

NEW SPECIES



JAWAS

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 105 XP
- **Special Abilities:** Jawas are smaller than average and count as silhouette 0. Jawas start with one rank in the Gearhead talent and one rank in the Utinni! talent.
- **Desert Dwellers:** When making skill checks, Jawas may remove ■ imposed due to arid or hot environmental conditions.

KUBAZ

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 105 XP
- **Special Abilities:** Kubaz begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation. Kubaz start with one rank in the Street Smarts talent.



TALZ

SPECIES ABILITIES



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Dark Vision:** When making skill checks, Talz remove up to ■■ imposed due to darkness.
- **Insulating Fur:** When making skill checks, Talz may remove ■ imposed due to cold environmental conditions.
- **Claws:** When a Talz makes a Brawl check to deal damage to an opponent, they deal +1 damage and have a Critical Rating of 3.



VRATIX

SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Vratix begin the game with one rank in Medicine. They still may not train Medicine above rank 2 during character creation. Vratix start with one rank in the Bacta Specialist talent.
- **Strong Legs:** Vratix add □ to all Athletics checks made to perform vertical or horizontal jumps.