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Introduction and Other Information

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

When I first stumbled across Francis Martel's site, I was amazed. The detail and accuracy of his translation was incredible, but the one thing I thought needed improving was the selection of alien races. The alien races were always my favorite part of the Star Wars trilogy, and the Prequel. I can't tell you how many times I have rewound the cantina scene in A New Hope, or Jabba's Palace in Return of the Jedi. I approached Francis with a few samples of Aliens I had translated over, and he graciously allowed me to work on his project.

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, and Essential guides. 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 Francis or Myself (Pixie50@msn.com).

While I did not include every alien race in the Star Wars galaxy, I did include 51 races in this book. More Denizens of the Galaxy may be included in a future supplement, Denizens of the Galaxy II, which I will be working on in the future. I hope that you find the book both informative and useful. Thanks, and enjoy.

Disclaimer

The material contained in this book is drawn from the works of George Lucas, his collaborators and other Sci-fi authors who have helped the Star Wars phenomenon to grow since its birth in the late 70s. Most of the material referred to in this book is owned under copyright laws by George Lucas (Lucasfilm Ltd.) and/or either 20th Century Fox. ALL NAMES, TRADEMARKS AND LOGOS USED IN THIS BOOK ARE USED WITHOUT PERMISSION EITHER GIVEN OR IMPLIED BY THE COPYRIGHT OWNERS.

About GURPS

GURPS is a registered trademark of Steve Jackson Games Inc. All reference to their works used in this book are used without their permission given or implied. If you are familiar with Steve Jackson Games, and you probably are since you are reading this document, you will know that there are hundreds of incredibly written books for this superb system. I would strongly suggest that you go out and purchase some of their supplements and other worldbooks if you have the money.

The Gurps Star Wars Project Team, Contributors, and Special Thanks

About the Author:

R. Jason Kidd, Principal Author and Resource Gatherer

Jason is from the US, and he currently lives near Orlando, FL, with his wife Melanie. He is 27 years old and is currently working as a photographer. Jason's 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 is also working on the Technical Manual supplements, Creatures of the Galaxy, and Denizens of the Galaxy Vol. II. Jason has also designed the covers of the majority of the adaptation supplements, as well as provided info and support to the other members of the team.

Project Team members and collaborators:

Francis Martel, Project Coordinator

The project coordinator and author is Francis Martel, from Montreal, Canada. Francis is 30 years old and 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 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.

Some 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.

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 in charge of the Force Skills and as provided 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 and commentaries on the Star Wars technologies and on how to handle them in 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 is 28 years old and lives in Braunschweig with his fiancée, Kathrin. Michael currently works as a gym instructor (Tae-Kwon-Do, Self-Defense, Tairobic, Aerobic, Fitness) but plans to finish university in German and English literature, as well as in Greek philosophy. Michael is currently working on the Empire Sourcebook, and has been a great help with suggestions on the format and information contained in this book. The Gamorrean and Aquala characters in the Sample Alien Characters section were designed by Michael.

Other contributors:

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

I would like to thank Bob Vitas for kindly granting me permission to use some of his entries from his incredibly thorough document. If any of the readers ever have a question concerning anything in Star Wars, just check out the URL above. The answer will most likely be there, and you may learn something about the SW Universe you didn't know before. The following descriptions were taken word for word from the encyclopedia (Dresselian, Ewok, Falleen, Gran, Houk, Hutt, Mon Calamari, Quarren, Sarkan, Sullustan, Wookiee).

The GURPS community worldwide

Mostly those who visited and supported the website, and some of the listeners on the GURPS newsgroup, for their insights, suggestions, recommendations and overall support and assistance.

Francis Martel thanks his gaming group:

For their willingness in being lab rats for this project, the following persons must be thanked. They have provided numerous hours of great fun and have managed more then often to stump their GM: Jean, Sébastien, Véronique, Sylvain, Patrice, Patrick, Bruno, Stephanie and Chantal.

R. Jason Kidd thanks his wife... for putting up with his nonsense, and remaining a loyal, loving supporter through good times and bad.

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.

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.

Advantages: Alien races advantages.

Disadvantages: Alien races disadvantages. I did not include disadvantages for features that are a 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 (or otherwise listed). These skills are free of cost, and should not be added into the character's total. However to raise these skills, consider the skill to be a racially known skill, and should be able to be raised at half cost.

Racial Bonuses to Skills: Alien races often have skills at which they excel. These skills will either be represented as a +/- to a skill level, or they will receive a certain skill at a specified level. These skills have been added into the race's total cost. This is the area that suggested skills for the race will be listed.

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 Tables: The Height and Weight Tables present the average heights and weights of the species in question. Use it in the same manner as described in the sidebar located on GURPS Basic Set page 15.

Abyssin



Attribute Adjustments: +1 ST (+10pts)

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

Tech Level: 9

Advantages: Regeneration (Fast) 50pts
Rapid Healing (Free with Regeneration) 0pts

Disadvantages: No Depth Perception -10pts
Racial Reputation (-2, Large Group) Violent Race (See Below) -5pts
Primitive -3 -15pts

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

Racial Bonuses to Skills: Abyssin get the skills Survival (Desert) at characters IQ (2pts) and Brawling at the characters DX (1pt) for free. They only have to pay 1/2 the amount of usual points to raise.

Description: The Abyssin are Humanoid Bipedes that have long limbs and well-muscled bodies. 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.

The regenerative ability of the Abyssin has 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.

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

CP: 33

Abyssin Height and Weight Tables

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

Advantages: Dark Vision 25 pts.
Horns 0pts (no real damage)

Disadvantages: Pessimist -10pts

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

Racial Bonuses to Skills: 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's 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

Advozse Height and Weight Tables

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

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

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, Hard (Amanin) and Area Knowledge (Maridun)

Racial Bonuses to Skills: Brawling at DX, and Survival (Forest) at IQ-1 (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 Amani (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: 45

Amanin Height and Weight Tables

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?

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

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

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

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

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 victim's 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 followed 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 and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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

Advantages: Amphibious 10pts
Gills 10pts

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

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

Racial Bonuses to Skills: 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 10pts

Planet/System of Origin: Ando

Tech Level: 12

Advantages: Amphibious 10pts
Gills 10pts

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

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

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

CP: 15

Description: A walrus-faced race of bipeds from the planet Ando. There are two, distinct sub-races of Aqualish society. The higher caste has hands, which are articulated webs with opposable thumbs, and is known as the Aquala. The lower caste has clawed hands, rather than the webbed ones, and is known as the Quara. The distinction between the sub-races are great; webbed Aqualish hold governmental and commercial positions, while the clawed Aqualish are usually left to become bounty hunters and smugglers. They are a belligerent and hotheaded species, but they are a technologically advanced race. Both members of this species are known throughout the galaxy for their bad tempers and easily 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 was ended by an exploration ship (possibly the Duros) that landed on the surface of Ando. The two groups stopped their fighting and banded together to attack the "trespassers". Their crew was slaughtered and the non-technical Aqualish soon discovered how to fly the ship, and even learned how to build their own. The old grudges soon re-surfaced, though, and the two factions took their battle to Ando's sister planet, which ended in its destruction. When the Empire arrived, 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 and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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

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

Disadvantages: Bad Sight (Near Sighted - Cannot be corrected) -25pts
Addiction: Salt -10 *see New Advantages and Disadvantages Section*

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

Racial Bonuses to Skills: None

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 (See Below)

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

Arcona Height and Weight Tables

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

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 New Advantages and Disadvantages Section*
 Teeth, Sharp 5pts

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, Hard (Barabel) and Area Knowledge (Barab I)

Racial Bonuses to Skills: None

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 the planet, many big game hunters flocked 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 and Weight Tables

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)

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

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

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

Racial Bonuses to Skills: One Mechanic skill at IQ.

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

Baragwin Height and Weight Tables

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"	165bs
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.

Bith



Attribute Adjustments: +4 IQ 45 pts, -1 ST -10pts, - 2 HT -15pts.

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

Tech Level: 12

Advantages: Alertness 1lvl (5 pts)
Acute Taste/Smell 1lvl (2pts)
Doesn't Sleep (20pts)
Fearlessness 5lvls (10pts)
Microscopic Vision 3lvls (12pts)
Manual Dexterity 1 lvl (3pts)

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

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

Racial Bonuses to Skills: See the advantage of Manual Dexterity.

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 threw out 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 and Weight Tables

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

Advantages: None

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)

Racial Bonuses to Skills: Bothans players must purchase two espionage or politically based skills at IQ.

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. This 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 and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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.

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

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

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

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

Racial Bonuses to Skills: None

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

Chadra-Fan Height and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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.

Chevin



Attribute Adjustments: +1 HT (10pts)

Planet/System of Origin: Vinsoth

Tech Level: 10

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)

Disadvantages:

Primitive 2lvls (-10pts.)

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

Racial Bonuses to Skills: None

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.

Note: The Chevin have dominated the planet Vinsoth, and have enslaved the Chevs, the humanoid race is native to the planet Vinsoth. The Chevs resemble pale skinned, violet-eyed humans. A Chevin can be seen in Jabba's Palace in Return of the Jedi.

CP: 24

Chevin Height and Weight Tables

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.

Devaronian



Devaronian, Male

Attribute Adjustments: None

Planet/System of Origin: Devaron

Tech Level: 12

Advantages: Horns 0 pts
Teeth, Sharp 5 pts

Disadvantages: Compulsive Behavior (Wanderlust) -5pts (*see New Advantages and Disadvantages Section*)

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

Racial Bonuses to Skills: None

Devaronian, Female

Attribute Adjustments: None

Planet/System of Origin: Devaron

Tech Level: 12

Advantages: None

Disadvantages: None

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

Racial Bonuses to Skills: None

Description: Devaronians are a mammalian, biped race that 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: 0

Devaronian Height and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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.

Dresselian



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

Planet/System of Origin: Dressel

Tech Level: 5(12)

Advantages: Alertness +1 (5pts)

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, Average (Dresselian) and Area Knowledge (Dressel)

Racial Bonuses to Skills: None

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 and Weight Tables

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

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

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

Language and Other Free Skills: Language: Dug (MA) and Area Knowledge (Malastare)

Racial Bonuses to Skills: Dugs gain the skills of Acrobatics (-2 DX), and Climbing (DX) for free due to the advantage of Brachiator.

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 Dug's fore and hind limbs end with fine manipulators, enabling them to use their feet as hands and vice versa. 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 in the trees swinging from tree to 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 has caused many colonists and businesses to seek other worlds to inhabit in the Malastare System. 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 and Weight Tables

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.

Duros



Attribute Adjustments: None

Planet/System of Origin: The Duro Star System

Tech Level: 12

Advantages: Technological Aptitude (Space Vehicles, Vessels, and Space Travel) - 10pts *see New Advantages and Disadvantages Section*

Disadvantages: None

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

Racial Bonuses to Skills: See the Technological Aptitude (Space Vehicles, Vessels, and Space Travel) advantage in the New Advantages and Disadvantages Section.

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.

Among one of the first species to develop hyperdrive capable ships, the Duros have all, but abandoned their home planet, which was once a rich agricultural world, but now is a dumping ground for waste and toxic materials. People visiting Duros, rarely touch the planets surface, never the less enter the planets atmosphere. 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.

CP: 10

Duros Height and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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.

Elomin



Attribute Adjustments: -1 ST -10pts

Planet/System of Origin: Elom

Tech Level: 12

Advantages: Fur 4pts

Disadvantages: Racial Quirk (Loves order above all else) -1 pt

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

Racial Bonuses to Skills: None

Description: The Elomin are biped humanoids that are tall, thin and covered in fur. They have four hornlike protrusions emerging from the top of their head and they easily be recognized by their tusked noses, the long hair behind their ears, and widely set protruding eyes. When the Old Republic first contacted the Elomin, They were, compared to the rest of the galaxy, quite primitive (TL7). However they considered themselves to be quite advanced. They welcomed the Old Republics representatives with open arms. The Old Republic officials offered technological aid and the Elomin accepted. Soon the Elomin joined the rest of the galaxy in the stars, cruising the hyperspace lanes, racing repulsolift crafts across open terrain, and mining or with high frequency lasers. This enabled the Elomin to ply their world's resources on the galactic market. Elomin admire order above all else, and they view other species as unpredictable and chaotic. Rather than work with these other chaotic species, Elomin usually work with others of their race.

During the height of the Empire, the Elomin and their world were placed under martial law. They were enslaved and forced to work for the Imperial effort, mining lommite, a major component in the manufacturing of transparisteel, for their Imperial occupiers. After the Battle of Endor, the Elomin were offered a place in the New Republic, and they graciously accepted.

Note:

CP: -7

Elomin Height and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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: +1 DX (+10pts), -2 ST (-15pts), -1 HT (-10pts)

Planet/System of Origin: The Forest Moon of Endor

Tech Level: 3(4)

Advantages:

- Acute Taste/Smell +4 8pts
- Chameleon Lvl 1 7pts
- Discriminatory Smell 15pts
- Fur lvl 1 4pts

Disadvantages:

- Primitive lvl 9 -45pts
- Reduced Move 1 Lvl -5pts

Language and Other Free Skills: Language, Very Hard (Ewok), and Area Knowledge (The Forests of Endor)

Racial Bonuses to Skills: Survival (Forest) at IQ 2pts (Other appropriate skills would be Hunting, Tracking, Pilot (Ewok Glider), and any forest based skill at their TL)

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: -29

Ewok Height and Weight Tables

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 HT 10pts

Planet/System of Origin: Falleen

Tech Level: 12

Advantages: Amphibious 10pts
Appearance – Attractive 5pts
Pheromone Control 25 pts

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

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

Racial Bonuses to Skills: Swimming at DX for free

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 themselves 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 Falleen 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. It is quite possible that the planet is still under Imperial subjugation.

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: 43

Falleen Height and Weight Tables

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.

Gamorrean



Attribute Adjustments: +1 ST 10pts, -2 IQ -15pts, +2 HT 20pts

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

Tech Level: 3

Advantages:

Dark Vision 25pts
Combat Reflexes 15pts
Passive Defense 1lvl 25pts
Damage Resistance 2lvls 6pts

Disadvantages:

Bloodlust -10 pts
Can't Speak Galactic Basic -10
Primitive 9lvls -45pts
Reputation -4 (Savage Sadists) -10pts
Sadism -15pts

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

Racial Bonuses to Skills: None (Gamorreans usually have the skills of Brawling and a melee weapon skill such as axe/mace or sword.)

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: -4

Gamorrean Height and Weight Tables

ST	Height	Weight
---	5'2" or less	160lbs
---	5'3"	180lbs
<5	5'4"	200lbs
6	5'5"	210lbs
7	5'6"	220lbs
8	5'7"	225lbs
9	5'8"	230lbs
10	5'9"	235lbs
11	5'10"	240lbs
12	5'11"	245lbs
13	6'0"	250lbs
14	6'1"	260lbs
15	6'2"	270lbs
>16	6'0"	280lbs

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

Gran



Attribute Adjustments: None

Planet/System of Origin: Kinyen

Tech Level: 12

Advantages: Infravision 15pts

Disadvantages: Pacifism -15 (Self Defense)

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

Racial Bonuses to Skills: None

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 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. They remained, however, isolated from the Republic, for the most part, and the Old Republic respected their wishes. 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: 0

Gran Height and Weight Tables

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.

Herglic



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

Planet/System of Origin: Giju, Herglic Space

Tech Level: 12

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

Disadvantages: 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, Average (Herglic) and Area Knowledge (Giju or another Herglic community.)

Racial Bonuses to Skills: 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

Herglic Height and Weight Tables

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.

Houk



Attribute Adjustments: +3 to ST 30pts, +2 to HT 20pts

Planet/System of Origin: Ansuror Sector

Tech Level: 12

Advantages: None

Disadvantages: Bad Temper -10pts

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

Racial Bonuses to Skills: None

Description: An extremely large, humanoid race originally from the Ansuror 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: 40

Houk Height and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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: 3 IQ (+30pts), +2 HT (+20pts), -3 DX (-20pts)

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

Tech Level: 12

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

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)

Racial Bonuses to Skills: None (Although, merchant and other business skills would be appropriate.)

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 Klatooinians, 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: 79

Hutt Height and Weight Tables

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.

Ishi Tib



Attribute Adjustments: None

Planet/System of Origin: Tabrin

Tech Level: 12

Advantages: Amphibious 10pts
Gills 10pts
Teeth (Beak) 5pts

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, Average (Ishi Tib) and Area Knowledge (Tabrin), Swimming

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

Description: Ishi Tibs are a race of amphibious, humanoids that come from the Planet Tibrin. Their beak-like mouths and large eyes characterize this race, and they spend most of their lives under the water, inhabiting Tibrin'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 Tibrin's oceans, taking great care so they don't disrupt the delicate environmental balances. The Ishi Tib are patient and rational creatures are not provoked easily. They are meticulous planners and they are highly sought after as efficient organizers.

CP: 10

Ishi Tib Height and Weight Tables

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

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

Tech Level: 12

Advantages: Reputation +2 (Pacifists) 10pts.

Disadvantages: Pacifism (self defense) -15pts

Language and Other Free Skills: Language, Very Hard (Ithorian), Most Ithorians also speak Language, Average (Basic) and Area Knowledge (Herd Ship)

Racial Bonuses to Skills: Ithorians receive the following skills at IQ - Agronomy/TL12, Ecology/TL12, and Botany/TL12.

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: 15

Ithorian Height and Weight Tables

ST	Height	Weight
---	5'8" or less	165lbs
---	5'9"	170lbs
<5	5'10"	175lbs
6	5'11"	180lbs
7	6'0"	185lbs
8	6'1"	190lbs
9	6'2"	200lbs
10	6'3"	210lbs
11	6'4"	215lbs
12	6'5"	220lbs
13	6'6"	230lbs
14	6'7"	240lbs
15	6'8"	250lbs
>16	6'9"	260lbs

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

Jawa



Attribute Adjustments: -2 ST -15, -1 HT -10

Planet/System of Origin: Tatooine

Tech Level: 12

Advantages: Night Vision 10pts

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

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

Racial Bonuses to Skills: Jawas receive the following skills at IQ - Merchant, Scrounging, Mechanic (choose specialty).

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-3P0 were Droid Traders, a loose union of Jawa clans that specialized in droid salvage.

CP: -30

Jawa Height and Weight Tables

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.

Klatooinian



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

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

Tech Level: 12

Advantages: None

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

Language and Other Free Skills: Language, Average, Klatooinian (MA), Language, Average (Hutttese), and Area Knowledge (Klatooine)

Racial Bonuses to Skills: None

Description: The Klatooinians 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 Klatooinians have fought for the Hutts in many different conflicts, including the battles against Xim the Despot.

The Klatooinians 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 Klatooinian 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 Klatooinian 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 Klatooinian youth to learn to respect and admire the elders and traditions of their race. Like the Fountain of the Ancients, the Klatooinians 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 Klatooinian.

CP: -10

Klatooinian Height and Weight Tables

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: None

Planet/System of Origin: Kubindi

Tech Level: 12

Advantages: Alertness 1lvls (5pts)
Acute Taste and Smell 3lvls (6pts)

Disadvantages: Light Frequency Sensitivity (-10pts) *see New Advantages and Disadvantages Section*

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

Racial Bonuses to Skills: None

Description: The Kubaz are a rare 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 greenish, 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.

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. Though they will not be

insulted if a guest refuses, the guest may find his lack of culture and refinement called into question. The Kubaz place a high value on their family units, and most offworld Kubaz serve as chefs for the Imperials who have developed a taste for the exotic foods of Kubindi, the homeworld of the Kubaz.

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

CP: 1

Kubaz Height and Weight Tables

Weight and Height Adjustments: 4'10" to 5'7"

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 average weight.

Mon Calamari



Attribute Adjustments: None

Planet/System of Origin: Calamari

Tech Level: 12

Advantages:

Amphibious 10pts
Gills 10pts
Nictating Membrane 1 lvl 10pts
Pressure Support 10pts

Disadvantages:

Racial Quirk - Prefers moist environment -1

Language and Other Free Skills: Language, Hard (Calamarian) Language, Average (Galactic Basic), and Area Knowledge (Mon Calamari)

Racial Bonuses to Skills: Swimming at DX (Free)

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: 39

Mon Calamari Height and Weight Tables

ST	Height	Weight
---	4'11"	110lbs
---	5'0"	110lbs
<5	5'1"	120lbs
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.

Nemoidian



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

Planet/System of Origin: Nemoidia

Tech Level: 12

Advantages: Alertness +2 10pts

Disadvantages: Coward -10pts
Greed -10pts

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

Racial Bonuses to Skills: Fast-Talk at IQ+1, Merchant at IQ+1, and Administration at IQ

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: 20

Nemoidian Height and Weight Tables

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

Advantages: Extra Fatigue 2lvls 6pts
Nictating Membrane 10pts

Disadvantages: Stubborn -5pts

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

Racial Bonuses to Skills: 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

Advantages: Claws, Sharp 5pts
Nictating Membrane 10pts

Disadvantages: Stubborn -5pts

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

Racial Bonuses to Skills: 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

Advantages: Acute Hearing 2lvls 4pts
Temperature Tolerance 1lvl 10pts
Nictating Membrane 10pts

Disadvantages: Stubborn -5pts

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

Racial Bonuses to Skills: 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

Advantages: Acute Hearing 2lvls 4pts
Nictating Membrane 10pts

Disadvantages: Stubborn -5pts

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

Racial Bonuses to Skills: 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

Advantages: Nictating Membrane 10pts

Disadvantages: Stubborn -5pts

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

Racial Bonuses to Skills: None

CP: 15

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.

Kajain'sa'Nikto

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.

Kada'sa'Nikto

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.

Esral'sa'Nikto

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.

Gluss'sa'Nikto

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

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 there 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 and Weight Tables

All members of the Nikto subraces use the following table to determine height and weight.

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

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

Disadvantages:
 Gluttony -5pts
 Light Sensitivity -5pts
 Poor Grip -5pts

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

Racial Bonuses to Skills: None

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 planet's 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 from 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 and Weight Tables

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), +2 HT (20pts)

Planet/System of Origin: Shimia

Tech Level: 10

Advantages: DR1 (Not effective against energy weapons - 2pts)

Disadvantages: Primitive 2 lvls (-10pts)

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

Racial Bonuses to Skills: 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: 32

Pacithhip Height and Weight Tables

ST	Height	Weight
<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 6'3", add 10 pounds to the average weight.

Quarren



Attribute Adjustments: +1 DX (+10pts)

Planet/System of Origin: Calamari

Tech Level: 12

Advantages:

- Amphibious 10pts
- Gills 10pts
- Nictating Membrane 1 lvl 10pts
- Pressure Support 10pts

Disadvantages:

- Racial Quirk - Prefers moist environment -1
- Dependency - The Quarren must moisturize their skin daily. (-15pts)

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

Racial Bonuses to Skills: Swimming at DX (Free)

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: 34

Quarren Height and Weight Tables

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), -3 IQ (-20)

Planet/System of Origin: Rydar II

Tech Level: 3

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

Disadvantages: Bloodlust -10
 Odious Racial Habit (Eats Sentients) -15pts
 Overconfidence -10pts

Primitive 9lvls -45
Sadism -15pts
Short Lifespan 11vl - 25pts.
Social Stigma (Semi-Sentient Being) -10pts

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

Racial Bonuses to Skills: Ranats gain the skill of Stealth at DX and also three Primitive non-tool using/non-interactive skills learned as a racial skill. 1/2 original cost to buy at character creation and to raise later (Must adjust cost accordingly).

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 Rydans 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 Rydans 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: -32

Ranat Height and Weight Tables

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: +1 DX (10pts)

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

Tech Level: 12

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

Disadvantages: Obsession (Violence) (-5pts)
Reputation -2 (Violent Hunters) (-5pts)

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

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

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 and Weight Tables

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.

Sakiyan



Attribute Adjustments: None

Planet/System of Origin: Sakiya

Tech Level: 12

Advantages: Infravision 15pts
Acute Sense of Smell +5 10pts

Disadvantages: None

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

Racial Bonuses to Skills: Tracking at IQ

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

Sakiyan Height and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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 +3 (+30pts), IQ +1 (+10 pts)

Planet/System of Origin: Sarka

Tech Level: 12

Advantages: Dark Vision 25pts
Teeth, Sharp 5pts

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

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

Racial Bonuses to Skills: 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 and Weight Tables

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.

Shistavanen



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

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

Tech Level: 11

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

Disadvantages: Primitive 11vl -5pts

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

Racial Bonuses to Skills: All Shistavanen are natural trackers, and stalkers. They receive the skills of Stealth at DX -1 and Tracking at IQ.

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: 37

Shistavanen Height and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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 HT (+10pts)

Planet/System of Origin: Cadomai

Tech Level: 12

Advantages: Damage Resistance (Physical only) DR1 2pts
Temperature Tolerance (Cold) 2lvls 12pts

Disadvantages: None

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

Racial Bonuses to Skills: None (The skill of Genetics is commonly known in among the Snivvians)

Description: The Snivvians, or Snaggleteooths 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: 24

Snivvian Height and Weight Tables

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: None

Planet/System of Origin: Sullust

Tech Level: 12

Advantages: 3D Spatial Sense 10pts
Absolute Direction 5pts

Disadvantages: Gregarious -10pts

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

Racial Bonuses to Skills: None

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

Sullustan Height and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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: +1 DX (+10pts), +2 ST (+20 pts), +1 HT (+10pts)

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

Tech Level: 2 (3)

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

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, Hard (Talzzi) and Area Knowledge (Alzoc III)

Racial Bonuses to Skills: Survival (Arctic) at IQ

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: 56

Talz Height and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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), -2 ST (-15pts), -1 IQ (-10pts), -2 HT (-15)

Planet/System of Origin: The Forest Moon of Endor

Tech Level: 3

Advantages: Enhanced Move (Running) 8lvls 80pts

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, Hard (Teek) Area Knowledge (The moon of Endor)

Racial Bonuses to Skills: Teeks receive the following skill bonuses - Pickpocket at +2 DX, Scrounging at IQ, and Stealth at DX

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 hydrospanners 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: 49

Teek Height and Weight Tables

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

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

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

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

Racial Bonuses to Skills: None

Description: Trandoshans are a vicious, warlike race of reptilian bipeds that hail from the planet Trandosha in the Sumitra Sector. Trandoshans 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. Trandoshans have a regenerative ability that can even regenerate lost limbs. Because of this ability, Trandoshans will often take great risks in combat.

The Trandoshans, 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

Trandoshan Height and Weight Tables

<u>ST</u>	<u>Height</u>	<u>Weight</u>
---	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: +2 ST 20pts

Planet/System of Origin: Tatooine

Tech Level: 9

Advantages: Combat Reflexes 15 pts

Disadvantages: Primitive 3lvls -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, Hard (Tusken Raider) and Area Knowledge (Tatooine)

Racial Bonuses to Skills: Tusken Raiders get the following skills at IQ - Brawling, Gaderfii 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 Tusken 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: 26

Tusken Raider Height and Weight Tables

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.

Twilek



Attribute Adjustments: None

Planet/System of Origin: Ryloth

Tech Level: 12

Advantages: Alertness +2 (10pts)

Disadvantages: None

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

Racial Bonuses to Skills: None

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 sprout 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

Twileks to sell on the galactic slave market, and some less reputable Twileks 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 Twilek.

CP: 10

Twilek Height and Weight Tables

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.

Weequay



Attribute Adjustments: +1 HT (+10pts)

Planet/System of Origin: Sriluur

Tech Level: 9

Advantages: Secret Communication 20pts

Disadvantages: Primitive 3lvls -15pts

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

Racial Bonuses to Skills: None

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 there 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: 15

Weequay Height and Weight Tables

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.

Wookiee



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

Planet/System of Origin: Kashyyyk

Tech Level: 9

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

Disadvantages: Berserker -15pts
Code of Honor (Wookiee Honor Code) -15 *See Description*
Can't Speak Galactic Basic -10
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, Very Hard (Wookiee), Area Knowledge (Kashyyyk)

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

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: 56

Wookiee Height and Weight Tables

ST	Height	Weight
---	6'2" or less	210lbs
---	6'3"	220lbs
<5	6'4"	230lbs
6	6'5"	235lbs
7	6'6"	235lbs

8	6'7"	240lbs
9	6'8"	245lbs
10	6'9"	250lbs
11	6'10"	255lbs
12	6'11"	260lbs
13	7'0"	265lbs
14	7'1"	270lbs
15	7'2"	280lbs
>16	7'3"	290lbs

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

Yuzzum



Attribute Adjustments: -2 IQ -15pts

Planet/System of Origin: The Moon of Endor

Tech Level: 3

Advantages: Enhanced Move (Running) 11vl 10pts
Voice 10pts

Disadvantages: Primitive 9lvls -45pts

Language and Other Free Skills: Language, Average (Yuzzum) Area Knowledge (Dragon's Pelt)

Racial Bonuses to Skills: Running at HT, Singing at HT

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: -35

Yuzzum Height and Weight Tables

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.

ZeHethbra



Attribute Adjustments: None

Planet/System of Origin: ZeHeth

Tech Level: 12

Advantages: Spray Attack 40pts (*See New Advantages and Disadvantages*)

Disadvantages: None

Language and Other Free Skills: Language, Average (ZeHethbra) and Area Knowledge (ZeHeth)

Racial Bonuses to Skills: None

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 hew. 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

ZeHethbra Height and Weight Tables

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.

Appendix A – New Advantages and Disadvantages

New Advantages

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.

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), Astrogation etc...)

ZeHethbra' Spray Attack - Area - 40pts - Somewhere during the evolution of the 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 victims 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

New 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.

Can't Speak Galactic Basic –10pts - The races vocal cords prevent the character from Speaking Galactic Basic the primary language of the Galaxy. The character can understand Basic if he speaks 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: 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.

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.

Light Sensitivity -5pts - Your eyes are sensitive to bright lights. 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 Frequency Sensitivity -10pts - Your eyes are 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.

Pessimist (-10pts.) - You are overtly negative, about just about everything. If something could go wrong, you know it will. Once people realize that you are so pessimistic, they will react at a -2 penalty to your reaction roll.

Appendix B – Sample Alien Characters

GURPS Character Sheet

Name: Xarga the Hut	Player: MPC	Date Created: 11-16-08	Sequence:
Description: Hut Gangster		Unspent Points: 0	Point Total: 200
Race: Hut			

ST 10	FATIGUE 10
DX 6	DAMAGE Thrust: 1d-2 Swing: 1 Kick:
IQ 17	

HT 15/19	HITS TAKEN
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Mvmt	BASIC SPEED 5.25 (HT÷10)H	MOVE 5 Round off
SWIM		
0		

ENCUMBRANCE		MOVE
None (0) = 2×ST	20	5
Light (1) = 4×ST	40	4
Med (2) = 6×ST	60	3
Heavy (3) = 12×ST	120	2
X-heavy (4) = 20×ST	200	1

ACTIVE DEFENSES		
 Dodge 5 + Move	 Parry 3 + Weapon D	 Block 1 + Skill D



BODY PROTECTION						
Head	Body	Arms	Legs	Hands	Feet	ALL
PD						
DR						

OTHER PD Skill:	OTHER DR
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ADVANTAGES, DISADVANTAGES AND QUIRKS		
DAMAGE RESISTANCE+4 / PHYSICAL ATTACK	-15	ONE EYE
PASSIVE DEFENSE+2 / PHYSICAL ATTACKS	30	WEALTH VERY WEALTHY
EXTENDED LIFESPAN+6 / LIVES OVER 1000 Y	0	LITERACY
LONGEVITY		
EXTRA HIT POINTS+4		
FORCE RESISTANCE+4		
CAST IRON STOMACH		
DARK VISION		
COLD-BLOODED (+50)		
INCONVENIENT SIZE (LARGE)		
CREED		
MEGALOMANIA		
REDUCED MANUAL DEXTERITY+2		
REDUCED MOVE+4		
VOW: MAJOR / NEVER KILL THE MESSENGER FROM OTHER HUTTS		
SENSE OF DUTY / TO FAMILY		
DISTRUSTS OTHER RACES		
RACE: HUT; DX-3, IQ+3, HT+2		

SKILLS		Point	Skill
AREA KNOWLEDGE	0.0	17	
LANGUAGE: HUTTISE	0.0	17	
ACCOUNTING	1.0	15	
ADMINISTRATION	1.0	16	
ACTING	1.0	16	
BEAM WEAPON(S)TL	1.0	0	
Holds Blaster			
BOARD GAMES	0.5	16	
BRAWLING	0.5	5	
COMPUTER OPERATION(TL)	1.0	17	
CRIMINOLOGY(TL)	1.0	16	
CONSPIRACY THEORY	0.0	17	
DETECT LIES	0.0	16	
ECONOMICS	2.0	16	
GAMBLING	1.0	16	
HISTORY	0.5	14	
Hut History			
INVESTMENT BANKING	2.0	16	
LANGUAGE: GALACTIC BASIC	0.0	15	
PILOTING (AIRCRAFT TYPE)0.0	0.0	11	
Revisor Chat			
STREETWISE	0.0	19	
STRATEGY	4.0	17	
TACTICS	2.0	16	
XENOLOGY	2.0	16	

SUMMARY		Point Total
Advantages:	65	
Disadvantages:	109	
Quirks:	-15	
Skill:	0	
Skills:	41	
TOTAL	200	

GURPS Material

GURPS Aliens (A)
GURPS Basic 3rd edition (B)
GURPS Bestiary 2nd edition (Be)
GURPS Compendium I (C1)
GURPS Cyberpunk (CP)
GURPS Space 2nd edition (S)
GURPS Star Wars Worldbook (GSW)
GURPS Star Wars Encyclopedia Galactic (SWE)
GURPS Ultratech (U)

Star Wars Reference Material

Star Wars - The Essential Guide to Characters - Published by Del Rey Books - Written by Andy Mangels
Star Wars - The Essential Guide to Planets and Moons - Published by Del Rey Books - Written by Daniel Wallace
The Illustrated Guide to the Star Wars Universe - Published by Bantam Books - Text by Kevin J. Anderson
Art by Ralph McQuarrie
Various Star Wars Roleplaying Game Books - Published by West End Games - Written by Various Authors
The Various Novels Published by Del Rey

Movies and TV Shows

Star Wars Episode I: The Phantom Menace
Star Wars Episode IV: A New Hope
Star Wars Episode V: The Empire Strikes Back
Star Wars Episode VI: The Return of the Jedi
Ewok Adventure: Battle for Endor
Ewok Adventure: Caravan of Courage
Star Wars Holiday Special
Droids Cartoon

Computer Software and Games

Star Wars Behind the Magic - LucasArts Entertainment Company
Star Wars Episode I Insiders Guide - LucasArts Entertainment Company
Star Wars X-Wing Alliance - LucasArts Entertainment Company