home Planet:** Utapau

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/2D+2

**MECHANICAL** 2D+2/4D+2

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D+1/3D+2

**TECHNICAL** 3D/4D+2

**Special Abilities:**

*Darkvision:* Utai can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal light.

*Low-Light Vision:* Utai gain 1D in low-light conditions, and retain the ability to distinguish color and detail under these conditions.

*Light Sensitivity:* Abrupt exposure to bright light (such as direct sunlight) blinds the Utai for 1 round. In addition, they suffer a -1 penalty while operating in bright light without protective eyewear.

**Move:** 9/11

**Size:** 1.22 meters tall on average

## Uukaablian



**Home Planet:** Uukaablis

**Attribute Dice:** 12D

**DEXTERITY** 1D/2D+2

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 1D+2/4D

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Medical Aptitude:* Uukaablians receive an extra 2D for beginning skill dice which must be applied to the *first aid* skill.

**Story Factors:**

*Social Graces:* Uukaablians have mastered the art of conversation, learning to not let a silent moment slip by. Politeness and diplomacy, they believe, count above all, and they therefore work wonders at political summits, although even after an agreement has been reached, no one can get them to shut up.

**Move:** 10/14

**Size:** 2.0-2.5 meters tall

**Source:** The DarkStryder Campaign – The Kathol Outback (page 58)

## Vaathkree



**Home Planet:** Vaathkree

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/5D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Natural Body Armor:* Vaathkree, due to their peculiar metabolisms, have natural body armor. It provides STR+2D against physical attacks and STR+1D against energy attacks.

*Trade Language:* The Vaathkree have created a strange, constantly changing trade language that they use to communicate back and forth between each other during business dealings. Since most deals are successful when one side has a key piece of information that the other side lacks, the trade language evolved to safeguard such information during negotiations. Non-Vaathkree trying to decipher trade language may make an opposed *languages* roll against the Vaathkree, but suffer a +15 penalty modifier.



**Story Factors:**

*Trade Culture:* The Vaathkree are fanatic hagglers. Most adult Vaathkree have at least 2D in *bargain* or *con* (or both).

**Move:** 6/11

**Size:** 1.5-1.9 meters tall

**Source:** Alien Encounters (page 164), The Thrawn Trilogy Sourcebook (pages 150-151), The Last Command Sourcebook (pages 110-111)

## Vashan

This insectile race was native to the planet Vasha, in the Modell Sector of the galaxy. Each Vashan individual was covered with a chitinous shell, and they were known for their strength and stamina. The internal organs of a Vashan were unusual, especially the stomach. The true stomach was lined with muscle, which the Vashans used to crush their food to begin the digestive process. Six antestomachs preceded the true stomach, and each was filled with small stones to help break down food as it passed through. When coughed up by the bodhis of the Vashan people, these polished stones were called sin-bullets, and held a special place in the Vashan religion. Vashans were known to ignore food until their bodies were at the brink of collapse, at which point they gorged themselves to the point of satiation. Because of this, most restaurants refused to serve Vashan patrons, for fear of the mess they created. As a people, Vashans were timid and seemingly incapable of independent action, traits which were exploited when the Ayrus assumed control of Vasha during the Imperial occupation of Modell Sector. The Vashans were quickly subjugated and forced to work as slaves in the mines, digging for metals and ores to support the construction of the second Death Star. The vast majority of Vashans simply accepted their fate, bowing to the demands of their leaders.

**Home Planet:** Vasha

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/4D

**PERCEPTION** 1D/2D+2

**STRENGTH** 3D/5D+2

**TECHNICAL** 1D+2/4D

**Special Abilities:**

*Skilled Miners & Laborers:* Vashans are renowned for their skill as tireless miners and laborers. Vashans gain a +1D bonus to all *lifting* and *stamina* skill rolls, as well as to any other skill rolls that involve working in a mine environment (GM's discretion).

**Story Factors:**

*Odd Habits:* Vashans do not eat until absolutely necessary. When they finally do, they messily consume large quantities of food, which is stored in their many antestomachs. These antestomachs are also used to "investigate" new and interesting objects, which the Vashans swallow. Swallowed items are either regurgitated immediately, or retained for further study. Vashan eating habits have resulted in a general disdain for the species within the food service industry of the Modell sector, and many restaurants do not allow for Vashan customers.

*Society:* Vashan society is both theocratic and caste-based. Entire castes will typically obey their religious superiors.

**Move:** 10/12

**Size:** "Medium"

## Veknoid



**Home Planet:** Monuus Mandel

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 2D+2/5D

**PERCEPTION** 2D/4D

**STRENGTH** 1D+2/3D+1

**TECHNICAL** 1D+2/4D

**Special Abilities:**

*Acute Hearing:* Perception rolls based on hearing get a +1D bonus.

*Natural Pilots:* At character creation only, Veknoid characters get 2D for 1D spent on piloting *Mechanical* skills.

**Move:** 9/11

**Size:** 1.2 meters tall on average

## Vernol

**Home Planet:** Garnib

**Attribute Dice:** 12D

**DEXTERITY** 1D/2D+2

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/3D+1

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/2D+2

**TECHNICAL** 1D/3D

**Special Abilities:**

*Foragers:* Vernols are excellent foragers (many have translated this ability to an aptitude in investigation). They receive a +1D bonus to either *survival*, *investigation* or *search* (player chooses which skill is affected at the time of character creation).

**Move:** 8/10

**Size:** Up to 1.5 meters tall

**Source:** Alien Encounters (page 165), Planets Collection (page 52)



## Verpine

**Home Planet:** Roche Asteroid Field

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/3D

**KNOWLEDGE** 1D+1/3D

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D+1/3D

**TECHNICAL** 2D/3D

**Special Abilities:**

*Microscopic Sight:* +1D to search for small objects

*Body Armor:* The Verpine's natural chitinous plate armor gives them a +1D bonus against physical attacks.

*Organic Telecommunication:* Because Verpine can send and receive radio waves through their antenna, they have the ability to communicate with other members of their species with specially-tuned comlinks. The range is very limited when they are activating individually (1 km) but greatly increases when in the hive.

*Technical Bonus:* All Verpine receive a +2D bonus when using their *Technical* skills.

**Move:** 10/13

**Size:** 1.9 meters

**Source:** Ultimate Alien Anthology (pages 176-177), Alien Anthology (pages 111-112), Galaxy Guide 4: Alien Races (pages 91-93), The Thrawn Trilogy Sourcebook (pages 151-152), Dark Force Rising Sourcebook (pages 97-98)



## Viska

**Home Planet:** Rordak

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/3D+1

**PERCEPTION** 2D/4D+2

**STRENGTH** 2D/5D

**TECHNICAL** 1D/3D+2

**Special Skills:**

*Flight:* Time to use: One round. This is the skill used for flying. Beginning Viska begin with a flight movement of 12 and may improve their flying Move as described on page 36 of the Star Wars Roleplaying Game.

**Special Abilities:**





**Intimidation:** Viska are well-known as “blood-suckers,” which terrifies many beings, gaining +1D to *intimidation*.

**Restricted Diet:** If a Viska feeds from a creature not native to Rordak, the foreign chemical compounds in the blood stream cause 1D damage per feeding session. The damage is cumulative, so a Viska feeding from an alien creature a second time takes 2D damage, and so on.

**Infrared Vision:** Viska can see in the infrared spectrum, giving them the ability to see in complete darkness if there are heat sources to navigate by.

**Blossug Attack:** Causes 4D damage; any attack which causes a wound means the Viska’s attack has penetrated the target’s skin. The Viska’s blood-draining attack causes 3D damage each minute.

**Story Factors:**

**Terrifying:** Viska are a species that terrifies many other beings. They use this to great advantage (some might say they are even proud of their reputation).

**Move:** 12/18 (flying), 5/7 (walking)

**Size:** 2-3 meters long, wingspan up to 5 meters

**Source:** Alien Encounters (pages 166-167), Planets Collection (pages 83-84)

## Vodran

**Home Planet:** Vodran

**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.

**Move:** 10/12

**Size:** 1.6-1.9 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 90-91), Ultimate Alien Anthology (pages 177-178)



## Vor



**Home Planet:** Vortex

**Attribute Dice:** 12D

**DEXTERITY** 1D/2D+1

**KNOWLEDGE** 1D/2D

**MECHANICAL** 1D/2D+2

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D

**Special Skills:**

**Strength skills:**

**Flight:** Time use: one round

**Move:** 5/9 walking, 15/22 flying

**Size:** 1.4-1.9 meters tall

**Source:** The Jedi Academy Sourcebook (page 117), Ultimate Alien Anthology (pages 178-179)

## Vorzydiak

**Home Planet:** Vorzyd IV

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D+1

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D+1/4D+2

**Special Abilities:**

**Skilled:** During character creation only, Vorzydiak characters get an extra 1D to place in skills.

**Story Factors:**

**Hidebound:** Vorzydiaks have trouble accepting alien ideas and customs. Other species suffer a –2 penalty to *con* and *persuasion* rolls made to convince Vorzydiaks of something not traditional to their culture or to improve Vorzydiak attitudes toward members of other species.

**Move:** 10/12

**Size:** 1.8 meters tall on average

**Source:** Geonosis and the Outer Rim Worlds (pages 150-151)



## Vratix

**Home Planet:** Thyferra

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/2D+1

**PERCEPTION** 1D+2/4D+2

**STRENGTH** 2D/3D+2

**TECHNICAL** 2D/4D

**Special Abilities:**

*Pharmacology:* Vratix are highly adept at the production of bacta. All Vratix receive a +2D bonus to any (A) *Medicine: Bacta Production* or, (A) *Medicine: Pharmacology* skill attempt.



*Jumping:* Vratix's strong legs give them a remarkable jumping ability. They receive a +2D bonus for their *climbing /jumping* skill.

*Bargain:* Because of their cultural background, Vratix receive a +2D bonus to their *bargain* skill.

*Mid-Arm Spikes:* Vratix can use these sharp weapons in combat, causing STR+1D damage.

**Move:** 10/12

**Size:** 1.8-12.6 meters tall

**Source:** Alien Encounters (page 168), Ultimate Alien Anthology (pages 179-180)

## Vulptereen



They have a snout adorned with several long protruding fangs. A row of spiky growths sprout from between their eyes, travelling in a straight path toward their pointed ears. A bizarre single antennae sprouts from their snout. Vulptereen are known for their advanced repulsor-engine industry. Vulptereens make excellent pilots and are good with their hands, but they suffer cultural gaps with the rest of the galaxy due to their isolation.

**Home Planet:** Vulpter

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/4D+2

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 2D+1/4D+1

**PERCEPTION** 1D/3D+1

**STRENGTH** 1D+2/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Darkvision:* Vulptereens can see up to 20 meters in total darkness.

*Improved Initiative:* Vulptereens are capable of reacting quickly to danger and obstacles thrown in their path, they get a +1 bonus for Initiative rolls.

*Great Fortitude:* Years of living in a polluted environment have made Vulptereens hardier and more able to resist the negative effects of many toxins, gaining a +2 bonus to resist their effects.

**Move:** 8/10

**Size:** 1 meters tall on average



## Vultan



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

**Story Factors:**

*Technological Curiosity:* Most Vultan constantly seek out new forms of technology, often offering outrageous sums to obtain a given device.

**Move:** 8/10

**Size:** 1.5-1.8 meters tall

**Source:** Tales of the Jedi Companion (page 103), Power of the Jedi Sourcebook (page 76)



of environments quickly and efficiently. At the time of character creation only, the Vurk gets 2D for every 1D he places in the *survival skill* and its specializations.

*360 Degree Vision:* Vurks have the ability to see everything around them due to the placement and rotation of their eyes. This gives them an edge in combat in that they are not easily surprised nor blindsided. They gain a +2D bonus to their initiative rolls when being attacked by surprise.

**Move:** 10

**Size:** 1.6-2.0 meters

## Vurk

Vurks are an amphibious species from the watery world of Sembla that are considered by many to be a relatively primitive society. The truth is that they are merely very nomadic and tend not to settle in one place for long enough to develop any kind of industry or advanced technology. Sembla, which is formed of large warm seas separated by volcanic ridges that create the continents of the planet, caused the Vurks to evolve from amphibious creatures that crawled from the planet's life-producing oceans millennia ago. Vurk commonly travel into the galaxy when they can get offworld, as their nomadic tendencies (ingrained into them on almost the genetic level) lead them to wander the stars and only occasionally return to their homeworld. There have been some Vurk Jedi, most noticeably Coleman Trebor of the Jedi Council just prior to the Battle of Geonosis.

**Home Planet:** Sembla

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

**Special Abilities:**

*Amphibious:* Vurks can survive underwater for up to 8 hours without needing to breathe normal air.

*Adaptable:* As nomads, the Vurk learn to adapt to a variety

## Vuvrian

**Home Planet:** Vurdon Ka

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

**Special Abilities:**

*Trustworthy:* Vuvrians are outgoing and personable, and as such gain a +1D bonus to *bargain*, *persuasion*, and *investigation* skill rolls.

**Story Factors:**

*Pain Sensitivity:* Vuvrians are fragile beings, and do not deal well with pain. This is reflected in a -2 penalty to all *Strength* rolls made to resist damage.

**Move:** 10/12

**Size:** 2 meters

**Source:** Ultimate Alien Anthology (pages 180-181), Alien Anthology (pages 112-113)



## Weequay



**Home Planet:** Sriluur  
**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

**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.

**Story Factors:**

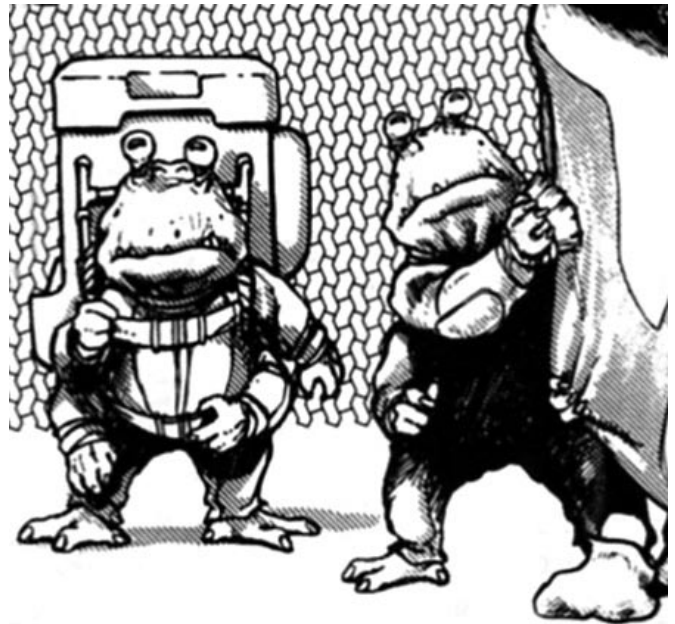
*Houk Rivalry:* Though the recent Houk-Weequay conflicts have been officially resolved, there still exists a high degree of animosity between the two species.

**Move:** 10/12

**Size:** 1.6-1.9 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 92-94), Ultimate Alien Anthology (pages 181-182)

## Werbol



**Home Planet:** Werb  
**Attribute Dice:** 11D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 1D+2/3D+2  
**MECHANICAL** 2D/4D  
**PERCEPTION** 1D/2D  
**STRENGTH** 2D/4D  
**TECHNICAL** 2D/4D  
**Special Abilities:**

*Additional Limbs:* Werbols have four arms allowing two manual Dexterity actions before applying multiple action penalties.

*Ultraviolet Vision:* Werbols visual spectrum of perception ranges from blue to ultraviolet effectively making them colorblind to most colors. A -2D penalty to all actions that require color differences. ("No! Shoot at the guys in grey. The ones in green are on our side!")

*Underwater Vision:* Werbols vision is geared for underwater use. They are at -1D to all visual based actions out of water, at a distance of 2 meters or more.

**Story Factors:**

*Social Orientation:* Werbols work best in small groups and gain double bonuses from combined actions when working in groups of 2 to 6 Werbols.

**Move:** 10/12

**Size:** 0.8-1.0 meters tall

## Whiphid

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

**Special Abilities:**

*Claws:* STR+1D damage.

**Move:** 9/12

**Size:** 2.0-2.6 meters tall





**Source:** Ultimate Alien Anthology (pages 182-183), Galaxy Guide 4: Alien Races (pages 93-94)

## Wookiee

**Home Planet:** Kashyyyk

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D/2D+1

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/2D+1

**STRENGTH** 2D+2/6D

**TECHNICAL** 1D/3D+1

**Special Abilities:**

***Berserker Rage:*** If a Wookiee becomes enraged (the character must believe himself of those to whom he has pledged a *life debt* to be in immediate, deadly danger) the character gets a +2D bonus to *Strength* for purposes of causing damage while *brawling* (the character's *brawling* skill is not increased). The character also suffers a -2D penalty to all non-*Strength* attribute and skill checks.

Due to the Wookiee's great rage, a character must make a Moderate *Perception* total to calm down once all enemies have clearly been controlled - unconscious, captured, killed or somehow otherwise physically restrained or stopped. Close friends of the Wookiee can coordinate with the Wookiee to make this easier.

***Climbing Claws:*** Wookiees have huge retractable climbing claws which are used for climbing *only*. They add +2D to their *climbing* skill while using the claws.

Any Wookiee who intentionally uses his claws in hand-to-hand combat is automatically considered dishonorable by other members of his species, possibly to be hunted down - regardless of the circumstances.

**Story Factors:**

***Reputation:*** Wookiees are widely regarded as fierce savages with short tempers. Most people will go out of their way not to enrage a Wookiee.

***Enslaved:*** Prior to the defeat of the Empire, almost all Wookiees were enslaved by the Empire, and there was a substantial bounty for the capture of "free" Wookiees.

***Language:*** Wookiees cannot speak Basic, but they all understand it. Nearly always, they have a close friend who they travel with who can interpret for them... though a Wookiee's intent is seldom misunderstood.

***Honor:*** Wookiees are honor-bound. They are fierce warriors with a great deal of pride and they can be rage-driven, cruel and unfair - but they have a code of *honor*. They do not betray their friends or desert them. They may break the "law", but never their code. The Wookiee Code of Honor is as stringent as it is ancient.

Atonement for a crime against Honor is nearly impossible - it is usually only achieved posthumously. But Wookiees falsely accused can be freed of their dishonor, and there are legends of dishonored Wookiees "coming back". But those are legends...

**Move:** 11/15

**Size:** 2-2.3 meters

**Source:** Core Rulebook (pages 216-218), Alien Encounters (pages 169-170), The Star Wars Sourcebook (pages 84-85), The Thrawn Trilogy Sourcebook (pages 152-153), Heir to the Empire Sourcebook (pages 99-100), Ultimate Alien Anthology (pages 183-185)



## Woostoid



**Home Planet:** Woostri  
**Attribute Dice:** 10D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 2D/5D  
**MECHANICAL** 1D/4D  
**PERCEPTION** 1D/3D  
**STRENGTH** 1D/2D+2  
**TECHNICAL** 2D+2/5D+1

**Special Abilities:**

*Computer Programming:* Woostoids have an almost instinctual ability to operate and manage complex computer networks. Woostoids receive a +2D bonus whenever they use their *computer programming/repair* skill.

**Story Factors:**

*Logical minds:* The Woostoids are very logical creatures. When presented with situations that are seemingly beyond logic, they become extremely confused, and all die codes are reduced by -1D.

**Move:** 7/11

**Size:** 1.6-1.8 meters tall

**Source:** Alien Encounters (page 171), The Thrawn Trilogy Sourcebook (page 153), The Last Command Sourcebook (page 111), Ultimate Alien Anthology (pages 185-186), Alien Anthology (pages 113-114)

## Wroonian



**Home Planet:** Wroona  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D+2  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 2D/4D+2  
**PERCEPTION** 2D/4D+2  
**STRENGTH** 2D/3D+2  
**TECHNICAL** 2D/3D+2

**Story Factors:**

*Capricious:* Wroonians are rather spontaneous and carefree. They sometimes do things because they look like fun, or seem challenging. Wroonians are infamous for taking up dares or wagers based on their spontaneous actions.

*Pursuit of Wealth:* Wroonians are always concerned with their personal wealth and belongings. The more portable wealth they own, the better. While they're not overtly greedy, almost everything they do centers around acquiring wealth and the prestige that accompanies it.

**Move:** 10

**Size:** 1.7-2.2 meters tall

**Source:** Alien Encounters (page 107)



## Xa Fel



**Home Planet:** Xa Fel

**Attribute Dice:** 9D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/4D+1

**PERCEPTION** 2D/4D

**STRENGTH** 1D/2D

**TECHNICAL** 1D/4D+1

**Special Abilities:**

***Mechanical Aptitude:*** The Xa Fel seem to have a natural aptitude for machinery and vehicles, particularly spaceships. At the time of character creation, they receive 2D for every 1D of beginning skill dice they place in any starship piloting or repair skills.

**Story Factors:**

***Corporate Slaves:*** The Xa Fel have been virtual slaves of Kuat Drive Yards for decades, subjugated by strict forced-labor contracts. They despise their corporate masters. Due to the depleted nature of their world, and the health problems resulting from the pollution of their environment, they are unable to fight back against the masters they so despise.

**Move:** 7/10

**Size:** 1.5-1.8 meters tall

**Source:** Alien Encounters (page 108), The Thrawn Trilogy Sourcebook (pages 146-147), The Last Command Sourcebook (page 107)

## Xamster



## Xan

**Home Planet:** Algara II

**Attribute Dice:** 12D



**DEXTERITY 2D/4D**  
**KNOWLEDGE 2D/4D**  
**MECHANICAL 2D/4D**  
**PERCEPTION 2D/4D**  
**STRENGTH 2D/4D**  
**TECHNICAL 2D/4D**

**Special Abilities:**

*Cold Vulnerability:* Xan cannot tolerate temperatures below one degree Celsius. Between zero and -10 degrees, Xan fall into a deep sleep, and temperatures below -10 Celsius kill Xan.

**Story Factors:**

*Oppressed:* The Xan are oppressed by the human Algarian settlers which inhabit their homeworld. The Xan are sullen and resentful because of this. Xan are forbidden by the Algarians to travel into space.

**Move:** 6/8

**Size:** 1.5-1.75 meters

**Source:** Alien Encounters (pages 171-172), Planets Collection (pages 188-189)

## Xexto

**Home Planet:** Troiken

**Attribute Dice:** 12D

**DEXTERITY 2D+1/5D**

**KNOWLEDGE 1D/3D+2**

**MECHANICAL 1D+2/4D+1**

**PERCEPTION 1D+1/4D**

**STRENGTH 1D/3D+1**

**TECHNICAL 1D/3D+2**

**Special Abilities:**

*Four Arms:* Xexto have four arms. Separate actions performed by each arm still incur the normal -1D penalty for



every action past the first. The arms are specifically suited to climbing, and Xexto characters receive a +1D bonus to all *climbing/jumping* skill rolls that involve climbing.

*Quick Reflexes:* Xexto gain a +1D bonus to all *Perception* rolls made to determine initiative.

**Story Factors:**

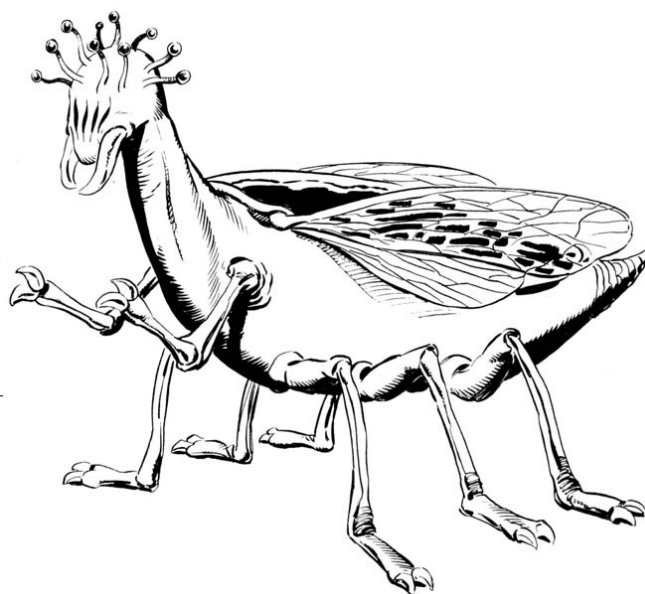
*Foolhardiness:* Though typically mild-mannered and even-tempered, Xexto admire and encourage risk-taking. Other species assume this means that Xexto are foolhardy. One sure way to anger a Xexto is to call him a coward.

**Move:** 6/8

**Size:** 1.1 to 1.4 meters tall.

**Source:** Ultimate Alien Anthology (pages 186-187), Alien Anthology (pages 114-115)

## Xi'Dec



**Home Planet:** Stic

**Attribute Dice:** 12D

**DEXTERITY 1D/5D\***

**KNOWLEDGE 1D/5D\***

**MECHANICAL 1D/5D\***

**PERCEPTION 1D/5D\***

**STRENGTH 1D/5D\***

**TECHNICAL 1D/5D\***

\* These represent a range covering a large number of Xi'Dec species, but the Xi'Dec are incredibly diverse: attributes, special abilities and special skills can have an almost unlimited variety.

**Special Skills:**

*Varies according to sex.*

**Special Abilities:**

*Varies according to sex.*

**Move:** 3/15 (Varies according to sex)

**Size:** 0.5-10 meters (Varies according to sex)

**Source:** Galaxy Guide 4: Alien Races (pages 95-96)



## Yaga



**Home Planet:** Yaga Minor

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D/2D+2

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 2D/4D

**STRENGTH** 1D/4D+2

**TECHNICAL** 2D/5D+2

**Story Factors:**

*Enslaved:* The Yagai have been conscripted into Imperial service because of their technical skills. As a result, almost no Yagai are free to roam the galaxy; most that are seen away from their homeworld are escaped slaves (and tend to be paranoid about the possibility of being captured by the Empire) or are workers forced to slave for the Imperial officials away from their homeworld.

**Move:** 10/12

**Size:** 1.5-1.8 meters tall

### Yaga Drone

**Home Planet:** Yaga Minor

**Attribute Dice:** 8D

**DEXTERITY** 1D/2D

**KNOWLEDGE** 1D/1D+1

**MECHANICAL** 1D/4D+1

**PERCEPTION** 1D/1D+1

**STRENGTH** 2D/5D+2

**TECHNICAL** 2D/5D+2

**Special Abilities:**

*Sealed Systems:* Once they are full-grown, Yagai Drones require no food, water, or other sustenance, save the solar energy they absorb and occasional energy boosts.

*Genetically Engineered:* The Yagai Drones have been genetically engineered to survive in harsh environments like deep space. They are extremely sluggish and bulky, and almost never speak. They are trained from birth to be completely loyal to the Empire, but many secretly harbor sympathies with the Alliance.

*Natural Body Armor:* The Armor of the Yagai Drones provides +2D against energy attacks and +3D against physical attacks.

**Move:** 8/12

**Size:** 2.5-3 meters

**Source:** Alien Encounters (page 173), Thrawn Trilogy Sourcebook (pages 153-154), The Last Command Sourcebook (pages 111-112)

## Yam rii



## Yapi

**Home Planet:** Kathol

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/2D

**PERCEPTION** 2D+2/5D

**STRENGTH** 3D/4D

**TECHNICAL** 1D/2D

**Special Abilities:**

*Sharp Senses:* The Yapi are superior trackers and hunters, and add +1D to all *search* attempts.



*Claws:* Do STR+1D damage.

*Teeth:* Do STR+1D damage.

**Story Factors:**

The Yapi are fierce and proud people who do not abide ridicule: anyone who laughs at or make fun of one of them is instantly challenged to a duel to be fought to the death.

**Move:** 11

**Size:** 0.8-1.4 meters

**Source:** The DarkStryder Campaign – Endgame (pages 36-37)

## Yarkora



**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D+2/4D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D+1

**STRENGTH** 2D/4D

**TECHNICAL** 1D/4D

**Story Factors:**

*Species Rarity:* Yarkora are only rarely encountered in the galaxy, and often invoke unease in those they interact with.

**Move:** 7/10

**Size:** 1.9-2.5 meters

**Source:** Ultimate Alien Anthology (page 187)

## Yevetha



**Home Planet:** N'zoth

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 2D/4D

**PERCEPTION** 1D+2/4D+1

**STRENGTH** 2D+2/4D+1

**TECHNICAL** 3D/5D

**Special Abilities:**

*Technical Aptitude:* Yevethans have an innate talent for engineering. Yevethan technicians can improve on and copy any device they have an opportunity to study, assuming the tech has an appropriate skill. This examination takes 1D days. Once learned, the technician can apply +2D to repairing or modifying such devices. These modifications are highly reliable and unlikely to break down.

*Dew Claw:* Yevethan males have large “dew claws” that retract fully into their wrist. They use these claws in fighting, or more often to execute subordinates. The claws do STR+1D damage. The claws are usually used on a vulnerable spot, such as the throat.

**Story Factors:**

*Isolation:* The Yevethans have very little contact with aliens, and can only increase their knowledge of alien cultures and technologies by direct exposure. Thus, they are generally limited to 2D in alien-related skills.

*Honor Code:* Yevethans are canny and determined fighters, eager to kill and die for their people, cause and Victory, and unwilling to surrender even in the face of certain defeat.

*Territorial:* Yevethan regard all worlds within the Koornacht Cluster as theirs by right and are willing to wage unending war to purify it from alien contamination.

*Xenophobia:* Yevethans are repulsed by aliens, regard



them as vermin, and refuse to sully themselves with contact. Yevethans go to extreme measures to avoid alien contamination, including purification rituals and disinfecting procedures if they must spend time in close quarters with “vermin.”

**Size:** 1.5-2.5 meters

**Move:** 10

**Source:** Alien Encounters (page 174), Cracken’s Threat Dossier (pages 65-67), Ultimate Alien Anthology (pages 187-188), Alien Anthology (pages 115-116)

## Yimi



**Home Planet:** Kathol

**Attribute Dice:** 10D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/2D

**MECHANICAL** 1D/3D

**PERCEPTION** 1D/2D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Malaise:* The Servants are congenitally sluggish, and cannot improve skills, although they can be flash-imprinted (see below).

*Flash-Imprint Skills:* The Servants, although not very bright, can be taught any skill by a “flash-imprinting” technique used by DarkStryder. Using the technique tends to scramble whatever other skills they already possess and redistributes their skill dice as DarkStryder desires. The flash-imprint process takes one Kathol day.

*Obedience:* The Servants are routinely flash-imprinted to obey DarkStryder. They are not willingly loyal: they just obey reflexively.

*No Ta-Ree:* The Yimi are unable to use Ta-Ree.

**Story Factors:**

The Servants hate DarkStryder. Although they must obey the despot, as per their imprinting, they don’t have to interpret its orders as it wishes, or aid it without specific instructions.

**Move:** 10

**Size:** 1 meter tall

**Source:** The DarkStryder Campaign – Endgame (page 37)

## Yinchorri



**Home Planet:** Yinchorri

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D+1/4D

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Increased Stamina:* Yinchorri characters gain a +1D bonus to all *stamina* skill rolls.

**Story Factors:**

*Cold-Blooded:* If exposed to extreme cold without the proper equipment, a Yinchorri character suffers an immediate -2 penalty to all *Perception* rolls made to determine initiative. After ten minutes, the character will suffer an additional -2 to all attributes. After 20 minutes, a Difficult *Strength* or *Stamina* roll must be made, with success indicating no damage. Failure indicates that the character suffers an additional -2 penalty to all attributes. A roll must then be made every 10 minutes, with the difficulty increasing by +3 points each time, and each failed roll results in a further -2 modifier to all attributes. If the penalties ever exceed the Yinchorri’s *Strength* score, he dies. If returned to a warm environment, the Yinchorri will recover fully within 30 minutes.

**Move:** 10/12

**Size:** 1.7 to 2.2 meters tall

**Source:** Ultimate Alien Anthology (pages 188-190), Alien Anthology (pages 116-117)

## Yrashu



**Home Planet:** Baskarn

**Attribute Dice:** 13D

**DEXTERITY** 3D/4D

**KNOWLEDGE** 2D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 4D/5D

**TECHNICAL** 1D/2D

**Special Skills:**

*Baskarn Survival:* This skill allows the Yrashu to survive almost anywhere on baskarn for an indefinite period and gives them a good chance of surviving in a jungle on almost any planet. Yrashu usually have this skill at 5D.

*Yrashu Mace:* Yrashu are proficient in the use of a mace made from the roots of a certain species of tree that all Yrashu visit upon reaching adulthood. Most Yrashu have this skill at 4D. The weapons acts like an ordinary club (STR+1D).

**Special Abilities:**

*Stealth:* All Yrashu receive +2D when sneaking in the jungle. They are almost impossible to spot when they don't want to be seen. Naturally, this bonus only applies in a jungle and it would take a Yrashu several days to learn an alien jungle's ways before the bonus could be applied.

**Move:** 10/12 (walking), 12/15 (jungle movement which involves swinging and climbing)

**Size:** 2 meters tall

**Source:** Alien Encounters (page 175)

## Ysanna Nomad

**Home Planet:** Ossus

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 1D+2/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D+1

**Special Abilities:**

*Acute Senses:* Because of their acute senses, Ysanna nomads gain a permanent +2 pip bonus to all search skill rolls.

*Desert Nomads:* Ysanna gain a +1D bonus to all survival skill rolls made when in a desert environment.

*Force-Sensitive:* Many Ysanna are born with a natural sensitivity to the Force.

**Story Factors:**

*Jedi-Influenced Culture:* The Ysanna have preserved elements of Jedi beliefs in their culture.

**Move:** 10/12

**Size:** "Medium"

**Source:** Power of the Jedi Sourcebook (page 137)



## Yuuzahn Vong

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D+2/5D+1

**TECHNICAL** 1D/3D+2

**Special Abilities:**





*Force Immunity:* Yuuzahn Vong are immune to all Force powers that involve Sense or Alter.

**Move:** 10/12

**Source:** Ultimate Alien Anthology (pages 191-192)

## Yuzzem



**Home Planet:** Ragna III

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D+2/5D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Large:* As large creatures, Yuzzem take a -1D penalty on *hide* rolls.

*Claws:* Do STR+1D damage.

*Bite:* Does STR+1D damage.

*Scent:* Yuzzem can detect opponents within 10 meters by sense of smell. If the source is upwind, the range increases to 20 meters; if it's downwind, the range decreases to 6 meters. Strong scents double the range and overpowering scents triple it. Yuzzem also get a +1D bonus to *search: tracking*.

*Physical Intimidation:* Yuzzem may roll *Strength* to intimidate.

*Fearless:* Yuzzem don't frighten easily and gain a +1D bonus to *willpower* to resist fear.

*Climbing Claws:* Yuzzem use their sharp claws to aid in climbing and gain a +2 bonus to *climbing*.

**Story Factors:**

*Honorable:* Although rash and volatile, the Yuzzem follow a strict code of honor and insist on paying their debts.

**Move:** 10/12

**Size:** 2.5 meters tall on average

**Source:** Ultimate Alien Anthology (pages 193-194)

## Yuzzum



**Home Planet:** Moon of Endor

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+1

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D/4D

**TECHNICAL** 2D/3D+2

**Move:** 10/12

**Size:** 2-2.5 meters tall

**Source:** Geonosis and the Outer Rim Worlds (pages 44-45)

## Yvarema



**Home Planet:** Yvara

**Attribute Dice:** 12D

**DEXTERITY** 1D/2D

**KNOWLEDGE** \*

**MECHANICAL** 1D/3D

**PERCEPTION** \*

**STRENGTH** \*

**TECHNICAL** \*

\* These attributes vary per Yvarema class. See individual classes for attribute ranges.

**Special Abilities:**

*Hive Intelligence:* Yvara intelligence is dependent on the number of Yvarema present. For game purposes the hive intelligence affects all attributes except *Dexterity*, *Perception* and *Strength*. Yvarema separated from the Majjvara or any royal explorers suffer penalties (indicated below) applied to their *Knowledge* and *Technical* attributes.

Number of Yvarema	Penalty
10,000+	-1
5,000-9,999	-1D
1,000-4,999	-1D+2
500-999	-2D
100-499	-2D+2
Below 99	-3D

*Pheromonic and Empathic Link:* The bond of the Yvarema hive-mind is based partly on pheromonic communication and partly on some as-yet unexplored empathy. The Yvarema are capable of empathic perception with other species, although it is far less accurate than the link shared with other Yvarema. They can identify the emotions of others around them, in general terms (angry, happy, afraid) and can tell whether an individual is friendly, indifferent or hostile. This check requires a Moderate *Perception* roll, which may be modified depending on the intensity of the emotion. Yvarema receive a +1D bonus to *Perception* to make this check.

**Move:** Varies per class, see below.

**Size:** 1.5-2 meters

## Worker

**Attribute Dice:** 12D

**KNOWLEDGE** 1D/2D+2

**PERCEPTION** 1D/2D

**STRENGTH** 2D+2/4D+2

**TECHNICAL** 1D/2D

**Move:** 8/10

## Explorer-Scout

**Attribute Dice:** 12D

**KNOWLEDGE** 2D/4D

**PERCEPTION** 3D/4D+2

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D/2D

**Move:** 10/12

**Special Abilities:**

*Enhanced Vision:* Yvarema explorer-scouts have exceptional vision in low-lighting and receive a +2D bonus to *Perception* and *search* in darkness.

## Lore Gatherer

**Attribute Dice:** 12D

**KNOWLEDGE** 3D/4D+2

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/2D+2

**TECHNICAL** 2D/4D

**Move:** 8/10

## Royal Explorer

**Attribute Dice:** 18D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 1D/4D

**STRENGTH** 2D+2/4D+2

**TECHNICAL** 1D/3D

**Move:** 9

**Special Abilities:**

*Enhanced Vision:* Yvarema royal explorers have exceptional vision in low-lighting and receive a +1D+1 bonus to *Perception* and *search* in darkness.

## The Majjvara



**Type:** Alien leader

**DEXTERITY** 1D

**KNOWLEDGE** 4D

*Alien species* 5D, *cultures* 5D+2, *intimidation* 4D+1, *languages* 5D+2

**MECHANICAL** 1D

**PERCEPTION** 5D

*Bargain* 7D, *command: Yvarema* 8D+2, *investigation* 6D, *persuasion* 6D+2

**STRENGTH** 3D

**TECHNICAL** 3D

**Special Abilities:**

*Hive Intelligence:* The Majjvara is the nexus of the Yvarema hive-mind. As a result, she may have access to any skill that any Yvarema has. For instance, she may use a lore-gatherer's *language* skill in place of her own. While she may use *Knowledge* skills as her own, she may also see and understand other skills like *melee combat*, *first aid* or *archaic starship piloting*. While she cannot actually perform these skills, she does understand them.

*Pheromonic and Empathic Link:* The bond of the Yvarema hive-mind is based partly on pheromonic communication and partly on some as-yet unexplored empathy. The Majjvara can sense the general emotional state of other non-Yvarema by making a Moderate *Perception* check, which may be modified depending on the intensity of the emotion. The Majjvara receives a +1D bonus to *Perception* to make this check.

**Force Points:** 3

**Character Points:** 12

**Move:** 0

**Source:** The DarkStryder Campaign: The Kathol Rift (pages 72-78)



## Zabrak



**Home Planet:** Iridonia system

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D+1/4D

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Hardiness:* Zabrak characters gain a +1D bonus to *willpower* and *stamina* skill checks.

**Move:** 10/12

**Size:** 1.6 to 2.1 meters tall

**Source:** Ultimate Alien Anthology (pages 194-195), Alien Anthology (pages 117-118)

## Zarian

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D+1/3D+2

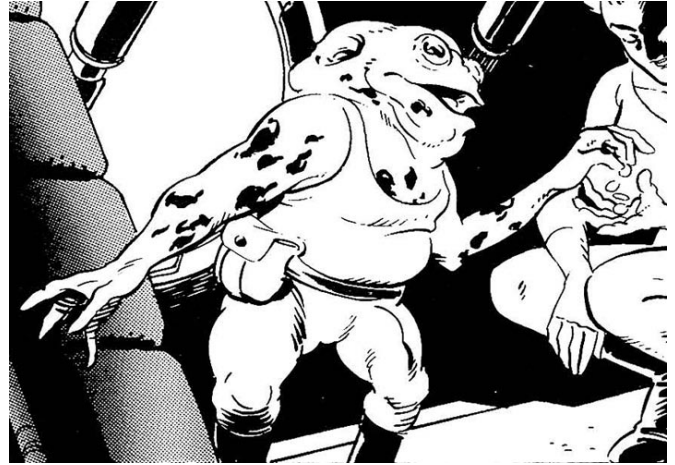
**PERCEPTION** 4D+1/6D

**STRENGTH** 1D+2/3D+1

**TECHNICAL** 1D/3D

**Move:** 8/10

**Size:** Average 1.3 meters tall



## ZeHethbra



**Home Planet:** ZeHeth

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 2D/4D+1

**PERCEPTION** 1D+1/3D+1

**STRENGTH** 1D/4D

**TECHNICAL** 1D+2/3D+2

**Special Abilities:**

*Venom Spray:* ZeHethbra can project a stinging spray that can blind and stun those within a three-meter radius. All characters within the range must make a Difficult *willpower* roll or take 5D stun damage; if the result is wounded or worse, the character is overcome by the scents and collapses to the ground for one minute.

**Move:** 9/12

**Size:** 1.6-1.8 meters tall

**Source:** Alien Encounters (page 176), The Thrawn Trilogy Sourcebook (page 154), The Last Command Sourcebook (pages 112-113), Ultimate Alien Anthology (page 196)

## Zelosian



**Home Planet:** Zelos II

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/3D+2

**PERCEPTION** 2D/4D

**STRENGTH** 2D/3D+2

**TECHNICAL** 2D/3D+2

**Special Abilities:**

*Photosynthesis:* Zelosians can derive nourishment exclusively from ultraviolet rays for up to one month.

*Intoxication:* Zelosians are easily intoxicated when ingesting sugar. However, alcohol does not affect them.

*Afraid of the Dark:* Zelosians in the dark must make a Difficult *Perception* or Moderate *willpower* roll. Failure results in a -1D penalty to all attributes and skills except *Strength* until the Zelosian is back in a well-lit environment.

**Move:** 8/10

**Size:** 1.5-2.0 meters tall

**Source:** Alien Encounters (page 109), Planets Collection (pages 248-249)

## Zeltron



**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 1D+1/4D

**PERCEPTION** 2D+1/5D

**STRENGTH** 1D+1/4D

**TECHNICAL** 1D/3D+2

**Special Abilities:**

*Empathy:* Zeltron feel other people's emotions as if they were their own. Therefore, they receive a -1D penalty to ALL rolls when in the presence of anyone projecting strong negative emotions.

*Pheromones:* Zeltron can project their emotions, and this gives them a +1D bonus to influencing others through the use of the *bargain*, *command*, *con*, or *persuasion* skills.

*Entertainers:* Due to their talents as entertainers, Zeltron gain a +1D bonus to any skill rolls involving acting, playing musical instruments, singing, or other forms of entertainment.

*Initiative Bonus:* Zeltron can react to people quickly due to their ability to sense emotion, and thus they gain a +1 pip bonus to initiative rolls.

**Move:** 10/12

**Source:** Ultimate Alien Anthology (pages 196-197)



## Zexx



**Home Planet:** Prazhi

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/6D

**TECHNICAL** 1D/3D

**Story Factors:**

*Sense of Ownership:* Zexx never allows others to borrow any item for any length of time. They hoard as many possessions as possible, even if the object in question serves absolutely no purpose in their lives.

**Move:** 12/15

**Size:** 1.8-2.5 meters tall

**Source:** Tales of the Jedi Companion (pages 103-104)

## Zizimaak



**Home Planet:** Kathol

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/2D

**PERCEPTION** 3D/5D

**STRENGTH** 1D/3D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Flight:* The Zizimaak are powerful and agile fliers, able to hover and travel great distances, up to an altitude of several hundred meters.

*Stingers:* If forced to defend themselves, the Zizimaak can stab with a powerful stinger, which does STR+2D damage.

**Story Factors:**

The Zizimaak are a flighty species that prefer to flee threats than stay and get hurt.

**Move:** 8 (walking), 12 (flying)

**Size:** 1-1.5 meters tall

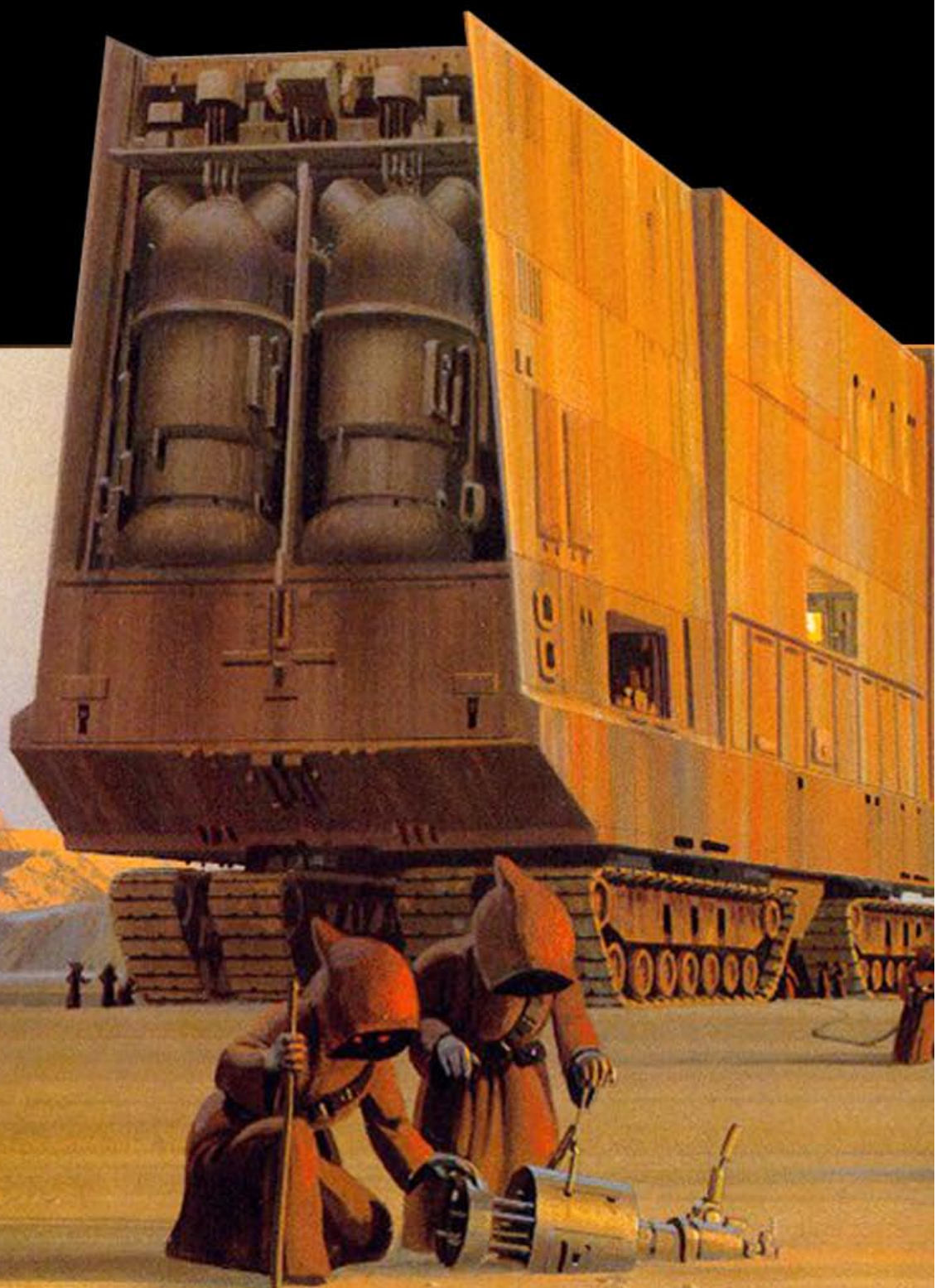
**Source:** The DarkStryder Campaign – Endgame (page 38)

## Unknown Species



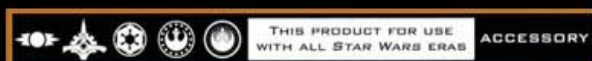


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