

The Unofficial

GURPS

STAR WARS



Denizens of the Galaxy

by R. Jason Kidd

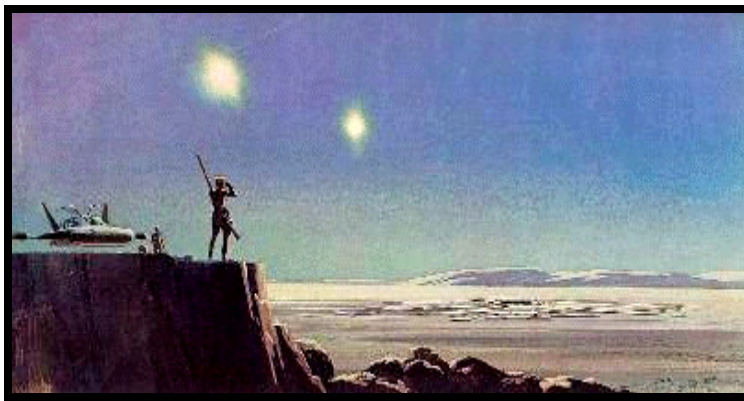
The **Unofficial**
GURPS STAR WARS
DENIZENS of the GALAXY

--Second Edition--

*A completely free and unofficial online sourcebook for creating aliens in the
Star Wars Universe*

By R. Jason Kidd

Edited and Proofreading by R. Jason Kidd and Michael Siersleben
Some material taken from the Completely Unofficial Star Wars Encyclopedia
Cover Art by R. Jason Kidd



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Special Thanks must be given to the Project team.
Without their imaginations this project wouldn't exist.

The Unofficial GURPS Star Wars Project Team members are:

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Introduction and Other Information

Gurps Denizens of the Galaxy: A Word from the Principal Author

When I first stumbled across the original Project site owned by Francis Martel's site, I was amazed. The details and scope of his translation was incredible, but the one thing that I thought needed improving, was the selection of alien races.

The Alien races have always been my favorite part of the Star Wars Universe. I can't count, how many times I have rewatched the cantina scene in A New Hope, Jabba's Palace in Return of the Jedi, or the pod race scene in The Phantom Menace, searching for a new alien I may have missed before. I think it may have been the incredible makeup and special effects that initially caught my eye, but it was the idea of other cultures and societies that kept me interested. Alien Races in many Sci-fi novels have served as counters to our own cultures, and societies. These comparisons often enable us to see our own flaws and failings, and hopefully drive us to evolve ourselves as a society. With this in mind, I approached Francis with a few samples of Aliens I had translated over, and he graciously allowed me to work on his project.

I slaved for months, typing, researching, and designing this online book. Then late in the spring of 2000 the book was finally released. While I was happy with how the book turned out, I thought it could look a lot better. Now the time has come to update the look of the book, and add a few new aliens. With that said I present the Second Edition of the Denizens of the Galaxy.

When you are looking through the aliens below, keep in mind that I have taken from the many degrees of canon sources in the SW universe. I have drawn from the Novels, Movies, RPG references, Essential guides, and even a few comics. If the question of canon or not canon comes up, just remember that this is my own view of the aliens of the SW universe, and If you don't agree with something you see, simply change it to suit your needs or E-mail your concerns to Me at pixie50@msn.com.

Thanks, and enjoy,
R. Jason Kidd



The Gurps Star Wars Project Team and other Contributors

About the Author

R. Jason Kidd, Principal Author and Project Coordinator

Jason is from the US, and he currently lives near Austin, Texas, with his wife Melanie. He is 28 years old and His interests include role-playing, Philosophy, Music (Both listening and playing), and Sociology. Jason has been gaming since he was twelve and has been a Star Wars fanatic most of his life (Since Episode IV first came out in '77). He is the principal writer of this book, and now, after Francis moved on to other things, he is now the Project Coordinator.

Retired and Current Project Team members and collaborators

Francis Martel, Originator of the Project and Former Project Coordinator

The Originator of the project and author of the Star Wars Sourcebook, Francis Martel hails from Montreal, Canada. Francis lives with his wife Stephanie and their son Marc-Antoine...And a shape shifting red dragon that currently poses as the household cat, Willy.

Francis has been gaming since he was about 15, which means he's been deranged for over 15 years already! His interests, as far as gaming goes, are mostly centered on role-playing games (GURPS, Battletech, AD&D, Travelers) and strategic gaming (Advanced Squad Leader, Starfleet Battles, Wooden Ships & Iron Men...). Computers also take a lot of his free time (His wife constantly wages war against his 3 computers...)

Francis currently work for ConnecTalk Inc, an IT consulting firm based in Montreal, with offices in the USA

(NJ). His role is to develop IT solutions for the customers. In short, he establishes the layout of the solution (servers, routers, data links, firewalls, OS, etc.) and source out all the material, manpower and software required to implement the solution.

A few of the Aliens designed were based upon Francis's initial designs from the GURPS Star Wars Sourcebooks. Francis also is the editor of this book.



Michael Siersleben

Another collaborator from Germany, Michael has worked hard in providing the information in the Campaigning section, the cinematic section and in developing the Jedi Martial Art style. Michael lives in Braunschweig with his fiancée, Kathrin. Michael currently works as a gym instructor (Tae-Kwon-Do, Self-Defense, Thairobic, Aerobic, Fitness) but plans to finish university in German and English literature, as well as in Greek philosophy. Michael has written the Empire Sourcebook, and has been a great help with suggestions on the format and information contained in this book.

Jean-Pierre Marchant

Also from Canada, JP currently lives in Calgary and studies for his major in history at the university of Calgary. JP plans to get a PhD in Military History. JP is the person who designed the Force Skills and as provided Francis with much material about Star Wars, mostly from the WEG RPG.

Thomas Kathmann

Thomas is from Germany, and lives in Berlin. Thomas is 29 years old and currently works as a software developer in the Health Care industry. Thomas is a general SF fan and a RPG tabletop gamer. A lot of the technical features of spaceships have been designed and revised because of his numerous discussions with Francis and commentaries on the Star Wars technologies and on how to handle them in the Sourcebook.



Other contributors

The Completely Unofficial Star Wars Encyclopedia (<http://www.theforce.net/swenc.htm>)

I would like to thank Bob Vitas for kindly granting me permission to use the alien entries from his incredibly thorough document. I have used these entries from his work as a basis for my own descriptions for the alien races below. In more than a few cases, I have modified his original work to describe the race in more detail, and in others I have sighted his work word for word. If any of the readers ever have a question concerning anything or anyone in the Star Wars universe, just check out the URL above. The answer will most likely be there, and I promise you won't be disappointed.

The Rancorpit

(<http://www.rancorpit.com/>)

I would like to thank the Webmaster at the Rancorpit for his permission to use images from his site. This site has a large amount of info about the West End Games version of the Star Wars RPG.

The GURPS community worldwide

I would also like to thank all of the people who donated images, and time to help with this book, but wanted to remain nameless. I really appreciate your help.

While I am pretty sure everyone is listed who helped out with images, stats, and other information I may have missed your name. So, if for some reason I failed to mention you, or something in this book is your work, please E-Mail me with your concerns. I will either remove the information or place a link in the book to your site. Thanks.

Racial Templates of the Galaxy

The Format of the Racial Templates

The following is a sample of the format that was used in designing the templates for this book. Next to each heading is a short definition that describes what that heading includes. By following this format, you should be able to create your own alien races with ease.

Attribute Adjustments: Some aliens are stronger or weaker than human norm, while others are smarter or dumber. In the Gurps system, a races inherent strengths or weaknesses are shown by modifying the attributes of the race. These modifications are only added once, during character creation. Example: A Player wants to create an Arcona character. The Arcona get a +1 to HT. The player spends 10 points on HT, raising it to 11. The player then adds the attribute bonus for the race raising it the character's HT to 12. Later during the game, the player wants to raise his character's HT to 13. When calculating the points needed to raise the stat by 1, the player would only have to figure the point cost of raising the stat to 12. Which would cost 20 pts. 10 for the initial rise in levels, and doubled because the game has started. After the stat the attribute bonus is added again raising the stat to 13.

Planet/System of Origin: The planet or system the race originally hails from. This does not mean that the character has to be from the same planet or system that his or her race originates.

Tech Level: The TL or technological advancement of the alien race. The Empire and the Rebel Alliance/New Republic TL is 12. Please note that this is the racial average. Spaceports, for example, would have a higher TL than the wilderness areas. Keep this in mind when creating characters, and adjust the point cost accordingly.

Racial Advantages: These are the special abilities, which distinguish the character from other races.

Racial Disadvantages: Alien races disadvantages. I did not include disadvantages for features that are a considered normal or average characteristic for that race, except in extreme circumstances. (*Example: Gigantism for Wookiees, Dwarfism for Ewoks, Fat for Gamorreans ... etc*) GMs, who disagree with my design method, can simply add the disadvantage they want to the cost of the template.

Language and Other Free Skills: Skills such as Area Knowledge and Native Language that species who grew up on their home world would receive. A character receives these skills at IQ unless otherwise noted. These skills are free of cost, and should not be added into the character's

point total. However to raise these skills, consider the skill to be a racially known skill, and should be able to be raised at half the point cost.

Several story factors must be considered when adding these free skills. The first thing to take into consideration is that many characters may have been born and raised away from their home planet. In this case, simply change the area knowledge to the area that the character grew up around.

Also if the character grew up away from his species he may not know his racial language. If this is the case use simply replace the native language with the language the character grew up speaking.

Racially Learned Skills and Racial Skill Bonuses: Alien races often have skills at which they excel. These skills will either be represented as Racial Skill Penalties or Bonuses, a +/- to a skill level, or they will receive a Racially Learned Skill, a certain skill at a specified level. The character's total cost has been adjusted to reflect the presence of these skills.

Please note that if the character was raised away from his race, that he or she may not have certain skills. Physical skills will never differ, but the character may not have skills that represent the characters culture.

This is also the area where suggested skills for the race will be listed. These skills will be listed in parenthesis.

Name: The most common way the alien race names there characters, and also a few sample names.

Description: A description of the alien race and their history.

Note: Notes to the reader.

CP: Point cost of the alien race to use during character creation. I have attempted to keep the point costs low, to allow versatility during character creation

Height and Weight Table: The Height and Weight Tables presents the average heights and weights of the species in question. Female characters subtract 6 inches and 20lbs. from the chart, unless otherwise noted in the characters description. Use this chart in the same manner as described in the sidebar located on GURPS Basic Set page 15.

Abyssin



Attribute Adjustments: -1 IQ (-10pts)

Planet/System of Origin: Byss (not the same Byss that Palpatine hid on between ROTJ and Dark Empire).

Tech Level: 9

Racial Advantages: Claws, Sharp (+15pts.), Regeneration - Fast (+50pts), Rapid Healing - Free with Regeneration (+0pts)

Racial Disadvantages: Racial Reputation (-2, Large Group) Violent Race (-5pts), Primitive -3 (-15pts)

Language and Other Free Skills: Language, Abyssin (MA) and Area Knowledge (Byss)

Racially Learned Skills and Racial Skill Bonuses: Abyssin get the Racially Learned Skills Survival (Desert) at characters IQ (+2pts) and Brawling at the characters DX (+1pt) for free.

Names: The Abyssin favor a short, usually disyllabic, given name. Examples of names include Vomak, Myo, and Sadie

Description: The Abyssin are Humanoid Bipedes that have long limbs and well-muscled bodies. They have greenish-tan skin and long arms that reach to the ground when they walk. Their upper and lower jaws protrude slightly, forcing their teeth to be visible unless the Abyssin makes a concentrated effort to keep his or her teeth from view. The most Alien feature on the Abyssin is the single eye in the center of their foreheads. The pupil of the eye is slitted much like that of a reptile, and it has twin lenses and dual focal planes, which allows the Abyssin some measure of depth perception.

The Abyssin have incredible regenerative ability, and actually consume their own body mass and rebuild cells. An average Abyssin body cell is replaced every 80 hours. Many of the normal organs found in pairs in other races are singular in the Abyssin, but can be regenerated if injured.

The regenerative ability of the Abyssin has also greatly affected their culture. This means that most Abyssin will resort to violence first and worry about consequences later.



The Abyssin love violence and fighting and this approach to physical violence confuses many offworlders. In fact, many offworlders believe that they are a savage and brutal race. While the Abyssin love physical combat, they are slightly less pleased about a blaster battles, and are even less pleased to be involved a starship battle (After all you cannot regenerate after a ship explodes and your atoms a scattered across space.) This dislike of starship battles, has made some Abyssin severely disliking starships altogether.

It should be noted that the Abyssin themselves, do not think of their race as violent or savage. Even during the most violent "bleeding", most of the Abyssin involved will be injured, not killed.

They are a nomadic race, with no substantial exports, and traders have relatively ignored the planet. The primary visitors to the planet are slavers who come to export the Abyssin themselves. When two tribes of Abyssin meet, they will either enter into a Trade (if water and food are plentiful, gaunts, weapons, or young are exchanged) or a Bleeding (a fight to the death for water rights). Their hands end in sharp claws. Although Abyssin can live to be over 300 years in age, their ability to regenerate gradually decreases. Those Abyssin who can no longer regenerate themselves usually walk into the desert and die. Younger Abyssin ritually stones those that

refuse to die.

Note: An Abyssin can be seen in A New Hope in the cantina after Obi-Wan slices off Ponda Baba's arm

CP: 28

Abyssin Height & Weight Table		
ST	Height	Weight
---	5'7"	150lbs
---	5'8"	155lbs
<5	5'9"	160lbs
6	5'10"	165lbs
7	5'11"	170lbs
8	6'0"	175lbs
9	6'1"	180lbs
10	6'2"	190lbs.
11	6'3"	200lbs
12	6'4"	210lbs
13	6'5"	220lbs
14	6'6"	230lbs
15	6'7"	240lbs
>16	6'8"	250lbs

For each inch over the height of 6'8", add +10 pounds to the average weight.

Advozsec



Attribute Adjustments: +1 IQ (+10pts)

Planet/System of Origin: Riflor (planet)

Tech Level: 12

Racial Advantages: Dark Vision (+25pts), Horns (+0pts - no real damage)

Racial Disadvantages: Advozsec Pessimism (-10pts) *see Appendix I*

Language and Other Free Skills: Language, Advozsec (MA) and Area Knowledge (Riflor)

Racially Learned Skills and Racial Skill Bonuses: None

Description: The Advozsec race is characterized by their short stature, large black eyes, and enlarged cranium. Their skulls are punctuated by a short, thick horn, which protrudes from the center of their forehead. Their ears are pointed and their large eyes allow them to see in the murky light caused by Riflor dense, ash-filled atmosphere.

Riflor's constant tectonic activity has instilled a sense of skepticism and pessimism in most of the Advozsec personalities. The race seems to be in a constant battle against the planet's condition and Advozsec cities are continually being rebuilt after natural disasters. The Advozsec are an herbivorous race, and their technological level mirrors much of the galaxies, although they tend to build it on a smaller, more transportable scale.

Note: A single member of the species is referred to as Advozse. Also, an Advozse can be seen in the cantina in Episode IV- A New Hope.

CP: 25

Advozsec Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Amanin

Attribute Adjustments: +1 ST (+10pts), +3 HT (+30pts), -1 IQ (-10pts)

Planet/System of Origin: Maridun

Tech Level: 3

Racial Advantages: Brachiator (+5pts), Enhanced Movement 2lvls - Roll (+20pts), Infravision (+15pts), Regrowth (+40pts)

Racial Disadvantages: Odious Racial Habit - Expel undigested material from their mouths (-15pts), Primitive 9 lvls (-45pts), Reduced Movement 1 lvl - Walking (-5pts)

Language and Other Free

Skills: Language, Amanin (MH) and Area Knowledge (Maridun)

Racially Learned Skills and Racial Skill Bonuses:

An Amanin receives Brawling at DX (+1pt), and Survival (Forest) at IQ-1 (+1pt) (Also see Brachiator advantage for more free skills)

Description: The Amanin are a race of tall, flat-bodied planarian that inhabit the forests and plains of the planet Maridun. The Amanin skin is wrinkly, moist and sensitive to drying. The front of their bodies have deep yellow coloration, while the rear hood, which runs from the neck to the feet, is green. They also have a striped camouflage pattern along the sides of the body that enable them to both hide from predators in their environment, and hunt more effectively. The Amanin have small mouths, which function as both a way to eat, and a way to expel undigested material from their bodies. This process is very unsettling to the majority of other sentient species. Their mouth is also the location of their reproductive organs, and this makes it very difficult for other species to tell the difference between male and female Amanin. The Amanin' bulbous eyes are a deep, dark red color, and they can easily in dark conditions. They have extremely long arms that enable them to easily swing in the branches in the jungles of Maridun, and have enormous hands that are roughly half a meter long. Each hand sports long claws, which, combined with the hands size, enable them to grasp and ensnare struggling prey. They have short legs, which hinder their walking movement severely, but their unusual body shape enables them to roll along the

ground at great speeds (50 kilometers per hour), making them swift in their natural environment. They have the ability to regenerate lost limbs and organs, and their brains are actually a network of small bundles of nerves that, along with other vital organs, are distributed throughout their bodies. This combination makes the Amanin very difficult to kill.

The Amanin are forest dwelling creatures. They establish their homes in the high treetops of the forests on their planets. The majority of Amanin are slow to anger, but once their tempers rise, the result is bloody. They tend to have a good sense of humor, but most species tend to think it slightly morbid.

The leaders of the Amanin are shamans and lorekeepers, and these leaders are charged with remembering the oral history of the past. The Amanin have a different perception of time, then the rest of the galaxy. They only see time as having two parts, a beginning and an ending. When an Amanin tries to convey time to other beings, they do it by relating it to past events. This can be incredibly aggravating to companions of an Amanin (Singular form of Amanin).

The Amanin society is set up in social groups that control small forests on Maridun. The forests are usually, surrounded by vast grasslands. When a social group grows to large for the forest to support the Amanin society, the extra young adults travel into the grasslands, which are called gruntak, to find another suitable forest to live in. An uninhabited forest is rare, and the group

usually attempts to seize the forest from the other Amanin holding it. The bloody battles are called takitals, and they make up a large portion of the lorekeepers tales.

They are a tribal people with a very primitive level of technology, and while most Amani are skeptical and fearful of high tech devices, their society is changing rapidly. When the Empire first discovered Maridun, the Amanin reacted well to their first contact with the offworlders. They were both curious and interested with the visitors. The Empire established a small mining facility on the planet, and stationed a small force of Imperial Troopers on the planet, to protect the Empires resources. The Amanin soon found themselves tricked by the Empire into selling their own people into slavery, and the once peaceful groups of Amanin became distrustful and fearful. During the Galactic Civil war, the Empire shifted its resources to other places, and soon the planet became inhabited by smugglers and other small groups of criminals, who took over the



abandoned imperial facilities. The young Amanin, after hearing the exciting stories of Amanin who left and returned, are leaving the forests and moving into the new spaceports. There have been accounts of some of them are returning to the forests with blasters and other technology, which they see as magic, and easily taking over the primitive tribes, who still live there. The majority of lorekeepers are seeing these changes as signs of corruption and are trying to counter the events that have changed their world, but the Imperial presence on Maridun may have changed the Amanin society forever.

The Amanin can be found serving as laborers, mercenaries, bounty hunters, and scouts throughout the galaxy. Despite their large, unusual appearance and tendency to carry long, hand-held weapons, which are decorated with "trophies" of their past victories, they prefer to remain unnoticed in spaceport crowds.



Note: An Amanin can be seen in Jabba's Palace in Return of the Jedi.

CP: 47



Amanin Height & Weight Table		
ST	Height	Weight
---	6'6" or less	220lbs
---	6'7"	230lbs
<5	6'8"	240lbs
6	6'9"	250lbs
7	6'10"	260lbs
8	6'11"	270lbs
9	7'0"	280lbs
10	7'1"	290lbs
11	7'2"	300lbs
12	7'3"	310lbs
13	7'4"	320lbs
14	7'5"	330lbs
15	7'6"	340lbs
>16	7'7"	350lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Anomid



Attribute Adjustments: -2 ST (-20pts), -1 DX (-10pts), -1 IQ (-10pts)

Planet/System of Origin: Yablari System

Tech Level: 12

Racial Advantages: Wealthy (+20pts)

Racial Disadvantages: Mute (-25pts), Pacifists, Self Defense (-15pts)

Language and Other Free Skills: Language, Anomid Sign Language (MVH) *See Appendix I*, Area Knowledge

Racially Learned Skills and Racial Skill Bonuses:
Anomid characters may pick two mechanic (+10pts each) and one engineer skill (+12pts) at IQ+4

Description: A humanoid alien race native to the Yablari System, the Anomid are born without vocal cords. This requires that the immature Anomid wear complex masks, which synthesize the sounds necessary for communication with others. These masks are very large, covering all but the Anomid's eyes and forehead. They dress in long, hooded robes made from pure dendrite. Most Anomids have pale; translucent skin and wide eyes, and their ears are large and leaf-like in shape. Anomids have six toes on each foot. Their technology is fairly sophisticated, and the Anomid have become very wealthy selling it in the galaxy. A peaceful race, they supported the Old Republic for 15,000 years before the onset of the New Order. Their own political system was divided in its support during the Galactic Civil War, but they sided with the Empire in an effort to meet their homeworlds' needs.

CP: -28

ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Anzati



Attribute Adjustments: +2 ST (+20pts), +1DX (+10pts)

Planet/System of Origin: Anzat

Tech Level: 12?

Racial Advantages: Extended Lifespan (Lives over a 1000 years) 8lvls (+40pts), Longevity (+5pts), Alertness 2 lvls (+10pts), Proboscises (*Special Attack - see below*) (+5pts)

Racial Disadvantages: Odious Racial Habit - Drinks blood and Feeds on brain "energy" (-15pts)

Language and Other Free Skills: Language, Anzati (MH) and Area Knowledge (Anzat)

Racially Learned Skills and Racial Skill Bonuses: All Anzati get Sense at IQ (+8pts) (see Gurps Star Wars Sourcebook 1st Edition pages xx)

Names: The Anzati are so rare that there is rarely two of them in the same sector, let alone the same conversation. For this reason, Anzati rarely name their offspring. Often times though, due to their constant need for victims, Anzat will take human-like names in order to blend in with the surrounding populace. Examples of names include Anzat of Anzati, Dannik Jerriko, Nikkos Tyriss

Description: The Anzati are a race of humanoids, that closely resemble humans on the outside, but those who do not sense the danger that exists within these predatory creatures, will soon wish they had. Believed to be a myth to most of the galaxy, the Anzati are in fact real. Tall, gaunt and largely humanoid in appearance, except for the prehensile proboscises coiled in their cheek pockets. These proboscises are long tubular organs, which can extend out

from their nostrils, to pierce the brains of Anzati's victim. The Anzati places his face close to his or her victim, then the proboscis extend through the victims nasal cavity, and burrow into the brain. The Anzati then "suck" out the brain's energies and fluids in the body. The Anzati refer to the brain and it's energies as "soup" or "luck". Little is known of Anzat, the planet that these creatures hail from, and they don't appear to have any sort of biological rhythm. They simply exist, and when they require rest, they drop into a deep coma-like state. Anzati can live over a thousand years, and they most commonly find employment as bounty hunters or assassins.

Rules on Anzati Proboscises

The Anzati Proboscises are fairly useless in the average melee. For an Anzati to attack with the proboscises, they must somehow incapacitate the victim or attack while the victim is incapacitated. This can be done by knocking them unconscious, attacking them while sleeping, or restraining them in a way that the proboscises can reach into the victim's nostrils and pierce the brain. For every minute the Anzati spends feeding on a victim, the victim loses 3 HT. If the victims HT ever drops below 0, he dies. If the attack is ceased before the victim is dead, and the victim somehow escapes the Anzati. For the next, two days he is physically, mentally, and spiritually exhausted suffering a -4 penalty to all his rolls (His "luck" has been stolen). After that, he suffers a -2 penalty for the next week continuing to gain more strength back. For the final week, the character suffers a -1 penalty to all of his rolls, until he regains his strength.

The Anzati refer to this, as stealing a victim's luck. This superstition probably exists, because of the fact that most victims don't survive for very long after this ordeal. The term probably originated from an Anzati who fed on low-lives, (Bounty Hunters, Beggars, Smugglers and the like) a group of people who are always in need of their wits, otherwise they would be found dead, in a gutter. The physical and mental weakness that an Anzati attack causes vulnerability in the victim. Rivals and enemies with vendettas probably took advantage of this weakness attacking while the victim is not fully functional. This cycle repeated itself and the superstition is born.

The Anzati will avoid assaults on Jedi. A Jedi who has control over his mind, able to block out unwanted probing of his thoughts and feelings, can block out the Anzati's form of receptive telepathy. The Anzati however is able to determine that the person is a Jedi and sense how powerful he is. Usually, the Anzati will come to the conclusion, that the risk involved is not worth the effort, and go and find easier prey. Many Anzati will stalk especially tasty looking prey for months, even years, just to feed on that person. After all when you are able to live for thousands of years, what is a year or two.

Modified Force Skill

Sense - The Anzati have focused this skill to feed on their victims. The usage is very similar to the way Jedi's use it, sensing strength in the force and what not, but with one important difference. Due to the thousand of years spent using this skill, The Anzati have developed the ability to not only sense presence of the force, but they can use it to determine the "life force or luck" of the target. Since their really are no rules for determining the lifeforce of a target, because it is some kind of vitality that the Anzati can sense, the amount of lifeforce in a target or character will be left to the judgment of the GM.

Example: When Dannick Jerriko, an Anzati in the Mos Eisley cantina, first noticed Ben and Luke, he was able to sense that Ben was a Jedi Master and that Luke was strong with the force. He immediately decided that Ben was far too much trouble to feed off of, and contemplated feeding off of Luke. It was when he noticed Solo that he focused on him. His "luck" was strong and tasty, and he then follwed him to docking bay 94, where Solo made his escape. Dannick could not let such a tasty morsel get away, and he knew that Solo was wanted by Jabba, So he went to Jabba's Palace to wait for him. After all time is on his side.

In the example above, Dannick focused on Solo because of his "luck" was strong. My suggestion would be to let the GM decide whose "luck" is stronger as you go along. Just do whatever is appropriate to the story you are playing.

Note: Anzati PC's are not recommended. Although, as always, this is always the GM's option.

CP: 83

Anzati Height & Weight Table		
ST	Height	Weight
---	5'6" or less	110lbs
---	5'7"	120lbs
<5	5'8"	120lbs
6	5'9"	125lbs
7	5'10"	125lbs
8	5'11"	130lbs
9	6'0"	135lbs
10	6'1"	140lbs
11	6'2"	145lbs
12	6'3"	150lbs
13	6'4"	155lbs
14	6'5"	160lbs
15	6'6"	170lbs
>16	6'7"	180lbs

For each inch over the height of 6'7", add 10 pounds to the average weight.

Aqualish



Aquala

Attribute Adjustments: +2 ST (+12pts)

Planet/System of Origin: Ando

Tech Level: 12

Racial Advantages: Amphibious (+10pts), Gills (+10pts)

Racial Disadvantages: Bad Temper (-10pts), Racial Reputation (Bullies - -2, Recognized on 10 or less -5pts), Bully (-10pts), No Fine Manipulators (-30pts)

Language and Other Free Skills: Language, Aqualish (MVH) and Area Knowledge (Ando)

Racially Learned Skills and Racial Skill Bonuses: Aquala get the swimming skill equal to their ST for free and pays 1/2 the amount of usual points to raise.

CP: -23

Quara

Attribute Adjustments: +2 ST (+20pts)

Planet/System of Origin: Ando

Tech Level: 12

Racial Advantages: Amphibious (+10pts), Gills (+10pts)

Racial Disadvantages: Bad Temper (-10pts), Racial Reputation (Bullies - -2, Recognized on 10 or less -5pts), Bully (-10pts)

Language and Other Free Skills: Language, Aqualish (MVH) and Area Knowledge (Ando)

Racially Learned Skills and Racial Skill Bonuses: Swimming (Must purchase the swimming skill, but only pays 1/2 the usual cost)

CP: 15

Names: The Aqualish favor two names (both given), usually disyllabic. Examples of names include Ponda Baba, Unda Lagor, and Calfta Bongri

Description: A walrus-faced race of bipeds from the planet Ando. The race is divided into two distinct sub-races of Aqualish society. The higher caste, the Aquala, has hands, which are articulated webs with opposable thumbs, and the lower caste, the Quara, has clawed hands. The distinction between the sub-races is greater than the slight physical differences between them. The Aquala, the web handed subspecies, hold governmental and commercial positions, and the Quara, the claw handed subspecies are usually left to become bounty hunters, smugglers, and other dregs of society. Both species are a belligerent and hotheaded, but they are a technologically advanced race. Both members of the species are known throughout the galaxy for their bad tempers and the ease they get into fights and into trouble.

The Aquala live in vast sailing ships and floating cities, while the Quara live on the planet's small islands. The two subraces have a long history of civil war. The Aquala, who blamed the Quara for the declining harvests of fish, initiated the war. The bloody war between the subspecies was ended by an exploration starship. The starship landed on the surface of Ando, and unintentionally united the two feuding factions against the "trespassers". The crew was slaughtered, and the once non-technical Aqualish discovered how to fly the "alien" starship. Soon after, they learned how to build starships of their own, and the Aqualish took the stars. The old subspecies feud resurfaced, and the two factions took their age-old battle to Ando's sister planet, which ended in the planets destruction.

When the Empire arrived to conquer the system, the war-loving Aqualish tried to overthrow them. The sheer might of the Empire battered the Aqualish into submission, but it instilled a deep bitterness in the Aqualish culture against offworlders.



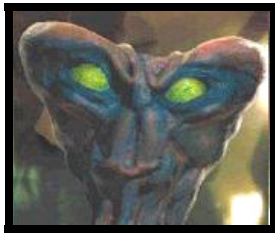
Note: Ponda Baba the alien who had his arm chopped off in Episode IV: A New Hope was a Quara.



Aqualish Height & Weight Table		
ST	Height	Weight
---	5'2" or less	130lbs
---	5'3"	140lbs
<5	5'4"	140lbs
6	5'5"	145lbs
7	5'6"	145lbs
8	5'7"	150lbs
9	5'8"	155lbs
10	5'9"	160lbs
11	5'10"	165lbs
12	5'11"	170lbs
13	6'0"	175lbs
14	6'1"	180lbs
15	6'2"	190lbs
>16	6'3"	200lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Arcona



Attribute Adjustments: +1 HT (+10pts)

Planet/System of Origin: Cona (Planet)

Tech Level: 12

Racial Advantages: Acute Hearing (2 Lvl) 4pts, Acute Taste/Smell (2 Lvl) 4pts, Claws (Talons) 40pts, Damage Resistance (Tough Hide - No Protection from energy attacks) DR1 2pts

Racial Disadvantages: Bad Sight (Near Sighted - Cannot be corrected) -25pts, Addiction: Salt -10 *see Appendix I*

Language and Other Free Skills: Language, Arcona (MA) and Area Knowledge (Cona)

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Arcona favor two names, the first of which is a nest name, and is common among all males in the nest (the "nest" is the family unit in Arcona society). Female nest-members affix an "a" onto their nest names (such as Dutana Leara of the Dutan nest). The second name is a simple given name. Sometimes, especially if one of the names is very short, Arcona tend to run the two together, and write them with a hyphen. Examples of names include Terrafin, Vegath Tist, Gezzov-tak, Dutan Kelliv, Dutan Lee, Dutana Leara, Hem Dazon, Kal Mpon, Kal Nkai, and Shlith-Dan

Description: Arcona are scaleless, bipedal reptiles with triangular shaped heads and large, marble-like eyes. Between their eyes is a tiny bulbous knob that is used as a heat sensor and supplement to their eyesight. Their skin ranges in color from dark mahogany and gray to deep black, and bears a resemblance to fibrous wood. Arcona have sharp talons on their hands that enable them to dig through soil or other substances quickly. The Arcona do not dig or burrow very often, if ever. Scholars tend to believe that during the Arcona's evolution, that they possibly made nests for their young by digging in the soil. Although this is just speculation, the fact remains that these talons can also be used in combat if necessary (both Thr/imp and sw/cut damage).

The most peculiar thing about the Arcona is their susceptibility to becoming addicted to salt. This is caused by the absence of salt in their environment. An salt addicted Arcona can be determined by their glowing yellow

eyes. This is a result of a chemical interaction between the salt their optic nerves. This chemical interaction also causes the Arcona to hallucinate. Increased levels of salt also break down the pancreatic ability to convert ammonia into a water-conserving enzyme, and are thus deadly to the Arcona.

Arcona society is a very communal society based upon the precept that the rights of the whole group outweigh the rights of the individual. Primarily the "group" is the Arcona's family; also call a Grand Nest, although this can include any group that follows the rules of the society. The Arcona are farmers by nature, tilling Cona's rich tropical soil. They have also incorporated themselves in all sorts of galactic affairs and activities, although many prefer the comforts of spaceports, if they are not living on Cona.

CP: 25



ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Barabel



Attribute Adjustments: +2 ST 30pts, +1 DX (+10pts), +1 HT (+10pts), and -1 IQ -10pts

Planet/System of Origin: Barab I

Tech Level: 10

Racial Advantages: Damage Resistance, Natural Armor (DR 2/DR 1 vs. energy attacks) 5pts, Infravision 15pts., Passive Defense, Natural Armor (PD 1/ no PD vs. energy attacks) 12pts, Resistance to Radiation 3 lvls 6pts *See Appendix 1*, Teeth, Sharp 5pts

Racial Disadvantages: Sense of Duty (Loyalty to Jedi - 6 or less) -2pts, Primitive -10pts, Reputation (Savage Warriors and Accomplished Hunters -4, 10 or less) -10pts

Language and Other Free Skills: Language, Barabel (MA) and Area Knowledge (Barab I)

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Barabel favor one name (given). Examples of names include Shahtul, Vangar, Baraduk, Shallamar, and Tibor.

Description: The Barabel are a race of bipedal reptiles that inhabit the dark, humid world of Barab I. They are covered head to tail by horny, black scales made of keratin that functions as a natural armor, and their mouths are filled with sharp, needle like teeth reaching lengths of five centimeters or more. They are natural hunters, well adapted at finding prey in the harsh environment on their world. The Barabels eyes enable them to see in the infrared spectrum, giving them an advantage over their prey, and unlike some aggressive species, they temper their aggressive behavior with intelligence, cunning, and cooperation that is often necessary to achieve a goal. They also have a natural resistance to radiation, which they most likely developed due to the close proximity of the Barab systems red dwarf star.

The Barabel are extremely loyal to their families, and often show surprising amounts of affection for their young.

Outside of that group all other creatures and offworlders are met with aggression. As mentioned before, that unlike other aggressive species, the Barabel temper that aggression with intelligence. When the Imperials first settled there to bring home a Barabel head for mounting on their wall. This enraged the Barabel leaders and they retaliated. The Imperial governor at that time noticed their cunning and intelligence, and began shipping Barabel off world for use as shockboxers, mercenaries, and commandos. Barabels have a reputation as fierce warriors and competent hunters, and many Barabel left to pursue careers as bounty hunters. The Race is well feared, and those who are familiar with the race tend to steer clear of them.

Strangely enough, the savage Barabels have a deep respect for Jedi Knights, even though they have little aptitude for sensing the Force. They will almost always yield to the commands of a Jedi, and a few Barabel have tried to emulate their beliefs despite their lack of being able to sense the force.

CP: 61



Barabel Height & Weight Table		
ST	Height	Weight
---	5'9" or less	170lbs
---	5'10"	175lbs
<5	5'11"	180lbs
6	6'0"	185lbs
7	6'1"	190lbs
8	6'2"	200lbs
9	6'3"	210lbs
10	6'4"	220lbs
11	6'5"	230lbs
12	6'6"	240lbs
13	6'7"	250lbs
14	6'8"	260lbs
15	6'9"	270lbs
>16	6'10"	280lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Baragwin



Attribute Adjustments: None

Planet/System of Origin: Unknown

Tech Level: 12 (see below)

Racial Advantages: Acute Taste of Taste/Smell 4 lvls 8pts, Damage Resistance DR 1 (Physical attacks only) 2pts, Discriminatory Smell 15pts

Racial Disadvantages: Reduced Move 1 lvl -5pts, Reduced Manual Dexterity 1 lvl -3pts

Language and Other Free Skills: Language, (Local Tongue), Language, Baragwin (MH) and Area Knowledge (Planet that the character resides on)

Racially Learned Skills and Racial Skill Bonuses: One Mechanic skill at IQ.

Names: The Baragwin favor two names. The first is a given name. The second is the name of the homeworld or culture that they belong to. Since the Baragwin species has been widely spread across the galaxy, this can say a lot about an individual. An Example of a name is Hermi Odle.

Description: The Baragwins are a race of hunch-backed, bipedal saurians. No one quite knows where their race originated, but the Baragwins have spread throughout the galaxy. They have large heads, which are almost as wide as their shoulders, and thick, muscular necks. They have an extraordinary sense of smell, and can determine a person's emotional state from the various pheromones exuded. Theory has it that their homeworld has been lost for well over several millennia. Baragwin communities are scattered across the galaxy, and have evolved very distinct cultural differences. Most of the Baragwin have simply adopted the technologies near where they live. This is

primarily because the Baragwin have been separated for so long that they do not have the resources to develop their own technology. They have, however, developed weapons and tools that are useable in their three-fingered hands (These tools negate the penalty for the reduced Manual Dexterity when fixing something as long as they are using their own tools),

* The TL is the average for the species. The Baragwin adopt the TL of the area they live in. If it is TL 11 or lower, then take the appropriate level of the Primitive disadvantage.

Note: Hermie Odle, a member of Jabba the Hutt's court, was a Baragwin.

CP: 17

ST	Height	Weight
---	4'9" or less	120lbs
---	4'10"	130lbs
<5	4'11"	130lbs
6	5'0"	135lbs
7	5'1"	135lbs
8	5'3"	140lbs
9	5'5"	145lbs
10	5'7"	160lbs
11	5'9"	165lbs
12	5'11"	170lbs
13	6'1"	185lbs
14	6'3"	200lbs
15	6'5"	220lbs
>16	6'7"	240lbs

For each inch over the height of 6'7", add 20 pounds to the average weight.



Berrite



Attribute Adjustments: -1 ST (-10pts), -2 DX (-20pts), -2 IQ (-20pts)

Planet/System of Origin: Berri

Tech Level: 12

Racial Advantages: Sonar Vision (+25pts), Extra Legs, Two (+5pts), Claws, Sharp (+15pts)

Racial Disadvantages: Hard of Hearing (-10pts), Bad Sight (-10pts)

Language and Other Free Skills: Language, Berrite (MA), Language, Area Knowledge (Berri)

Racially Learned Skills and Racial Skill Bonuses: None

Description: The Berrites are a race of slug-like centaurians, the Berrites have a short stature and sluggish appearance. Their thick bodies are covered in heavy wrinkles of skin, and are supported by four stout legs and wide, three-clawed feet. Their upper torsos are humanoid, with two arms that end in spade-like hands. They have small, deep-set eyes and an open mouth, with five breather tubes along each side of their faces. They have developed geothermal energy sources, and have developed huge factories around this readily available power source. They have learned to cultivate their aspect of dullness when engaged with other races, for it allows them to scan their immediate surroundings with ultrasonic waves. This causes unknowing adversaries to underestimate the Berrite abilities while allowing the Berrite to gain a measure of defense. Berrites are hermaphroditic, and have problems understanding the male/female differences.

CP: -30

Berrite Height & Weight Table

ST	Height	Weight
---	3'2" or less	85lbs
---	3'3"	90lbs
<5	3'4"	95lbs
6	3'5"	100lbs
7	3'6"	105lbs
8	3'7"	110lbs
9	3'8"	115lbs
10	3'9"	120lbs
11	3'10"	125lbs
12	3'11"	130lbs
13	4'0"	135lbs
14	4'1"	140lbs
15	4'2"	145lbs
>16	4'3"	150lbs

For each inch over the height of 4'3", add 10 pounds to the average weight.

Bimm



Attribute Adjustments: -2 ST -15pts.

Planet/System of Origin: Bimmisaari

Tech Level: 12

Racial Advantages: Alertness 1lvl (+5pts), Voice (+10pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Bimm (MA), Language, Area Knowledge (Bimmisaari)

Racially Learned Skills and Racial Skill Bonuses:

Because of their love for haggling, the Bimm get the merchant skill at IQ+2 (+6pts)

Names: The Bimm favor two names, one of which they receive at birth, normally followed by a second name chosen in honor of a favorite ancestor or epic hero from a cherished ballad or story. An Example of a name is Rycar Ryjerd.

Description: Bipedal, half-furred residents of Bimmisaari; the Bimms are short humanoids who love to tell stories and are enamored of heroic feats. They are generally a peaceful people who welcome visitors with laughing voices and open arms, and they all dress in yellow. Bimms are very friendly. They have singsong voices that sound nearly mystical, and their language is composed of songs and ballads, which sound like they were written in five-part harmony. They are also excellent hagglers, and spend much of their days shopping and bargaining with each other.

CP: 6

ST	Height	Weight
---	3'7" or less	45lbs
---	3'8"	45lbs
<5	3'9"	50lbs
6	3'10"	55lbs
7	3'11"	55lbs
8	4'0"	60lbs
9	4'1"	65lbs
10	4'2"	70lbs
11	4'3"	75lbs
12	4'4"	80lbs
13	4'5"	85lbs
14	4'6"	90lbs
15	4'7"	95lbs
>16	4'8"	100lbs

For each inch over the height of 4'8", add 10 pounds to the average weight.

Bith



Attribute Adjustments: +3 IQ (+30 pts), -1 ST (-10pts), -2 HT (-15pts).

Planet/System of Origin: Clak'dor VII in the Mayagil System

Tech Level: 12

Racial Advantages: Alertness 11vl (+5 pts), Acute Taste/Smell 11vl (+2pts), Doesn't Sleep (+20pts), Fearlessness 51vls (+10pts), Microscopic Vision 31vls (+12pts), Manual Dexterity 1 lvl (+3pts)

Racial Disadvantages: Bad Sight: Cannot be fixed (near sighted / -25pts)

Language and Other Free Skills: Language, Bith (MA) and Area Knowledge (Clak'dor VII)

Racially Learned Skills and Racial Skill Bonuses: See the advantage of Manual Dexterity.

Names: The Bith favor a name followed by a shorter, often apostrophed family name. Examples of names include Da'n, Doikk Na'ts, Ickabel Go'nt, Tedn Dahai, Herian Ingre, Angor Farn, Barquin D'an, Brin Da'p, Fiz Cor'gril, Herian Ingre, Lin Konpost, Lologin Da'p, Nalan Cheel, and Nara Deega.

Description: The Bith are a highly passive, race of biped, humanoids with pale skin, long splayed fingers, and large skulls. They have huge black eyes, with no eyelids. Their lack of eyelids is because the Bith have evolved past the need for sleep. Their large eyes allow them to see in minute detail, but they are incredibly near sighted. Both the

thumb and their pinky fingers on each hand are opposable, and this enables the Bith to excel at skills that require the use of manual dexterity, such as pickpocketing, surgery, musical instruments, and fine tool operation. Their basic intelligence is unequalled, and they excel at abstract thinking, although they lack certain instinctual emotions like fear and passion. The Biths' mechanical abilities are sought throughout the galaxy, and they can be seen employed by the Empire, various private corporations, and the Alliance/New Republic.



The Biths' ancestral origins are still a mystery to many. The reason it still remains a mystery is mostly because of the fact that their bodies contain no residual traces of any former life form they may have evolved from. This may have been caused by the way the race procreates. Bith

mating is not a passionate experience, and has been fined tuned to a science over the years. Because of this the Bith have lost their ability to procreate sexually. When a Bith wishes to procreate, he or she will bring their genetic material to a computer mating service, located on their home planet of Clak'dor VII, for analysis to find prospective mates. Once a mate is chosen, Bith children are then created from the genetic material, which is combined, fertilized, and incubated for a year. After the year is up, one of the parents will pick up the child and then raise it.

The Bith are native to the planet Clak'dor VII in the Mayagil System. They quickly developed advanced technology, and unfortunately for the Bith, among the advancements included the development of biological and chemical warfare weapons. Soon a war broke out between the city-states of Nozho and Weogar, based on the patent rights to a new stardrive engine. In this war the use of these potent weapons of mass destruction, destroyed their once beautiful planet, and left the Bith with two choices remaining bound on the dead planet or travel to the stars. The survivors of the war built hermetically sealed cities, although they soon realized that it would be better if they expanded to the stars. This whole experience has had a tremendous effect on the Bith. They have developed a very passive attitude toward the rest of the galaxy, and developed a great deal of tolerance as well.

The chemical warfare between the two city-states occurred just before the Galactic Civil War. Just after the ecological ruin of the planet, the Empire offered and provided the Bith with great amount of aid to assist the Bith in recovering their world from its ecological ruin. (Unlike Honoghr, the homeworld of the Noghri, where the Empire did everything possible to keep that planet in shambles) In return the Bith worked hard to propagate the ideals of the empire, providing support for the computer programming and reviewing the designs of all new Imperial equipment for the Imperial Military.

CP: 41



Bith Height & Weight Table		
ST	Height	Weight
---	4'10" or less	110lbs
---	4'11"	115lbs
<5	5'0"	120lbs
6	5'1"	125lbs
7	5'2"	125lbs
8	5'3"	130lbs
9	5'4"	130lbs
10	5'5"	135lbs
11	5'6"	135lbs
12	5'7"	140lbs
13	5'8"	145lbs
14	5'9"	150lbs
15	5'10"	155lbs
>16	5'11"	160lbs

For each inch over the height of 5'11", add 10 pounds to the average weight.



Bothan



Attribute Adjustments: None

Planet/System of Origin: Bothawui, Kothlis, and many other Colonies

Tech Level: 12

Racial Advantages: None

Racial Disadvantages: Reputation: Untrustworthy Opportunists -2, (roll of 10 or less / -5pts)

Language and Other Free Skills: Language, Bothan (MA) and Area Knowledge (Planet the character grew up on)

Racially Learned Skills and Racial Skill Bonuses: Bothans players must purchase two espionage or politically based skills at IQ.

Names: The Bothan favor given name followed by family name with the final suffix as a clan nobility symbol (the suffix "lya" indicates the clan Alya, arguably the most powerful clan). Lack of this suffix signifies dishonor. In extreme cases, a Bothan may have even his family name removed, becoming a complete exile from Bothan society. Examples of names include Borsk Fey'lya, Tav Breil'lya, Koth Melan, Peshk Vri'syk, Asyr Sei'lar, Eurrsk Thri'ag, Girov Dza'tey, Velst Naro, Bem Lyu'kji, Kursk Mal'ia, Staarn, Ceok Orou'cya, Askar Rayl'skar, Morst Tayl'skar, Escra Plo'kre, Karka Kre'fey, Laryn Kre'fey, Liska Dan'kre, and Tereb Ab'lon

Description: The Bothans are a humanoid race that hails from the planet Bothawui and several other colonies throughout the galaxy. They are furry, bipedal creatures, and are known as masters of brokering information. The Bothan spy network based on Bothawui rivals the best that the Old Republic, the Empire, and even the New Republic could create.

The reason for this advanced spy network is partly due to the peculiar cultural evolution of their species. Bothawui, the Bothans home planet, has many predators, but it has no indigenous draft animals. This caused the Bothan's foot soldiers, early in their history, to have to carry the necessary equipment, and heavy armaments into battle.

The Bothans soon grew disgusted with the inefficient methods of combat and they began to learn how to attack opponents using subterfuge and through political means. Through the years of evolution they became masters of gathering intelligence and using it for political gain. Assassination is rare in Bothan society, as a Bothan statesman will most likely resign when allies begin to desert him and/or an embarrassing scandal is revealed. Many other races in the galaxy view the Bothans as untrustworthy opportunists, and refer their political methods as "the Bothan Way".

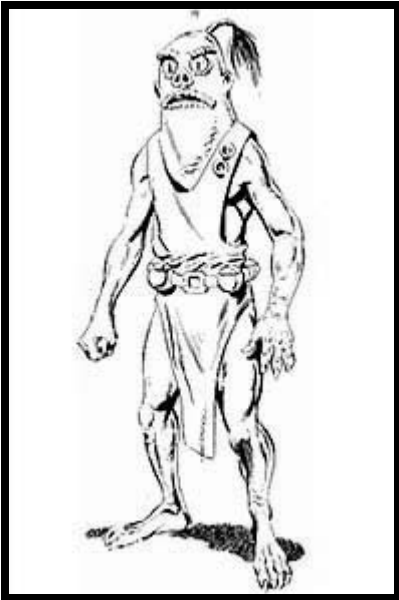


CP: -5

Bothan Height & Weight Table		
ST	Height	Weight
---	4'2" or less	70lbs
---	4'3"	80lbs
<5	4'4"	80lbs
6	4'5"	85lbs
7	4'6"	85lbs
8	4'7"	90lbs
9	4'8"	95lbs
10	4'9"	95lbs
11	4'10"	100lbs
12	4'11"	100lbs
13	5'0"	105lbs
14	5'1"	105lbs
15	5'2"	110lbs
>16	5'3"	120lbs

For each inch over the height of 5'3", add 10 pounds to the average weight.

Brubb



Attribute Adjustments: +3 ST (+30pts), -1 IQ (-10pts), +2 HT (+20pts)

Planet/System of Origin: Baros

Tech Level: 5

Racial Advantages: Chameleon 2 lvls (+20pts), Damage Resistance (DR 2 vs. Physical Attacks only - +4pts), Passive Defense (PD 1 vs. Physical Attacks only - +12pts)

Racial Disadvantages: Hard of Hearing (-10pts), Primitive 7 lvls (-35pts)

Language and Other Free Skills: Language, Brubb (MA), Area Knowledge (Baros)

Racially Learned Skills and Racial Skill Bonuses: None

Description: The Brubb are a green-grey skinned, reptilian race native to the planet Baros. They are vaguely humanoid in appearance. Their faces are flat and conical, and dominated by bony ridges around their eyes. A topknot of hair sprouts from the head of the males, while the females are hairless. Their noses are used only for breathing, as their sense of smell is found in their forked tongues. They are herbivorous in nature. Females lay a single egg every Barosian year, and very often die during childbirth, so much of Brubb society is dominated by males. Brubbs are virtually deaf, which is probably genetic but is an excellent adaptation to the harsh winds of Baros. Brubbs are intensely social creatures, and organize themselves into groups known as habas. They were subjugated by Thrawn, during his reign of terror.

The Brubb homeworld, Baros, is a low-tech world with little to promise Brubb society. Any able-bodied Brubb will work hard to get off world to make their fortune. Brubbs are often employed as mercenaries and hired guns.

CP: 31

ST	Height	Weight
---	4'7" or less	100lbs
---	4'8"	105lbs
<5	4'9"	110lbs
6	4'10"	110lbs
7	4'11"	115lbs
8	5'0"	115lbs
9	5'1"	120lbs
10	5'2"	120lbs
11	5'3"	130lbs
12	5'4"	130lbs
13	5'5"	135lbs
14	5'6"	135lbs
15	5'7"	140lbs
>16	5'8"	145lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Chadra-fan



Attribute Adjustments: +1 DX (+10pts), -2 ST (-15pts), -1 HT (-10pts)

Planet/System of Origin: Chad (Fourth planet in the Chad system)

Tech Level: 12

Racial Advantages: Acute Taste/Smell 3 lvls (+6pts), Dark Vision (+25pts), Discriminatory Smell (+15pts)

Racial Disadvantages: Phobia, Drowning (Severe, -20pts)

Language and Other Free Skills: Language, Chadra-Fan (MA) and Area Knowledge (Chad)

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Chadra-Fan there are many different standards for naming on Chad. Often males are given two names, while some groups only give them one. Females almost always have only one given name. In one particular group, the first letter of both names (usually separated from the main body by an apostrophe) indicates a social position or occupation ("T" indicates an engineer, for instance). Examples of Names include T'achak T'andar, Yarbolk Yemm, Kabe, Chan, Fandar, Fugo, Tutti Snibit, Trubor

Description: On the fourth planet revolving around a blue-white star in the Chad system are a species of aliens known as Chadra-Fan. The Chadra-Fan are a race of humanoids with mouse-like faces, large ears, flat noses with four nostrils and seven senses (touch, sight, hearing, taste, smell, dark vision, chemoreceptive smell). Because the Chadra-Fan have two senses of smell, they rely on their sense of smell heavily. The largest of their four nostrils detects water-soluble odors, while the inner two nostrils contain specialized chemoreceptors.

The Chadra-Fan have suffered greatly from the large number of tidal waves that have torn their society apart over the millennia. This has instilled an innate fear of drowning in the Chadra-Fan. Even just the threat of drowning causes them to go into shock. Despite this, the Chadra-Fan are good-natured beings, who will pursue any sort of action if they believe it will give them enjoyment. They seem to like

almost any being they encounter, and they love to tinker with technological things. Any technological device left within reach of the Chadra-Fan has the potential to be disassembled and then reconstructed, usually resulting in a bizarre malfunction. Many droids, who have had the unfortunate circumstance of making the acquaintance of the Chadra-Fan, tend to have a pathological fear of them because of this bizarre trait. They live in a clan-based society in which interclan marriages are welcomed. The wedded individual is then accepted into the smaller clan, increasing the clan's size and strength.

CP: 11

ST	Height	Weight
---	2'12" or less	30lbs
---	2'11"	40lbs
<5	3'0"	40lbs
6	3'1"	45lbs
7	3'2"	45lbs
8	3'3"	50lbs
9	3'4"	55lbs
10	3'5"	60lbs
11	3'6"	65lbs
12	3'7"	70lbs
13	3'8"	75lbs
14	3'9"	80lbs
15	3'10"	90lbs
>16	3'11"	100lbs

For each inch over the height of 3'11", add 10 pounds to the average weight



Chagrian



Attribute Adjustments: None

Planet/System of Origin: Chagria

Tech Level: 12

Racial Advantages: Alertness +1 (+5PTS), Resistance to Radiation 3 lvls (+6pts) *See Appendix I*

Racial Disadvantages: None

Language and Other Free Skills: Language, Chagrian (MA) and Area Knowledge (Chagria)

Racially Learned Skills and Racial Skill Bonuses:
Names: None

Description: The Chagrians are a species of well-muscled humanoids is characterized by their unique skull structure. The average Chagrian is tall, with pale, bluish skin. Their faces are quite fierce in appearance, although they can be very loyal and trustworthy. Two large horns sprout from the front of their skull, and the bone structure, which supports

them, gives the Chagrian an enlarged forehead. In addition to these horns, a pair of thick, pointed lobes – known as *lethorn* - emerges from their jowls and drapes across their chest. Their enlarged head is padded by layers of tissue, while their blue skin protects against harmful radiation.

Chagrian Height & Weight Table*		
ST	Height	Weight
---	6'2" or less	130lbs
---	6'3"	140lbs
<5	6'4"	140lbs
6	6'5"	145lbs
7	6'6"	145lbs
8	6'7"	150lbs
9	6'8"	155lbs
10	6'9"	160lbs
11	6'10"	165lbs
12	6'11"	170lbs
13	7'0"	175lbs
14	7'1"	180lbs
15	7'2"	190lbs
>16	7'3"	200lbs

*Height is taking the Chagrians' horns into account.

For each inch over the height of 6'3", add 10 pounds to the average weight.



Chevin



Attribute Adjustments: +1 HT (+10pts)

Planet/System of Origin: Vinsoth

Tech Level: 10

Racial Advantages: Damage Resistance DR1 (no defense from energy attacks / 2pts), Passive Defense PD1 (no defense from energy attacks / 12pts), Temperature Tolerance 5 lvls (5pts), Extended Lifespan 1 lvl (5pts)

Racial Disadvantages: Primitive 2lvls (-10pts.)

Language and Other Free Skills: Language, Chevin (MH) and Area Knowledge (Vinsoth)

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Chevin favor all Chevin are given a single name at birth. However, many Chevin will take on the name of another person as a surname over the course of their lives, in honor of that being. However, this tradition dictates that only one honorary name may be added, and it is considered very disrespectful to change it once it is taken on. Examples of Names include Ephant Mon, Osman, and Pedna Scotian

Description: The Chevin are a race of elephant-like humanoids from the planet Vinsoth. Chevin have rough, gray, thick skin that allows them to tolerate a wide range of temperatures. Their temperature tolerance is incredibly useful to the Chevin, since they migrate, maintaining food supplies and avoiding harsh weather, in villages across the surface of their planet. They have long heads that rest at the end of a thick neck that curves downward, this allows them to forage for food more easily without having to bend over, and some Chevin have long facial tusks, which is allowed to grow, impedes their ability to speak. The Chevin are avid hunters and are quite skilled in working

together to corner prey. The Chevin leadership supported the New Order during the reign of Emperor Palpatine.

Note: A Chevin can be seen in Jabba's Palace in Return of the Jedi.



CP: 24

Chevin Height & Weight Table*		
ST	Height	Weight
---	6'4" or less	200lbs
---	6'6"	220lbs
<5	6'8"	240lbs
6	6'10"	260lbs
7	7'0"	280lbs
8	7'2"	300lbs
9	7'4"	320lbs
10	7'6"	340lbs
11	7'8"	360lbs
12	7'10"	380lbs
13	8'0"	400lbs
14	8'2"	420lbs
15	8'4"	440lbs
>16	8'6"	460lbs

For each inch over the height of 8'6", add 10 pounds to the average weight.

Defel



Attribute Adjustments: +1 ST (+10pts), +1 DX (+10pts), +1 HT (+10pts)

Planet/System of Origin: Af'El

Tech Level: 12

Racial Advantages: Acute Hearing +2 (4 pts), Acute Smell/Taste +2 (4pts), Claws, Sharp (15 pts), Light Absorption (30 pts)

Racial Disadvantages: Overconfidence (-10pts), Reputation: Considered a Myth (-5pts), Blindness (except UV) -40, Code of Honor: Always Follows His Word (-5pts).

Language and Other Free Skills: Language, Defel (MH), Area Knowledge (Af'El)

Racially Learned Skills and Racial Skill Bonuses: Defel get the skill of Blindfighting at (DX) and Stealth at (DX+1)

Names: The Defel favor all Defels have short single names, frequently containing an apostrophe. Examples of Names include Kl'aal, Defeen, and Vex

Description: The Defel come from Af'El high gravity world that orbits an ultraviolet supergiant star known as Ka'Dedus. Af'El has no ozone layer and ultraviolet light passes freely to the surface while other gases in the atmosphere block out other wavelengths of light. Every lifeform on Af'El having evolved in the alien environment, can only see in the ultraviolet spectrum, and the Defel are no exception. Some of the predatory lifeforms, including the Defel, have also adjusted to the high amounts of ultraviolet light in another fashion. They absorb the light around them, and can only be seen clearly in ultraviolet light.

In normal light, the Defel appear to be nothing but bipedal shadows, with red colored eyes and long white fangs. However if viewed in ultraviolet light, the Defel take on a much different appearance. Under ultraviolet light, the Defel are stocky, furry, and range in color from brilliant yellow to crystalline azure. They have long, yellowed, sharp claws, and their noses a lime green color.

The majority of Defel live under the surface of their home planet, and they are considered supernatural, even mythological creatures, to most of the galaxy. Defel society is based on honor and cooperation. If you give your word to a Defel, you should keep your word, or he will mark you as traitorous, and a betrayed Defel is the last thing most people want angry.



They are also somewhat overconfident with the fact that they will remain unnoticed when sneaking about, and it is because of this overconfidence, that they often ignore surveillance equipment and characters who might have special perception abilities that can detect the skulking Defel.

Note: A Defel can be seen in the Mos Eisley Cantina in Episode IV: A New Hope.

CP: 29

ST	Height	Weight
---	3'8" or less	65lbs
---	3'9"	70lbs
<5	3'10"	80lbs
6	3'11"	80lbs
7	4'0"	85lbs
8	4'1"	85lbs
9	4'2"	90lbs
10	4'3"	90lbs
11	4'4"	95lbs
12	4'5"	95lbs
13	4'6"	100lbs
14	4'7"	100lbs
15	4'8"	110lbs
>16	4'9"	110lbs

For each inch over the height of 4'9", add 10 pounds to the average weight.

Devaronian

Attribute Adjustments: None

Planet/System of Origin: Devaron

Tech Level: 12

Racial Advantages: Teeth, Sharp 5 pts

Racial Disadvantages: Compulsive Behavior, Devaronian Wanderlust (-5pts - Males only) *See Appendix I*

Language and Other Free Skills: Language, Devaronian (MH) and Area Knowledge (Devaron)

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Devaronian favor first name is a ordinary given name, the surname is the name of the city in which they were born. The Devish, a sub-species of the Devaronian, have names that are in the form of Name'from'City, where the middle name is a simple preposition (as, from, for, of, with). Traditionally, both races of Devaronians also choose for themselves less formal nicknames for use in everyday speech (which translate into anything from Cold Food to Moonlight) A few examples of names include Kardue'sai'Malloc (nicknamed Labria), Mlar'nkai'Kambric, Dmaynel Kiph, Elassar Targon, Kapp Dendo, and Lak Jit,

Description: Devaronians are a mammalian, biped race the hail from the planet Devaron. The species is one of the most unusual species in the galaxy, primarily because the males and the females of the race differ so drastically. The males have red tinted skin and are completely hairless. They also have short horns on their heads, which they take great pride in and groom quite regularly. The females, however, are covered in a mat of fur that ranges in color from white to dark brown and they are without horns.

The two genders differ more than just in appearance. The males of the species are docile and non aggressive. When a male Devaronian begins going through puberty, he begins to feel drawn to explore. This "wanderlust" leads the males to live exciting lives full of action and adventure, and this makes them unreliable and undependable. Devaronian males are commonly seen sights in almost every spaceport. There they can be found in nearly every line of work possible. Devaronian males usually don't stay in one spaceport for very long, because it is in their nature to roam and wander.

Females however are incredibly aggressive by nature and tend to dominate their culture. They are very reliable, and the majority of them are not at all interested in adventure and traveling the stars. They would prefer to stay

at home and let the affairs and comforts of the Galaxy come to them. Females rarely leave the comforts of home.

The Devaronian race is believed to have descended from a race of primates, which reside in the mountains on Deveron. It is also believed that their horns were an evolutionary mutation that enabled them to fend off predatory birds that soar in the sky of Deveron. Devaronians are primarily carnivores and have an incredible metabolism. They also were one of the first races to develop a stardrive and learn the secrets of space travel.

CP: Males 0 / Females 5



Devaronian Height & Weight Table

ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight. Female Devaronians subtract 6 inches and 20lbs. from the chart.



Devlikk



Attribute Adjustments: +1 DX (+10pts)

Planet/System of Origin: Unknown

Tech Level: 12

Racial Advantages: None

Racial Disadvantages: Short Lifespan 3 lvs (-75pts),

Language and Other Free Skills: Language, Devlikk (MH) and Area Knowledge (Home Planet)

Racially Learned Skills and Racial Skill Bonuses: None

Description: The Devlikk are a species of heart-shaped, green-skinned aliens whose average lifespan is around ten standard years. It is because of this age that they are thrill seekers by nature.

CP: -65

ST	Height	Weight
---	3'7" or less	55lbs
---	3'8"	60lbs
<5	3'9"	65lbs
6	3'10"	70lbs
7	3'11"	75lbs
8	4'0"	80lbs
9	4'1"	85lbs
10	4'2"	90lbs
11	4'3"	95lbs
12	4'4"	100lbs
13	4'5"	105lbs
14	4'6"	110lbs
15	4'7"	115lbs
>16	4'8"	120lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Dresselian



Attribute Adjustments: +1 ST (+10pts), +1 DX (+10pts)

Planet/System of Origin: Dressel

Tech Level: 5(12)

Racial Advantages: Alertness +1 (5pts)

Racial Disadvantages: Primitive 7lvls (-35pts) The Dresselians were supported by the Bothan during the Galactic Civil War. After the Conflict, the Dresselians were accepted into the New Republic. Despite this fact, the planets inhabitants are still quite primitive, and many of the Dresselians would still have the Primitive Disadvantage. If you wish to play a character without the Disadvantage, buy off the disadvantage at character creation.

Language and Other Free Skills: Language, Dresselian (MA) and Area Knowledge (Dressel)

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Dresselians favor one name, given, traditionally derived from those of close relatives or friends. Examples of names include Orrimaarko, and Reef

Description: An alien race native to the planet Dressel, the Dresselians are tall, thin humanoids with heavily wrinkled skin. They are often referred to as prune-faces, a description of their long, wrinkled skulls. They are a tenacious race, discovered some 200 years before the Galactic Civil War by the Bothans. The Bothans recognized the potential of the

Dresselians, and left them to evolve on their own. However, the Empire took control of the Bothan mining interests in the system and subjugated the Dresselian race. Throughout their enslavement, the Dresselians remained dedicated to their own independence, and followed the Bothans in support of the Alliance. They have developed steam-level technology, but have willingly accepted the blasters and repulsorlift technology offered by the Bothans.

CP: -10

Dresselian Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Dug



Attribute Adjustments: +2 ST (20pts), +2 DX (20pts), -1 IQ (-10pts)

Planet/System of Origin: Malastare (A planet in the Malastare system)

Tech Level: 10

Racial Advantages: Brachiator (+5pts), Extra Arms (Feet can be used as manipulators - +10pts), Improved G Tolerance (+10pts)

Racial Disadvantages: Bully (-10pts), Primitive (-10pts)

Language and Other Free Skills: Language, Dug (MH), Area Knowledge (Malastare), and Dugs gain the skills of Acrobatics (-2 DX), and Climbing (DX) for free due to the advantage of Brachiator.

Racially Learned Skills and Racial Skill Bonuses: None

Description: Dugs are an alien race with camel-like faces from the arboreal planet of Malastare. Their skin is hairless and is leathery greenish gray in color and texture. They have small beady eyes and can also walk easily on their hind legs, forelegs, or on all fours. Both of the Dugs' fore and hind limbs end with fine manipulators, enabling them to use their feet as hands and vice versa. Much of the Dugs' language is punctuated with knuckle rapping and foot stomping. They also have very loose skin around their necks. The skin inflates when the Dug's use mating calls.

Malastare, the arboreal Dug homeworld located in the Mid-Rim, has extremely high gravity (1.7 G), and the majority of the Dug, remain living in the tree. Because of the planet's high gravity, the Dug have evolved with incredible strength and coordination, and the Dug use their

strength to bully most other lifeforms that attempt to live on Malastare. This caused many colonists and businesses to seek other worlds to inhabit in the Malastare System. The Dugs became the sworn enemies of the Gran, when a group of Gran established a settlement on Malastare. They fought viciously for many years before the Old Republic intervened. Unfortunately for the Dugs, the Republic ruled in favor of the Gran, and the Dugs were pushed to the fringes of Malastare's economy. While the Dug's themselves rarely leave their homeworld, preferring to remain in the trees. There is one spaceport known on Malastare, and it is located in the city of Pixelito.

Note: Sebulba from Episode I: The Phantom Menace is a Dug.



CP: 35

Dug Height & Weight Table		
ST	Height	Weight
---	3'2" or less	60lbs
---	3'3"	70lbs
<5	3'4"	70lbs
6	3'5"	75lbs
7	3'6"	75lbs
8	3'7"	80lbs
9	3'8"	85lbs
10	3'9"	90lbs
11	3'10"	95lbs
12	3'11"	100lbs
13	4'0"	105lbs
14	4'1"	110lbs
15	4'2"	120lbs
>16	4'3"	130lbs

For each inch over the height of 4'3", add 10 pounds to the average weight

Duro



Attribute Adjustments: -1 ST (-10pts)

Planet/System of Origin: The Duro Star System

Tech Level: 12

Racial Advantages: Technological Aptitude (Space Vehicles, Vessels, and Space Travel) – (+10pts) *See Appendix I*

Racial Disadvantages: None

Language and Other Free Skills: Language: Duros (MA) and Area Knowledge (Space Station in the Duros Star System)

Racially Learned Skills and Racial Skill Bonuses: See the Technological Aptitude (Space Vehicles, Vessels, and Space Travel) advantage in Appendix I

Names: The Duros favor one name or a given name followed by a surname. In most cases, surnames are only adopted when the given name is a common one. Examples of names include Ellor, Krudar, Lai Nootka, Areta Bell, Baniss Keeg, Bringe, Phobos, Chachi, Kir Vantai, Chidee, Croig, Dassid, Dustangle, Oso Nim, Dustini, Geneer, Hav, Leslomy Tacema, Hes Gllitto, Jiuk'chtua, Jivis, Kadlo, Monnda Tebbo, Ohwun DeMaal, Rana, Toryn, and Jenssar SoBilles

Description: The Duros are thin, blue skinned humanoids with large, orange eyes, no nose, and a small slitted mouth. They evolved originally in the Duros star system, and are extremely dependable, hard workers, who have a natural ability with skills involving Starships and starship travel. They are extremely calm beings and enjoy telling stories of their exploits in space. Most of the species live in space stations or serve aboard starships, and very few members ever return to their home planet.

The Duros' government system is made up of a consortium of starship construction corporations, with all necessary political decisions being made by the corporations' stockholders. Thus, any Duro, which owns

stock in these companies, can participate in the governing of the system.

The planet Duros itself is uninhabited, since the Duros have covered it with automated farms. The former populations, and all visitors, live in twenty orbiting cities that provide easy access to the starship construction facilities.

During the Empire's reign in the core worlds, the Duros homeworld was home to the Imperial Reprogramming Institute, and after the Institute was closed, the Duros homeworld has remained almost completely uninhabited since.

During the Yuuzhan Vong invasion of the galaxy, the Duros High House agreed to place domed cities on the surface of Duro, in order to house the refugees fleeing the aliens. In return, the Senate Select Committee for Refugees agreed to employ the refugees in activities, which would restore the planet's natural environment. Despite the underhanded efforts of CorDuro Shipping and SELCORE, the scientists and refugees began to eliminate the toxins and restore the planet's ecosystem. Despite the assurances of SELCORE and CorDuro Shipping, the Yuuzhan Vong ultimately attacked Duro, hoping to destroy the orbital cities and captured thousands of refugees and Duros as sacrifices. In the battle, all of the cities were destroyed, with the exception of Urrdorf City.

During the Yuuzhan Vong invasion of the galaxy, many Duros felt that the New Republic was too lax in its defense against the alien invaders, and several Duros claimed that the galaxy would have been better prepared to defend itself if Emperor Palpatine had still been in power

CP: 0

ST	Height	Weight
---	5'5" or less	120lbs
---	5'6"	130lbs
<5	5'7"	130lbs
6	5'8"	135lbs
7	5'9"	135lbs
8	5'10"	140lbs
9	5'11"	145lbs
10	6'0"	150lbs
11	6'1"	155lbs
12	6'2"	160lbs
13	6'3"	165lbs
14	6'4"	170lbs
15	6'5"	180lbs
>16	6'6"	190lbs

For each inch over the height of 6'6", add 10 pounds to the average weight

Elom



Attribute Adjustments: +1 HT (+10pts)

Planet/System of Origin: Elom

Tech Level: 12

Advantages: Damage Resistance (DR2 vs. Physical only – +4pts.), Claws, Sharp (+15pts)

Racial Disadvantages: None

Language and Other Free Skills: Language: Elom (MH) and Area Knowledge (Elom)

Racially Learned Skills and Racial Skill Bonuses: None

Description: The Elom are a short, heavy race of shaggy humanoids native to the underground caverns of the planet Elom. Their fur is oily and thick, and their skin is tough enough to withstand the sharp rocks and stones of their habitat. Their fingers and toes end in hooked claws that are used to grasp and dig. Their eyes are set on short stalks on either side of their heads, and their mouths are punctuated by two short tusks. They are peaceful herbivores, and have remained outside of the galactic community while the Elomin have embraced the galaxy. Some younger Eloms have been outspoken about receiving the benefits realized by the Elomin, and this dissent was only heightened when the Empire took control of Elom. The Elom race evolved on the surface of Elom, but moved underground to search out roots and tubers when the water levels of their planet dropped. Thus, they didn't gain from the interaction with the Old Republic or the Empire, as did the Elomin. Many Eloms simply retreated deeper into their caves.

Note:

CP: 29

ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Elomin



Attribute Adjustments: -1 ST (-10pts),

Planet/System of Origin: Elom

Tech Level: 12

Advantages: None

Racial Disadvantages: None

Language and Other Free Skills: Language, Elomin (MA), and Area Knowledge (Elom)

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Elomin favor a single given name, sometimes followed by one or two addition names. These added surnames denote rank and social stature, and are only adopted by prestigious individuals. Examples of names include Brafid, Rennimdius B'thog Indriummsegh, Verrinnefra B'thog Indriummsegh, Monjai, Notoganarech, Rattagegach, Theosidicc Sirrap Treblif, Laerron Woern

Description: The Elomin are tall, thin humanoids from the frigid desert world of Elom. The Elomin have pointed ears and four horn-like protrusions atop their bald heads. Primitive by galactic standards, the Elomin nevertheless made an easy transition to galactic community when discovered by the Republic.

The Elomin are devoted admirers of the simple beauty and grace of order. Elomin prefer organized systems with predictable outcome. To that end, the Elomin have great respect for a system of physical calculus used to predict results. The hemispherical tools and tables of physical calculus are a soothing, enlightening exercise for an Elomin.

They view other species as dangerous and unpredictable. So it was that the Elomin were shocked at discovering another species sharing their world: the Elom. The Elomin ignored the Elom for centuries, until the Republic discovered them and forced them into a resource-sharing program.

Outlying Elomin fear the predatory animal, the ranphyx, but some distant settlements have actually struck up a peace of sort with the feline creatures. Local mythology speaks of mystical bonds between the ranphyx and the Elomin, particularly female Elomin.

The Elomin and their world was placed under martial law by the Empire, who drew precious ores from Elom's surface. When the Empire was pushed back, the Elomin retook their world, donating their ores for the New Republic's growing fleets.

As of five years after the Battle of Endor, Elomin were active members of the New Republic military, with Elomin in charge of task forces. One particular Elomin task force was destroyed by Grand Admiral Thrawn near the Obroa-Skai system. Thrawn took advantage of the species' dislike of disorder to disorient them with an otherwise simple Marg Sabl closure maneuver.

CP: -10

ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight

Ewok



Attribute Adjustments: -2 ST (-15pts), +1 DX (+10pts), -1 IQ (-10pts), -1 HT (-10pts)

Planet/System of Origin: The Forest Moon of Endor

Tech Level: 3(4)

Advantages: Acute Taste/Smell +3 6pts, Chameleon Lvl 1 7pts, Discriminatory Smell 15pts, Fur lvl 1 4pts

Racial Disadvantages: Primitive lvl 9 -45pts, Reduced Move 1 Lvl -5pts

Language and Other Free Skills: Language, Ewokese (MVH), and Area Knowledge (The Forests of Endor)

Racially Learned Skills and Racial Skill Bonuses: The Ewoks have the Racially Learned Skill Survival (Forest) at IQ (+2pts) (Other appropriate skills would be Hunting, Tracking, Pilot (Ewok Glider), and any forest based skill at their TL)

Names: The Ewoks have a single given name. These names often have religious or tribal significance, and they are almost always composed of two syllables (like much of the Ewok language). The warriors of a certain Ewok tribe have names followed by the honorific Warrick, perhaps in honor of the legendary Ewok warrior by that name. A tribe's foremost warrior has the additional "W." placed between their given name and the Warrick appellation. Examples of names include Arbo, Asha, Weechee, Bozzie, Wicket W. Warrick, Latara, Chirpa, Deej, Graak, Ebab, Erpham Warrick, Grael, Gwig, Kaink, Wiley, Kamida, Pondo, Widdle, Kazak, Zephee, Keoulkeech, Logray, Kneesaa, Bandi, Leeni, Lumat, Mookiee, Malani, Nippet, Salina, Norky, Paploo, Ra-Lee, Ponto, Romba, Shodu, Teebo, Tippet, Batcheela, Warok, Warwick, Willy, Winda, and Zarak

Description: A diminutive race of furry creatures on the Forest Moon of Endor, they resemble teddy bears. They have large, bright eyes, small black noses, and hands, which possess two fingers and an opposable thumb. Although they have no true technology, they have developed a highly developed civilization based on various mechanical devices built from tree limbs, bones, and animal hides. They live in the huge trees of Endor, but have farms and fields on the ground. They are friendly by nature, and have cunning minds capable of solving puzzles. They worship a religion based on the legends of spirits living in the moon's giant trees.

CP: -41

Ewok Height & Weight Table		
ST	Height	Weight
---	3'2" or less	60lbs
---	3'3"	65lbs
<5	3'4"	65lbs
6	3'5"	70lbs
7	3'6"	70lbs
8	3'7"	75lbs
9	3'8"	75lbs
10	3'9"	80lbs
11	3'10"	80lbs
12	3'11"	85lbs
13	4'0"	85lbs
14	4'1"	90lbs
15	4'2"	95lbs
>16	4'3"	100lbs

For each inch over the height of 4'3", add 5 pounds to the average weight.



Falleen



Attribute Adjustments: +1 IQ (+10pts), +1 HT (+10pts)

Planet/System of Origin: Falleen

Tech Level: 12

Advantages: Amphibious (+10pts), Appearance – Attractive 5pts, Pheromone Control 25 pts

Racial Disadvantages: Cold-blooded (<50) -5pts, Intolerance (Mammals) -5 -1 pt, Racial Quirk (Hides Emotions) -1pt

Language and Other Free Skills: Language, Falleen (MH), and Area Knowledge (Falleen)

Racially Learned Skills and Racial Skill Bonuses: Swimming at DX for free

Names: The Falleen favor one name (given). Examples of names include Xizor, Xzuhal, Miaxi, Haxim, Azool, and Savan

Description The Falleen are a reptilian humanoid species that hail from the Falleen system, and because of their exotic appearance, pheromone control, and color changing abilities, they are widely regarded as one of the more aesthetically pleasing species of the galaxy. The hides are covered in small scales, and they have a pronounced spiky ridge running down their backs. They have clawed fingers and toes, and give birth to their litters underwater.

For the most part, the Falleen do not allow them selves to display emotions. While the Falleen experience strong

emotions, the race simply does not display them, especially in public. Their customs and physical composition have helped them develop enormous control over superficial signs of expression. This control of the mind has also extended itself into control of the body, as the Falleen have developed the ability to control their pheromones, and skin color. Normally a gray-green color, the Fallen can alter their skin color to fit the situation at hand. Along with the control over their skin, the Falleen can release pheromones to complement their skin color. Using this combination, the Falleen can cause most near-human species to become incredibly attracted to them.

Because of an accident at a Imperial bacteriological research outpost that was located on the Falleen's homeworld was under Imperial subjugation during the Galactic Civil War. Bacterium had escaped the Research outpost, and Darth Vader himself ordered his ships in orbit to destroy the laboratory and the area surrounding it to destroy the bacterium. He was successful in the destruction of the bacterium, but had also destroyed the entire city surrounding the research facility.

After the Yuuzhan Vong invaded the galaxy, the Falleen were forced to flee the alien invaders, who subjugated their homeworld shortly after the Battle of Fondor.

Note: Encountering a member Falleen race is very rare and highly unlikely. The race is so rare that the GM may want to disallow PCs to play them. Of course this is always the GM's option.

CP: 44

Falleen Height & Weight Table		
ST	Height	Weight
---	5'11" or less	160lbs
---	6'0"	165lbs
<5	6'1"	170lbs
6	6'2"	180lbs
7	6'3"	190lbs
8	6'4"	200lbs
9	6'5"	210lbs
10	6'6"	220lbs
11	6'7"	230lbs
12	6'8"	240lbs
13	6'9"	250lbs
14	6'10"	260lbs
15	6'11"	270lbs
>16	7'0"	280lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Gamorrean



Attribute Adjustments: +3 ST (+30pts), -3 IQ (-20pts), +2 HT (+20pts)

Planet/System of Origin: Gamorr and Pzob (Colonized)

Tech Level: 3

Racial Advantages: Dark Vision (+25pts), Combat Reflexes (+15pts), Passive Defense 1lvl (+25pts), Damage Resistance 2lvls (+6pts)

Racial Disadvantages: Bloodlust (-10 pts), Can't Speak Galactic Basic, but can understand it. (-10pts), Primitive 9lvls (-45pts), Reputation -4 (Savage Sadists) (-10pts), Sadism (-15pts), Intolerance (Droids) -5

Language and Other Free Skills: Language, Gamorrese (MVH) and Area Knowledge (Gamorr or Pzob)

Racially Learned Skills and Racial Skill Bonuses: Gamorreans get a +1 Racial Skill Bonus to the skills of

Brawling (+2pts) and a melee weapon of the players choice. The Player must modify the point cost accordingly.

Names: Gamorreans favor one given name, usually limited to one or two syllables (though the rare educated Gamorreans sometimes change their name to longer, less grunt-like versions), Examples include Gartogg, Rogua, Ortugg, Venorra, Xob, Steef, Gorge, Greel, Bullyak, Ugbuzz, Draughckt, Orrtug, Tolra, Tront, Warlug, Fruck, Gakfedd, Krok, Ugmush, Mugshub, Snogrutt, Gorrt, Ithmir, Jos, Kinfarg, Jubnuk, and Klagg,

Description: When the first traders landed on Gamorr, they were amused and slightly baffled by what they saw. Hundreds upon hundreds of green, pig-like aliens slaughtering each other for what seemed to be no reason at all. But, there was a reason, and the unfortunate spacers soon learned that after one group emerged victorious and proceeded to assault and kill each member of the crew of the ship. What they were fighting for the whole time was to see which clan would have the honor of killing these new visitors. This story pretty much prefaced the Gamorreans' contribution to the Galaxy and sums up the Gamorrean way of life.

The Gamorreans are large, porcine warriors with green skin, short height, and portly bellies. On their homeworld, Gamorr, they live in clans ruled by matriarchs. Female Gamorreans have a much longer lifespan. This has less to do with the actual physical makeup of the male Gamorreans than the fact that male Gamorreans spend the majority of their lives in violent combat. Gamorreans are skilled melee warriors, and they prefer bladed weapons such as knives and axes to modern weapons, such as blasters or grenades. These weapons are used in the constant warfare between clans. These wars are almost never based with a political agenda in mind, but rather for the amusement of the Gamorreans involved. Gamorreans begin training for combat very young, and the training is almost entirely based on combat. It is very rare if not impossible, to find a Gamorrean with knowledge of even the basic principals of mechanical, technical, or any sort of intellectual skill.



There is an incredible amount of prejudice toward the Gamorreans off world. Much of the Galaxy considers the Gamorreans to be unintelligent oafs. This is one of the largest obstacles facing off-world Gamorreans. Although they are not particularly bright, they are cunning and they do not consider themselves stupid. This prejudice is probably caused by the Gamorreans inability to grasp Basic, the common language used in the galaxy, and their war-like tendencies. However despite this prejudice, Gamorreans are hired or enslaved as guards and mercenaries. Gamorreans will refuse to work for anyone who does not best them in combat. When Jabba the Hutt employed several Gamorreans, he tricked them into thinking that it was a custom on his planet to be blindfolded when fighting for employment rights. Of course when they were blindfolded Jabba silently ordered his men to beat them senseless. After the employer has proven his worth, they will fight loyally under their employers, and will not betray him or her. Many Gamorreans think that fighting for an employer makes up for missing out on the bloodshed between the clans on Gamorr. Gamorreans value their honor highly, and will assault anyone who insults their appearance, clan, intelligence or honor within earshot.

Note: The pig like guards in Jabba's Palace, in Return of the Jedi, were Gamorreans.

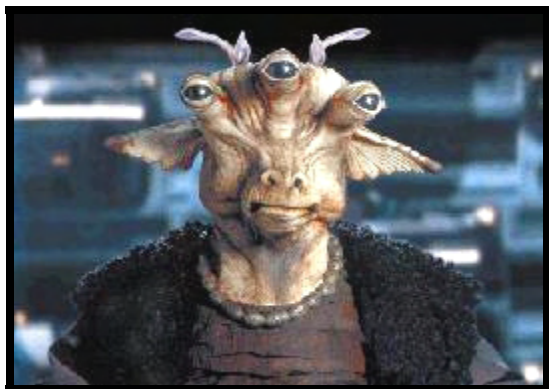
CP: 8



Gamorrean Height & Weight Table		
ST	Height	Weight
---	4'9" or less	155lbs
---	4'10"	160lbs
<5	4'11"	165lbs
6	5'0"	170lbs
7	5'1"	175lbs
8	5'2"	180lbs
9	5'3"	190lbs
10	5'4"	200lbs
11	5'5"	210lbs
12	5'6"	220lbs
13	5'7"	230lbs
14	5'8"	240lbs
15	5'9"	250lbs
>16	5'10"	260lbs

For each inch over the height of 5'10", add 10 pounds to the average weight.

Gran



Attribute Adjustments: -1 IQ (-10pts)

Planet/System of Origin: Kinyen

Tech Level: 12

Racial Advantages: Infravision (+15pts)

Racial Disadvantages: Pacifism - Self Defense (-15pts)

Language and Other Free Skills: Language, Gran (MA) and Area Knowledge (Kinyen)

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Gran favor two short, often monosyllabic names. Gran encountered offworld often times hyphenate their names or take completely different names all together. This usually denotes being in exile, either literal or personal, and is usually an early sign of Gran separation syndrome. A few examples of names include Ree-Yees, Vee Naaq, Boe Vixe, Cera Vixe, Rae Vixe, Aks Moe, Mawhonic, Baskol Yaersim, and Ainlee Teem

Description: A race of three-eyed humanoids native to the planet Kinyen, the Gran have tan skin. Their eyes are set out away from their heads on thick stalks, and they have large ears. Their eyes are adapted for seeing into the visible spectrum as well as the infrared spectrum. They evolved from an herbivorous species, and have two stomachs to digest their food. The females have three breasts, which they use to suckle their young. In general, Gran are peaceful and hospitable, and no violent conflicts have been noted in their 10,000-year history.

They are strongly attached to their families and their race in general; all Gran mate for life, with the survivor usually dying of a broken heart shortly after its mate's death. Their infrared sight allows the Gran to detect their companion's emotional state. The Gran race was hesitant to join the galactic community of the Old Republic, fearing that huge distances would dilute their cultural bond, but in the end they did join. After the birth of the New Order, the Gran

organized peaceful protests against Palpatine's rule. However, the Empire quickly subjugated them. On their own, the Gran developed space travel, and have developed a healthy trade route with the Herglics.

CP: -10

Gran Height & Weight Table		
ST	Height	Weight
---	4'7" or less	100lbs
---	4'8"	105lbs
<5	4'9"	110lbs
6	4'10"	115lbs
7	4'11"	120lbs
8	5'0"	130lbs
9	5'1"	135lbs
10	5'2"	140lbs
11	5'3"	145lbs
12	5'4"	150lbs
13	5'5"	155lbs
14	5'6"	160lbs
15	5'7"	170lbs
>16	5'8"	180lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Gungan



Attribute Adjustments: *Ankura:* +1 HT (+10pts); *Otolla:* +1 DX (+10pts)

Planet/System of Origin: Naboo

Tech Level: 9 (Exception Force Shield Technology)

Racial Advantages: Acute Hearing 3lvls (+6pts), Amphibious (+10pts), Gills (+10pts), Nictating Membrane (+15pts.)

Racial Disadvantages: Primitive 3 lvls (-15pts), Sense of Duty - To honor a life debt (-10pts), Social Stigma – Many other races consider the Gungans to be Buffoons (-5pts)

Note: Previous to Episode I, the race is very suspicious of outsiders and dislikes other "superior" races. This is represented as a Racial Quirk: Dislikes Outsiders.

Language and Other Free Skills: Language, Gungan (MA), Area Knowledge (Naboo), and Swimming

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Gungan favor a given name, usually one word, but sometimes two or three. Examples of Names include Tarpals, Nass, Ceel, Jar Jar Binks, Been, and Teers

Description: This species of humanoid amphibians was native to the planet Naboo. There are two distinct races of Gungans: the Ankura and the Otolla. The average Otolla Gungan has a tall, muscular body with long arms and short legs, and can exist on either land or in the water. Their heads are crowned with a pair of large frills that can be extended when frightened. Their eyes sit atop short, thick stalks. The Ankura Gungans grow incredibly large, to the point where their immense weight begins to compact their skeletons, and their eyes are hooded with heavy brows instead of sitting atop short stalks. Ankura Gungans also have green skin, where the Otolla Gungans have reddish skin.

During much of their existence on Naboo, the Gungans took great pains to avoid contact with their human neighbors, and even built huge underwater cities to escape

contact. However, fringe elements of both species realized that they couldn't survive without the other, and specialized trading relationships were set up. While either government did not officially recognize these relationships, they were vital to the survival of each species.

The Gungans, like the Wookiee race, have a distinct concept of the life debt. Any Gungan who is saved by another being must submit to the life debt or be punished by their gods. Despite their amphibious appearance, Gungans are quite technologically advanced. Their immense bubble cities are found in the depths of Naboo's seas, and are made up of groupings of round force fields. The fields are permeable only to slow-moving objects, and can be penetrated by a Gungan walking through them. However, the force fields hold back the incredibly pressures of the water that surrounds them. The Gungans also had an advanced shielding technology, which they applied to small, hand-held shields as well as huge hemispheres that protected an entire army. Like the bubble fields, these shields were only permeable by slow-moving objects, and they absorbed energy like a sponge.

CP: 21

Gungan Height & Weight Table		
ST	Height	Weight
---	5'6" or less	140lbs
---	5'7"	140lbs
<5	5'8"	150lbs
6	5'9"	155lbs
7	5'10"	155lbs
8	5'11"	160lbs
9	6'0"	165lbs
10	6'1"	170lbs
11	6'2"	175lbs
12	6'3"	180lbs
13	6'4"	185lbs
14	6'5"	190lbs
15	6'6"	200lbs
>16	6'7"	210lbs

For each inch over the height of 6'7", add 10 pounds to the average weight. For Ankura Gungan add 40 pounds to the average weight.



Herglic



Attribute Adjustments: +2 ST (20pts.), +2 HT (20pts)

Planet/System of Origin: Giju, Herglic Space

Tech Level: 12

Racial Advantages: Damage Resistance DR2 (physical attacks only) (+4pts)

Racial Disadvantages: Herglic Gambling Weakness (-5pts) *See New Advantages and Disadvantages Section*, Reputation -2 (Former Imperial Supporters/Imperial Supporters) Everyone/All of the time (-10pts)

Language and Other Free Skills: Language, Herglic (MA) and Area Knowledge (Giju or another Herglic community.)

Racially Learned Skills and Racial Skill Bonuses: None

Description: Herglics are large bipeds, which xenobiologists believe may be related to or evolved from aquatic mammals. They are about the same size as humans in height, but are extremely wide due to the layers of protective blubber that lies underneath the Herglics skin. They have smooth, rubbery, hairless skin that ranges in color from pale blue to dull black. Although, the Herglics still breath threw blowholes, that are located on the tops of their heads, the Herglics have lost every other trait that points to the possible water based origin of the species.

It has been documented, that the Herglics were first exploring their system and neighboring systems around the same time that the Corellians were first exploring theirs. The Herglics soon met other space faring races, and because of their steady temperament and naturally inquisitive personalities, they were accepted with open arms into the galactic community and the Old Republic. Their angular freighters soon became a common sight in spaceports of the

Old Republic, and Herglic communities began to form in various locations around the Galaxy.

When Palpatine made his rise to power, the Herglic suffered dearly. The newly formed Empire seized control Herglic manufacturing centers and starship construction sites. Although, the Herglic desperately fought back against the Empire, the result was an endless slaughter of the Herglic troops. Herglic to decide that it was futile to fight back against such a superior enemy, and they submitted to the Emperor's forces. Because they openly joined the Empire, the Herglic soon found that the galactic community distrusted them. Many people believe that even after the end of the New Order, that the neutral Herglics are still working with Imperial Forces. While individually this may be true, but as a whole the Herglic race just wants to prosper and holds no allegiance to the fallen Empire.

The majority of Herglics hail from trading families and guilds. They tend to have a strong work ethic and are extremely loyal to their families. They have an innate curiosity concerning Sabaac and other games of chance. Once a Herglic is introduced to a new game he will feverishly spend the majority of his free time, and money trying to develop a system that will make him rich. Herglics can be seen throughout the galaxy, but they are more likely seen on technologically advanced worlds.

CP: 29

ST	Height	Weight
---	5'2" or less	220lbs
---	5'3"	230lbs
<5	5'4"	230lbs
6	5'5"	235lbs
7	5'6"	235lbs
8	5'7"	240lbs
9	5'8"	240lbs
10	5'9"	250lbs
11	5'10"	260lbs
12	5'11"	270lbs
13	6'0"	280lbs
14	6'1"	290lbs
15	6'2"	300lbs
>16	6'3"	310lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

H'nemthe



Attribute Adjustments: None

Planet/System of Origin: H'nemthe

Tech Level: 12

Racial Advantages: None

Racial Disadvantages: Reputation -4 - Females eviscerate the male after mating. (Everyone, Recognized Sometimes 10 or less -10pts)

Language and Other Free Skills: Language, H'nemthean (MA) and Area Knowledge (H'nemthe)

Racially Learned Skills and Racial Skill Bonuses: None

Description: Native to the planet H'nemthe, these humanoids resemble Gotals in that they have cone-like appendages of their heads. That is where the resemblance ends, though. Gotals only have two cones, while the H'nemtheans have four. The H'nemtheans have blue-gray skin, and their faces are covered with three ridges of bone and skin running from their cheeks to their chins. They have graceful noses and feathery eyelashes covering bright green eyes. The H'nemtheans are not Force-sensitive, as are the Gotals. The females also have silver, knife-shaped tongues, which are used as part of a bizarre mating ritual. When a female consummates her relationship with a male, she eviscerates him with her tongue, leaving him for dead. It is believed that this ritual is a biological reaction to the existence of twenty males for every female on H'nemthe. When the Empire subjugated their homeworld, many H'nemtheans abandoned it. Many joined the Alliance,

working from a base on Anoat to coordinate the shipping of supplies throughout the galaxy.

CP: -10

H'nemthe Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Houk



Attribute Adjustments: +3 ST (+30pts), +2 HT (+20pts), -1 DX (-10pts), -1 IQ (-10pts)

Planet/System of Origin: Ansuroer Sector

Tech Level: 12

Racial Advantages: None

Racial Disadvantages: Bad Temper (-10pts)

Language and Other Free Skills: Language, Houk (MA) and Area Knowledge (Home Planet)

Racially Learned Skills and Racial Skill Bonuses: None

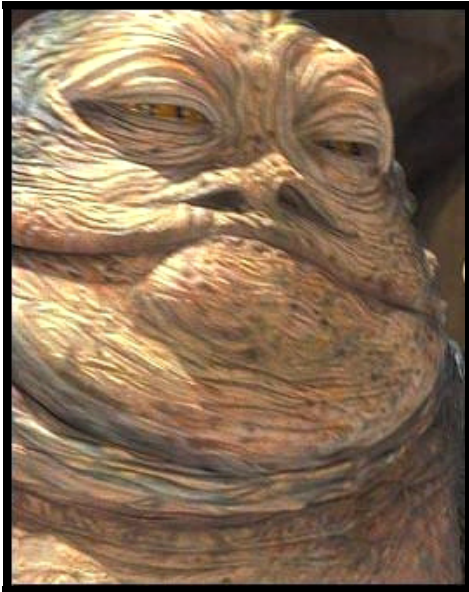
Description: An extremely large, humanoid race originally from the Ansuroer Sector, the Houk have spread throughout the galaxy following their contact with a Vaathkree trading ship. Their skin is colored deep blue or purple, and their eyes are a piercing yellow. They are second in the galaxy in brute strength only to the Wookiee race, but they do not display the violent rage of the Wookiee. However, they have short tempers nonetheless, and prefer fighting over any other solution to a problem. The Houk generally use any method possible to gain an advantage over their opponents, including sneaking up on them and attacking from behind. Thus, many other races consider them cowards. The Houk that settled on the planet Sriluur were often at war with their neighbors, the Weequay, until the Empire stepped in and subjugated both races. The Empire used the Houk as a basis for creating the "perfect slave," but it is unknown if their program was successful. The Houk race has produced little technological advancement, but has adapted well to the use of hyperdrives and modern weapons.

CP: 20

ST	Height	Weight
---	6'2" or less	180lbs
---	6'3"	190lbs
<5	6'4"	200lbs
6	6'5"	210lbs
7	6'6"	220lbs
8	6'8"	240lbs
9	6'10"	260lbs
10	7'0"	280lbs
11	7'2"	300lbs
12	7'4"	320lbs
13	7'6"	340lbs
14	7'8"	360lbs
15	7'10"	380lbs
>16	8'0"	400lbs

For each inch over the height of 8'0", add 10 pounds to the average weight.

Hutt



Attribute Adjustments: +2 IQ (+20pts), +2 HT (+20pts), -3 DX (-20pts)

Planet/System of Origin: Nal Hutta and other Hutt worlds

Tech Level: 12

Racial Advantages: Cast Iron Stomach (+15pts), Damage Resistance DR4 (Physical attacks only) (+8pts), Dark Vision (+25pts), Extended Lifespan 6lvls (Lives over 1000 years) (+30pts), Extra Hit Points 4lvls (+20pts), Force Resistance 4lvls (+8pts), Longevity (+5pts), Passive Defense PD2 (Physical Attacks only) (+25pts)

Racial Disadvantages: Cold-blooded (<50) -5pts, Greed -15pts, Inconvenient Size (large) -10pts, Megalomania -10pts, Racial Quirk (Distrusts other Races) -1pt, Reduced Manual Dexterity 2lvls -6pts, Reduced Move 4lvls -20pts, Sense of Duty (To Family) -10pts, Vow: major (Never kill the messenger from other Hutts) -10pts

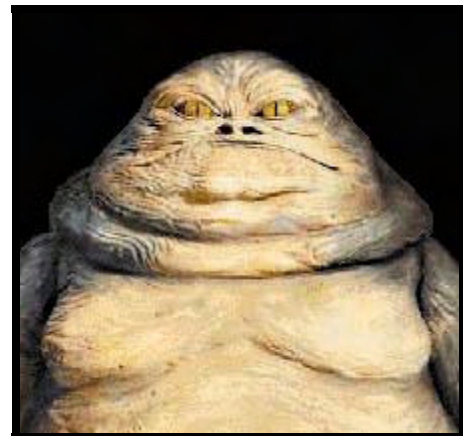
Language and Other Free Skills: Language, Average (Huttese) and Area Knowledge (Homeworld)

Racially Learned Skills and Racial Skill Bonuses: None (Although, merchant and other business skills would be appropriate for a Hutt.)

Names: The Hutts favor one name, almost always between 4 and 7 letters, followed by a title, which denotes their caste. Only members of the highest caste may use the appellation, which they view as upmostly, cultured ["The Hutt"]. All Hutts actually have a longer official name in the form of "Givenname Clanname Surname", but these names are very rarely used (for instance, Jabba the Hutt's full name

is Jabba Desilijic Tiure). Examples of names include Jabba the Hutt, Zorba the Hutt, Durga The Hutt, Orko the H'uun, Gorga the Hutt, Anachro the H'uun, Gardulla the Hutt, Mardoc the Hutt, Aarrba the Hutt, Grappa the Hutt, Aggaba the Hutt, Aruk the Hutt, Bogga the Hutt, Zochaeb the Hutt, Grelb the Hutt, Boonda the Hutt, Tagta the Hutt, Dalla the Hutt, Daskha the Hutt, Dreddon the Hutt, Glorga the Hutt, Jemba the Hutt, Korrra the Hutt, Kossak the Hutt, Grappa the Hutt, Churabba the Hutt, Dojundo the Hutt, Spadda the Hutt, Dreyba the Hutt, Uta the Hutt, Gheeta the Hutt, Smada the Hutt, Grejic the Hutt, Grondo the Hutt, Jiliac the Hutt, Kibbick the Hutt, Mageye the Hutt, Zavval the Hutt, Nullada the Hutt, Shala the Hutt, and Zier the Hutt

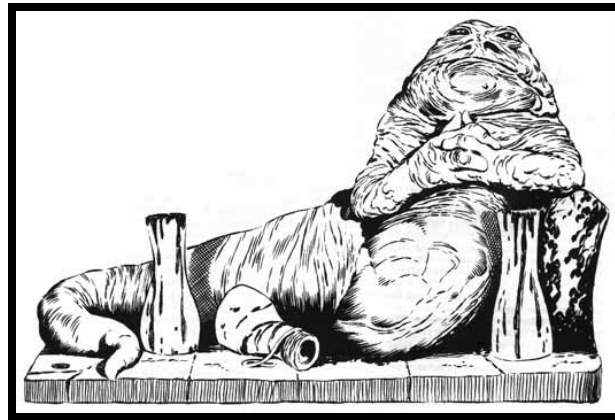
Description: a large, slug-like alien with short, stubby arms, huge eyes, and a wide mouth. They originated on the planet Varl, but have populated a great number of other worlds including Nal Hutta. They speak their own language, and have the ability to see in visible light as well as ultraviolet light. They often light their palaces with both, turning off the natural lighting to give trespassers a false sense of stealth. Despite the sheer bulk of their flesh, Hutts do not have a skeleton. Instead, an internal mantle helps shape the head and support the arms, while the rest of their body is simply one large, snail-like foot. The skin of a Hutt is incredibly thick, and is covered with a mixture of mucus and oily sweat. This makes the skin able to resist harsh chemicals and even some blaster bolts. Below the epidermis is a thick layer of blubber that helps maintain body temperature and makes it impossible to puncture their skin with a knife. Hutts are also hermaphroditic, often choosing to appear as one sex or the other for the benefit of their audience. Young Hutts spend their first year of life inside a pouch on their mother's belly, and are virtually mindless. They live near their mothers for several decades after birth, returning to their pouches when they are scared or tired. Young Hutts aren't considered accountable until they are well over 100 years old. All Hutts have a given name, which is supported by their clan name and their surname (e.g., Jabba Desilijic Tiure).



The history of the Hutt race can be traced to the early times before the formation of the Old Republic. They were a strong force even then, dominating large portions of the space surrounding their homeworld. After the discovery of the hyperdrive, the Hutts began expanding their territories, but ran into Xim the Despot. Xim and the Hutts fought several fierce battles near the uninhabited world of Vontor, until the Hutts discovered the Si'Klaata Cluster and the strong, warrior-like races it hid. The Hutts managed to sign the Klatooinans, Niktos, and Vodrans into perpetual servitude, and used many warriors during the Third Battle of Vontor. This was the decisive battle against Xim, and left the Hutts in control of large areas of the galaxy. However, the Hutts could not escape their own greedy nature, and soon began to covet each other's holdings. Interclan wars broke out, and the clans eventually broke off relations with each other. When they realized that this was bad for business, they began exchanging messengers. The Hutts took to killing the messengers if they didn't like the message, but this further impaired business. So, the Hutts made a pact that recognized messengers as sacrosanct. As a race, Hutts do not trust any other races, a trait that stems from an incident in which an assassin executed all prominent Hutts on Nal Hutta.



CP: 69



Hutt Height & Weight Table		
ST	Height	Weight
---	5'2" or less	600lbs
---	5'3"	650lbs
<5	5'4"	650lbs
6	5'5"	675lbs
7	5'6"	675lbs
8	5'7"	700lbs
9	5'8"	700lbs
10	5'9"	750lbs
11	5'10"	775lbs
12	5'11"	800lbs
13	6'0"	850lbs
14	6'1"	900lbs
15	6'2"	950lbs
>16	6'3"	1000lbs

For each inch over the height of 6'3", add 50 pounds to the average weight. It must also be noted that the Height is measured from the belly (where it touches the ground) to the top of its head, not from head to the end of its tail.



Iktotchi



Attribute Adjustments: None

Planet/System of Origin: Iktotch

Tech Level: 12

Racial Advantages: Damage Resistance, Natural Armor (DR 1 / Physical Attacks only - +2pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Iktotchi (MA) and Area Knowledge (Iktotch)

Racially Learned Skills and Racial Skill Bonuses: A Iktotchi starts with Telesend and Telereceive at a Power Level of 5 (+15pts each) and a skill of equal to IQ (+4pts each). The Power levels and skill levels can be increased during character creation or during the game by using character points.

Description: Orbiting the planet Iktotchan, is a small windy moon, which is home to a race known as the Iktotchis. The Iktotchis are a fierce race, with large, down turned horns that emerge from the sides of their heads. Their skulls and neck muscles are naturally reinforced and enlarged to support the weight of the heavy horns. The Iktotchi are also noted for their huge hands and tough, leathery skin, which protected them from the winds of their native world.

CP: 50

Notes: The Jedi Master from Episode I is a Iktotchi.

ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Iotran



Attribute Adjustments: +1 ST (+10pts)

Planet/System of Origin: Iotra

Tech Level: 11

Racial Advantages: None

Racial Disadvantages: Primitive 11vl (-5 pts)

Language and Other Free Skills: Language, Iotran (MA), and Area Knowledge (Iotra)

Racially Learned Skills and Racial Skill Bonuses: Every Iotran has spent four years in the IPF (*see below*) and has had military basic training choose the skills to reflect this training.

Names: The Iotrans favor two names, a family name preceded by a given name, similar to human fashion, Examples of Names include Rodick Tag, Dira Shal

Description: Iotrans are a humanoid species that hails from the planet Iotra. The species has three fingers and a thumb on each hand, and have two fore toes on each foot. Sometime during their evolution the Iotran have developed sharp, sturdy bonelike spikes that protrude from their shoulders, elbows, and hands. Xenobiologists have suggested that the Iotran developed these spikes as a defense from predators on their planet

The Iotrans are an extremely militant race, and they live by the saying, "actions speak louder than words". Their culture is extremely stable and well disciplined, and their history also reflects this stability. This cultural stability and discipline is primarily due to the fact, that every citizen must spend six standard years at the age of 14 seasons (about 18 standard years) in the Iotran Police Force (IPF), and every citizen has had basic military training in their past. The IPF was formed from the various military orders that supported former Iotran nations. The Iotrans agreed to unify themselves some 700 years before the Galactic Civil War, and the various orders unified themselves into the IPF. The IPF functions as a sort of national guard that acts as law enforcers and rescue workers throughout Iotran society. Iotran technology is not up to galactic standards, but it is reliable nonetheless. The Iotrans have assumed the use of hyperdrives and other spatial technology to improve their military effectiveness. Their ships, like their other weaponry is crude and slightly outdated, but again is very effective with the tactical military minds of the Iotran people.

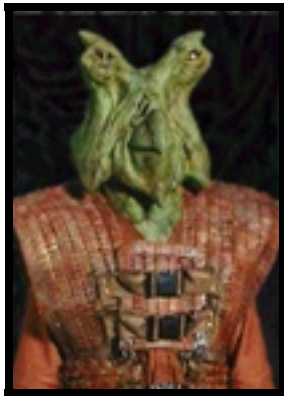
CP: 5

Iotran Height & Weight Table

ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Ishi Tib



Attribute Adjustments: -1 DX (-10pts)

Planet/System of Origin: Tabrin

Tech Level: 12

Racial Advantages: Amphibious (+10pts), Gills (+10pts), Teeth (Beak) (+5pts)

Racial Disadvantages: Dependency - Must be immersed in water at once a day for at least ten minutes (Daily, common -15 pts)

Language and Other Free Skills: Language, Ishi Tib (MH) and Area Knowledge (Tabrin), Swimming

Racially Learned Skills and Racial Skill Bonuses: None (However Ishi Tib will most likely have the skills Administration, Merchant, Accounting, Tactics, and Research)

Names: The Ishi Tibs speak a chirping language similar to that of an avian. The language is uncommon in that it does not put particular importance on word breaks. Ishi Tibs have two names, both given, but these can be written as anything from two separate names to a name separated by an apostrophe or hyphen, to one long unbroken name. Examples of names include Dr'xureretuel, Harc Seff, Kanjil Mang, Shasa Tiel, Thilis-Brin, and Ttotplat.

Description: Ishi Tibs are a race of amphibious, humanoids that come from the Planet Tabrin. Their beak-like mouths and large eyes characterize this race, and they spend most of their lives under the water, inhabiting Tabrin's oceans. Their green skin is incredibly thick which help the Ishi Tib's bodies to retain moisture. They are fairly adaptable to other environments. However, Ishi Tibs must bath once a day in briny seawater, in order to maintain their skin's moisture levels and to keep their lungs moist. The Ishi Tibs are descended from a species of bony fish, which had large, fluke-like fins that were highly developed. They escaped predation by leaving the ocean and staying on land

for short periods of time, and natural selection allowed the development of arms, legs, and lungs. They have built cities upon the coral reefs of Tabrin's oceans, taking great care so they don't disrupt the delicate environmental balances. The Ishi Tibs are patient and rational creatures are not provoked easily. They are meticulous planners and they are highly sought after as efficient organizers.

CP: 0

Ishi Tib Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Ithorian



Attribute Adjustments: +1 IQ (+10pts), -1 DX (-10pts)

Planet/System of Origin: Ottega System (Ithor, 4th planet in Lesser Plooriod Cluster)

Tech Level: 12

Racial Advantages: Reputation, Pacifists +2 (+10pts).

Racial Disadvantages: Pacifism, Self Defense (-15pts)

Language and Other Free Skills: Language, Ithorian (MVH), and Area Knowledge (Herd Ship)

Racially Learned Skills and Racial Skill Bonuses:

Ithorians receive the following Racially Learned Skills at IQ – Agronomy / TL12 (+2pts), Ecology / TL12 (+4pts), and Botany / TL12 (+4pts).

Names: Ithorians prefer a given name followed by a family name. Ithorians speak in a diharmonic language [having dual larynxes], so translations are very loose and names are rarely pronounced as spelled. Examples of names include Momaw Nadon, Tomla El, Chadra Hobat, Ire Eleazari, Tol Ado, Tendau Bendon, Tredo Dopra, Umwaw Moolis, Slag Flats, Momaw Mowadan, and Ixxus Cranata

Description: The Ithorians are the strange looking natives of the planet Ithor. These gentle creatures are often referred to as "Hammerheads" by other species because of their long neck, which bends forward and ends in a t-shaped dome. Ithorians eyes face forward and are set on opposite sides of the t-shaped, top portion of the head. They also have two mouths set below the sloped portion of the head. These two mouths generates a "stereo" effect, which produces one of the most beautiful languages in the galaxy The fact that they also have two throats makes the language very difficult (almost impossible) to speak, and unfortunately when speaking basic, makes them almost impossible to

understand. When the Imperials first contacted the Ithorians, the already extreme xenophobia of the Imperials was heightened by their inability to communicate with each other.

The Ithorians are a peace-loving race with an extreme fondness for nature. Ithor, the fourth planet in the Ottega star system, is a world with thick jungles that the Ithorians have learned to respect and even worship. The Ithorians refer to their world as the great Mother Jungles. The laws and customs of the Ithorians prevent anyone to come in contact with the surface of the planet. The only exception to this is their eco-priests, who care and nurture the great Mother Jungle.

Ithorians gather together in "herd" ships, which are actually large cities that migrate around the planets three civilized continents. They are Herbivores, and they never take more than they need from their planet. When they do remove something from their planet they practice a system of planting two plants for every plant they remove. Some of the "herd" cities have been equipped with hyperdrives and this enables them to carry unusual merchandise from system to system. The Ithorian "herd ships" interior is designed to mimic the jungles of Ithor. This include indoor jungles, sample species, vast corridors of lush vegetation, and weather native to the jungles of Ithor.

Ithorians are gentle, peace loving creatures. They have an enormous respect for all forms of life. They are gregarious and curious people, who enjoy their roles as space merchants, almost as much as ecological preservers. In the Outer Rim Territories, the arrival of an Ithorian herd ship is much cause for celebration.

CP: 5

Ithorian Height & Weight Table		
ST	Height	Weight
---	6'2" or less	160lbs
---	6'3"	170lbs
<5	6'4"	180lbs
6	6'5"	190lbs
7	6'6"	200lbs
8	6'7"	210lbs
9	6'8"	220lbs
10	6'9"	230lbs
11	6'10"	240lbs
12	6'11"	250lbs
13	7'0"	260lbs
14	7'1"	270lbs
15	7'2"	280lbs
>16	7'3"	290lbs

For each inch over the height of 6'9", add 10 pounds to the average weight.

Jawa



Attribute Adjustments: -2 ST (-15pts), -1 HT (-10pts)

Planet/System of Origin: Tatooine

Tech Level: 12

Racial Advantages: Night Vision (+10pts)

Racial Disadvantages: Odious Racial Habits - Jawas tend to smell bad (-10pts), Cowardice (-10pts)

Language and Other Free Skills: Language, Jawa (MH) and Area Knowledge (Tatooine)

Racially Learned Skills and Racial Skill Bonuses: Jawas receive the following Racially Learned Skills at IQ – Merchant (+2pts), Scrounging (+1pt), Mechanic (choose specialty) (+2pts).

Names: Jawas favor a given name followed by a clan name. A few examples are Het Nkik, Jek Nkik, Eet Ptaa, Hrar Kkak, Aved Luun, Rkik Dnec, and Tteel Kkak,

Description: Jawas are diminutive, desert dwelling scrap merchants native to the planet Tatooine. These foul smelling, little creatures are rodent-like beings, whose glowing eyes peer out from underneath the folds of their dirty brown cloaks. Jawas are inherently cowards, and speak in a random, variable language that is hard to understand. Very few people have seen what the Jawa looks like underneath the folds of their cloaks, and a few xenobiologists believe that may have human origins. A Jawa's body is extremely warm to the touch. This is

because; their body temperature is normally 116 degrees Fahrenheit.

The Jawas travel the wastes of Tatooine in huge, lumbering contraptions that locals have dubbed “sandcrawlers”. In these massive machines, Jawas travel the Tatooine deserts in search of discarded hardware to collect, wrecked ships to salvage, wandering droids, and unattended vehicles. They clean up and repair these items to sell to Tatooine settlers and those passing through Mos Eisley. Jawa society is broken up into loose clans. The clans usually specialize in a certain area of machinery.

Note: In ANH, the Jawas that picked up R2-D2 and C-3PO were Droid Traders, a loose union of Jawa clans that specialized in droid salvage.

CP: -30



Jawa Height & Weight Table

ST	Height	Weight
---	3'2" or less	35lbs
---	3'3"	40lbs
<5	3'4"	45lbs
6	3'5"	50lbs
7	3'6"	55lbs
8	3'7"	60lbs
9	3'8"	65lbs
10	3'9"	70lbs
11	3'10"	75lbs
12	3'11"	80lbs
13	4'0"	85lbs
14	4'1"	90lbs
15	4'2"	95lbs
>16	4'3"	100lbs

For each inch over the height of 4'3", add 5 pounds to the average weight.

Jenet



Attribute Adjustments: None

Planet/System of Origin: Garban

Tech Level: 12

Racial Advantages: Acute Hearing +3 (+6pts), Double Jointed (+5pts), Eidetic Memory lvl 1 (+30pts)

Racial Disadvantages: Jenet Tactlessness (-5pts) *see Appendix I for more information*, Jenet Reputation Value (-5pts) *see Appendix I for more information*

Language and Other Free Skills: Language, Jenet (MA) and Area Knowledge (Garban)

Racially Learned Skills and Racial Skill Bonuses: The Jenet receive a +1 Racial Skill Bonus to the following skills. Swimming (+1pts), Climbing (+2pts), and Astrogation (+2pts).

Description: native to the planet Garban, these aliens have pale pink skin, deep red eyes, and white fur. By almost every galactic standard, the Jenets are considered ugly and quarrelsome. Jenets have large ears and noses, and have developed keen senses of hearing, smell, and sight. These senses allow them to gather food, and their digestive system is adaptable enough to allow them to eat just about anything. Thus, they are often found scavenging for food

rather than hunting for it. The Jenet race is also physically adept, and can run, jump, climb, and swim when needed. Jenets can also dislocate their limbs in order to squeeze into small spaces. Descended from rodents, they have vast memories, and because they have exceptional memories, Jenet seem quarrelsome and petty, as trivial matters become part of a Jenet's personality.

They are also extremely reproductive, and nearly wiped themselves out of existence due to overpopulation. They were not immune to Palpatine's subjugation of alien species during his reign as Emperor, and were forced to work in mines dug on their homeworld.

Jenet are often found in administrative roles, utilizing their memories in governmental positions, commercial jobs, and criminal enterprises.

They value reputations, and as such will boast about acquaintances accomplishments when introducing them. They present the life of their friend in glowing stories full of exaggerated details, and they give their enemies less favorable treatment (denigrating them and describing them as weak and cowardly).

CP: 36

Jenet Height & Weight Table		
ST	Height	Weight
---	5'2" or less	80lbs
---	5'3"	85lbs
<5	4'7"	90lbs
6	4'8"	95lbs
7	4'9"	100lbs
8	4'10"	105lbs
9	4'11"	110lbs
10	5'0"	115lbs
11	5'1"	120lbs
12	5'2"	120lbs
13	5'3"	130lbs
14	5'4"	130lbs
15	5'5"	135lbs
>16	5'6"	135lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Kel Dor



Attribute Adjustments: +1 IQ (+10pts), -1 ST (-10pts)

Planet/System of Origin: Dorin

Tech Level: 12

Racial Advantages: Alertness +5 (+25pts)

Racial Disadvantages: Partially Anaerobic (Kel Dor) (-30pts)

Language and Other Free Skills: Language, Kel Dor (MA) and Area Knowledge (Dorin)

Racially Learned Skills and Racial Skill Bonuses: None

Description: The Kel Dor are a formidable race of humanoids from the planet Dorin. They have enlarged, external sensory organs which allow them to interpret basic external stimuli as well as extrasensory input. They have evolved breathing the unusual mixture of gases in Dorin's atmosphere, and cannot survive on oxygen-rich planets. Thus, travelers must wear a sophisticated pair of goggles and an anti-ox mask whenever they are off world.

CP: -5

Notes: The Jedi Master from Episode I is a Kel Dor.

ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Kerestian



Attribute Adjustments: +1DX (+10pts), +1 ST (+10pts), -1 IQ (-10pts)

Planet/System of Origin: Kerest

Tech Level: 12

Racial Advantages: Combat Reflexes (+15pts)

Racial Disadvantages: No Sense of Humor (-10pts), Bloodlust (-10pts)

Language and Other Free Skills: Language, Kerestian (MA) and Area Knowledge (Kerest)

Racially Learned Skills and Racial Skill Bonuses: All of the Kerestian have some skill using a Kerestian Darkstick (see Appendix I) and receive the Racially Learned Skill at DX-1 (2pts)

Description: The Kerestians are an alien race hailing from the planet Kerest. This race has evolved into savage hunters of great cunning and skill. They are tall, powerfully built humanoids with convoluted ridges on their foreheads. Two thin strips of hair grow in a strange double widow's peak from the ridges, and the strips continue down the Kerestian's back. Their nose is defined by a single, vertical slit above their mouth, and a row of breather tubes runs along their cheekbones. Their small ears are holes located at the base of the skull, and are surrounded by folds of skin. The breather tubes were once used for long-range, high frequency communication, but that ability has been lost

over time. They are methodical, deliberate hunters, and are thought to be humorless.

However, a recent discovery of a Kerestian colony ship has turned up ancient members of the species suspended in time. When they were revived, these colonists showed none of the current Kerestian violence or deliberateness. It has been surmised that the harsh conditions of the planet Kerest forced subsequent generations of Kerestians to evolve into the vicious hunters they are today. They had mastered repulsorlift technology and sub-light space travel before Kerest was nearly destroyed as its sun began to convulse and contract. Kerest was reduced to a frozen wasteland. This caused the ancient Kerestians to "devolve" into barbarians and hunters. Their technology has subsequently reverted to Galactic standard levels.

CP: 7

Kerestian Height & Weight Table		
ST	Height	Weight
---	6'6" or less	210lbs
---	6'7"	220lbs
<5	6'8"	230lbs
6	6'9"	240lbs
7	6'11"	260lbs
8	7'1"	280lbs
9	7'2"	290lbs
10	7'3"	300lbs
11	7'5"	320lbs
12	7'7"	340lbs
13	7'9"	360lbs
14	7'10"	370lbs
15	7'11"	375lbs
>16	8'0"	380lbs

For each inch over the height of 8'0", add 10 pounds to the average weight.



Kian'thar



Attribute Adjustments: -1 DX (-10pts)

Planet/System of Origin: Shaum Hii

Tech Level: 8

Racial Advantages: Amphibious (+10pts), Gills (+10pts), Nictating Membrane (+15pts)

Racial Disadvantages: Reputation – 2 (People are wary of their Emotion Sense Ability - Everyone, Recognized sometimes 10 or less) (-5pts), Primitive 4 lvls (-20pts)

Language and Other Free Skills: Language, Kian'thar (MH), Area Knowledge (Shaum Hii), and Swimming

Racially Learned Skills and Racial Skill Bonuses: The Kian'thar have the Psionic Ability of Emotion Sense at power level 10 (+20pts) and at a skill level at IQ (+4pts).

Description: The Kian'thar a large, well-muscled humanoid race native to the planet Shaum Hii. The head of a Kian'thar is studded with a pair of large breather tubes and

several small, tentacular appendages above its eyes and below its mouth. They are aquatic reptiles, evolved from land-based creatures to live in the oceans. Their skin is formed from a number of tough, scale-like plates that protect it like armor. They are a highly perceptive race, able to detect the emotions of others around them. The Kian'thar travels the oceans of Shaum Hii on bentails, herding the native derlacs as a source of food. Their technology level is therefore below the galactic norm, but this has not bothered the Kian'thar. The location of Shaum Hii has kept the Kian'thar separated from much of the galaxy until about 300 years before the Galactic Civil War, when a Shistavanen exploration group discovered them while charting the sector. The Kian'thar have been divided over how strongly to embrace galactic culture, but the feud has been minor as the Kian'thar are - as a race - content with their lots in life. The Kian'thar have a complex series of familial and liege relationships that are nearly impossible for offworlders to decipher. Among the more unusual aspects is the social requirement which forces fertilized eggs to be passed down through three generations of unrelated, affiliated clans before birth.

CP: 24

Kian'thar Height & Weight Table		
ST	Height	Weight
---	5'8" or less	145lbs
---	5'9"	150lbs
<5	5'10"	155lbs
6	5'11"	160lbs
7	6'0"	165lbs
8	6'1"	170lbs
9	6'2"	180lbs
10	6'3"	190lbs
11	6'4"	200lbs
12	6'5"	210lbs
13	6'6"	220lbs
14	6'7"	230lbs
15	6'8"	240lbs
>16	6'9"	250lbs

For each inch over the height of 6'9", add 10 pounds to the average weight.

Kitonak



Attribute Adjustments: +1 HT (+10pts), -1 DX (-10pts)

Planet/System of Origin: Kirdo III

Tech Level: 9

Racial Advantages: Kitonak Burrowing (+10pts) *see Appendix I for more information*, Damage Resistance, Natural Armor (DR 2 / Physical Attacks only) 6pts, Passive Defense, Natural Armor (PD 1 – Physical Attacks only) 12pts

Racial Disadvantages: Reduced Move -2 (-10pts), Kitonak Patience (-5pts) *see Appendix I for more information*, Primitive 3 lvls (-15pts)

Language and Other Free Skills: Language, Kitonak (MA), and Area Knowledge (Kirdo II)

Racially Learned Skills and Racial Skill Bonuses: Kitonak get the Racially Learned skill of Survival (Desert) at characters IQ (2pts)

Names: Kitonaks favor one short given name. Examples include Anarc, Snit, Terno

Description: a race of pudgy, white humanoids from the planet Kirdo III, these creatures have tough, leathery skin and can draw into their folds of skin and seal vulnerable body openings. This trait allows them to protect themselves from Kirdo's harsh desert environment. Their normal body temperature is 106 degrees. Their heads are mushroom-shaped, and their eyes, nose, and ears, and mouth are hidden from view by folds of skin. The four stout fingers on each hand are extremely dexterous.

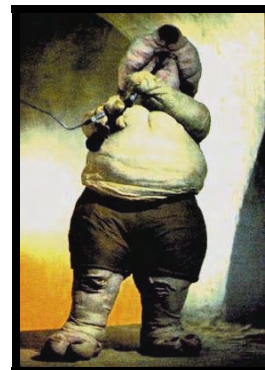
Kitonaks are easy-going, patient creatures who rarely rush anything. This is a trait developed from hunting choobas on their homeworld. A Kitonak will stand motionless in the desert, pretending to be a sulfaro plant, until the chooba's congregate near them. When a chooba crawls onto the Kitonak and into their mouth, which resembles the cavities of the sulfaro, the Kitonak simply consumes the chooba. A single chooba can sustain a Kitonak for a standard month. Kitonaks do not walk in the normal sense of the word, because their feet are actually muscled pads, which are studded with olfactory organs. To move, a Kitonak alternately expands and contracts the muscles in their feet, much like a snake. The feet also provide the Kitonak's sense of smell.

Notes: Droopy McCool, the horn player in the Max Rebo band seen in Return of the Jedi, is a Kitonak.

Kitonak Height & Weight Table		
ST	Height	Weight
---	3'0" or less	100lbs
---	3'1"	110lbs
<5	3'3"	110lbs
6	3'5"	115lbs
7	3'7"	115lbs
8	3'9"	120lbs
9	3'11"	125lbs
10	4'1"	130lbs
11	4'3"	135lbs
12	4'5"	140lbs
13	4'7"	145lbs
14	4'9"	150lbs
15	4'11"	155lbs
>16	5'0	160lbs

For each inch over the height of 5'0", add 10 pounds to the average weight.

CP: 0



Klatooinan



Attribute Adjustments: +1 DX (+10pts)

Planet/System of Origin: Klatooine, located in the Si'Klaata cluster deep within Hutt territory.

Tech Level: 12

Racial Advantages: None

Racial Disadvantages: Subjugation (Hutts) -20pts, Code of Honor (Klatooinan Code - Patience, Strength, Respect for elders) -10pts

Language and Other Free Skills: Language, Klatooinan (MA), Language, Huttese (MA) and Area Knowledge (Klatooine)

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Klatooinans favor a brief given name, which is sometimes followed by a title. Barada is a very common name for a Klatooinan male, in honor of the historical figure Barada M'Beg. A few examples of names include Barada and Chokk

Description: The Klatooinans are a tall, humanoid race characterized by their flat, canine faces and rough leathery skin. The Race hails from the planet Klatooine, where they have been under the rule of the Hutts for over 25,000 years. During this period of Hutt subjugation, the Klatooinans have fought for the Hutts in many different conflicts, including the battles against Xim the Despot.

The Klatooinans have a culture designed and tied strongly to traditional values, and they strive to be as patient and tenacious as the Fountain of Ancients. The Fountain of Ancients is a unique, natural phenomenon that is located in the center of the Derelkoos Desert located on Klatooine. Liquid wintrium seeps from the fountain only to crystallize on the surface of the desert. As it solidifies, the wintrium forms incredibly beautiful patterns and shapes. The crystals are incredibly hard, and it takes an extremely powerful

weapon even to alter the crystalline form. It's growth and increase in strength over time has greatly affected the Klatooinan philosophy and society. They emulate the strong characteristics of the fountain and try to instill similar values into their children. They have even gone so far as referring themselves to the "Children of the Fountain."

At the age of ten, every Klatooinan is sold into servitude. They are usually given to governments and corporations, but sometimes, in the case of extremely rebellious youths who break the traditions of the extremely religious race, will be sold into slavery. This negative reinforcement has helped the Klatooinan youth to learn to respect and admire the elders and traditions of their race. Like the Fountain of the Ancients, the Klatooinans hope that they can endure long enough to grow strong with age and shed the Hutt subjugation.

Note: Barada, a skiff guard for Jabba the Hutt in Return of the Jedi, was a Klatooinan.

CP: -20

Klatooinan Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Kubaz



Attribute Adjustments: -1 ST (-10pts), -1HT (-10pts)

Planet/System of Origin: Kubindi

Tech Level: 12

Racial Advantages: Alertness 2lvls (+10pts), Acute Taste and Smell 3lvls (6pts)

Racial Disadvantages: Light Sensitivity (Specific Light Frequency) (-10pts) *See Appendix I for more information*

Language and Other Free Skills: Language: Kubaz (MH) and Area Knowledge (Kubindi)

Racially Learned Skills and Racial Skill Bonuses: None

Names: The Kubaz favor one given name or given name followed by family name, depending on place of origin and upbringing. A Few Examples of names include Va'ran, Garindan, Lorindan, Shuzz, Taratan, Totolaya, and Zubindi Ebsuk

Description: The Kubaz are a species of humanoid with two toes on its feet and four fingers on each hand, the most noticeable feature of the Kubaz is the short prehensile trunk that serves as the creatures nose. The Kubaz's skin is rough in texture and usually ranges dark green to black in color. They have coarse, bristly hair on their scalp and their eyes are quite large. The Kubaz's eyes are highly sensitive to the red wavelengths of light, and this requires most of them to wear protective lenses in most environments.

They tend to be clan-oriented, with each clan protecting its property from other rival clans. The intense solar flares from their planet's sun nearly destroyed the majority of food sources on the planet, and the Kubaz were forced to hunt insects as a staple diet. This led to the rival clans raiding each other's insect farms. These so-called Hive Wars were resolved when the Kubaz found a way to alter the genetics of their insects to not only improve their reproduction, but to identify each hive by its colorings as property of a certain clan. This newly-formed science of Insecticulture helped

keep the rival clans from feuding, and also allowed the Kubaz to expand their horizons. They eventually discovered space travel, and eventually populated three of the 11 worlds orbiting the sun Ku'Bakai. This ability to move off-planet then introduced the Kubaz to their neighbors, the Verpine. Since the Verpine are an insectile race by nature, the space-faring Kubaz found that the Verpine were tasty, and began to hunt them as an additional food source.

In the Kubaz's minds, they are highly sophisticated beings, who enjoy many forms of sophisticated entertainment. This includes music, many different mediums of art, and other forms of sophisticated entertainment.

One of the most notorious pastimes of the Kubaz is the insect banquet. They will not be insulted if a guest refuses, however the guest may find his lack of culture and refinement called into question.

Most offworld Kubaz serve as chefs for the Imperials and others who have developed a taste for the exotic foods of Kubindi, the homeworld of the Kubaz.

Twenty-six years after the Battle of Endor, the Yuuzhan Vong overtook their planet, after the invaders had conquered Falleen and Rodia. Kyp Durrone and his group of vigilantes, Kyp's Dozen, held off the aliens long enough for every space worthy ship to flee the planet. It was believed that the Kubaz were attractive targets to the Yuuzhan Vong because of their history of genetic manipulation of insects.



Note: Garindan, the spy who led the stormtroopers to the Docking Bay 94 in Mos Eisley in Star Wars Episode IV: A New Hope, was a Kubaz.

CP: -14



Kubaz Height & Weight Table		
ST	Height	Weight
---	4'8" or less	100lbs
---	4'9"	110lbs
<5	4'10"	110lbs
6	4'11"	115lbs
7	5'0"	115lbs
8	5'1"	120lbs
9	5'2"	120lbs
10	5'3"	130lbs
11	5'4"	130lbs
12	5'5"	135lbs
13	5'6"	135lbs
14	5'7"	140lbs
15	5'8"	145lbs
>16	5'9"	150lbs

For each inch over the height of 5'9", add 10 pounds to the total average weight.

Mon Calamari



Attribute Adjustments: -1 DX (-10pts), -1 ST (-10pts)

Planet/System of Origin: Calamari

Tech Level: 12

Racial Advantages: Amphibious (+10pts), Gills (+10pts), Nictating Membrane 1 lvl (+10pts), Pressure Support (+10pts)

Racial Disadvantages: Dependency - The Mon Calamari must moisturize their skin daily in arid or non-moist environments. (-15pts)

Language and Other Free Skills: Language, Calamarian (MH) Language, Galactic Basic (MA), Area Knowledge (Mon Calamari), and Swimming

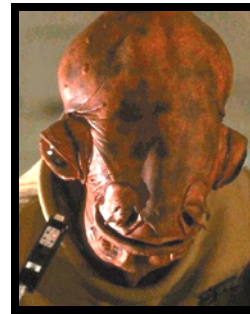
Racially Learned Skills and Racial Skill Bonuses: None

Names: Mon Calamarian always favor one name (except for rare cases, where descendants of renowned explorers or travelers will take on a distinctive second name for honor and clarity). A few examples of names include Ackbar, Perit, Akanseh, Sesfan, Clighal, Ibtisam, Jesmin Ackbar, Tralphka, Rekara, Onoma, Rutralli Optor, Rekush, Oro, Zgorth'sth, Jhemiti, Elpfel, Bant, Jhemiti, Kalbrac, Legassi, Arboga, Perit, Toklar, Ragab, Tekba, and Tuz

Description: A bipedal, amphibious race, the Mon Calamari share the same homeworld as the Quarren. Many xenobiologists believe the Mon Calamari are descended from squid, but evolved a more humanoid appearance than the Quarren. The males have salmon-colored skin, lobed heads, and protruding eyes. The females are more streamlined, with olive-colored markings on their salmon skin. The Mon Cal, as they are often called, are shore-dwelling, land creatures that prefer to live near the water. Early Mon Cal civilizations fed on the creatures they found in the shallows, and developed an advanced aquaculture system. When they discovered the Quarren - the other intelligent race on Calamari, who live in the ocean deeps - the two races combined to create a symbiotic

society in which both races flourished. Together, they built the huge floating cities that populated Calamari's oceans. Unlike the Quarren, the Mon Cal desired to travel to the stars, and began experimenting with space flight. Their first starships were quite successful, but their dreams of a peaceful life in space were cut short. As with most other alien races, the Mon Cal were simply exploring the galaxy when the Empire discovered them. They were quickly put on Palpatine's list of races to subjugate. However, the Mon Cal were one of the few races that put up a fight in the face of certain doom. The normally-peaceful Mon Cal learned quickly from the tactics of the Imperial invaders, and were able to drive them off. This solidified the Mon Cal psyche, and they decided to join the Alliance and overthrow Palpatine's New Order. After serving the Alliance at the Battle of Endor, the Mon Cal have continued to be persecuted by the remnants of the Empire. Calamari was the first place the reborn Palpatine took his World Devastators, and was later attacked by Admiral Daala, in an attempt to show her superiority. The Mon Cal, along with Quarren and the New Republic, have driven back all attempts to take the planet.

CP: 5



Mon Calamari Height & Weight Table		
ST	Height	Weight
---	4'9" or less	100lbs
---	4'10"	110lbs
<5	4'11"	110lbs
6	5'0"	115lbs
7	5'1"	120lbs
8	5'2"	120lbs
9	5'3"	130lbs
10	5'4"	130lbs
11	5'5"	135lbs
12	5'6"	135lbs
13	5'7"	140lbs
14	5'8"	145lbs
15	5'9"	150lbs
>16	5'10"	155lbs

For each inch over the height of 6'0", add 10 pounds to the average weight.

Nemoidian



Attribute Adjustments: +1 IQ (+10pts)

Planet/System of Origin: Nemoidia

Tech Level: 12

Racial Advantages: Alertness +2 10pts

Racial Disadvantages: Coward -10pts, Greed -10pts

Language and Other Free Skills: Language, Nemoidian (MA), Language, Galactic Basic (MA) and Area Knowledge (Nemodia)

Racially Learned Skills and Racial Skill Bonuses: Fast-Talk at IQ+1, Merchant at IQ+1, and Administration at IQ

Names: Nemoidians favor two short names. The first is a given name, usually a single syllable, and the second is a mono- or disyllabic traditional surname. A few examples of names include Nute Gunray, Lott Dodd, Rune Haako, Daultay Dofine, and Tey How.

Description: The Nemoidians are tall, green skinned humanoids. They have large oval shaped heads and large eyes. They are taught the traits of greed and selfishness from a very early age. At birth, all Nemoidians are placed in communal hives, and the Nemoidian grubs are given a limited food supply. The grubs then begin a struggle that will last until they are old enough to leave the hive. The grubs compete with each other for food, and quite a few grubs die of starvation, while others hoard their food supply. At the age of seven, the young Nemoidians emerge from their hives fearful of death and extremely avaricious.

Nemoidians manage massive hive complexes and huge fungus farms, located on their homeworld, which bestows

excellent organizational and administration skills to the majority of the species. These inherent skills combined with their greed, had made them a leading force in the once powerful Trade Federation.

Displays of wealth are common in Nemoidian society. These displays reflect a Nemoidians status in their culture, and as a result, the entire race tends to wear elaborate and expensive clothing, including headdresses, extravagant robes, and other high priced garb. Nemoidians, as a whole, are also cowards, and often use armies of droids to fight for them. While their droid army secures an area, the Nemoidians remain far away from the conflict, only showing their faces after all signs of any threat to them are diminished.

Note: In Episode I: The Phantom Menace, The commanders of the droid army that invaded Naboo were Nemoidians.

CP: 10

Nemoidian Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'5"	130lbs
6	5'7"	135lbs
7	5'9"	150lbs
8	5'11"	160lbs
9	6'1"	170lbs
10	6'3"	190lbs
11	6'5"	210lbs
12	6'7"	225lbs
13	6'9"	240lbs
14	6'11"	260lbs
15	7'1"	280lbs
>16	7'3"	300lbs

For each inch over the height of 7'3", add 10 pounds to the average weight.



Nikto



Kajain'sa'Nikto

Attribute Adjustments: +1 DX (+10pts)

Planet/System of Origin: The Planet Kintan (Si'Klaata Cluster in Hutt Territory)

Tech Level: 12

Racial Advantages: Extra Fatigue 2lvls (+6pts), Nictating Membrane (+10pts)

Racial Disadvantages: Stubborn (-5pts)

Language and Other Free Skills: Language, Huttese (MA) and Area Knowledge (Kintan)

Racially Learned Skills and Racial Skill Bonuses: The Kajain'sa'Nikto receive Survival (Desert) at IQ

CP: 23

Kada'sa'Nikto



Attribute Adjustments: +1 DX (+10pts)

Planet/System of Origin: The Planet Kintan (Si'Klaata Cluster in Hutt Territory)

Tech Level: 12

Racial Advantages: Claws, Sharp (+5pts), Nictating Membrane (+10pts)

Racial Disadvantages: Stubborn (-5pts)

Language and Other Free Skills: Language, Huttese (MA) and Area Knowledge (Kintan)

Racially Learned Skills and Racial Skill Bonuses: The Kada'sa'Nikto receive Climbing at DX and Survival (Forest) at IQ

CP: 24

Esral'sa'Nikto

Attribute Adjustments: +1 DX (+10pts)

Planet/System of Origin: The Planet Kintan (Si'Klaata Cluster in Hutt Territory)

Tech Level: 12

Racial Advantages: Acute Hearing 2lvls (+4pts), Temperature Tolerance 1lvl (+10pts), Nictating Membrane (+10pts)

Racial Disadvantages: Stubborn (-5pts)

Language and Other Free Skills: Language, Huttese (MA) and Area Knowledge (Kintan)

Racially Learned Skills and Racial Skill Bonuses: The Esral'sa'Nikto receive Climbing at DX and Survival (Mountains) at IQ

CP: 33

Gluss'sa'Nikto

Attribute Adjustments: +1 DX (+10pts)

Planet/System of Origin: The Planet Kintan (Si'Klaata Cluster in Hutt Territory)

Tech Level: 12

Racial Advantages: Acute Hearing 2lvls (+4pts), Nictating Membrane (+10pts)

Racial Disadvantages: Stubborn (-5pts)

Language and Other Free Skills: Language, Huttese (MA) and Area Knowledge (Kintan)

Racially Learned Skills and Racial Skill Bonuses: The Gluss'sa'Nikto receive Swimming at DX

CP: 20

M'shento'su'Nikto

Attribute Adjustments: +1 DX (+10pts)

Planet/System of Origin: The Planet Kintan (Si'Klaata Cluster in Hutt Territory)

Tech Level: 12

Racial Advantages: Nictating Membrane (+10pts)

Racial Disadvantages: Stubborn (-5pts)

Language and Other Free Skills: Language, Huttese (MA) and Area Knowledge (Kintan)

Racially Learned Skills and Racial Skill Bonuses: None

CP: 15



Names: Their are five distinct races of Nikto, each with differing cultures. Several races, such as the Kajain'sa'Nikto and the Kadas'sa'Nikto, use compact forms of given names.

Others, like the M'shento'su'Nikto, use the older, more traditional form, with three words linked together by apostrophes. A few examples of names are Giran, D'we'mouk, Woof, Nysad, Ma'w'shiye, Vedain, and Vizam

Description: The Nikto are a humanoid race that hails from the planet Kintan, located in the Si'Klaata Cluster in Hutt space. Their leathery skin, reptilian eyes, stubborn attitudes, and fierce temperaments characterize the Nikto. Due to a number of environmental and geological changes on the planet, The Nikto race has evolved into 5 unique subraces, the Kajain'sa'Nikto, the Kada'sa'Nikto, the Esral'sa'Nikto, the Gluss'sa'Nikto, and the M'shento'su'Nikto. One of the main reasons, causing the once singular Nikto race to separate into several subraces, was the high amount of radiation emitted from the nearby star, M'dweshuu. Each of the five subraces have adapted to the region that they inhabit, and the 5 subraces are very similar in appearance, overall. They all have a natural eye covering of a transparent keratin-like shroud, which aids them in guarding against the adverse affects from a sandstorm or other conditions. They all generally share the rough skinned, flat nosed, opaque eyed, basic humanoid shape, and are all tough, reliable fighters.

The most common Nikto is the Kadjain'sa Nikto or "Red Nikto". These Nikto have physically adapted to the arid, desert regions of Kintan. They have eight, small stubby horns that are located over their brows. They have a protective flap that covers their noses, and a pair of small breathing tubes on their necks, covered by permeable membranes to prevent them from inhaling sand, small particles of dirt, and other contaminants that are commonly air born in the air in the desert wastes.

The Kadas'sa, or "Green Nikto" comes from the forested and mountainous regions on Kintan. Visible, green scales cover their skin, and they have apparent noses, unlike some of their Nikto cousins. The Green Nikto's eyes are encircled by a series of small horns, and they also have claws, which they use for climbing the rocky bluffs and trees that are located in their environment.

The Esral'sa'Nikto, or the "Mountain Nikto", as they are sometimes referred, have smooth, blue-gray skin, and like the Red Nikto, they have a nasal skin flap. Facial fins that dangle from their cheeks characterize these Nikto. These fins help them regulate their body temperature, and enhance their hearing.

The Gluss'sa'Nikto, or the "Pale Nikto", are found on the islands of the planet Kintan. These Nikto have gray-white scaly skin. They have small fin like ears that enhance their hearing abilities, and have the small horns encircling their eyes.

M'shento'su'Nikto, or "Southern Nikto", have white, yellow, or orange skin, and numerous breather tubes. The main trait that makes the Southern Nikto different from the other members of the race is the their complete lack of horns.

The Nikto's fierce natures and stubborn personalities have been honed over the thousands of years of survival against the vicious predators and harsh environment of

Kintan. These psychological traits were one of the main factors that led to violent civil wars, which nearly destroyed Kintan and their race, some 30 years before the Hutt's arrival on the planet. They are one of the three races that signed into servitude with the Hutt's, during the Hutt's battle against Xim the Despot, and they have remained under Hutt control for over 25,000 years. Hutts commonly use them as bodyguards and soldiers throughout the Hutt territories and the Galaxy even after Xim's defeat.

Many offworlders view the Nikto as barbarians, but they have developed a rich, technologically sound culture on Kintan. The Nikto developed atomic-level technology on their own, and absorbed galactic technology from the Hutts. They acknowledge and respect other races of the galaxy, but believe that their race is the superior one. They perform very well in groups, each one knowing the capabilities of the others, and overcome the odds through teamwork. They have also, as a whole, remained neutral throughout the Galactic Civil War and the battles that have ensued since.

Note: There are many Nikto seen in during the Mos Espa sequence in Episode I: The Phantom Menace and in Jabba's Palace in Episode VI: Return of the Jedi.



Nikto Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Nimbanel



Attribute Adjustments: -1 ST (-10pts), +1 IQ (+10pts)

Planet/System of Origin: Nimban

Tech Level: 12

Racial Advantages: None

Racial Disadvantages: None

Language and Other Free Skills: Language, Nimbanese (MA) and Area Knowledge (Nimban)

Racially Learned Skills and Racial Skill Bonuses: The Nimbanese receives the following Racial Skill Bonuses Diplomacy +1 (+4pts), Administration +1 (+2pts), and Accounting +1 (+4pts)

Description: The Nimbanese are a humanoid race that has hairless, walrus-like heads without tusks, and stringy reddish beards. A single member of the species is called a Nimbanel. The Nimbanese race is reptilian, but has a warm-blooded metabolism. As a race, they are regarded as arrogant and snobbish, but they place great value in knowledge and ethics. Native to the planet Nimban, they evolved from herbivorous creatures faced with increasingly resilient plant species. They have become highly adept at solving complex puzzles and questions, and turned to mental battles when many races would have initiated wars. They have been instrumental in the Bureau of Ships and Services and various banks throughout the galaxy, although they were once expelled from the BoSS when an ancient Nimbanel threatened to harm a BoSS family. They managed to merge back into the BoSS arena with the help of the Hutts, who regularly employ Nimbanese as accountants and negotiators.

CP: 10

ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Ortolan



Attribute Adjustments: +1 IQ (+10pts), +2 HT (+20 pts)

Planet/System of Origin: Orto

Tech Level: 12

Racial Advantages: Acute Hearing +3 (+6pts), Acute Sense of Smell/Taste +2 (+4pts), Immunity to Poison (+15pts)

Racial Disadvantages: Gluttony (-5pts), Light Sensitivity (-5pts), Poor Grip (-5pts)

Language and Other Free Skills: Language, Ortolan (MA) and Area Knowledge (Orto)

Racially Learned Skills and Racial Skill Bonuses: None

Names: Ortolans favor one name (given), normally composed of a hard syllable followed by a soft syllable, Examples include Nabkess, Rebo, and Ydde

Description: Ortolans are heavy, squat blue furred bipeds that are native to the planet Orto. Their long, trunk-like noses, floppy ears, and small mouths characterize them. Each of their hands has four chubby fingers, and a thumb that is partially opposable. They are descended from a nocturnal race of creatures, and retain many of the original traits of that species. Their beady, black eyes are sensitive to bright lights, and are more suited to low or dim levels of light. They have excellent sense of hearing, and the conversations of the Ortolans are carried at subsonic levels, with the majority of the sounds being omitted through their noses. They also have a very good sense of smell.

Ortolans tend to have agreeable personalities, and they tend to react even better to beings that offer them food. In

fact the entire species tends to be obsessed with food. This is mainly due to the fact that, in the past, the ancient Ortolans survived a devastating disaster on their planet. A large mass struck the planet, and the species managed to survive by eating very little, while the planets larger predators starved to death.

Many other races think of the Ortolans as simple-minded creatures, but this is far from the truth. In fact, the Ortolans are quite clever, and they often use the prejudices of other races to obtain food for them. They have developed a basic technological level and a high level of industrialization. The Empire originally had a treaty with the race that forbade the Ortolans from leaving their planet, but slavers often captured them and smugglers visiting the planet would sometimes have stowaways.

Note: Max Rebo from Episode VI: Return of the Jedi is an Ortolan.

CP: 40

Ortolan Height & Weight Table		
ST	Height	Weight
---	4'1" or less	120lbs
---	4'2"	130lbs
<5	4'3"	130lbs
6	4'4"	135lbs
7	4'5"	135lbs
8	4'6"	140lbs
9	4'9"	145lbs
10	4'10"	150lbs
11	4'11"	155lbs
12	5'0"	160lbs
13	5'1"	165lbs
14	5'2"	170lbs
15	5'3"	180lbs
>16	5'4"	190lbs

For each inch over the height of 5'4", add 10 pounds to the average weight.



Pacithhip



Attribute Adjustments: +2 ST (20pts), -1 DX (-10pts), +2 HT (20pts)

Planet/System of Origin: Shimia

Tech Level: 10

Racial Advantages: DR1 (Physical Attacks only - +2pts)

Racial Disadvantages: Primitive 2 lvls (-10pts)

Language and Other Free Skills: Language: Pacithhip (MH) and Area Knowledge (Shimia)

Racially Learned Skills and Racial Skill Bonuses: None

Description: The Pacithhip are a race of humanoids, who have a long pointed head with two long, thin pointed tusks. Their skin is greenish, gray thick and textured with fine wrinkles. Their noses are long elephantine trunks that end with the creature's mouth. A thick bony ridge runs along the back of their heads to protect their brains and Their two large black eyes are located at the top of their skulls.

Very little is known about the Pacithhip. They are not active space explorers, and they rarely leave their home planet. Their society is currently undergoing an industrial

revolution. Their home planet, Shimia, lies across a major trade route in the Outer Rim. During the rule of the Empire, the Pacithhip were fortunate enough that their planet had nothing the empire considered useful.

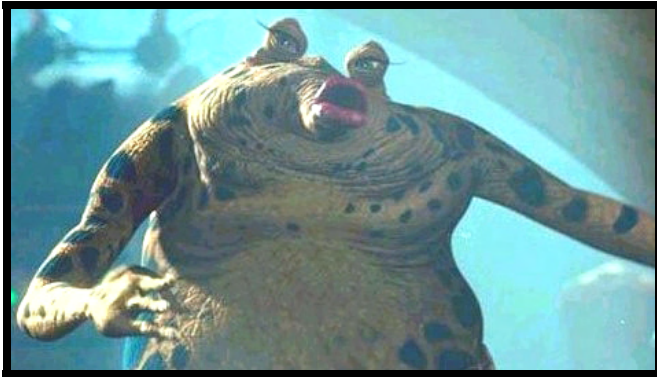
CP: 22

Pacithhip Height & Weight Table		
ST	Height	Weight
---	4'11" or less	100lbs
---	5'0"	105lbs
<5	5'1"	110lbs
6	5'2"	120lbs
7	5'3"	130lbs
8	5'4"	130lbs
9	5'5"	135lbs
10	5'6"	135lbs
11	5'7"	140lbs
12	5'8"	145lbs
13	5'9"	150lbs
14	5'10"	155lbs
15	5'11"	160lbs
>16	6'0"	165lbs

For each inch over the height of 6'0", add 10 pounds to the average weight.



Pa'lowick



Attribute Adjustments: None

Planet/System of Origin: Lowick

Tech Level: 12

Racial Advantages: Amphibious (+10pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Pa'lowick (MA), Area Knowledge (Lowick), and Swimming

Racially Learned Skills and Racial Skill Bonuses: None

Description: this strange amphibian race is bipedal in stature, and was native to the planet Lowick. Their bodies are bulbous, and measure about a meter in diameter. Their reedy legs support the main body, which acts as a torso as well as a head. Pa'lowick have no distinct neck, and their eyes and snouts sits atop their torso. Their eyes are located at the end of short stalks, and their snouts contain their nostrils and mouths. The mouth of a Pa'lowick is surrounding by thick lips, and has very few teeth. They have greenish-yellow skin that runs to light brown, and are spotted with blue-green markings.

Note: Sy Snootles, the lead vocalist in the Max Rebo band from RotJ, was a Pa'lowick..

CP: 10

Pa'lowick Height & Weight Table		
ST	Height	Weight
---	4'7" or less	90lbs
---	4'8"	100lbs
<5	4'9"	100lbs
6	4'10"	110lbs
7	4'11"	110lbs
8	5'0"	115lbs
9	5'1"	115lbs
10	5'2"	120lbs
11	5'3"	130lbs
12	5'4"	130lbs
13	5'5"	135lbs
14	5'6"	135lbs
15	5'7"	140lbs
>16	5'8"	145lbs

For each inch over the height of 5'8", add 10 pounds to the average weight.



Quarren



Attribute Adjustments: +1 DX (+10pts)

Planet/System of Origin: Calamari

Tech Level: 12

Racial Advantages: Amphibious (+10pts), Damage Resistance – Chitonous shell (DR1 vs. Against Physical attacks only - +2pts), Gills (+10pts), Nictating Membrane 1 lvl (+10pts), Pressure Support (+10pts)

Racial Disadvantages: Racial Quirk - Prefers moist environment (-1pts), Dependency - The Mon Calamari must moisturize their skin daily in arid or non-moist environments. (-15pts)

Language and Other Free Skills: Language, Calamarian (MH), Area Knowledge (Mon Calamari), and Swimming

Racially Learned Skills and Racial Skill Bonuses: Every Quarren gain Survival – Aquatic at IQ (+2pts)

Names: Quarren favor one given name or a given name followed by an occupational title. These titles are most common among governmental, administrative and military types. For this reason, many fringe Quarren often take on fictitious titles to make them seem more important. A few examples include Seggor Tels, Vekker, Tessek, Nrin Vakill, Triogor Sillus, Segken Tels, Wheade Daud, Wirriz, Dellis Yuls, Omon Gantum, Jerresk, Kelmuto Woig, Nrin Vakill, Kruluk, Lyr Zartoq, Moren Chonk, Logor, Notha Dab, Salin Glek, Rullak, Thulwuk Thur, Tikkes, Vuhlg Worrik, Tsillin Wel, and Walif Merv

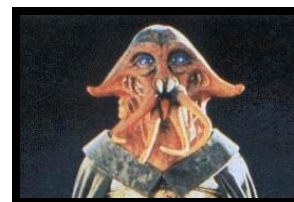
Description: A humanoid race native to Calamari's deep oceans, they have helmet-shaped heads that are composed of a mass of tentacles set below close-set eyes. They are more accustomed to deep-sea living, and chose to live below the water. Their conservative and solitary nature has led them to be unwilling to trust new ideas or lofty

concepts. When they first came in contact with the shore-dwelling Mon Calamari, the Quarren were hesitant. They eventually began to cooperate with the Mon Cal, and together they developed a symbiotic relationship in which the Quarren provide the raw materials, and the Mon Cal provide the knowledge and expertise; this led to the construction of the huge floating cities that dominate Calamari's oceans. Because of their pragmatic nature, the Quarren did not want to travel and explore the stars, as the Mon Cal did, and this began to create friction between the two races. When the Mon Cal's dream of contact with other stars became the deadly war with the Empire, the Quarren chose to ignore it, leaving the battle to the Mon Calamari who brought it upon themselves. However, the Quarren could not escape the Empire, and it is rumored that a Quarren helped the Empire evade the Calamarian defenses and overtake the planet. Unfortunately, the Quarren were enslaved along with the Mon Cal. When the Mon Cal resisted Imperial rule, the Empire began destroying the floating cities. This served to unite the two races temporarily, and together they were able to solidify their defenses and drive off the Empire with nothing more than crude weapons. After that, there were a number of Quarren who left the planet, seeking a life among the stars as their neighbors the Mon Cal did.

CP: 38

Quarren Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Ranat



Attribute Adjustments: +2 DX (+20pts), +1 HT (+10pts), -4 IQ (-30)

Planet/System of Origin: Rydar II

Tech Level: 3

Racial Advantages: Acute Taste/Smell +3 (+6pts), Dark Vision (+25pts), Teeth, Sharp (+5pts), Tunnel +1lvl (+50pts)

Racial Disadvantages: Bloodlust (-10pts), Odious Racial Habit - Eats Sentients (-15pts), Overconfidence (-10pts), Primitive 9lvls (-45pts), Sadism (-15pts), Short Lifespan 1lvl (-25pts), Social Stigma (Semi-Sentient Being) (-10pts)

Language and Other Free Skills: Language, Ranat (MH) and Area Knowledge (Local Area)

Racially Learned Skills and Racial Skill Bonuses: Ranats gain the skill of Stealth at DX (+2pts)

Names: Ranat favor one or two names (self-chosen). A few examples include Reegesek, Nevar Yalnal

Description: Ranats are a small rodent-like race that originated on the planet of Rydar II. The Ranats were first discovered and named by the colonists of Rydar. The Rydians originally thought, as most people do, that the Ranats are just unintelligent rodents. However the Ranats are a semi-intelligent race of sadistic killers. The Ranats call themselves the Con Queecon, which means "the Conquerors" in their language. This overconfident attitude has lead the Ranats to develop a strange code to which they live by. Ranats will never surrender. In combat they will fight an opponent to the death, and if by some chance the Ranat is left alive, he will return with a larger party to seek vengeance, to restore the creatures twisted sense of honor.

The Ranats were nearly made extinct, several hundred years before the rise of Emperor Palpatine. The Rydians discovered that the Ranats had been stealing and devouring infants, and they immediately began to exterminate the Ranat race. During the confusion, three Ranats managed to

stow away aboard a smuggler's vessel. The crew of the starship was attacked and eaten by the bloodthirsty vermin, and the ship crashed on the planet Aralia. There they were able to repopulate the species, and establish themselves on Aralia. After several severe incidents on Aralia, the Empire attempted to take control of the Ranat problem once and for all. The Empire hired "pest controllers," but environmentalists challenged the Empires decision and pointed out that they were violating Imperial Laws against harming a sentient race. The Empires Bureaucrats soon found a way around the problem, they added the Ranats to the list of semi-intelligent species. This meant that the Ranats could hold no rights to property, and could be killed in self-defense. The Ranats were never completely wiped out. The New Republic never changed the Ranats semi-intelligent status, primarily because no one has ever opposed it.

There are several unconfirmed rumors that abound about the Ranats. One rumor states that a small group of Ranats now lives in the lower levels of the late Jabba the Hutt's Palace. Another, states that the Empire experimented on the race to find some way of using the race against the Rebellion during the Galactic Civil War. Still another, states that the Emperor himself twisted the minds of many Ranats using the Dark Side of the Force to act as vicious paranoid guards, to free up stormtroopers for secret operations. As stated before, these rumors are unconfirmed.

Note: A Ranat can be seen in the cantina in Episode IV for a split second.

CP: -42

Ranat Height & Weight Table		
ST	Height	Weight
---	2'7" or less	30lbs
---	2'8"	30lbs
<5	2'9"	35lbs
6	2'10"	35lbs
7	2'11"	40lbs
8	3'0"	45lbs
9	3'1"	45lbs
10	3'2"	50lbs
11	3'3"	55lbs
12	3'4"	55lbs
13	3'5"	60lbs
14	3'6"	65lbs
15	3'7"	70lbs
>16	3'8"	75lbs

For each inch over the height of 3'8", add 5 pounds to the average weight.

Rodian



Attribute Adjustments: +2 DX (20pts), -1 IQ (-10pts)

Planet/System of Origin: Rodia located in the Tyrius System

Tech Level: 12

Racial Advantages: Acute Hearing +4 (+8pts), Combat Reflexes (+15pts)

Racial Disadvantages: Obsession - Violence (-5pts), Reputation -2 (Violent Hunters - Everyone/Recognized on a 10 or less -5pts)

Language and Other Free Skills: Language, Rodian (MA) and Area Knowledge (Rodia)

Racially Learned Skills and Racial Skill Bonuses: None (Rodians will most likely have skills relating to hunting and acting)

Names: Rodian favor naming custom changes between different Rodian subraces, anything between one and three given names are common. A Few examples include Greedo, Avaro Sookcool, Beedo, Navik, Clezo, Gorak Khzam, Griv, Andoorni Hui, Standro Jcir, Keebo, Garoush, Wald, Chido, Hydan, Koobis Nu, Malo, Cevva Xuz, Chordak, Teeko, Thuku, Dheendo, Dorzo, Dwess, Gadaf, Greeata, Harida Kavila, Horvat, Meelto, Neela, Sniquux, Dodo Bodonawieedo, Neesh, Nok, Pqweeduk, Rei'kas, Prevaro, Reeveid, Skee, and Treetor

Description: Rodians are a green-skinned, bipedal race of aliens from the planet Rodia, located in the Tyrius System. They have large multi-faceted eyes and tapered snouts. Their heads are crested with a ridge of spikes, and each of their fingers end in small suction cups. Rodian ears swivel in their sockets to allow them a greater range of hearing, and they even allow them to hear in different directions at once.

Rodia was once filled with lush jungles that were teeming with life, but the Rodian's over hunting and the

industrialization of the planet, soon wiped out much of the native animal and plant life on the planet. Rodia has since become highly industrialized, and the majority of Rodian society labors during the day at various weapons factories that dot the landscape of Rodia. After a days work, the laborers return home to dine on reconstituted protein, which now fills the majority of the Rodians diet.

Rodians are obsessed with violence and hunting. They are superb hunters by nature, and bounty hunting seems to hold a place of high esteem in their culture. Many Rodians who live off planet make their living as bounty hunters for crime lords. Every hunter is required to supply a valid record of his kills to the Guild on Rodia for logging in the record books. Because of this and their natures, Rodians love weapons of mass destruction, such as grenades and thermal detonators.

The Rodians have developed dramatic plays, as a way to funnel their violent tendencies in a more creative arena. This sense of creativity was founded when the race was in danger of becoming extinct, due to the death toll that their own race was causing to each other. The Rodians needed a way to funnel their tendencies in a way that their race would survive. Thus began their success as actors and playwrights. Rodian plays usually revolve around violence, but are surprisingly well written. The plays have become successful in the Galaxy, and it is not uncommon to see Rodian troupes traveling from place to place performing their plays.

Note: Greedo, the alien in the cantina, in A New Hope, who tried to bring Han Solo back to Jabba, was a Rodian.

CP: 23

Rodian Height & Weight Table		
ST	Height	Weight
---	4'9" or less	100lbs
---	4'10"	110lbs
<5	4'11"	110lbs
6	5'0"	115lbs
7	5'1"	120lbs
8	5'2"	120lbs
9	5'3"	130lbs
10	5'4"	130lbs
11	5'5"	135lbs
12	5'6"	135lbs
13	5'7"	140lbs
14	5'8"	145lbs
15	5'9"	150lbs
>16	5'10"	155lbs

For each inch over the height of 5'10", add 10 pounds to the average weight.

Sakiyan



Attribute Adjustments: None

Planet/System of Origin: Sakiya

Tech Level: 12

Racial Advantages: Infravision (+15pts), Acute Sense of Smell +5 (+10pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Sakiyan (MA) and Area Knowledge (Sakiya)

Racially Learned Skills and Racial Skill Bonuses:
Tracking at IQ (+2pts)

Description: The Sakiyans are a species of humanoids that hail from the planet Sakiya. They have deep, greenish black skin, and large craniums. Their ears are pointed, giving them a sinister appearance. They have the ability to

see into the infrared spectrum, and have incredibly keen sense of smell. This sense of smell enables this species to track by smell. They have a fondness for hunting and are frequently sought out for employment as trackers and bounty hunters. Very little is known about their home planet and their culture.

Note: A Sakiyan named Djas Puhr can be seen sitting with Muftak the Talz, and several other aliens in the cantina in Episode IV: A New Hope.

CP: 27

ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Sarkan



Attribute Adjustments: ST +2 (+20pts), +2 HT (+20pts)

Planet/System of Origin: Sarka

Tech Level: 12

Racial Advantages: Dark Vision (+25pts), Teeth, Sharp (+5pts)

Racial Disadvantages: Cold Blooded (-5pts), Code of Honor- Sarkan Code of Conduct (-15pts) *See Description*, Intolerance - Against those that do not adhere to Sarkan customs (-10pts), Racial Quirk - Prefer to travel in groups of three (-1pt), Racial Quirk - Like to wear highly adorned outfits (-1pt)

Language and Other Free Skills: Language, Sarkan (MA) and Area Knowledge (Sarkan)

Racially Learned Skills and Racial Skill Bonuses: None

Description: This is a race of humanoid lizards, native to the planet Sarka. They have short, pointed snouts and large eyes, and are often highly colored. They walk upright, and use their thick tails to balance themselves. Their clothing is often adorned with gemstones, and they prefer to travel in groups of three. They have their own version of protocols, and anyone who doesn't adhere to them is considered a barbarian. Their standard greeting has its own protocol, and must include the life history of each individual, the number of battles each has won, the number and value of all gemstones each has mined, and the various mates each has acquired over time. Obviously, these greets often last for

hours, and any greeting of less than an hour greatly diminishes the giver's worth.

CP: 38

Sarkan Height & Weight Table		
ST	Height	Weight
---	6'2" or less	180lbs
---	6'3"	190lbs
<5	6'4"	200lbs
6	6'5"	210lbs
7	6'6"	220lbs
8	6'7"	230lbs
9	6'8"	240lbs
10	6'9"	250lbs
11	6'10"	260lbs
12	6'11"	270lbs
13	7'0"	280lbs
14	7'1"	290lbs
15	7'2"	300lbs
>16	7'3"	310lbs

For each inch over the height of 7'3", add 10 pounds to the average weight.



Shawda Ubb



Attribute Adjustments: -2 ST (-20pts), -2 HT (-20pts)

Planet/System of Origin: Manpha

Tech Level: 12

Racial Advantages: Amphibious (+10pts), Shawda Ubb Spitting Attack (+30pts), Decreased Life Support (+10pts)

Racial Disadvantages: Dwarfism (-15pts)

Language and Other Free Skills: Language, Shawda Ubb (MA) and Area Knowledge (Manpha)

Racially Learned Skills and Racial Skill Bonuses: None

Description: The Shawda Ubb are an alien race, native to the planet Manpha, that resembles a pot-bellied amphibian. They have green skin that covers their bulbous body, which is supported by spindly arms and legs. Their small heads are dominated by heavy brow-ridges, and a thin row of knobs runs from their foreheads down their necks. When cornered or attacked, Shawda Ubb can spit a paralyzing poison at their enemies.

Note: One of the members in The Max Rebo Band, in RotJ Special Edition, was a Shawda Ubb.

CP: -5

Shawda Ubb Height & Weight Table

ST	Height	Weight
---	1'0" or less	10lbs
---	1'1"	12lbs
<5	1'2"	14lbs
6	1'3"	16lbs
7	1'4"	18lbs
8	1'5"	20lbs
9	1'6"	22lbs
10	1'7"	24lbs
11	1'8"	26lbs
12	1'9"	28lbs
13	1'10"	30lbs
14	1'11"	32lbs
15	2'0"	34lbs
>16	2'1"	36lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Shistavanen



Attribute Adjustments:

Planet/System of Origin: Uvena III (Planet located in the Sesswenna Sector)

Tech Level: 11

Racial Advantages: Acute Sense of Smell/Taste +2 (+4pts), Teeth, Sharp (+5pts)

Racial Disadvantages: Primitive 1lvl (-5pts)

Language and Other Free Skills: Language: Shistavanen (MH) and Area Knowledge (Uvena III)

Racially Learned Skills and Racial Skill Bonuses: All Shistavanen are natural trackers, and stalkers. They receive the skills of Stealth at DX -1 (+2pts) and Tracking at IQ (+2pts).

Names: Shistavanen favor names, which consist of a monosyllabic given name and a mono- or disyllabic surname. A few Examples of names include Riv Sheil, Lak Sivrak, Tar Lup, Mal Biron, Kal Lup, and Caet Shrovl

Description: Very little is known of the Uvena System, and the wolf-like race, that originated on the third planet, is even more a mystery. The Shistavanen, also called Shistavanen Wolfmen by some in the galaxy, are wolf-like humanoids with extraordinary senses, and are superb hunters and trackers.

When the Empire discovered the Uvena system, they realized the Shistavanen's potential as trackers and scouts, and immediately made a deal with them to trade technology for service. Soon many Shistavanen could be seen in the galaxy serving the empire as scouts and surveyors, but some Shistavanen left the empire disgusted by the condescending treatment of the Imperial Officials. These malcontents could be seen serving in various corporations

and in the Rebellion/New Republic Army as scouts and bounty hunters. Although the race is uncommon, they can still be seen in spaceports, usually located in the Outer Rim territories, enroute to their next assignment.

Note: A Shistavanen, named Lak Sivrak, can be seen talking to a strange looking Lamproid, in the original Star Wars Episode IV: A New Hope

CP: 8

Shistavanen Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Siniteen



Attribute Adjustments: -1 ST (-10pts), +2 IQ (+20pts)

Planet/System of Origin: Unknown

Tech Level: 12

Racial Advantages: Lightning Calculator (+5pts),
Mathematical Ability (+10pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Siniteen
(MA) and Area Knowledge (Home Planet)

Racially Learned Skills and Racial Skill Bonuses: (It would make sense for a Siniteen character to have astrogation and other skills that would compliment their inherent mathematical capabilities.)

Description: The Siniteen are a humanoid race is characterized by their huge crania, which are ridged and convoluted as if their brains were directly under their skin. They have incredible mental abilities, and can process huge calculations in their heads.

Note: A Siniteen can be seen in the Cantina in Episode I

CP: 25

Siniteen Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Snivvian



Attribute Adjustments: -1 DX (-10pts)

Planet/System of Origin: Cadomai

Tech Level: 12

Racial Advantages: Alertness +2 (+10pts), Damage Resistance (Physical only) DR1 (+2pts), Temperature Tolerance - Cold 2lvls (+12pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Snivvian (MA) and Area Knowledge (Cadomai)

Racially Learned Skills and Racial Skill Bonuses: None (The skill of Genetics is commonly known in among the Snivvians)

Names: Snivvians favor a single given name. A few Examples of names include Zereldspidar, Zutton, and Geezum

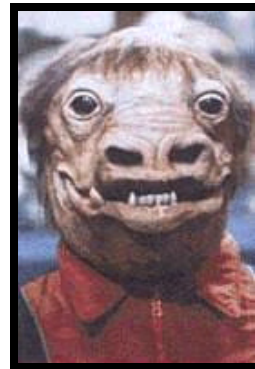
Description: The Snivvians, or Snaggletooths as they are sometimes called, are short humanoids with protruding lower jaws studded with short fangs and tusks. They have incredibly thick skin, enabling them to with stand the harsh frigid temperatures on their home world. This skin is formed of special membranes that open and close pores to regulate heat loss during temperature changes. Because their skin does not exude moisture, they don't sweat, and they are immune to frostbite.

Snivvians are incredibly knowledgeable in the field of genetics. This knowledge is primarily due to their intense desire to breed out any undesirable characteristics in the Snivvian physiology. At every birth, the Snivvians produce two offspring. Normally, the birth results in one male and one female child. However, a dangerous flaw in their genetic structure, which they refer to as the Blood Code, produces twin males once every several million births. There have only been about 200 twin births recorded in Snivvian history, and the results have been disastrous in every instance. The genetic flaw reveals itself in one of the

male twins, and usually causes the male to become extremely emotionally unstable. The flawed male mutates throughout his lifetime, and devolves into a sociopathic individual capable of destroying Snivvian civilization. Because of the extreme danger surrounding the twins, they are usually exiled at birth and never allowed to return to their homeworld.

The Snivvians high level of genetic technology has given them a false sense of security about their strength as a race, and it led them to become enslaved by the Thalassians several centuries before the Galactic Civil War. The Old Republic intervened in the conflict, and after Cadomai was liberated, they introduced the Snivvians to hyperspace travel. Soon the Snivvian race was traveling the stars, but the races continued travel through hyperspace, has somehow caused genetic changes in the Snivvians. In recent years, the birthrate of twin males has dramatically increased. As a race, the snivvians have begun to limit hyperspace travel among their people, desperately trying to prevent more births of dangerously unstable male twins.

CP: 14



Height & Weight Table		
ST	Height	Weight
---	4'0" or less	90lbs
---	4'2"	100lbs
<5	4'4"	110lbs
6	4'6"	120lbs
7	4'8"	120lbs
8	4'9"	125lbs
9	4'10"	125lbs
10	5'0"	130lbs
11	5'2"	130lbs
12	5'3"	135lbs
13	5'4"	135lbs
14	5'6"	140lbs
15	5'8"	150lbs
>16	5'10"	160lbs

For each inch over the height of 5'10", add 10 pounds to the average weight.

Sullustan



Attribute Adjustments: -1 ST (-10pts)

Planet/System of Origin: Sullust

Tech Level: 12

Racial Advantages: 3D Spatial Sense (+10pts), Absolute Direction (+5pts)

Racial Disadvantages: Gregarious -10pts

Language and Other Free Skills: Language, Sullustan (MA) and Area Knowledge (Sullust)

Racially Learned Skills and Racial Skill Bonuses: None

Names: Sullustan favor most given names and surnames that contain near or exactly 4 letters. A few examples of names include Nien Nunb, Sian Tevv, Aril Nunb, Mian Hoob, Kalien Kol, Syub Snunb, Huego Eib, Niev Jaub, Byun Tenab, Dllr Nep, Huoba Neva, Jalus Nebl, Riin Raas, Jub Vengu, Kanno Sebak, T'nun Bdu, Moplin Jarron, Liat Tsayv, Nooni Dalvo, Dr'uun Unnh, and Rostat Manr

Description: Small, mouse-like aliens with huge black eyes, loose jowls, and pointed ears. They salivate quite often, and live underground to avoid Sullust's inhospitable atmosphere. Their ingenuity and adaptability has allowed them to create huge underground cities, and their technology has grown at an incredibly fast rate. They have an intense sense of direction, having lived in caves all their lives, and have the uncanny ability to remember a path or map exactly, even after the first time they see it. Thus, many of the Sullustans have become pilots and navigators. Many Sullustans, after the age of 30 standard years, begin

to experience corneal defects, and must be fitted with special visors.

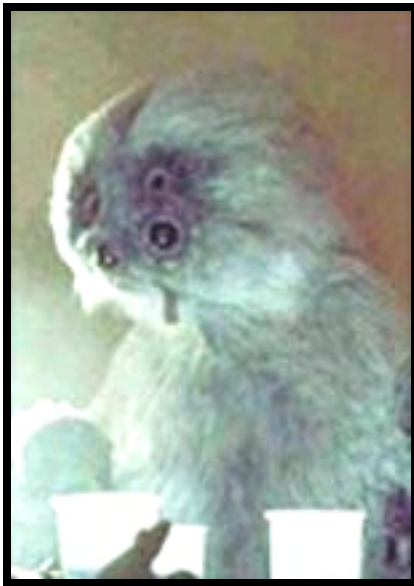
CP: -5

ST	Height	Weight
---	3'8" or less	65lbs
---	3'10"	70lbs
<5	4'0"	75lbs
6	4'2"	80lbs
7	4'4"	85lbs
8	4'6"	90lbs
9	4'8"	95lbs
10	4'10"	100lbs
11	5'0"	110lbs
12	5'2"	120lbs
13	5'4"	130lbs
14	5'6"	135lbs
15	5'8"	145lbs
>16	5'10"	155lbs

For each inch over the height of 5'10", add 10 pounds to the average weight



Talz



Attribute Adjustments: +2 ST (+20 pts), +1 HT (+10pts)

Planet/System of Origin: Alzoc III in the Alzoc System

Tech Level: 2 (3)

Racial Advantages: Fur lvl 3 (29pts), Polarized Eyes (5pts), Dark Vision (25pts)

Racial Disadvantages: Primitive 9lvls (-45pts), *Note: If the game takes place previous to the Battle of Endor, the Talz will have the disadvantage of Subjugation (-20pts), due to the enslavement of their species.*

Language and Other Free Skills: Language, Talzzi (MH) and Area Knowledge (Alzoc III)

Racially Learned Skills and Racial Skill Bonuses: Survival (Artic) at IQ (+2pts)

Names: Talz favor only one name, given. An example of a Talz name is Muftak.

Description: Talz are large white furred, four eyed bipeds that hail from the world of Alzoc III. Their shaggy white pelts, provides them with protection from the freezing temperatures on Alzoc III. Over the Talz's evolution, this race's eyes have adapted to the conditions on their homeworld. The larger and lower pair of eyes has adapted to allow them to see clearly during the dark nights on their homeworld, and they remain closed during the day or around bright lights. The smaller pair of eyes allows the Talz to see clearly in extremely bright light, such as the blinding glare of the sun shining off of the snow, but the eyes are completely ineffective in the dark. They are a calm, good-natured race, and are tireless workers. When

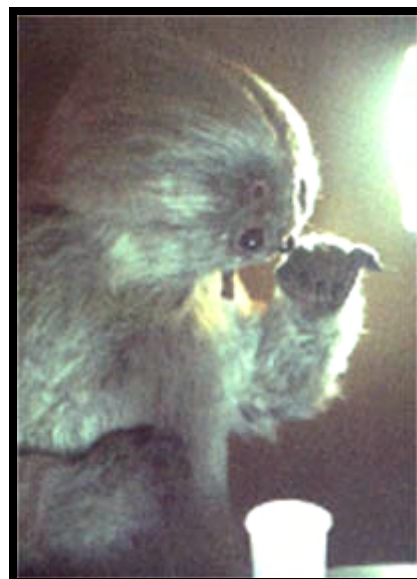
the Empire discovered the planet, they immediately put the peaceful giants to work digging raw ore from deep pits bored into Alzoc III's crust. Their oppression continued unnoticed, because Imperial officials failed to record the findings in the planetary registry, and the rebel alliance never knew about the races subjugation. After, the Battle of Endor the Empire abandoned the base, and the Talz had once again gained their freedom.

Note: Muftak, the furry white alien located in the cantina in Episode IV is a Talz.

CP: 46

Talz Height & Weight Table		
ST	Height	Weight
---	6'2" or less	180lbs
---	6'3"	190lbs
<5	6'4"	200lbs
6	6'5"	210lbs
7	6'6"	220lbs
8	6'7"	230lbs
9	6'8"	240lbs
10	6'9"	250lbs
11	6'10"	260lbs
12	6'11"	270lbs
13	7'0"	280lbs
14	7'1"	290lbs
15	7'2"	300lbs
>16	7'3"	310lbs

For each inch over the height of 7'3", add 10 pounds to the average weight.



Teek



Attribute Adjustments: +5 DX (60pts), -3 ST (-20pts), -1 IQ (-10pts), -2 HT (-15)

Planet/System of Origin: The Forest Moon of Endor

Tech Level: 3

Racial Advantages: Enhanced Move (Running) 8lvls 80pts

Racial Disadvantages: Primitive 9 lvls -45 pts, Kleptomania -15pts (Note: Teeks generally don't consider their actions stealing and they will always leave an item of "equal" value behind. *See description*), Curious -10pts

Language and Other Free Skills: Language, Teek (MH) Area Knowledge (The moon of Endor)

Racially Learned Skills and Racial Skill Bonuses: Teeks receive the following skill bonuses - Pickpocket at DX (+4pts), Scrounging at IQ (+1pt), and Stealth at DX (+2pts)

Description: Teeks are rodent like, simian creatures that inhabit the forest moon of Endor. They have long, pointy ears and short, white fur. They have a set of buckteeth the makes them look unintelligent, and they're hands are amazingly quick and agile. They're language consists of undecipherable chattering noises, that many consider very annoying.

On Endor, the Teeks fulfill the scavenger niche in the ecological system, and they are packrats by nature. Although the Teeks are accomplished thieves, they do not consider themselves dishonest. When a Teek takes an item, he will replace it with an item of equal value. Although

what a Teek will consider "an equal value", will often differ from that of the object's original owner. Visitors to Endor, who have the misfortune of encountering the race, might find items such as hydrosappers and scanners missing, only to be replaced with nuts and beetle shells. Teeks wear rudimentary clothing, with many pouches and pockets filled with items they have managed to collect.

The Teeks main defense is the short bursts of incredible speed, that they use for fleeing from their enemies and from fleeing from victims of their thievery. Although many find their encounters with the creatures frightfully annoying, Teeks are generally good natured and well-meaning creatures.

Note: Teeks can be seen in the Ewok Adventure, a made for TV movie shown in 1984.

CP: 32

Teek Height & Weight Table		
ST	Height	Weight
---	2'2" or less	20lbs
---	2'3"	30lbs
<5	2'4"	30lbs
6	3'0"	35lbs
7	3'1"	35lbs
8	3'2"	40lbs
9	3'3"	45lbs
10	3'4"	50lbs
11	3'5"	55lbs
12	3'6"	60lbs
13	3'7"	65lbs
14	3'8"	70lbs
15	3'9"	75lbs
>16	3'10"	80lbs

For each inch over the height of 3'10", add 5 pounds to the average weight.



Trandoshan



Attribute Adjustments: +2 ST (12pts), -1 IQ (-10pts), +1 HT (10pts)

Planet/System of Origin: Trandosha, located in the Sumitra Sector.

Tech Level: 12

Racial Advantages: Claws, Talons (+40pts), Heavy Scales PD 1 DR 2 (+30pts), Infravision (+15pts)

Racial Disadvantages: Cold Blooded (-5pts), No Fine Manipulators (-30pts), Racial Intolerance - Wookiees (-5pts)

Language and Other Free Skills: Language, Trandoshan (MH) and Area Knowledge (Trandosha)

Racially Learned Skills and Racial Skill Bonuses: None

Description: Trandoshan are a vicious, warlike race of reptilian bipeds that hail from the planet Trandosha in the Sumitra Sector. Trandoshan have long arms, which end in wide, splayed fingers. They have blunt heads, and small red eyes, which enable them to see in the infrared spectrum. Their scales range in color from an orange coloring to dark brown, and their mouths are filled with sharp teeth. Trandoshan have a regenerative ability that can even regenerate lost limbs. Because of this ability, Trandoshan will often take great risks in combat.

The Trandoshan, who refer to themselves as T'doshok, are well known for their hatred of Wookiees that inhabit the neighboring planet of Kashyyyk, which resides in the same system. They are especially proficient in hunting their hated foes, and a Trandoshan official was the culprit who officially sold the idea of enslaving the Wookiee race to the Empire, during the beginnings of the Galactic Civil War.

Note: The feared bounty hunter Bossk is a Trandoshan.

CP: 57

Height & Weight Table		
ST	Height	Weight
---	5'6" or less	150lbs
---	5'7"	160lbs
<5	5'8"	165lbs
6	5'9"	170lbs
7	5'10"	175lbs
8	5'11"	180lbs
9	6'0"	185lbs
10	6'1"	190lbs
11	6'2"	200lbs
12	6'3"	210lbs
13	6'4"	220lbs
14	6'5"	230lbs
15	6'6"	240lbs
>16	6'7"	250lbs

For each inch over the height of 6'7", add 10 pounds to the average weight.



Tusken Raider (Sandpeople)



Attribute Adjustments: None

Planet/System of Origin: Tatooine

Tech Level: 9

Racial Advantages: Combat Reflexes (+15 pts)

Racial Disadvantages: Primitive 3lvs (-15pts), Reputation -4 - Known as brutal terrorists and bandits (Tatooine Settlers and visitors to the planet, Roll of 10 or less -5pts)

Language and Other Free Skills: Language, Tusken Raider (MH) and Area Knowledge (Tatooine)

Racially Learned Skills and Racial Skill Bonuses: Tusken Raiders get the following skills at IQ - Brawling, Gaderffi Stick, Riding (Bantha), Animal Handling (Bantha), Survival (Desert)

Description: The name Tusken Raider was derived from the settlers of Tatooine, to put a name to the brutal species that attacked and slaughtered so many people at Tusken Fort so long ago. The Tusken Raiders or Sandpeople as they are sometimes called, are a nomadic species of alien, with extremely violent tendencies. To protect themselves from the harsh desert environment, the Sandpeople wear heavy robes, strips of cloth, breath masks, and eye protectors. A few xenobiologists have claimed the Tusken Raiders have human origins, but the autopsies done on what little dead they have left behind, have revealed many non-human characteristics leaving the mystery of their origins unsolved.

The Sandpeople have an uneasy peace with the settlers of Tatooine, but have been known to attack settlements occasionally. This is primarily the fault of a bandit named Alkhara. Before Jabba the Hutt had even settled on the desert planet, a desert bandit named Alkhara had befriended these creatures. After a fierce fight, Alkhara's enemies were slaughtered at the hands of his group and his new

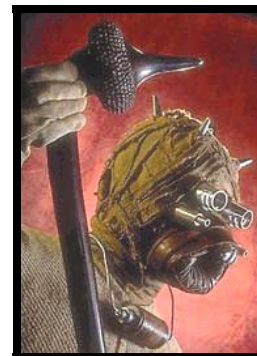
Tusken "friends". Alkhara then turned on the Sandpeople slaughtering every last one, and after this incident the Sandpeople have hated and despised humanity ever since. There are occasional attacks on the more outlying settlements, but as violent and aggressive as their nature is, the Sand People stay as far from the moisture farmers as the moisture farmers do to them.

Traveling in small groups atop their banthas, these nomadic creatures are experts at desert survival and their traditional weapon the gaderffi stick. Although, The Tusken Raiders use gaderffi sticks most of the time, they have been known to use primitive blasters that were most likely stolen during a raid on some jawas or moisture farmers.

They have many deep-seated traditions to which they cling. One of these traditions is the rite of passage, in which young Tusken Raiders are required to prove their manhood by accomplishing a series of hard physical feats. The most difficult of these feats is the hunting and slaying of a Krayt Dragon, a large reptilian carnivore that roams the deserts of Tatooine. The Tusken Raiders have learned how to train the stubborn banthas that are native to Tatooine as mounts. Marauding groups of Tusksens will ride the bantha in single file to hide their numbers. Each Tusken Raider works with the same bantha for life. If a mount is killed the Tusken Raider must wander the desert alone. If the bantha's spirit deems it so the Tusken will be befriended by another bantha. Otherwise the Tusken will most likely die in the wasteland. If a rider is killed the bantha is released into the wild. The bantha must quickly find the security of a herd or it will most likely fall the teeth of a predator.

The Tusken Raiders have no written language. Their knowledge is passed by a revered member of the tribe known as the storyteller. The storytellers know the life history of every member in his tribe. He also knows the tribe's entire history word for word, eliminating any chance for misinterpretation or distortion of the truth. The storyteller usually has an apprentice that he teaches the tribes history. The apprentice is usually forced to prove themselves as warriors often, for making a single error in reciting the histories means death.

CP: 6

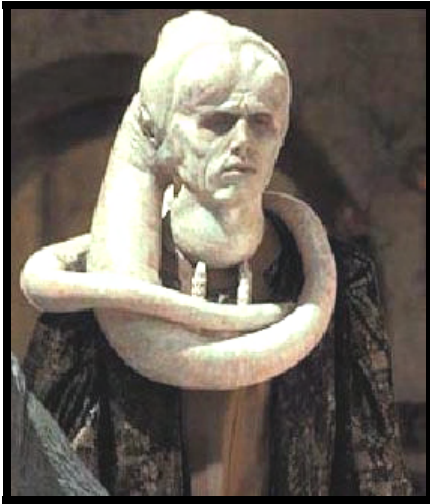




Tusken Raiders Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Twi'lek



Attribute Adjustments: None

Planet/System of Origin: Ryloth

Tech Level: 12

Racial Advantages: Alertness +2 (10pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Twi'leki (MVH), Gesture (Lekku Communication) and Area Knowledge (Ryloth)

Racially Learned Skills and Racial Skill Bonuses: None

Names: All Twi'leks are given a single name that resembles "Name'clan". Due to the dualistic properties [most words have two or more meanings] of Twi'lek grammar, they are often grouped with a syllable carryover effect (as in Billclin'ton, pronounced "bilclin" pause "ton"). Also, some Twi'leks who leave the homeworld of Ryloth revert to separate names (such as the case of Nawar'aven or Bibfort'una). Examples of a few Twi'lek names are Bib Fortuna, Nawara Ven, Lohk'har, Tru'eb, Tal'dira, Kep Fortuna, Cazne'olan, Firith Olan, Adon'aris, Koyi Komad, Reess Kairn, Abdi Badawzi, Ree Shala, Adon'aris, Ann Gella, Nuro Tualin, Tann Gella, Arali Dil, Lyn Me, Car'ulorn, Valsil Torr, Cazne'olan, Dia Passik, Docent Vant, Nolaa Tarkona, Guldus Bemm, Hassla'tak, Kaplin Toologin, Jart Eyan, Koh'shak, Mazer Rackus, Lobb Gerido, Ob Fortuna, Rach'talik, Tal'kina, Nat Secura, and To'irr,

Description: The Twi'leks are a tall, thin humanoid race that hails from Ryloth, a planet located in the Outer Rim. They have several rows of pointed teeth and close-set eyes that resemble those of a pig. Their skin color ranges from pasty white to dark green. The one thing that visually sets

the Twi'lek apart from the other races in the galaxy are the two appendages that sprouts from their smooth, slightly pointed head. These appendages are called lekku. . The lekku, or head tails as they are sometimes referred, are very sensitive, and contain many additional sensory nerves, that cause many to believe that they are erogenous zones. The Twi'lek have also developed a complex language combining both verbal components and subtle gestures of their lekku. Twi'leks are also able to drop the verbal components completely and converse secretly with other members of their species. Using subtle movements and gestures of this silent language, a Twi'lek could communicate with another Twi'lek, even in a loud, crowded room, in complete secrecy. Twi'leks also have multiple stomachs, which they use to digest a variety of foods from their planet, which are hard to digest for humans. The main foods in the Twi'lek diet are the wide variety of fungi, which grow on the planet. There are several subraces of Twi'lek. Two of these subraces are the Rubian Twi'lek, which can be identified by their blue skin color, and the rare Lethan Twi'lek, which can be identified by the pink coloration of their skin.

The Twi'lek homeworld, Ryloth, has a peculiar orbit with its sun. The rotational orbit of the planet keeps one side of the planet constantly lit and the other side in perpetual darkness. Violent heat storms generate on the light side of the planet and move around to the dark side. The heat from these storms warms up the dark side of the planet enough to keep life from dying out. The planet is a dry, rocky world with an incredibly thin, but breathable, atmosphere.

The Twi'lek society is divided into clans, which are governed by a five-member group referred to as the head clan. It is also tradition in Twi'lek society, for the members of a clan to append their clan name to their given name. The race is known for their skills in business, persuasion, and other related skills. Female Twi'leks are highly prized and common throughout the galaxy as dancing girls. This is in part because of the exotic dancing techniques taught traditionally to Twi'lek women. The galaxies taste for the erotic dancing style has created a market for young female Twi'leks among slavers. Slavers will often make annual stops on Ryloth, to gather young Twi'leks to sell on the galactic slave market, and some less reputable Twi'leks will sell their own family member to crimelords and slavers throughout the galaxy in exchange for favors or monetary gain.



Note: Bib Fortuna, the right hand man of Jabba the Hutt in Return of the Jedi, was a Twi'lek.

CP: 10



Twi'lek Height & Weight Table		
ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Ugnaught



Attribute Adjustments: +1 HT (+10pts)

Planet/System of Origin: Gentes

Tech Level: 12

Racial Advantages: High Pain Threshold (+10pts)

Racial Disadvantages: None (Characters whose clans have been captured and sold into slavery, may take the disadvantage of Subjugated -20pts)

Language and Other Free Skills: Language, Ugnaught (MA) and Area Knowledge (Gentes or Clan's new home)

Racially Learned Skills and Racial Skill Bonuses: None (Ugnaughts will often have skills involved in mining)

Description: a race of small, piglike creatures known for their mechanical abilities, the ugnaughts are native to the planet Gentes. There, the ugnaughts grew to become strong, efficient creatures, able to withstand a great deal of discomfort. However, the planet's hostile environment forces them to move elsewhere. Many tribes of ugnaughts were also stolen and sold or leased as slaves. One of the nearest planets to Gentes is Bespin, where they have become an integral part of the society on Cloud City. Ecclessis Figg purchased three tribes of ugnaughts and gave them the daunting task of building Cloud City. If they could do this, Figg agreed to give them their freedom and a place to live in the floating city. Of course, the ugnaughts agreed, and they worked extra hard to make Cloud City a wonderful place to live. They chose for themselves a series of lower city levels, creating burrows and tunnels to mimic the environs of their homeworld. The ugnaughts are great storytellers, and much of their history is collected and passed on in long tales.

When the Empire took control of the station, the ugnaughts were left behind. They resented the Imperial presence on the station, and began rebelling against it. They caused all sorts of damage, and even tried to incapacitate Lobot so that the Empire couldn't use him to interface with the city's central computer. As a last resort,

the ugnaughts began planting bombs around the outpost, and planned to set them off when Lando returned to the city and repaired Lobot. Together, they disarmed the bombs and forced the Imperials off the outpost. The ugnaughts were once again returned to the free status they desired.

CP: 20

Ugnaught Height & Weight Table		
ST	Height	Weight
---	3'2" or less	60lbs
---	3'3"	65lbs
<5	3'4"	65lbs
6	3'5"	70lbs
7	3'6"	70lbs
8	3'7"	75lbs
9	3'8"	75lbs
10	3'9"	80lbs
11	3'10"	80lbs
12	3'11"	85lbs
13	4'0"	85lbs
14	4'1"	90lbs
15	4'2"	95lbs
>16	4'3"	100lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.



Vaathkree



Attribute Adjustments: -1 DX (-10pts), +1 HT (+10pts),

Planet/System of Origin: Vaath'kror

Tech Level: 12

Racial Advantages: Damage Resistance DR3 (+9pts),
Passive Defense PD 1 (+25pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Vaathkree.
(MH), Language, Vaathkree Trade Language (MVH), and
Area Knowledge (Vaath'kror)

Racially Learned Skills and Racial Skill Bonuses: All
Vaathkree have the skill of Merchant at IQ+2.

Description: The Vaathkree are an alien race native to the planet Vaathkree, these beings evolved in the harsh environment of their homeworld. The Vaathkree are the adult form of Stoneslingers, and resemble humanoids made

from stone and metal. In reality, they are fleshy creatures encased in an armor-like covering of living metal or stone. Each Vaathkree matures from a Stoneslinger after twenty years. They are known for their religion, which is centered on bartering and the art of making "The Deal". The average Vaathkree can live to be over 300 standard years of age, which included twenty or more years as a Stonesinger.

The Vaathkree are one of several sentient species that have evolved on the planet. The Vaathkree are the primary race, having built domed cities in which to live. These cities are actually living, organic constructs known as Vnals.

CP:

Height & Weight Table		
ST	Height	Weight
---	4'11" or less	120lbs
---	5'0"	130lbs
<5	5'1"	130lbs
6	5'2"	135lbs
7	5'3"	135lbs
8	5'4"	140lbs
9	5'5"	145lbs
10	5'6"	150lbs
11	5'7"	155lbs
12	5'8"	160lbs
13	5'9"	165lbs
14	5'10"	170lbs
15	5'11"	180lbs
>16	6'0"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Vulptereen



Attribute Adjustments: None

Planet/System of Origin: Vulpter

Tech Level: 12

Racial Advantages: Alertness +5 (+25pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Vulptereen (MA) and Area Knowledge (Vulpter)

Racially Learned Skills and Racial Skill Bonuses: None

Description: The Vulptereen are a species of squat-bodied aliens with long, tusk-studded snouts. Resting on the snout itself is a single, thin antenna. This antenna heightens the races awareness of there surroundings, and increases their perception. The Vulptereen were native to the planet Vulpter. They are noted for their technology, especially in the areas of racing engines and machines.

Note: Dud Bolt, a podracer from Episode I, was a Vulptereen.

CP: 25

Vulptereen Height & Weight Table		
ST	Height	Weight
---	2'11" or less	50lbs
---	3'0"	60lbs
<5	3'1"	60lbs
6	3'2"	65lbs
7	3'3"	65lbs
8	3'4"	70lbs
9	3'5"	75lbs
10	3'6"	80lbs
11	3'7"	85lbs
12	3'8"	90lbs
13	3'9"	95lbs
14	3'10"	100lbs
15	3'11"	110lbs
>16	4'0"	120lbs

For each inch over the height of 4'0", add 10 pounds to the average weight.



Weequay



Attribute Adjustments: None

Planet/System of Origin: Sriluur

Tech Level: 9

Racial Advantages: Secret Communication (+20pts)

Racial Disadvantages: Primitive 3lvls -15pts

Language and Other Free Skills: Language, Weequay (MH) and Area Knowledge (Sriluur)

Racially Learned Skills and Racial Skill Bonuses: None

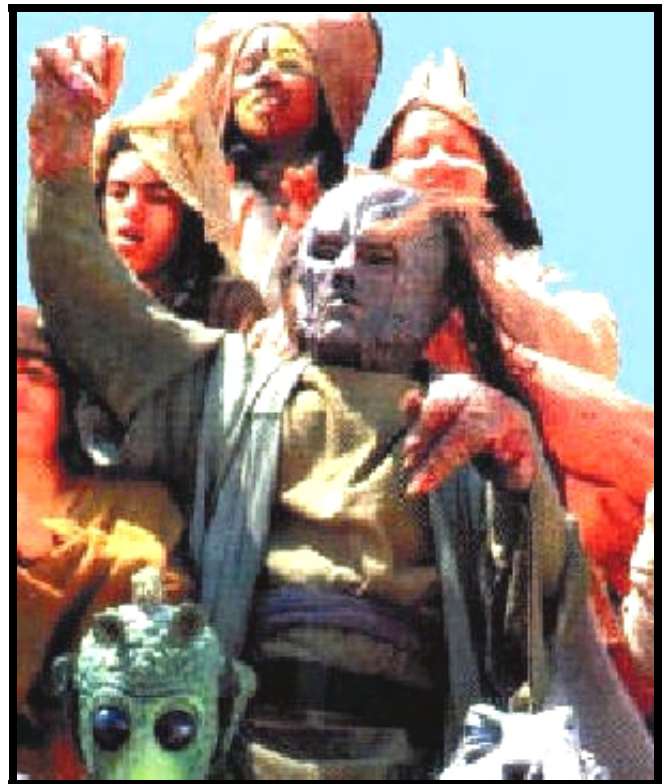
Names: Weequay have no individual names, they refer to each other as Weequay, (loosely translated "Follower of Quay", their deity of high divinity). Though this is the case, other races tend to give them nicknames, and most Weequays except this and acknowledge the names as their own. Examples of a few nicknames include Ak'Buz, Ak-rev, and Fyg, Grimorg.

Description: The Weequay are a humanoid species with coarse, leathery skin from the planet Sriluur. The species is characterized by the topknot of braided hair, which is often worn to the sides of their heads, and the amount of braids a Weequay has determines his rank within his clan. Their coarse, leathery skin enables them to blend in to the deserts of Sriluur, and they communicate with each other by releasing pheromones, that other Weequay of the same clan can decipher as a language. This form of communication only seems to work within the individual Weequay clan, and other races only smell the musty scent of the pheromone release and are not able to sense the silent communication. Weequay do not name themselves verbally, but by a specific sequence of pheromonal releases that other members of the clan recognize. Other races have taken to calling an individual Weequay by their species name. The Weequay are an extremely violent and religious

race. They worship the moon that orbits Sriluur, which they call Quay. In fact the word, "Weequay" in their language translates into "The Followers of Quay." Once a month, the Weequay gather together and battle a large animal, and then sacrifice it to their god. Jabba the Hutt had hired a clan of Weequay to serve him as skiff guards, and he would often have to deal with an angry, local tribe of Tusken Raiders, due to the fact that the Weequay skiff guards would sacrifice bantha to their god.

The Weequay have developed a racial animosity toward the Houk, another species of alien. The Houk supports a large colony on Sriluur, and the Weequay have lived with the Houk for many years. The racial tensions between the two races often erupt into war. The last conflict was resolved just before the Battle of Yavin, but racial tensions between the two peoples remain high. Weequay being the silent and violent race that they are, can often be seen serving Hutts and other disreputable individuals as guards and soldiers.

CP: 5





Weequay Height & Weight Table		
ST	Height	Weight
---	5'3" or less	130lbs
---	5'4"	130lbs
<5	5'5"	135lbs
6	5'6"	135lbs
7	5'7"	140lbs
8	5'8"	145lbs
9	5'9"	150lbs
10	5'10"	155lbs
11	5'11"	160lbs
12	6'0"	165lbs
13	6'1"	170lbs
14	6'2"	180lbs
15	6'3"	190lbs
>16	6'4"	200lbs

For each inch over the height of 6'4", add 10 pounds to the average weight.



Whiphids



Attribute Adjustments: +1 ST (+10pts), -1 IQ (-10pts)

Planet/System of Origin: Toola

Tech Level: 12

Racial Advantages: Claws, Sharp (+15pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Whiphid (MH) and Area Knowledge (Toola)

Racially Learned Skills and Racial Skill Bonuses: None (It would be realistic for Whiphid characters to have hunting skills.)

Names: Whiphids naming practices vary between Whiphid tribes. Most often, both genders have one given name. For males, when the first letter or letters are separated from the given name by an apostrophe, it is usually an identification with their hunting pack (the prefix remains there, regardless of whether they still engage in active hunting or not). Since only males are allowed to pack hunt, females do not receive a prefix. Other Whiphid tribes use short surnames, which serve the same purpose as the prefixes. A few examples of names include D'Whopp, J'Quille, Valarian, Betsi, Aiaks Fwa, Betsi, Ch'unkk, Fillin Ta, Mubbin, and Nuron Gep

Description: The Whiphids are a race of humanoids that are native to Toola, these huge, ivory-furred beasts have massive facial tusks which extend from their long, low-slung faces. The average Whiphid stands well over two meters in height, and weighs more than 400 kilograms. They are fierce predators adapted to the frozen environment of their home world, Toola, and have a great love of hunting. They have been employed as bounty hunters, hunting guides, and bodyguards throughout the galaxy

Note: A Whiphid can be seen in Jabba's Palace in Return of the Jedi.

CP: 15

Whiphid Height & Weight Table		
ST	Height	Weight
---	6'6" or less	220lbs
---	6'7"	230lbs
<5	6'8"	240lbs
6	6'9"	250lbs
7	6'10"	260lbs
8	6'11"	270lbs
9	7'0"	280lbs
10	7'1"	290lbs
11	7'2"	300lbs
12	7'3"	310lbs
13	7'4"	320lbs
14	7'5"	330lbs
15	7'6"	340lbs
>16	7'7"	350lbs

For each inch over the height of 7'7", add 10 pounds to the average weight.



Wookiee



Attribute Adjustments: ST +4 (+45 pts.), HT +3 (+30pts.), IQ -2 (-20 pts.)

Planet/System of Origin: Kashyyyk

Tech Level: 9

Racial Advantages: Acute Sense of Smell +4 (+8pts.), Brachiator (+5pts), Claws (+15pts.) *See Vow*, Extended Lifespan 2lvls (+10pts.), Extra Hit Points +3 (+15pts), Fur Lvl 3 (+29pts.), Longevity (+5pts)

Racial Disadvantages: Berserker (-15pts), Code of Honor - Wookiee Honor Code (-15pts) *See Description*, Can't Speak Galactic Basic (-10) *See Appendix I*, Reputation -3 (Dangerous Brutes - Everyone / All of the time -15pts), Primitive 3lvls. (-15pts), Vow (Never use claws in combat) (-10pts), Sense of Duty - To honor a life debt (-10pts), Sense of Duty - Family and all Wookiees (-10pts), Racial Quirk (Cautious of Large Predatorial Animals) -1
Note: If game is taking place during the Galactic Civil War Era, then the disadvantage of Subjugated -20pts. Should also be added to the Wookiee character. Adjust point cost accordingly.

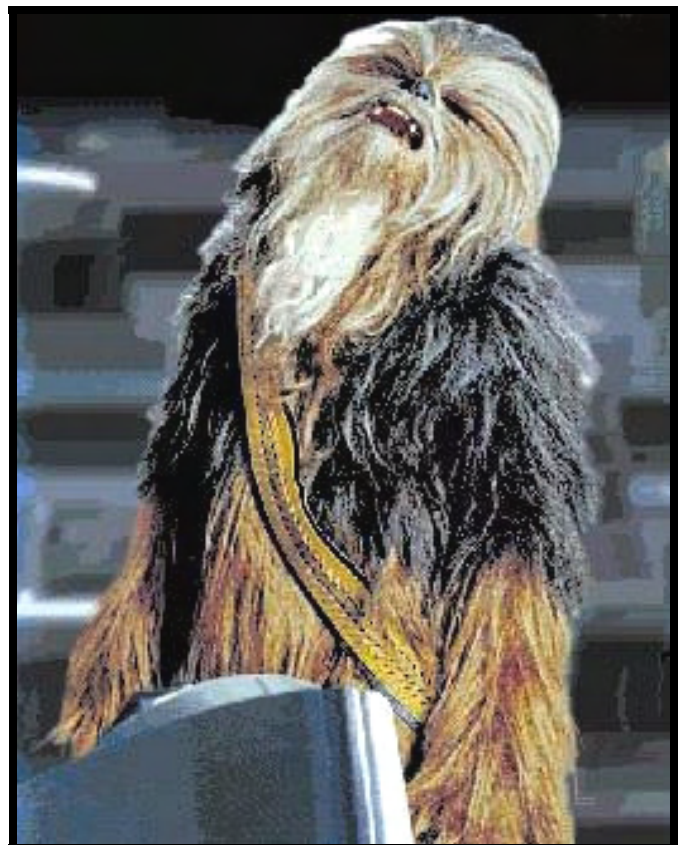
Language and Other Free Skills: Language, Wookiee (MVH), Area Knowledge (Kashyyyk)

Racially Learned Skills and Racial Skill Bonuses: Due to the Brachiator Advantage, Wookiees receive the Climbing Skill at their DX and the Acrobatic Skill at -2 DX.

Names: Wookiees favor a single given name. Sometimes cousins or siblings of famous Wookiees are given similar

names in honor of their brethren. A few examples of names include Chewbacca, Lowbacca, Lofryyhn, Snoova, Frorral, Kerritharr, Grakkata, Gaartatha, Nagraoao, Arrikabukk, Spetbecca, Busurra, Attichitcuk, Chalmun, Katarra, Dewlannamapia, Salporin, Shoran, Gaartatha, Tarkazza, Geyyahab, Wrrlevgebev, Groznik, Isshaddik, Jiprirr, Mallatobuck, Dryanta, Katykam, Kichiir, Jowdrri, Kallabow, Liak, Lumpawarrump, Mahraccor, Grashk, Grayyshk, Frorral, Nagraoao, Nawruun, Raabakyysh, Chenlambec, Ralera, Snufftalon, Tamarc, Krotorra, Lamorrack, Twen, Urartu, Montacca, Gorrlyn, Grasheel, Motamba, Utchakkaloch, Vargi, Ralrracheen, Wynni, and Yaru.

Description: Tall, fur-covered bipeds from Kashyyyk, Wookiees are perhaps best-known known for their fierce style of fighting. They are believed to be descended from tree-climbing mammals, and they live in the trees above Kashyyyk's carnivorous flora. They have retractable claws that they use for climbing in the trees, but will never use in combat. The females have six breasts that are used to feed their live-born litters, which are born after about a standard year's gestation. The baby Wookiees are nearly four feet in length at birth. They were enslaved by the Empire, and don't enjoy the presence of humans, even after the Alliance freed them.



While Wookiees are known as fierce warriors, they do follow a rigid code of honor. They do not betray their species - individually or as a whole, they do not betray their friends or desert them, and they may break the "law," but never their code. The Code is as rigid and inflexible 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. There are legends of dishonored Wookiees returning with their honor clean, but that is what these stories are just legends.



Note: The Extended lifespan and the Longevity advantages were based on Chewbacca's age and references made by Lucas himself. The Brachiator advantage was added after reading an interview with Lucas, which said that Wookiees are very agile in the canopies of Kashyyyk, often swinging from tree to tree like apes. Also the spelling of Wookiee and Kashyyyk were taken from the original Episode IV script.



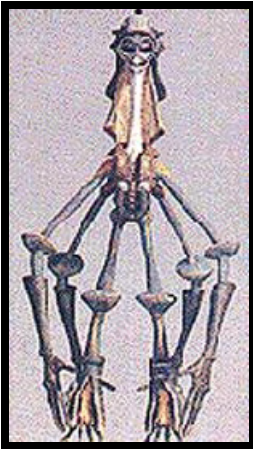
CP: 41

Wookiee Height & Weight Table		
ST	Height	Weight
---	6'6" or less	220lbs
---	6'7"	230lbs
<5	6'8"	240lbs
6	6'9"	250lbs
7	6'10"	260lbs
8	6'11"	270lbs
9	7'0"	280lbs
10	7'1"	290lbs
11	7'2"	300lbs
12	7'3"	310lbs
13	7'4"	320lbs
14	7'5"	330lbs
15	7'6"	340lbs
>16	7'7"	350lbs

For each inch over the height of 7'7", add 10 pounds to the average weight.



Xexto



Attribute Adjustments: -2 ST (-20pts), +2 DX (+20pts), -1 HT (-10pts)

Planet/System of Origin: Troiken

Tech Level: 12

Racial Advantages: Extra Arms – 2 (+60pts), Night Vision (+10pts)

Racial Disadvantages: Compulsive Behavior – Competitiveness (-10pts)

Language and Other Free Skills: Language, Xexto (MH) and Area Knowledge (Troiken)

Racially Learned Skills and Racial Skill Bonuses: None

Description: this is a race of gangly aliens native to the planet Troiken, which has six limbs sprouting from a thin body. Each limb ends in a hand, which has four digits. Their tiny heads sit on a thin neck, and are dominated by large eyes designed to draw in great quantities of light. They are known as weavers, using their incredible dexterity to create some of the galaxy's most elaborate tapestries. They are also known to be highly competitive, and can speak at length about almost any subject.

CP: 50

Xexto Height & Weight Table		
ST	Height	Weight
---	5'2" or less	80lbs
---	5'3"	85lbs
<5	5'4"	85lbs
6	5'5"	90lbs
7	5'6"	90lbs
8	5'7"	95lbs
9	5'8"	100lbs
10	5'9"	100lbs
11	5'10"	105lbs
12	5'11"	110lbs
13	6'0"	115lbs
14	6'1"	120lbs
15	6'2"	130lbs
>16	6'3"	140lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Yevetha



Attribute Adjustments: +2 ST (+20pts)

Planet/System of Origin: The planet N'zoth, located in the Koornacht Cluster

Tech Level: 12

Racial Advantages: Technical Aptitude 4 lvls (Mechanic and Engineering skills +20pts) *See Appendix I*, Claws, Talons – Dew Claws (+40pts)

Racial Disadvantages: Intolerance – All Non-Yevethans (-10pts), Fanaticism (-15pts)

Language and Other Free Skills: Language, Yevethan (MH) and Area Knowledge (Koornacht Cluster)

Racially Learned Skills and Racial Skill Bonuses: (It would be realistic for a Yevethan to be skilled in an Engineering skill and Brawling.)

Names: Yevethan favor a format in which the first name is given and always contains 3 letters, second name is family and always has 5. A few Examples of names include Nil Spaar, Eri Palle, Vor Duull, Dar Bille, and Jip Toore

Description: The Yevetha are a humanoid alien race which resemble skeletons. Their facial structure is highly colored, with a white nasal ridge and scarlet cheek and chin ridges surrounding dark black eyes. The Yevetha have six clawed fingers on each hand, and a wicked dewclaw could be extended from their wrists. They are a very self-important

race, and consider all other races to be vermin. The Yevetha have a hierarchical society, with the males being dominant. There are castes of males and females, and the higher classes always dominate the lower. Lower-ranking Yevethan males must bear their necks in deference to their superiors. Yevetha are also extremely quick to learn about new things, and are particularly adept at assimilating technology. They never eat in mixed company, and detest the smell and feel of other races. They have installed specialized bathing stations on their embassy ships, to wash away the scent of other races. Yevetha are canny and determine fighters, eager to kill and die for their people, cause and Viceroy, and unwilling to surrender, even in the face of certain defeat. The Yevetha originally came from the planet N'zoth, and had populated the nearest worlds when the Empire subjugated them and used the Koornacht Cluster as a base of operations for the Black Sword Command. Under the guidance of Nil Spaar, the Yevetha overthrew the Imperials following the Galactic Civil War, and created plans to purge the Koornacht - and eventually the galaxy - of non-Yevethans. This plan became known as the Great Purge, and was initiated about twelve years after their defeat of the Empire.

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.

CP: 55

ST	Height	Weight
---	5'11" or less	145lbs
---	6'0"	155lbs
<5	6'1"	155lbs
6	6'2"	160lbs
7	6'3"	170lbs
8	6'4"	180lbs
9	6'5"	190lbs
10	6'6"	200lbs
11	6'7"	210lbs
12	6'8"	220lbs
13	6'9"	230lbs
14	6'10"	240lbs
15	6'11"	250lbs
>16	7'0"	260lbs

For each inch over the height of 7'0", add 10 pounds to the average weight.

Yuzzum



Attribute Adjustments: -2 IQ (-15pts)

Planet/System of Origin: The Moon of Endor

Tech Level: 3

Racial Advantages: Enhanced Move - Running 11vl (+10pts), Voice (+10pts)

Racial Disadvantages: Primitive 9lvls (-45pts)

Language and Other Free Skills: Language, Yuzzum (MH) Area Knowledge (Dragon's Pelt)

Racially Learned Skills and Racial Skill Bonuses: Running at +1 HT (+4pts), Singing at +1 HT (+2pts)

Names: Yuzzum favor a single monosyllabic name. Several examples of names include Hin and Kee

Description: Yuzzums are a race of creatures, who dwell in the savanna grasses of the Dragon's Pelt, located on the Forest Moon of Endor. They have long thin stilt like legs that are attached to a small, furry round body. The Yuzzums' long legs keep their heads just above the tall grasses of the Dragon's Pelt. Their mouths are wide with protruding teeth, and their heads are topped with dark colored fur.

The Yuzzums' main food source is the ruggar, a small rodent like creature, and they will hunt in small, organized hunting parties, chasing the rodents to their warrens. Upon locating a ruggar warren, the Yuzzum then burn a strong narcotic weed to incapacitate the ruggars, and then snatch them up, as the unfortunate rodents stagger out of their holes dizzy and delirious.

The Yuzzum species have a fair amount of intelligence, but seem incapable of understanding other lifeforms.

Smugglers and Slavers have attempted to take the species off of the moon to be sold as slaves and pets, but the Yuzzums' nature does not lend well to captivity. Their language is musical in form and sound, and a few offworld yuzzum have found employment as singers and musicians.

CP: -34

ST	Height	Weight
---	5'5" or less	90lbs
---	5'6"	100lbs
<5	5'7"	100lbs
6	5'8"	105lbs
7	5'9"	105lbs
8	5'10"	110lbs
9	5'11"	115lbs
10	6'0"	120lbs
11	6'1"	125lbs
12	6'2"	130lbs
13	6'3"	135lbs
14	6'4"	140lbs
15	6'5"	150lbs
>16	6'6"	160lbs

For each inch over the height of 6'6", add 10 pounds to the average weight.



Zabrak



Attribute Adjustments: +2 HT (+20pts)

Planet/System of Origin: Iridonia

Tech Level: 12

Racial Advantages: Strong Will +3 (+12pts)

Racial Disadvantages: None

Language and Other Free Skills: Language, Galactic Basic (MA) and Area Knowledge (ZeHeth)

Racially Learned Skills and Racial Skill Bonuses: None

Names: Example of a few names are Eeth Koth and Aash Bish.

Description: The Zabrak are a species of horned aliens from the planet Iridonia. There are several subspecies within the race, and they can be determined by the vestigial horns, which rest upon their heads. The Zabrak are known for their ability to withstand great amounts of pain.

The entire race has been gifted with an extraordinary sense of willpower. They are typically a wise, but hardened people who are able to weather any turn of events with grim determination. They are steadfast leaders and willing to take risks in order to further their goals.

Zabrak are often stoic and steadfast, many time stubborn

or unwilling to budge on a given issue. Arguing with a Zabrak is often a futile effort, as they are set in their ways and will rarely concede unless given undeniable evidence that they are wrong.

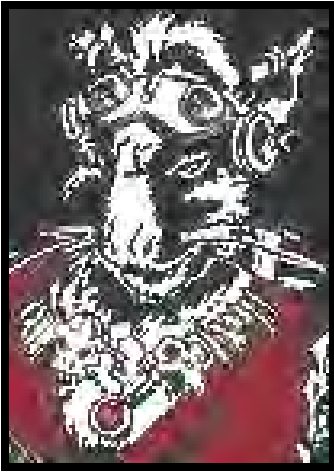
Note: Several Jedi, including Jedi Master Eeth Koth, are of the Zabrak race

CP: 32

ST	Height	Weight
---	5'10" or less	155lbs
---	5'11"	160lbs
<5	6'0"	165lbs
6	6'1"	170lbs
7	6'2"	180lbs
8	6'3"	190lbs
9	6'4"	200lbs
10	6'5"	210lbs
11	6'6"	220lbs
12	6'7"	230lbs
13	6'8"	240lbs
14	6'9"	250lbs
15	6'10"	260lbs
>16	6'11"	270lbs

For each inch over the height of 6'11", add 10 pounds to the average weight.

ZeHethbra



Attribute Adjustments: None

Planet/System of Origin: ZeHeth

Tech Level: 12

Racial Advantages: Spray Attack (+40pts) *See Appendix I*

Racial Disadvantages: None

Language and Other Free Skills: Language, ZeHethbra (MA) and Area Knowledge (ZeHeth)

Racially Learned Skills and Racial Skill Bonuses: None

Names: ZeHethbra favor one rolling given name. An example of a ZeHethbra name is Clyngunn

Description: The ZeHethbra are tall, furry humanoids, which can be identified by their black and white striped mane. Their homeworld, ZeHeth, has a variety of ecosystems, and the ZeHethbra race is just as varied. They have many distinct cultural and ethnic groups and have many different races. Northern ZeHethbra tend to have reddish-brown colored fur, while in the southern regions of the planet, the ZeHethbra have white fur with a slightly blue hue. No matter what the color of the fur, all ZeHethbra have the characteristic black and white mane. The mane begins near the bridge of their nose, runs over their heads, and then proceeds down their backs, ending at the tailbone. Female ZeHethbra have much wider stripes than males, and some males have branches of black and white fur running out from the main stripe. The ZeHethbra also have a gland that emits a spray of noxious gas. The spray is very dangerous, and has been known to incapacitate individuals who threaten the ZeHethbra.

CP: 40

ST	Height	Weight
---	5'2" or less	120lbs
---	5'3"	130lbs
<5	5'4"	130lbs
6	5'5"	135lbs
7	5'6"	135lbs
8	5'7"	140lbs
9	5'8"	145lbs
10	5'9"	150lbs
11	5'10"	155lbs
12	5'11"	160lbs
13	6'0"	165lbs
14	6'1"	170lbs
15	6'2"	180lbs
>16	6'3"	190lbs

For each inch over the height of 6'3", add 10 pounds to the average weight.

Zexx



Attribute Adjustments: +3 ST (+30pts), -1 DX (-10pts), -1 IQ (-10pts)

Planet/System of Origin: Prazhi

Tech Level: 12

Racial Advantages: Teeth, Long Tusks (+50pts)

Racial Disadvantages: Compulsive Behavior – Extremely Territorial (-10pts)

Language and Other Free Skills: Language, Zexx (MH) and Area Knowledge (Prazhi)

Racially Learned Skills and Racial Skill Bonuses: None

Description: The Zexx are humanoid species that have heavily muscled bodies and thick skeletons, giving them an imposing stature that often frightens individuals of smaller or more timid species. Their skin color ranges from an off-white to a dark bluish grey. The most prominent feature of the Zexx is the pair of wickedly shaped tusks that jut from the sides of their mouths. These sharp bones can tear apart living tissues for consumption or for other, more fiendish purposes. The Zexx

The Zexx homeworld of Prazhi lies on an old trade route. Before the arrival of galactic traffic the Zexx lived under a tribal system where strength and cunning held more importance than knowledge and intelligence. The planet boasts several spaceports complete with cantinas, hotels, refueling and repair facilities, and markets for trading. Many Zexx make a good living working at these spaceports, while others have found a lifestyle on board trading (or smuggling) vessels as bodyguards and load lifters. Every member of the species possesses a fierce sense of ownership and division of property. Anyone who borrows

an item from a Zexx without asking often finds himself flying quickly toward the nearest hard wall.

CP: 50

Zexx Height & Weight Table		
ST	Height	Weight
---	5'10" or less	155lbs
---	5'11"	160lbs
<5	6'0"	165lbs
6	6'1"	170lbs
7	6'2"	180lbs
8	6'3"	190lbs
9	6'4"	200lbs
10	6'5"	210lbs
11	6'6"	220lbs
12	6'7"	230lbs
13	6'8"	240lbs
14	6'9"	250lbs
15	6'10"	260lbs
>16	6'11"	270lbs

For each inch over the height of 6'11", add 10 pounds to the average weight.

Appendix I – New Skills, Advantages and Disadvantages

Skills

Weapon Skills

Exotic Weapon – Darkstick (P/H) Defaults - Dex-6

This is the skill of throwing a Kerestian Darkstick. If a character throws a darkstick, a successful skill roll will mean a good return. A roll against Darkstick skill or DX is needed to catch the boomerang in flight. If a combatant is trying to strike a target with a darkstick and the target dodges, it will return successfully if the skill roll was made by four or more.

Concerning a missed skill roll when a returning throw is attempted, use the scatter rules (GURPS Basic Set, page 119, or B119) with the *thrower's* position as the target hex. Assume a two second flight time to allow the thrower to run and attempt to catch a poorly thrown darkstick.

Weapon	Darkstick
Type	cut
Amt.	ST+1d+1(5)
SS	11
Acc	2
½ Dam.	1.5xST
Max.	3xST
Cost	
Weight	4
Min ST	11
Special Notes	

Languages

The following is a list of languages contained in this book and available for character creation in the Star Wars Universe.

Language, Abyssin (MA)

Language, Advozsec (MA)

Language, Amanin (MH)

Language, Anomid Sign Language (M/VH)

No Defaults

This skill 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. All characters trying to interpret Anomid sign language unskilled have their difficulties increased by two levels because of the complexity and intricacy of the language.

Language, Anzati (MH)

Language, Aqualish (MVH)

Language, Arcona (MA)

Language, Barabel (MA)

Language, Baragwin (MH)

Language, Berrite (MA)

Language, Bimm (MA)

Language, Bith (MA)

Language, Bothan (MA)

Language, Brubb (MA)

Language, Calamari (MH)

Language, Chadra-Fan (MA)

Language, Chagrian (MA)

Language, Chevin (MH)

Language, Defel (MH)

Language, Devaronian (MH)

Language, Devlikk (MH)

Language, Dresselian (MA)

Language, Dug (MH)

Language: Duros (MA)

Language, Elom (MH)

Language, Elomin (MA)

Language, Ewokese (MVH)

No default

Ewokese is a very difficult and primitive language spoken by the Ewoks of the forest moon of Endor.

Language, Falleen (MH)

Language, Galactic Basic (MA)

No Defaults

This is the language of the Old Republic, Empire, and the New Republic.

Language, Gamorrese (MVH)

Language, Gran (MA)

Language, Gungan (MA)

Default Language, Galactic Basic (MA) – 2

The Gungans speak in a broken form of basic.

Language, Herglic (MA)

Language, H'nemthean (MA)

Language, Houk (MA)

Language, Huttese (MA)

No Default

Another very common language spoken in the galaxy. It is commonly spoke in the large expanse of space controlled by the Hutts.

Language, Iktotchi (MA)

Language, Iotran (MA)

Language, Ishi Tib (MH)

Language, Ithorian (MVH)

No Default

The Ithorians have two mouths and speak in a diharmonic language that many other species find difficult to understand.

Language, Jawa (MH)

Language, Jenet (MA)

Language, Kel Dor (MA)

Language, Kerestian (MA)

Language, Kian'thar (MH)
Language, Kitonak (MA)
Language, Klatooinan (MA)
Language: Kubaz (MH)
Language, Nemoidian (MA)
Language, Nikto (MA)
Language, Nimbanel (MA)
Language, Old Iridonian (MH)

No Default

The Zabrak people speak Galactic Basic, though few still speak Old Iridonian, an ancient dialect that was phased out as the Zabrak converted to Basic.

Language, Ortolan (MA)
Language, Pacithhip (MH)
Language, Pa'lowick (MA)
Language, Ranat (MH)
Language, Rodian (MA)
Language, Sakiyan (MA)
Language, Sarkan (MA)
Language, Shawda Ubb (MA)
Language, Shistavanen (MH)
Language, Siniteen (MA)
Language, Snivvian (MA)
Language, Sullustan (MA)
Language, Talzzi (MH)
Language, Teek (MH)
Language, Trandoshan (MH)
Language, Tusken Raider (Sandpeople) (MH)
Language, Twi'lek (MVH)
Language, Ugnaught (MA)
Language, Vaathkree (MH)
Language, Vaathkree Trade Language (MVH)

Default – Language, Vaathkree -6

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.

Language, Vulptereen (MA)
Language, Weequay (MH)
Language, Whiphids (MH)
Language, Wookiee (MVH)
Language, Xexto (MH)
Language, Yevetha (MH)
Language, Yuzzum (MH)
Language, ZeHethbra (MH)
Language, Zexx (MH)

Advantages

Kitonak Burrowing (+10pts)

This advantage describes the Kitonaks' ability to burrow through sand or other loose materials at a rate of 1m per round.

Resistant to Radiation 2pts/lvl

The character has a higher tolerance to radiation than normal. Each level purchased gives you +1 to your HT role

when determining damage from radiation and resisting effects caused by radiation.

Shawda Ubb Spitting Attack – Ranged – DX – 30pts

Somewhere during the evolution of their species, the Shawda Ubb developed a biological defense to deter predators. They have developed poison sacks inside their mouths that produce a very potent, paralyzing venom. To attack, the Shawda Ubb spits this venom at an exposed area on the target. This is done by making a successful attack roll at a 12 skill level or at DX whichever is higher. The poison will only work if it makes contact with the skin or outer layer of the creature's body (For species with tough skin, scales, fur or some other natural protection the DR and PD have no effect on the outcome.) Any covered area protects completely. Defender can also dodge the attack normally.

The Venom does no actual damage, however a human-sized target must roll against HT-3 or be paralyzed for 4 hrs. It is complete paralysis with the exception of the heart beat and breathing. The victim cannot move or communicate, however he/she is conscious. Double the time paralyzed for a critical failure. If the HT-3 roll is successful the victim is only paralyzed for 2d mins. On a critical success the victim is unaffected by the poison.

Technological Aptitude (Space Vehicles, Vessels, and Space Travel) - 5pts/lvl

A Duros Character receives +1 bonus to any skill, per level, related to Starships (Piloting (Starfighter), Gunnery (Starfighter), Shields, Piloting (Capital Ship), Astrogration etc...)

Yevetha Technical Aptitude - Mechanic and Engineering skills +5pts/lvl

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. These modifications are highly reliable and unlikely to break down. The player must choose the specific area of expertise. Each level for this advantage gives them a +1 to their skill roll.

ZeHethbra' Spray Attack - Area - 40pts

Somewhere during the evolution of their species, the ZeHethbra developed a biological defense to deter predators. This defense is the release of horribly smelling, yet very dangerous gas that is stored in scent glands in the ZeHethbra's body. All creatures in a ten-foot radius must roll against their HT to resist the effects. A failed roll causes the victim suffer 1 point of damage per turn from breathing in the fumes and temporary blindness (for 1d minutes after leaving the effected area) from the burning of the victim's eyes (-10 to attack). The damage will continue each round until the effected creature is unconscious. Gas Masks or similar protective gear will prevent the effects of the ZeHethbra's spray attack. The duration of the gas attack depends on the environment, which the attack was made. For example, underground with very little wind the gas may remain effective for 5 minutes or so. While on a very

windy day above ground, the cloud of gas may last for barely a round. The smell of the gas will remain in the area for much longer (An hour or so), although this will have no effect on any passersby. ZeHethbra are completely immune to the gas, and it can only be used once per day. Only ZeHethbra characters are permitted to take this disadvantage.

Area affected - 3 hexes - Duration - 1d turns under average circumstances

Disadvantages

Addition: Salt (Arcona) (-15pts)

Salt addiction is not commonplace on Cona. The absence of salt in their environment has caused them easily addicted to the substance. Their brightly glowing, yellow eyes easily mark an Arcona as a salt addict. This is a result of the chemical interaction between the salt and their optic nerves. This interaction causes mild hallucinatory visions. Too much salt impedes the pancreatic ability to break down ammonia into a water-conserving enzyme, and is life threatening to them.

Any Arcona who consumes salt must roll a willpower roll to determine if he becomes addicted at a -1 penalty to his roll. If he consumes salt again he must make the check again at a -2 penalty to his roll. This continues adding another penalty each time the Arcona consumes salt until he is addicted or a full day passes at which point it starts all over again. A salt addict must consume 25 grams of salt a day or he suffers a -1 penalty to all of his actions. This disadvantage includes both the salt addiction and the susceptibility to salt addiction and the cost of the disadvantage is adjusted accordingly. Also, only an Arcona Character can take this disadvantage.

Advosec Pessimism (-10pts.)

The Advosec seem to be in a constant battle against their planet's condition and Advosec cities are continually being rebuilt after natural disasters. This climate has embittered the Advosec, making them cynical and overtly negative. If something could go wrong, an Advosec know it will. People generally can sense the bitterness in the Advosec, and will react at a -2 penalty to reaction rolls.

Can't Speak Galactic Basic (-10pts)

The race with this disadvantage has vocal cords that prevent the character from Speaking Galactic Basic the primary language of the Galaxy. The character can understand Basic if he is skilled in it, and it only costs half the normal point cost to take and raise the Language: Galactic Basic., since he can't actually speak the language.

Compulsive Behavior: Devaronian Wanderlust (-15 pts)

Devaronian males do not like to stay in one place for any extended period of time. They enjoy seeing new places, and experiencing new things. They are however able to hold jobs, but the first opportunity that they get to move on, they will most likely take.

Herglic Gambling Weakness (-5pts)

A character with this disadvantage, will find themselves irresistibly drawn to games of chance. When the character is exposed to a game of chance, he must make a willpower roll to avoid the intense sensation to join in the game. This disadvantage differs from Compulsive Gambling, because the character does not have to actively search out a game of chance to get his fix. Characters cannot buy both Compulsive Gambling and Gambling Weakness, as Gambling Weakness is just a lesser form of Compulsive Gambling.

Jenet Reputation Value (-5pts)

The Jenet value the concept of reputations. When they introduce their friends, they will describe their friends' accomplishments in glowing, often exaggerated 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, and could get the Jenet and his friend in trouble.

Jenet Tactlessness (-5pts)

Despite their memories, the Jenet have not learned the secrets of tact. They will freely embarrass or insult any other being that they encounter. Among other Jenets, this is of no concern, for the embarrassed or insulted partly 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. When in social situations people will react to you at a -1

Kitonak Patience (-5pts)

Kitonak are very patient beings, preferring to wait things out instead of acting. In fact, the impatience of other beings will actually anger a Kitonak. If rushed, they will purposefully slow their pace to a much slower rate of speed, just to make the one rushing them wait longer. Your friends may have to make a lot of fast talk rolls just to get you to move faster. Others react to you at -1 for this stubbornness.

Light Sensitivity (-5pts)

Your eyes are highly sensitive to light. During exposure to powerful light sources (Spotlight, Sun etc.) you suffer a -2 penalty to all actions due to the terrible pain it causes you. This disadvantage can be corrected with goggles or shaded visors. Note: A character may not take this disadvantage along with the disadvantage of blindness

Light Sensitivity (Specific Light Frequency) (-10pts)

Your eyes are highly sensitive to a certain or frequency of light (Infrared, red, ultraviolet etc....). When they are exposed to the frequency of light, you are effectively blind until you find shelter from the light source, and let your eyes adjust for at least 10+2d6 minutes. A character that is suddenly blinded, suffers a -10 penalty to all of his rolls in combat and all of his skills that his eyesight is crucial (GM

has final ruling). This disadvantage can be corrected using goggles to filter out the harmful frequency of light. Note: A character may not take this disadvantage along with the blindness disadvantage.

Partially Anaerobic (Kel Dor) (-30pts)

Dorin is a Type II atmosphere world, and all Kel Dor must wear special atmosphere filtering masks to survive on Type I or oxygen rich worlds. If the mask is removed, the Kel Dor reacts to high doses of oxygen as if it were a Respiratory Poison. The Kel Dor will choke if he/she breathes it, and it will cause 2 points of damage per turn. A roll versus HT must be accomplished to resist. Damage continues until death, or until the Kel Dor's breathing apparatus is put back on. If the Kel Dor's eyes are exposed to the oxygen rich atmosphere, a roll vs. HT must be made or the air will temporarily blind the Kel Dor. It will take 10 minutes to recover once the mask is place back on. It must be noted that the skin areas are not affected and do not need to be covered.

Bibliography

The following GURPS books and other material were used in designing the aliens in this book. Page references expressed in this book reflect the standard SJ Games/GURPS page notification scheme.

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