

STAR WARS®

ROLEPLAYING GAME

ALIEN SPECIES

CLONE WARS FAN SOURCEBOOK

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CHAPTER 3 SPECIES





The Galactic Republic was made up of tens of thousands of worlds inhabited by thousands of sentient species. During the Clone Wars, these sentient beings were divided between the loyalist forces of the Grand Army of the Republic, and the traitorous Confederacy of Independent Systems. The following are some of the alien species known to the galaxy during the Clone Wars.

SPECIES

CHARACTERISTICS

Your character's species determines some of his or her qualities.

ABILITY ADJUSTMENTS

Find your character's species on the table below and apply the adjustments indicated to your character's ability scores. Use the next two tables to determine age, height, weight, and any related adjustments to your character. See Chapter 2: Species or Chapter 7: Heroic Traits in the Saga Edition core rulebook for additional information.

TABLE III-1: SPECIES ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS	SPECIES	ABILITY ADJUSTMENTS
Abyssian	+2 Str, +2 Con, -2 Int, -2 Cha	Muun	-2 Str, +4 Int
Anzati	+2 Str, +2 Dex, -4 Cha	Nediji	+2 Dex, -2 Con
Coway	+2 Str, +2 Con, -2 Wis, -2 Cha	Neti	-4 Dex, +2 Con, +2 Wis
Duinuogwuin	-10 Str, -10 Con, +6 Int, +6 Wis, +6 Cha	Nikto	+2 Str, -2 Int, -2 Cha
Eirrauc	+2 Str, -2 Con	Ongree	+2 Dex, -2 Con, +2 Wis
Equani	+2 Cha	Ortolan	-2 Dex, +2 Con
Givin	-2 Str, +2 Int, -2 Cha	Selonian	+2 Dex, -2 Wis
Gossam	-2 Str, +2 Wis	Shistavanen	+2 Dex, +2 Con, -2 Wis, -2 Cha
Gurlanin	-2 Str, +2 Dex, -2 Cha	Sluissi	-2 Con, +2 Int, +2 Cha
Hasikian	+2 Str, +2 Dex, -2 Cha	Sunesei	-2 Str, -2 Con, +2 Int, +2 Wis, +2 Cha
Holwuff	+2 Str, +2 Int, -2 Wis, -2 Cha	Sy Myrthian	-2 Str, -2 Dex, +4 Con, +2 Cha
Koorivar	-2 Con, +2 Int, +2 Cha	Thisspasian	+2 Str, -2 Dex, -2 Cha
Lannik	+2 Dex, -2 Wis	Ugnaught	-2 Dex, +2 Con, +2 Wis
Lurmen	-2 Str, +2 Dex, -2 Con, +2 Wis	Vippit	-2 Str, -2 Dex, +4 Int
Mrlssi	-4 Str, -2 Con, +4 Int, +2 Wis	Vuvrian	-2 Str, +2 Int, +2 Cha
Mustafarian, northern	-2 Str, +2 Dex, +2 Int	Weequay	+2 Str, +2 Con, -2 Wis, -2 Cha
Mustafarian, southern	+2 Str, +2 Dex, -2 Int, -2 Wis	X'Ting	+2 Str, +2 Dex, -2 Wis, -2 Cha

ABYSSIAN

Abyssians are a developing species still organized into simple, cave-dwelling clans, and have yet to create much beyond simple tools and weapons. It is extremely rare to find an Abyssian off of Byss, and even rarer still to find one that left Byss by their own choice. However, many have been taken by dictators and crime lords to participate in gladiatorial combat, a lifestyle many Abyssians come to relish. Other Abyssians are taken to act as labor on worlds too hot and dry for most slaves to work.

Most Abyssian trading is peaceful, but during times of scarce resources, the two trading parties will commence a "bleeding", an apt name for the murderous carnage which follows the meet. Both sides will do their best to murder each other until one clan's warriors are entirely wiped out or captured. The Abyssians have had limited contact with the rest of the galaxy, and most encounters quickly turn fatal. Most traders hoping to gain a trove of precious gems and metals in exchange for much needed water are often slaughtered without a thought by the Abyssians

who they approach, as the primitives assume all sentient beings desiring trade are able to regenerate.

Personality: Abyssians have formed a violent, primitive culture that solves most of its disputes with personal combat, ending only when one combatant has lost a limb. This sort of behavior might seem insane, but the Abyssian ability to regenerate missing limbs makes it a relatively harmless form of conflict resolution. While water and food are the most precious resources on Byss, these fights also sometimes break out over mating rights. Unfortunately, this sort of upbringing causes most Abyssians to feel that severing limbs or fights to the death are the best way to solve all disputes, no matter how petty.

Physical Description: Abyssians are tall, primitive humanoids with an oversized torso and long limbs ending in two digits. Their faces are framed with hair growing from their forehead and long beards, surrounding a single large eye.

Homeworld: The desolate and arid planet of Byss in the Outer Rim, not to be confused with the Deep Core planet of the same name. The



planet is in a bizarre figure eight orbit around its binary star system, making for two incredibly dry, hot seasons each year.

Languages: Abyssians speak Abyssin, a language made up of grunts and growls.

Example names: Anami, Easym, Gondry, Hron, Mador, Myo, Polcyc, Quarmall, Sadie, Vomak

Adventurers: Though Abyssians rarely leave their homeworld, some are taken as slaves or stowaway onboard visiting vessels. Most find work as soldiers, working as bodyguards or gladiators, where their regenerative powers are put to invaluable use.

ABYSSIAN SPECIES TRAITS

Ability Modifiers: +2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma. Abyssians are incredibly strong and hardy, but aren't nearly as

mentally developed as most sentient species.

Size: As Medium creatures, Abyssians have no special bonuses or penalties due to their size.

Speed: Abyssian base speed is 6 squares.

Regeneration: An Abyssian regenerates a lost limb after 1d4 days of rest. At the end of that time, all persistent penalties associated with the loss the limb are removed.

Primitive: Abyssians do not gain Weapon Proficiency (pistols, rifles or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Desert Dwellers: Abyssians gain a +5 species bonus to Survival skill checks made in arid environments.

Automatic Languages: Abyssin.

ANZATI

The ultimate hunters in the galaxy, the Anzati spend their lives traversing the planets of the galaxy, searching for the finest "soup," or essence. Anzati feed off the life forces of other sentients, and as such are the focus of folklore and legends of countless species throughout the known galaxy. The ravenous predators are the stuff of nightmares, able to blend in amongst most human-accepting crowds effortlessly, free to sample the auras of thousands of potential victims before choosing their prey.

Anzati are typically reserved and elitist, but it is possible for Anzati to revert to a feral state if starved long enough. If an Anzati remains hungry long enough, their bodies begin to feed on their own life essence, essentially devolving them. Less than a decade before the onset of the Clone Wars, a den of feral Anzati emerged on Kiffex, slaughtering countless innocents. Luckily, Jedi were able to exterminate the dangerous beasts.

During the era leading up to the Clone Wars, a handful of Anzati were members or allies of the Jedi Order. Unfortunately, Anzati Jedi initiates all eventually fell to the Dark Side. To make matters worse Anzati assassins entered into contracts with the Confederacy during the Clone Wars, eager to hunt Jedi, who they claim have the finest "soup". Anzati assassins are masters of stealth and wicked, disabling strikes, designed to leave their opponents vulnerable to feast upon.

Personality: Anzati are cold and calculating hunters, who regard all other sentient species as food. Anzati only consider fellow Anzati or individuals powerful in the Force to be their peers. Even so, Anzati are aloof, only showing emotion during the thrill of the hunt. Some Anzati have mastered their hunger, and are possessed of an aura of peace and calm. These Anzati find they can get along with other species much better than their disdainful brethren.

Physical Description: Anzati appear to be pale humans at first glance,

but their wide, round noses and cheek pouches give them away to those who know what to look for. Otherwise, they are only recognizable when they unfurl their feeding proboscis from their cheek pouches.

Homeworld: Anzati hail from Anzat, whose location is a closely guarded secret. Anzati spend most of their time off-world, returning home only for mating purposes.

Languages: Anzati speak their Anzat, which is unknown to any who aren't Anzat themselves. It is not known if Anzat is even their native language, or simply a long dead language that once dominated the galaxy much as basic does presently.

Example names: Dannik Jerriko, Volfe Karkko, Akku Seii, Nikkos Tyris, Salje Tasha, Mischa Vorfren, Rath Kelkko

Adventurers: Anzati in the galaxy can be any number of classes, but tend to favor Scout and Scoundrel. However, since all Anzati are

Force sensitive, it is not unheard of for the Jedi to try and tame their predatory nature and absorb them into their ranks. Unfortunately, all such experiments have eventually been lost to the Dark Side thus far.

ANZAT SPECIES TRAITS

Ability Modifiers: +2 Strength, +2 Dexterity, -4 Charisma. Anzati are physically gifted, but tend to view all other sentient species as food, negatively impacting their dealings with them.

Size: As Medium creatures, Anzati have no special bonuses or penalties due to their size.

Speed: Anzat base speed is 6 squares.

Telepathic: All Anzati are able to read minds. All Anzati are considered to possess the Mind Trick Force power, and can make Use the Force Checks untrained for the purposes of using the power. In addition,

TABLE III-2: AVERAGE HEIGHT AND WEIGHT

SPECIES	HEIGHT	WEIGHT	SPECIES	HEIGHT	WEIGHT
Abyssian, male or female	2m	110kg	Neti, humanoid	2m	90kg
Anzati, male or female	1.7m	80kg	Neti, quadraped	4.5m	250kg
Coway, male or female	1.8m	75kg	Neti, tree form	9.5m	1000kg
Duinuogwuin, male or female	4.9m+	600kg+	Nikto, male or female	1.8m	75kg
Eirrauc, male or female	2m	125kg	Ongree, male or female	1.9m	80kg
Equani, male or female	2m	100kg	Ortolan, male or female	1.4m	70kg
Givin, male or female	1.8m	70kg	Selonian, male	1.8m	80kg
Gossam, male or female	1.25m	35kg	Selonian, female	2.2m	90kg
Gurlanin, male or female	Varies	80kg	Shistavanen, male	1.9m	85kg
Hasikian, male or female	1.8m	85kg	Shistavanen, female	1.5m	75kg
Holwuff, male or female	2.2m	120kg	Sluissi, male or female	1.75m	85kg
Koorivar, male or female	1.9m	75kg	Sunesi, male or female	1.8m	75kg
Lannik, male or female	1.3m	40kg	Sy Myrthian, male or female	1.6m	80kg
Lurmen, male or female	1m	25kg	Thisspasian, male or female	1.5m	70kg
Mrlssi, male or female	0.9m	20kg	Ugnaught, male or female	1.3m	40kg
Mustafarian, northern, male or female	2.1m	75kg	Vippit, male or female	1.6m	135kg
Mustafarian, southern, male or female	1.7m	90kg	Vuvrian, male or female	2m	80kg
Muun, male or female	1.9m	75kg	Weequay	1.7m	75kg
Nediji, male or female	1.5m	55kg	X'Ting	1.8m	80kg



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all Anzati can make untrained Use the Force checks to use the Sense Force and Telepathy applications of the skill. If the Anzati should become trained in Use the Force, they receive a +2 species bonus to Use the Force checks for both applications.

Soup: Anzati do not eat food in the traditional sense, and must instead feed on the Force energy of sentient victims. An Anzati must burn at least 1 Force Point per week in order to survive. This Force Point can either come from a victim, or their own reserve of Force Points. In order to drain a victim, the Anzati must make a successful unarmed attack against the Fortitude Defense of a grappled, stunned, or helpless creature. Instead of dealing damage, this attack drains one Force Point from the victim and fulfills the requirement to the Anzati for the week.

Failing to feed on 1 Force Point sends the Anzati 1 persistent step down the condition track, and can only move back up the track by spending or feeding on a Force Point.

If the Anzati moves to the bottom of the condition track, he becomes "feral". Anzati characters who go feral are turned over to the GM for control, and suffer a -10 penalty to Intelligence, Wisdom and Charisma, (minimum 1) while gaining a +6 bonus to Strength and +4 bonus to Dexterity. Feral Anzati attack any sentient being in sight, starting with the nearest, feeding on their soup immediately. Feral Anzati are susceptible to mind-influencing effects that would affect animals. In order to escape the feral state and return to their right mind, Anzati must feed on 10 Force Points (minus their Constitution Mod) within a week's time. Every week that passes adds an additional Force Point to the total needed to remove the feral state.

Automatic Languages: Anzati and Basic.

COWAY

The Coway are one of two species that share the fifth world in the Circarpous system, known as Circarpous V or Mimban. The Coway are primarily cave-dwellers content to forage for raw meat and fungi within their cave systems, abandoned Thrella wells. The Coway are exceptional climbers and tunnelers, and have chosen to go deeper into their caves rather than deal with the outside galaxy.

Personality: Coway are a violent and aggressive species known to settle most of their conflicts through personal combat.

Physical Description: Coway are humanoid with very small inset eyes and skin covered in a soft grey down. Their limbs are slightly lanky, contrary to their exceptional strength.

Homeworld: Circarpous V/Mimban, an expansion region world near Gyndine and Manaan.

Languages: Coway speak Coway. Their speech is slightly guttural and grating.

Example names: B'dard Tone

Adventurers: Coway adventurers are typically Soldiers or Scouts. Coway Force sensitives occur at about the same rate as most species, though only a few are discovered by the Jedi Order.

COWAY SPECIES TRAITS

Ability Modifiers: +2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma. The Coway are strong and durable, but fail to learn from their mistakes and are quick to violence.

Size: As Medium creatures, Coway have no special bonuses or penalties due to their size.



Speed: Coway base speed is 6 squares.

Darkvision: Coway ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Intestinal Fortitude: Coway receive a +4 bonus to Fortitude defense when resisting ingested poisons or spoiled foods.

Primitive: Coway do not gain Weapon Proficiency (pistols, rifles or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Automatic Languages: Coway.

DUINUOGWUIN

Duinuogwuin, or Star Dragons, are some of the most mysterious beings in the galaxy. Their origins are a complete mystery, and when pressed, most Dragons politely deflect such investigations. As such, very little is known about the Duinuogwuin, though it is well known that they have incredibly long life-spans, and they are often sought by the most powerful of political leaders for counsel on galaxy-influencing matters. There is a high degree of genetic diversity from dragon to dragon, some do not require atmosphere to breathe, instead able to draw on solar radiation for sustenance, while others are merely able to hold their breath for months at a time. Some Duinuogwuin can even breathe fire.

Most Star Dragons prefer to live a life of complete isolation, and despite the absolute joy that fills every Duinuogwuin when spending time among their own kind, their conscience forces the species to wander the galaxy alone. When two Duinuogwuin mate, the offspring is more often beast than child, and researchers speculate that everything from the Exogorth Space Slugs to Krayt Dragons or the Kadri-ra are the results of their less successful unions. It is theorized that at one time in the distant past; the Duinuogwuin did not restrain their drive to reproduce, and unleashed a thousand horrors upon the galaxy, resulting in them being hunted, and their world being destroyed. While this would explain their guilt and self-imposed isolation from most sentients, it remains a theory.

Personality: Because of their incredibly long lives, often spanning two millennia, Star Dragons are amongst the wisest sentients in the galaxy. However, their long life-span makes them cautious to act, typically preferring to let time solve all problems. Duinuogwuin place a high value on solitude, and prefer to spend their time exploring all the sights the galaxy has to offer. However, some Duinuogwuin are born with a much less passive view on the galaxy. These evil beings are manipulative, and feel it is silly the Duinuogwuin don't rule the galaxy with their mighty intellect and wisdom. Most Duinuogwuin of this disposition are put down by their fellow dragons quickly, but some escape to cause trouble for the galaxy.

TABLE III-3: AGE BY SPECIES

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Abyssian	1-30	31-65	66-150	151-220	221-300	301+
Anzati	1-12	13-99	100-649	650-799	800-950	951+
Coway	1-9	10-14	15-44	45-59	60-74	75+
Duinuogwuin	1-20	21-100	101-650	651-1,200	1,201-2,000	2,001+
Eirrauc	1-13	14-19	20-44	45-59	60-74	75+
Equani	1-12	13-18	19-37	38-55	56-84	85+
Givin	1-10	11-14	15-48	49-64	65-79	80+
Gossam	1-9	10-13	14-44	45-62	63-74	75+.
Gurlanin	1-10	11-17	18-45	46-60	61-74	75+
Hasikian	1-11	12-17	18-36	37-55	56-80	81+
Holwuff	1-12	13-18	19-35	36-55	56-79	80+
Koorivar	1-9	10-14	15-49	50-69	70-89	90+
Lannik	1-10	11-17	18-54	55-79	80-99	100+
Lurmen	1-9	10-16	17-35	36-50	51-75	76+
Mrlssi	1-4	5-8	9-35	36-69	70-89	90+
Mustafarian	1-9	10-15	16-45	46-60	61-75	76+
Muuns	1-10	11-15	16-50	51-79	80-94	95+
Nediji	1-10	11-16	17-32	33-49	50-74	75+
Neti	1-11	12-59	60-1,999	2,000-2,499	2,500-3,999	4000+
Nikto	1-10	11-15	16-35	36-54	55-64	65+
Ongree	1-10	11-16	17-35	36-55	56-70	71+
Ortolan	1-5	6-11	12-39	40-54	55-70	71+
Selonian	1-8	9-14	15-35	36-55	56-74	75+
Shistavanen	1-9	10-13	14-40	41-60	61-95	96+

Physical Description: Large, long dragons with segmented, caterpillar-like bodies, with each segment supporting a pair of legs and wings. The most forward segment supports the neck and head, and has arms instead of legs. Their head has a much more canine appearance, and their bodies are covered in fine, soft scales, nearly giving the appearance of skin. Coloration varies slightly among grey tones of white, silver, blue, black and purple.

Homeworld: Unknown, though there is a mythical "Graveyard of the Dragons", which most Duinuogwuin return to at the end of their lives. Star Dragons can be found on most any planet, or even in deep space.

Languages: Duinuogwuin speak Duinuogwuin, which consists of a number of deep growls and hisses that most other species are completely ill-equipped to speak, but can learn to understand. Most Star Dragons have mastered a number of languages though, including Basic.

DUINUOGWUIN



Example names: Borz'Mat'oh, Ir'cara'suhl, Flax'Supt'ai, Shalyx'har'zan, Star Wing, Vir'anax'sath, Willm Lywin, Zephata'ru'tor

Adventurers: Duinuogwuin are mostly isolationist, though younger Star Dragons are sometimes taken in by groups of adventurers or even the Jedi Order, since Force sensitivity occurs in a very high ratio among Duinuogwuin, who had a small number of Duinuogwuin in its ranks during the era leading up to and during the Clone Wars. As such, the Star Dragons most often prefer the Scout, Soldier or Jedi classes. Some less benevolent Star Dragons favor the Scoundrel class.

DUINUOGWUIN SPECIES

TRAITS

Ability Modifiers: -10 Strength, -10 Constitution, +6 Intelligence, +6 Wisdom, +6 Charisma. Star Dragons are among the smartest, wisest, kindest sentients in the galaxy, and their large bodies bring a physical might to match.

Size: The Duinuogwuin experience prodigious growth throughout their lifespan. Children and Young Adults are Huge, Adult and Middle Aged Duinuogwuin are Gargantuan, while Old and Venerable Star Dragons are Colossal. They get the Beast Size Modifier applied to their attributes as appropriate for their size (SE 274, Table 16-2), as well as

the standard age modifiers (SE 110, Table 7-2).

Speed: Duinuogwuin base speed is 9 squares.

Natural Armor: Duinuogwuin have scaly armor that protects them from most damage. Adult Star Dragons receive a +8 natural armor bonus to Reflex defense. A natural armor bonus stacks with an armor bonus.

Flight: Duinuogwuin possess the power of flight, and can fly at a speed of 12 squares per round, or 2 squares space speed.

Survive In Vacuum: Duinuogwuin can survive in the cold vacuum of space comfortably and indefinitely without a space suit or oxygen supply.

Natural Weapons: Duinuogwuin have massive jaws they can use to make a bite attack that deals 1d8 damage if Huge, 2d6 if Gargantuan, and 3d6 if Colossal along with the standard damage modifiers for melee attacks. The die damage for this attack cannot be affected by the Martial Arts feat.

Breath Weapon: Star Dragons can breathe a cone of fire, even in vacuum. The size of the cone and damage the attack deals is modified by the size of the Duinuogwuin, as shown in the table below.

Huge: 7 Squares: 4d6 Fire Damage

Gargantuan: 9 Squares: 6d6 Fire Damage

Colossal: 11 Squares: 10d6 Fire Damage

Automatic Languages: Duinuogwuin.

EIRRAUC

The Eirrauc were a primitive species of migratory omnivores. They traveled in groups around their mild world developing their arts, specifically music and drama. They had mobile hydroponic gardens and gifted artisans. When two migratory communities met, they often engaged in trade and sometimes arranged marriages to keep their gene pool varied.

TABLE III-3: AGE BY SPECIES (CONT)

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Sluissi	1-8	9-14	15-39	40-59	60-75	76+
Sunesi	1-15	16-24	25-35	36-54	55-84	85+
Sy Myrthian	1-12	13-18	19-35	36-55	56-79	80+
Thisspasian	1-11	12-17	18-49	50-74	75-89	90+
Ugnaught	1-12	13-19	20-92	93-159	160-184	185+
Vippit	1-10	11-16	17-45	46-65	66-95	96+
Vuvrian	1-11	12-17	18-39	40-60	61-79	80+
Weequay	1-12	13-17	18-49	50-74	75-89	90+
X'Ting	1-6	7-15	16-37	38-55	56-72	73+

The Eirraucs practiced a pure democracy, where every member of the community had a full vote on every issue facing the migratory band. If an Eirrauc felt strongly opposed to a particular decision, he was free to join another community at his leisure. This often occurred when two communities crossed paths.

When the Empire took control of the galaxy, the hardworking Eirraucs were enslaved. The peaceful beings were too passive to secure their own freedom, and those few that have escaped slavery have joined the Rebellion or resist the Empire in their own way. Many Eirraucs become traders and buy their fellow Eirrauc's freedom with their profits.

Personality: Typically a very peaceful species, the Eirraucs are hard workers and have a great interest in the arts. They are careful thinkers, but are accustomed to speaking their mind. Their most predominant trait, however, is their sense of responsibility. They feel a deep loyalty to whatever groups to which they associate.

Physical Description: The Eirraucs are six-limbed beings with a middle pair of limbs that can function as either additional legs or arms. The snouted heads sit atop a long, slender neck, and they have a pair of eyes on either side of their snout. They tend to stand at two meters when in a comfortable position, though when standing at their full height they are closer to 2.4 meters. Their skin ranges through normal human pigments, with peach being the predominant skin tone.

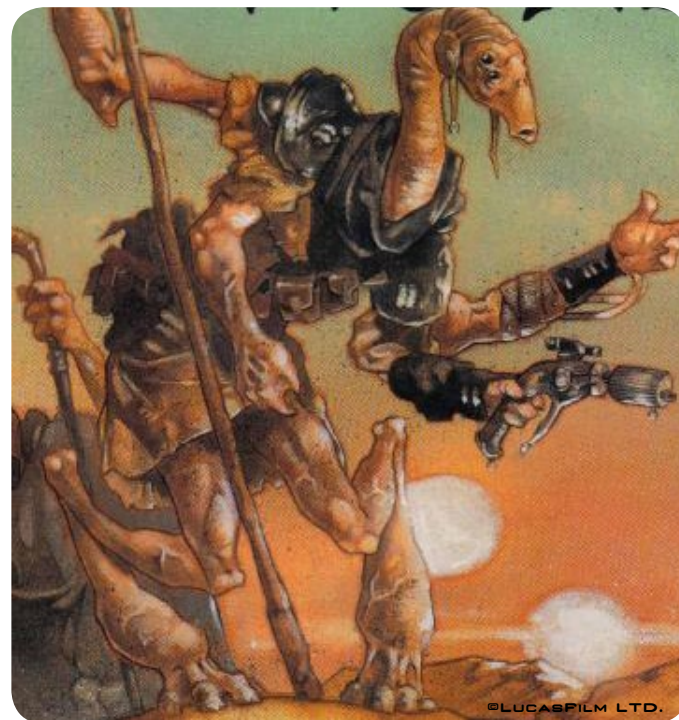
Homeworld: Eirraucus

Languages: Eirraucs speak and read Eirraucii.

Example names: Daushoroc, Puroth, Tamoss

Adventurers: Eirrauc's who leave Eirraucus are typically Scoundrels or Scouts, though usually focused on a trade, instead of combat. Warfare is unheard of in Eirrauc society, so Soldiers are extremely rare. Because of

their pure democracy, their society has no direct leaders, so Nobles are also rare. Jedi ranks have been known to include Eirraucs.



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EIRRAUC

EIRRAUC SPECIES TRAITS

Ability Modifiers: +2 Strength, -2 Constitution. Eirraucs have great strength, but quickly tire.

Size: As Medium creatures, Eirraucs have no special bonuses or penalties due to their size.

Speed: Eirrauc base speed is 6 squares.

Climate Sensitivity: Eirraucs have delicate organs that quickly degrade in extreme temperatures. Eirraucs suffer a -5 penalty to Fortitude Defense when resisting the effects of extreme heat or cold.

360 Degree Vision: Eirraucs can see in all directions around itself at once, and as such, gain a +4 bonus to all Perception Checks.

Extra Limbs: Eirraucs are possessed of an extra pair of limbs, which can either be used to assist in running or as an extra pair of hands. When an Eirrauc has its extra limbs free and uses the Run action, they move six times their speed instead of four. If an Eirrauc is using the extra limbs as an extra pair of hands, they gain a +4 species bonus to all climb and grapple checks.

Automatic Languages: Eirraucii.

EQUANI

The Equani are a very large species evolved from predators on their homeworld of Equanus. Though most Equani appear incredibly large and fierce, they tend to be gentle-souled beings more interested in high culture. As a species, they are incredibly adept at sensing emotions, and many put this ability to work in various fields such as psychology. Unfortunately, just before the Clone Wars, a mysterious solar flare incinerated all life on Equanus, leaving the species represented by only the few thousand Equani that were off-world at the time. The species' extinction is considered imminent, and in the wake of the Clone Wars' eruption, many theories have surfaced regarding the destruction of the empathic species; ranging from Republic super-laser weapon tests to a number of other conspiracy theories.

Personality: Equani are usually reserved, compassionate and understanding toward others. They are excellent listeners and well known for dispensing good advice, traits that make them excellent minders, or psychologists.

Physical Description: Equani, while only around two meters tall, are incredibly large-bodied. Their bulk is covered in short-pale fur ranging from browns to blondes and grays. Their eyes are very large, and always match the color of their fur. Their mouths are also large, filled with double-rows of sharp teeth. Their hands end in four fingers with small claws.

Homeworld: The original home of the Equani was Equanus, a planet

in the Nharl System. It was scorched by a solar flare, believed to have been caused when the Republic tested a new superlaser. The only living Equani are those who were off-world at the time.

Languages: Equani speak and read Basic. Equani voices are low and smooth, considered very calming.

Example names: Klo Merit.

Adventurers: Equani encountered off-world are almost always Nobles or Scoundrels, often working in some capacity where their empathic abilities prove invaluable. While there is not a strong tradition of Equani Jedi, all Equani are incredibly empathic and open to the Force.

EQUANI SPECIES TRAITS

Ability Modifiers: +2 Charisma. Equani can easily see what effect their words have on those around them, giving them exceptional people skills.

Size: As Medium creatures, Equani have no special bonuses or penalties due to their size.

Speed: Equani base speed is 6 squares.

Empathic: Equani are naturally empathic. As a free action, an Equani may make a Perception check opposed by a target's Will Defense. If successful, the Equani may discover the target's general emotional state, which provides a +4 species bonus to all Persuasion Checks made against the target for the duration of the encounter. The target cannot detect this check.

Automatic Languages: Basic.

GIVIN

The Givin are renowned as some of the most talented navigators and shipbuilders in the galaxy. Their mathematical precision is second to none, except perhaps the Colicoids. Givin society revolves around mathematics, a skill that was developed as a species in response to the devastating tidal forces that ravage their planet and expose it to vacuum on a regular basis. Fortunately, the Givin evolved the ability to survive in the cold hard vacuum of space, but this did little to help preserve them from the destruction visited upon their cities by tidal waves and the high winds that came before and after vacuum exposure. Mathematics eventually was able to decode the cycle of these lunar patterns, allowing Givin to predict when, where and how the lunar orbits would affect their planet.

As the years passed, the Givin became more and more obsessed with higher mathematics, turning it into a religion. The most prestigious Givin job is to be a member of the mathematical monastery, working on solving the meaning of life as a mathematical equation. Only the



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best and brightest are chosen for this duty, based on test scores early in their lives. The bulk of remaining Givin society is focused either on the shipbuilding industry, their chief export. Givin shipwrights are on par with Duros, Mon Calamari, and Verpine craftsmanship, and those remain of the few species to which Givin will attempt to treat as equals, despite their inability to spacewalk unaided.

Personality: The Givin are a speciest people, believing that any species capable of survival in the cold, hard vacuum of space is superior to all

others. Other species are further looked down upon if they do not have an in-depth knowledge of higher mathematics, something every Givin is trained in at a young age. Givin remain cold and elitist toward most beings until confronted with a challenging mathematical problem or another being with whom to share such problems or debates. In these situations, most Givin become excited, almost rapturous.

Physical Description: Givin are gaunt humanoids covered in bony plating, lending most other species to associate their appearance with the skeletal remains of their own people. It is this exoskeleton that allows the Givin to survive in hard vacuum for hours on end.

Homeworld: The Inner Rim world of Yag'Dhul is a planet beset by powerful gravitational forces from its many near-orbiting moons. These tidal forces affect not only the standing liquid, but even the atmosphere, exposing sections of the planet's surface to hard vacuum at complex intervals. Visitors to the world stay in one of the many hermetically sealed cities.

Languages: Givin speak Givin, considered to be one of the better languages to discuss scientific matters, allowing for much more efficient communication on mathematical matters than Basic is capable. Their written language consists of over four-hundred characters.

Example names: Chrag'mak'al, Podlong Foahl, Pendor Gyrr, Jujiran Halbeet, Elis Helrot, Illiet, Vul Isen, Kooloota-Fyf, Daggibus Scoritoles, Yag Shusin, Pol SulliVaam, Gavrilonnis Tejere.

Adventurers: Most Givin in the galaxy are either Nobles, representing the professional mathematicians and dignitaries, or Scoundrels, representing the large number of Givin navigators on ships focused on commercial, military, or less legal forms of business. Givin have been counted among the Jedi ranks, and Force sensitivity occurs within Givin in ratios comparable to other species.

GIVIN SPECIES TRAITS

Ability Modifiers: -2 Strength, +2 Intelligence, -2 Charisma. While not particularly strong, the Givin are incredibly intelligent, though Givin society's analytical nature is lacking in social courtesies common to most cultures.

Size: As Medium creatures, Givin have no special bonuses or penalties due to their size.

Speed: Givin base speed is 6 squares.

Natural Armor: The Givin exoskeleton consists of thick, bony plates, protecting Givin from a number of dangers by providing a +2 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with an armor bonus.

Natural Spacesuit: The Givin exoskeleton can also seal up to act as a natural spacesuit, allowing a Givin to function in the vacuum of space

for a number of hours equal to 24 plus their Constitution modifier. This same ability also makes Givin immune to atmospheric and inhaled poison hazards.

Mathematical Society: The Givin culture focuses around mathematics, and as such, all Givin receive a +4 species bonus to all Knowledge (physical sciences) skill checks, as well as the Astrogate function of the Use Computer skill.

Automatic Languages: Givin and Basic.

GOSSAM

A manipulative species that had, as a culture, burned so many bridges in their dealings that they had reaped an economic collapse of their world unlike most planets have seen in their history. Fortunately for the Gossam, Shu Mai was appointed head of the Commerce Guild about a decade prior to the Clone Wars. President Mai turned Castell into a headquarters for the massive organization, turning around the Gossam's economic woes literally overnight.

Gossam society consists of a relatively small percentage of the exceptionally rich, while the rest function as indentured servants. The servants are treated very well, with living conditions that are the envy of most "free" sentients. However, these Gossam own nothing except debt to their lords and masters, though they constantly use every ounce of their mental facilities to engineer a way to raise their status among the indentured workforce, or free themselves of it. A number of Gossam have fled their homeworld to pursue a life of piracy or smuggling, but they are in the minority. An overwhelming majority of the Gossam populace is employed on some level by the Commerce Guild, usually in bureaucratic positions, or as aides.

After the end of the Clone Wars, all Commerce Guild holdings were absorbed by the Galactic Empire. The lucky Gossam were given positions similar to the ones they held with the Guild, acting as minor functionaries and bureaucrats. However, the majority of Gossam were employed as slave labor on mining worlds. By the time of open rebellion against the Empire, free Gossam are an extreme rarity in the galaxy.

Personality: Gossam as a species are manipulative and cunning, always seeking to gain a leg up in any transaction by any means necessary. They lie without a second thought, and their loyalty is always for sale. While this has not endeared them to most other species, the Gossam aren't particularly concerned, so long as markets remain for their goods.

Physical Description: Gossam are small, reptilian beings with scaled colorations in shades of green, purple and blue. Their heads are large for their body size, and sit atop a long, narrow neck.

Homeworld: The Commerce Guild headquarters of Castell, a world in

GOSSAM



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the Inner Rim near the Core's border.

Languages: Gossam speak Gossam, which is spoken with a lisped accent, and accompanied by occasional croaks and warbling screeches.

Example names: Cat Miin, Gefal Keb, Mei Tran, Min Cho, Shan Sien, Shu Mai, Xiri Gan, Zim Li.

Adventurers: Gossam in the galaxy are almost always Nobles or Scoundrels, as most are bureaucrats or merchants of various degrees of legality. There are also a small percentage of Gossam pirates and commandos, many of which are Soldiers.

GOSSAM SPECIES TRAITS

Ability Modifiers: -2 Strength, +2 Wisdom. Though not particularly strong, Gossam are insightful.

Size: As Small creatures, Gossam gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Gossam base speed is 6 squares.

Conditional Bonus Feat: Gossam lie and manipulate others as easily as they breathe. Any Gossam who takes Deception as a trained skill gains Skill Focus (Deception) as a bonus feat.

Price Negotiators: All Gossam enjoy nothing more than negotiating the price of goods. Gossam receive a +4 species bonus to all Persuasion Skill checks to Haggle.

Automatic Languages: Basic and Gossam.

GURLANIN

The Gurlanin of Qiilura were content to live a fairly primitive lifestyle, happy in their simple lives. When Republic settlers came to their world to harvest barq, a delicacy, the Gurlanin were removed from some lands, and considered non-sentient pests by the mostly human settlers. When the Clone Wars began, the Separatists used the planet to house a biological weapons laboratory. Seeing an opportunity to make an ally that would help them reclaim their world, the Gurlanin allied with the Republic. Together, they were eventually able to remove not only the Separatists, but the Republic farmers as well.

Gurlanin are marsupials, carrying their young in a pouch. They mate for life and are extremely loyal to their spouses. There is no known formal government amongst the Gurlanin, and each mated pair would seem to be considered a sovereign entity amongst fellow Gurlanin. The entire campaign against the Separatists and alliance with the Republic was engineered by a single pair of Gurlanin. When the brokered alliance looked as though it might fall apart, many other Gurlanin couples agreed to aid Jinart and Valaquil in potential reprisals, the threat of which caused the Republic to eventually keep its end of the bargain.

Personality: Gurlanin are largely considered mysterious and manipulative, and always dangerous. Changelings are regarded by most as beings untrustworthy, though the Gurlanin are very loyal to those they deem worthy of their trust. However, betrayal of that trust can

earn a very dangerous enemy, as the Gurlanin are vengeful. The Gurlanin are noted as having some of the most pleasant, soothing voices in the galaxy, lending aid to their attempts at persuasion and deception.

Physical Description: In their natural form, Gurlanin are large, four-legged canines with coarse black fur and no noticeable ears. Their mouths have a number of sharp, lethal fangs used for hunting small mammals on Qiilura. However, Gurlanin are meta-morphs, and can change shape at will, often appearing as whatever is necessary to achieve their goals.

Homeworld: The temperate Mid Rim world of Qiilura, home to light forests and great plains.

Languages: Gurlanin speak to each other telepathically, but most all have learned Basic, to better spy on the local barq farmers.

Example names: Helabrus, Jinart, Tanclae, Valaquil.

Adventurers: Gurlanin prefer the Noble and Scoundrel classes, and sometimes the Scout class. While they would make excellent candidates for Jedi training, no known examples have ever been recorded. Gurlanin shy away from the Soldier class and the straightforward style of combat it represents, preferring to fight through stealth and subterfuge.

GURLANIN SPECIES TRAITS

Ability Modifiers: -2 Strength, +2 Dexterity, -2 Charisma. Though agile, Gurlanin are not particularly strong, and are often judgmental toward others.

Size: As Medium creatures, Gurlanin have no special bonuses or penalties due to their size.

Speed: Gurlanin base speed is 6 squares.

Telepathic: Gurlanin can use the Telepathy ability of the Use the Force skill untrained and without the Force Sensitivity feat to communicate with other Gurlanin and anyone with the Force Sensitivity feat.

Shapeshift: Gurlanin are shapeshifters and can alter their appearance at will (see the Deception skill description, SE 64). A Gurlanin gains a +10 species bonus on Deception checks made to disguise appearance. Additionally, a Gurlanin can disguise its appearance as a full-round action at no penalty.

Conditional Bonus Feat: Gurlanin have are naturally sneaky and can even disguise their presence from the Force. Gurlanin trained in Stealth gain the Skill Focus (Stealth) feat for free. The stealth skill, when used by a Gurlanin, can also be used to oppose the Sense Surroundings ability of the Use the Force skill.

Automatic Languages: Basic.

HASIKIAN

Hasikians are a species responsible for many great works of art and literature, perhaps a result of the deep emotions they feel, and the rapidness with which they change emotional states. After one too many spacers tried asking for directions and ended up getting any number of emotional outbursts as a result, it became a running joke that the reason the scales on a Hasikian's head change color is to help outsiders keep track of when it's safe to approach them.

Personality: Hasikians are incredibly empathetic amongst one another, but are often considered self-absorbed by other species. This is largely because Hasikians have a hard time reading other species' body language, as they depend on the color changes of head scales to determine mood. Hasikians are a very emotional species, suffering from mood swings that shift quickly. However, Hasikians are loyal and supportive friends once they come to learn to read a person's moods.

Physical Description: Hasikians are reptilian humanoids covered in fine scales that are usually brightly colored. The head scales of a Hasikian change color based on their moods.

Homeworld: It is unknown which world the Hasikians originated from, but they can be found in small numbers throughout the galaxy.

Languages: Hasikians have a native language that incorporates occasional sibilants and ululations, but most often speak Basic.

Example names: T'Seely, L'Whoroo, D'Hartayan.

Adventurers: Hasikians can be of any class, and Force sensitive members of this species are often detected at birth and sent to the Jedi Temple for training, though it is difficult for them to overcome their mood swings.

HASIKIAN SPECIES TRAITS

Ability Modifiers: +2 Strength, +2 Dexterity, -2 Charisma. Though physically gifted, Hasikians wear their emotions on their scales, making some social graces difficult for them.

Size: As Medium creatures, Hasikians have no special bonuses or penalties due to their size.

Speed: Hasikian base speed is 6 squares.

Mood Scales: The scales on a Hasikian, particularly on their face, change color dramatically to emphasize their mood, conferring a -4 penalty to all Deception checks.

Conditional Bonus Feat: Hasikians take to wilderness survival training exceptionally well, as a result of the varied climates of their homeworld. Any Hasikian trained in the Survival skill gains Skill Focus (Survival) as a bonus feat.

Automatic Languages: Basic and Hasikian.

HOLWUFF

Hailing from the planet Alliga, the Holwuff are best known as craftsmen. Their people are renowned throughout the galaxy as being able to craft the finest luxury technology items. Many of the rich among the upper class contract Holwuff specialists to create personalized, functional works of art. These fine works range from items as small as comlinks to as large as star cruisers. The entire planet's economy is dependent on the niche market, and the Holwuff people are masters at plying their trade.

Personality: Holwuffs are driven craftsmen who relish artistically expressing themselves through technology. They tend to enjoy reverse engineering existing technology and giving it an elegance thought unachievable in the mundane. They are very cultured, and live lives filled with art.



HOLWUFF

Physical Description: The Holwuff are large creatures believed to be distant evolutionary cousins of the Whipid. It is hypothesized that they are yet another experiment conducted millennia ago by Arkanian mad geneticists. As such, they share the Whipid's large frame and long snout. Their skin is even thicker, and slightly less hairy.

Homeworld: Alliga

Languages: Holwuff read and speak Alligan, a language consisting of growls, roars, barks and body language.

Example names: Rogwa Wodrata

Adventurers: Holwuff encountered off-world are almost always Scoundrels or Scouts focused on the Tech Specialist line of feats. While there is not a strong tradition of Holwuff Force-users, it is believed possible.

HOLWUFF SPECIES TRAITS

Ability Modifiers: +2 Strength, +2 Intelligence, -2 Wisdom, -2 Charisma. The mighty Holwuff are very intelligent, but lack the wisdom and leadership to compliment it.

Size: As Medium creatures, Holwuff have no special bonuses or penalties due to their size.

Speed: Holwuff base speed is 6 squares.

Artistic Artisans: Holwuff are considered some of the finest luxury craftsbeings in the galaxy, and have an odd ritual of sculpting the proposed design in miniature before crafting. If a Holwuff takes the time to model an object before constructing it, they gain a +5 bonus to all Mechanics checks to Build Object (TFU 30) and Design Starship (SG 20) abilities of the Mechanics skill. The time to sculpt an item is 1/4th the time of item construction.

Natural Armor: The Holwuff hide is thick, providing a +2 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with an armor bonus.

Automatic Languages: Basic and Alligan.

KOORIVAR

The Koorivar are well known for their domination of the Corporate Alliance leadership, a coalition of commercial interests that was allied with the Confederacy during the Clone Wars. The reptilian humanoids inhabit Kooriva, a planet they leased from the Old Republic after leaving their original homeworld for unknown reasons. Eventually, they were able to gain enough Senate influence to own the planet outright, and gained full representation in the Republic Senate. The Koorivar are an ambitious people, always searching for wealth and fame, what they see as the two main paths to influence and power. This has made Koorivar



ubiquitous throughout the galaxy, as it is common for adult Koorivar to strike out on their own to find their fortune amongst the stars.

Personality: Koorivar are sly sentients who generally prefer manipulation over physical contest. They are miserly with their resources, and cautious to risk their own person. Conversely, they do enjoy the finer things in life, and spoil themselves with only the best garments and living conditions available.

Physical Description: Humanoid reptilians with skin ranging in a variety of shades of reds and greens. They have a large, twisting horn atop their heads, which is always polished and featured in their dress. This horn is considered a status symbol among other Koorivar, and is the primary factor in how attractive Koorivar perceive each other on a physical level. Of course, a Koorivar's accounts, power and influence far outweigh the importance of the size of their horn.

Homeworld: The tropical Inner Rim world of Kooriva is the adopted homeworld of the Koorivar.

Languages: Koorivar have their own language, consisting largely of whispering hisses.

Example names: Bioto, Passel Argente, Oro Dassyne, Shand Essil, Terrem Jesond, Denaria Kee, Menas Neyrr, Denlace Sachoore, Leosa Vantare.

Adventurers: Koorivar favor the Noble or Scoundrel classes, though Koorivar Scouts and Soldiers are not unheard of.

KOORIVAR SPECIES TRAITS

Ability Modifiers: -2 Constitution, +2 Intelligence, +2 Charisma. Koorivar are smart and savvy, but have little endurance for physical pursuits.

Size: As Medium creatures, Koorivar have no special bonuses or penalties due to their size.

Speed: Koorivar base speed is 6 squares.

Experienced Negotiators: Koorivar have been in the practice of negotiating, bargaining and haggling for untold centuries. This enables them to spot attempts at deception and manipulation much easier than other species, and remain focused on their goals. As such, they gain a +2 species bonus to Will Defense.

Wealthy: New Koorivar characters get to start with double their normal class' starting credits.

Automatic Languages: Basic and Koorivar.

LANNIK

A relatively new addition to the Republic, the Lannik were an early atomic age culture when they were discovered by the Duros. They were quickly accepted into the Republic, but their acclimation to modern technology was a political relations disaster for the Republic Senate. A complete lack of Republic regulation of business interests created a situation where many corporate entities were able to swoop in and make deals with enclaves of Lannik that other groups violently disagreed with. Such a divisive environment created a breeding ground for terrorism and open warfare. The Republic eventually stepped in to try and clean up the

LANNIK

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mess, but they were far too late. About a decade before the outbreak of the Clone Wars, The Jedi Order was instrumental in bringing some measure of peace to the region, though it remains a backwater world the Republic wishes it could forget.

Personality: Lannik have extremely short tempers, and often get into fights or shouting matches. However, their bravery is second to none, and they think most clearly when under combat stress. Lannik are slow to make friends, but their loyalty runs deep once given.

Physical Description: Lannik are short, stocky humans with inexpressive faces and rabbit-like ears that stick sideways straight out from their heads. Their skin tones are subtly tinted in a variety of colors, ranging from reds, oranges, purples and blues.

Homeworld: The temperate Mid Rim world of Lannik.

Languages: Lannik have mastered Basic within just a few generations,

but most on the planet are also fluent in their native language, also called Lannik.

Example names: D'Iassik Ellipor, Kova Naan, Tivec Nuin, Meeda Odd, Even Piell, R'cardo Sooflie IX, Hutar Zash, Myk'chur Finux Zug.

Adventurers: The warlike Lannik almost always favor the Scout and Soldier classes, though Scoundrels are not uncommon. The Lannik have not been members of the Republic long enough to produce many Jedi, but Force sensitivity does occur in normal percentages amongst them.

LANNIK SPECIES TRAITS

Ability Modifiers: +2 Dexterity, -2 Wisdom. The agile Lannik have short memories for mistakes, dooming them to repeat them.

Size: As Small creatures, Lannik gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Lannik base speed is 6 squares.

Mighty Courage: Lannik receive a +4 species bonus to their Will defense to resist intimidation and fear effects.

Automatic Languages: Basic and Lannik.

LURMEN

The Lurmen originated on the icy world of Mygeeto, though when the Intergalactic Banking Clan took over the planet early in the Separatist crisis, a majority of the population was enslaved. Those who were able to escape the slavers fled in small enclaves to a variety of planets, such as Maridun and Utapau. Unfortunately for some, even those drastic measures were not enough to avoid the Clone Wars. The Lurmen prefer to work with the natural environment instead of fighting it, and use local materials to construct housing that enhances their surroundings instead of destroying them. These beliefs served them well in the colonization of Maridun, where giant seed-pods were able to be used for housing, and in constructing warrens in the sinkholes of Utapau.

Personality: The Lurmen are a gentle, peaceful people who simply wish to be left alone to pursue a quiet existence in harmony with the beings and environment around them. Most Lurmen abhor violence, firmly believing that it only creates more violence with retaliation in its wake, causing many species to see them as cowards. However, some would say the braver being allows himself to be struck without any intention of fighting back or fleeing. The Lurmen are generally stubborn, refusing to budge from their beliefs even when pressed with overwhelming evidence to the contrary.

Physical Description: Lurmen are small marsupials with large eyes that tend to prefer walking on all fours, though they are also capable of



walking on just their hind legs, or curling their bodies into a hoop and rolling at even greater speeds. The Lurmen are covered in a soft fur, typically grey and white, though some variation in fur coloration exists.

Homeworld: The chilly Outer Rim world of Mygeeto.

Languages: Lurmen have been a part of the galactic community long enough that Basic is their adopted native language.

Example names: Tee Watt Kaa, Wag Too, Tub.

Adventurers: Lurmen are almost always Nobles, though Scouts are not uncommon. Lurmen shy away from the Soldier and Scoundrel classes, and while it is believed that Force sensitivity occurs among them, there are no documented cases.

LURMEN SPECIES TRAITS

Ability Modifiers: -2 Strength, +2 Dexterity, -2 Constitution, +2 Wisdom. The peaceful Lurmen are insightful, overcoming their lack of physical might with agility.

Size: As Small creatures, Lurmen gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Lurmen base speed is 6 squares.

Expert Tumblers: Lurmen can re-roll any Acrobatics skill check, but must keep the second result.

Rolling Movement: Lurmen are able to move at greater speeds by

rolling in a ball. When a Lurmen uses the Run action, they move five times their speed instead of four.

Automatic Languages: Basic.

MRLSSI

The Mrlssi are most famous for having the finest schools and educators throughout the galaxy, considered even more prestigious than those found on Alderaan. The Mrlssi put a strong focus on continuing education throughout their lives, and most will spend their entire lives pursuing the next degree or doctorate, regardless of their prior accomplishments. The Mrlssi, as a result, have incredibly well-honed instructional techniques, and studies show that Mrlssi-instructed students retain taught information much longer on average when compared to other top academic institutions.

Education is not the only passion amongst the Mrlssi, many have

a fascination with technology. The Mrlssi are not particularly creative when it comes to invention, but they are some of the better reverse-engineers in the Colonies region. Give a Mrlssi Engineer a strange, new, alien device, and they will have a blue-print for a new model that can function 20% more efficiently before a being can tell the story of where it was found. Mrlsst produces some of the galaxy's top computer scientists and shipwrights.

Personality: Mrlssi are known the galaxy over as seekers of knowledge, which is the result of a strong dose of curiosity. The inquisitive sentients relish spirited debate as well as lecture, and can be entertained for hours by learning about nearly any field of study. Mrlssi also have a dry wit that is subtle enough to cause confusion among many dimmer beings.

Physical Description: Squat avian humanoids with vestigial wings, adult Mrlssi stick out in a crowd due to the bright colorations of their plumage. Each hand has three fingers, each which ends in a razor-sharp claw.

Homeworld: The Colonies Region world of Mrlsst, a veritable paradise.

Languages: Mrlsstese is the native language of the Mrlssi, largely based around whistles and chirps, though most speak basic and many other languages.

Example names: Crlisst Herssek, Kepor Dagwa, Krsslbel Waray, Pagda Luwa, Virssl Jasst, Gyr Keela, Noss Prisht, Dee Savyest, Canny Mandary Bertar, Frrflin.

Adventurers: Mrlssi favor the Noble class, though Scoundrels or Scouts that are focused around engineering are not uncommon. The Jedi Order had a number of Mrlssi members, most of whom worked in the archives.

MRLSSI SPECIES TRAITS

Ability Modifiers: -4 Strength, -2 Constitution, +4 Intelligence, +2 Wisdom. Though physically weak, the Mrlssi are among the most mentally evolved species in the galaxy.

Size: As Small creatures, Mrlssi gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Mrlssi base speed is 6 squares.

Conditional Bonus Feat: Mrlssi trained in Perception automatically gain the bonus feat Skill Focus (perception).

Educated Society: Mrlssi are a culture of knowledge seekers, and as such have one of the best formal educational systems in the galaxy. Mrlssi may reroll any trained Knowledge checks, but must keep the second result.

Automatic Languages: Basic and Mrlsstese.



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MRLSSI

MUSTAFARIAN

Hailing from the volcanic world of Mustafar, the inhabitants of this world bear a striking resemblance to the Kubaz, with long trunks and sloping foreheads dominating their faces. Although the planet is barely habitable, life always seems to find a way, and life forms were soon living on cooled portions of the lava floe. There are two separate and distinct races of Mustafarian: the northerners, who are tall and thin, and the shorter, tougher southerners. Despite their differences, none of the Mustafarians care much for matters offworld, or even the activities of foreigners on their own planet. They instead prefer to keep to themselves deep within their underground network of caves and warrens, living their own lives.

Personality: Mustafarians are somewhat reclusive, most interested in mining the mineral wealth of Mustafar and trading it for goods they find valuable. The Mustafarians are very observant, and watch outsiders closely. Their natural inquisitive nature is typically held in check around outsiders, around which they act very reserved.

Physical Description: Mustafarians hailing from the northern region of the planet are very tall and slender, most commonly standing approximately 2.0 to 2.2 meters tall. The Southern Mustafarians are squatter, standing approximately 1.6 to 1.8 meters tall, and carry a much broader build. Both races of insectoids have dark gray skin, long trunks for noses, and foreheads that slope steeply towards their necks. The Mustafarians are almost always seen in thick protective garb and eye goggles.

Homeworld: The volcanic world of Mustafar in the Outer Rim near the Hydian Way.

Languages: Mustafarians speak Mustafarian.

Example names: Chivos, Donko Jen, Fralideja, Renlo Hens.

Adventurers: Northern Mustafarian adventurers most often take on the role of Scoundrels or Nobles, being much more accustomed to relations with others and business or technically oriented. The Southern Mustafarians are typically much more brutish in nature, filling the roles of Scouts or Soldiers.

NORTHERN MUSTAFARIAN SPECIES TRAITS

Ability Modifiers: -2 Strength, +2 Dexterity, +2 Intelligence. Northern Mustafarians every bit as agile and even more cunning than their southern cousins, but aren't nearly as strong.

Size: As Medium creatures, Mustafarians have no special bonuses or penalties due to their size.

Speed: Mustafarian base speed is 6 squares.

Natural Armor: Mustafarians have a thick hide that is almost

impervious to heat, providing a +2 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with an armor bonus.

Bonus Feat: Mustafarians receive Armor Proficiency (light) as a bonus feat. Nearly all Mustafarians wear armor fashioned from the molted carapaces of the native lava flea.

Automatic Languages: Basic and Mustafarian.

SOUTHERN MUSTAFARIAN SPECIES TRAITS

Ability Modifiers: +2 Strength, +2 Dexterity, -2 Intelligence, -2 Wisdom. Southern Mustafarians are physically gifted, but much weaker in mental facilities when compared to their northern brethren.

Size: As Medium creatures, Mustafarians have no special bonuses or penalties due to their size.

Speed: Mustafarian base speed is 6 squares.

Natural Armor: Mustafarians have a thick hide that is almost impervious to heat, providing a +2 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with an armor bonus.

Bonus Feat: Mustafarians receive Armor Proficiency (light) as a bonus feat. Nearly all Mustafarians wear armor fashioned from the molted carapaces of the native lava flea.

Heat Resistance: Southern Mustafarians are more resistant to hot



A NORTHERN (LEFT) AND SOUTHERN (RIGHT) MUSTAFARIAN

temperatures than their northern relatives and receive a +2 bonus to Fortitude Defense against heat, and flame-based weaponry does half damage.

Automatic Languages: Mustafarian.

MUUN

The Muuns are the controlling species of the Intergalactic Banking Clan, where their strong grasp of mathematics, rivaled only by the Givin, is used to dominate the realm of finance. For thousands of years, Muun integrity and neutrality had been one of the pillars of civilized society in the Old Republic. As long as the galactic economy remained secure, the citizens of the galaxy were largely cowed. However, when the Clone Wars stirred the fires that would forge the Old Republic into the Galactic Empire, the Muuns sided with the Separatists. Muunilist itself was the site of a great battle early in the Clone Wars, and while the Republic won the planet, they were unable to hold it for long. Fortunately for the Muuns, when

the Clone Wars ended, the Emperor found them irreplaceable, and unlike other Separatist-allied concerns such as the Trade Federation, the Muun control of galactic finance remained relatively unchanged.

Personality: Most Muuns are ambitious, desiring a great accumulation of wealth, and incredibly frugal with what wealth they do have. The species is also mathematically gifted, allowing them to often confuse trading partners with a dazzling display of numbers, providing them an advantage in negotiations.

Physical Description: Muuns have the appearance of humans stretched too tall. Their thin bodies and long, narrow heads are frail and inexpressive.

Homeworld: The Outer Rim world of Muunilist is a world more typical of the Core in that its cities are well developed and possessed of several spaceports, and a number of space defense platforms orbit the planet vigilantly.

Languages: Very similar in origin to Binary, Muun consists of only two sounds strung together in a variety of pitches and combinations; "eh" and "um". Muuns almost always speak Basic, Bocce, or some other trade language more common to the region they operate in.

Example names: Ta'hat Gar, San Hill, Marhu Koss, Emont O'ock, Vedo Sillib, Pors Tonith.

Adventurers: Muuns are almost exclusively Nobles or Scoundrels, and focus on deal making or life as merchants. Force sensitivity occurs among Muuns at normal percentages, though the only known example is Darth Plagueis the Wise.

MUUN SPECIES TRAITS

Ability Modifiers: -2 Strength, +4 Intelligence. Muuns strive to embody the ancient adage of "brains over brawn".

Size: As Medium creatures, Muuns have no special bonuses or penalties due to their size.

Speed: Muun base speed is 6 squares.

Conditional Bonus Feat: Muun trained in the Knowledge (bureaucracy) skill automatically gain the Skill Focus (Knowledge (bureaucracy)) feat.

Wealthy: New Muun characters get to start with double their normal class' starting credits.

Automatic Languages: Basic and Muun.

NEDIJI

The Nediji are descendent from avians on their homeworld of Nedij, where they dwell in eyeries tucked in craggy peaks. They are still very influenced by the instincts of their ancestors, and still hunt the same



MUUN

rath-scurriers their ancestors lived off of. They are organized into flocks, led by a patriarch. Men have many wives, a status symbol among their people. Of course, not much is known by the galaxy at large about the Nediji because they very rarely leave the planet, and do not tolerate visitors. The only Nediji off-world are those disowned by their people, and outcast to the rest of the galaxy. As such, most Nediji in the galaxy tend to be criminals or other members of the underworld. Those who know of them consider them to be fast, ruthless and clever, in that order.

Personality: Nediji have a wide range of personalities, but they are descendent from predatory birds, and still prefer to hunt live food. As such, Nediji tend toward cold and quiet evaluation.

Physical Description: Nediji are humanoids with obvious avian ancestry. Their plumage has devolved down into a very light, soft down that can nearly be mistaken for fur, most often in bright shades of blues and purples with darker coloration along the throat. Their stubby beaks are a very soft cartilage filled with tiny razor sharp teeth. Their hands are tipped with yellow talons.

Homeworld: Nedij, a world in the East Spin-ward arm of the Outer Rim, filled with thin, crisp air and craggy peaks.

Languages: Nediji speak and read Nedij. Nediji voices are soothing and melodious.

Example names: Kaird.

Adventurers: Nediji encountered off-world are almost always Scoundrels, Scouts or Soldiers drawn toward only the most morally reprehensible tasks society has to offer. Nediji still on Nedij are often Scouts tending toward fringer skill-sets. There are no known Nediji Force Users, but it is believed possible.

NEDIJI SPECIES TRAITS

Ability Modifiers: +2 Dexterity, -2 Constitution. Though gifted with incredible reflexes, Nediji bodies are exceptionally fragile.

Size: As Medium creatures, Nediji have no special bonuses or penalties due to their size.

Speed: Nediji base speed is 6 squares.

Great Reflexes: Nediji have incredible reaction time and are capable of great bursts of speed. As a result, Nediji may re-roll any Initiative check, but must take the second result.

Darkvision: Nediji have incredible vision, able to see extremely long distances, as well as into the infrared and ultraviolet spectrums. This gives them darkvision, allowing them to ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness. Nediji eyes reduce the range penalties on Perception checks to -2 for every 10 squares of distance (instead of -5 for every 10 squares of distance).

Distinct Scent: Nediji have a pleasant, but very noticeable scent that is very spicy and sweet. While this does provide a +1 bonus to attempts to use the Change Attitude ability of the Persuasion skill, it provides a -5 penalty to Stealth checks made against targets within 6 squares.

Automatic Languages: Nedij.

NETI

The Neti are a plant-based species of sentients and are among the most long-lived beings in the galaxy, next to Star Dragons. Sharing more than just long-life with the Star Dragons, the Neti were also nearly wiped out by the destruction of their homeworld. Fortunately, enough seedlings and members of the species were off-world at the time that the Neti weren't in immediate danger of dying off. The Neti were firm supporters of the Jedi Order, and many of them joined its ranks, giving them a way to explore the rest of the galaxy. The Neti are very spiritual without having any set religion, preferring to commune with nature through the



NETI

Force instead of with a deity. As a result, it is not uncommon for Neti to associate with groups of Ithorians, either on their homeworld or on herdships,

Personality: The Neti are introspective, perhaps because of their long lives, but often have sage wisdom to offer anyone they converse with. Neti are also inquisitive, and have been known to trap some passers-by in conversation for several days with a barrage of questions borne of a harmless curiosity.

Physical Description: Neti have three different forms they can take, though their humanoid form represents a human with thick skin in tones of green or brown, with the similar hues for their mossy hair. The quadruped form has thicker skin, resembling bark, and the extremities appear more root-like. The tree form is nearly indistinguishable from any other gnarled tree of comparable size.

Homeworld: The Neti homeworld of Ryyk was destroyed thousands of years ago, but small, hidden enclaves of Neti can be found on Myrkr and other heavily forested worlds such as Kashyyyk.

Languages: Neti have a native language that combines haunting groans and rustles with a heavy emphasis on body language, making it difficult for non-Neti to speak, but Neti are fully capable of learning basic.

Example names: Frond Dra-loor, Ood Bnar, Shal Koom, Tuwan Urlu, T'ra Saa, Garnoo.

Adventurers: Neti are all Force sensitive, and as such, are often members of the Jedi Order, serving as Jedi Watchmen. However, some are not found by the Jedi Order at a young enough age, and instead are Force Adepts, typically Scouts.

NETI SPECIES TRAITS

Ability Modifiers: -4 Dexterity, +2 Constitution, +2 Wisdom. The tree-like Neti have the wisdom granted by long life and the hardiness provided by their bark-like skin, but suffer from slow reflexes.

Size: As Medium creatures, Neti have no special bonuses or penalties due to their size.

Speed: Neti base speed is 6 squares.

Metamorph: Neti are capable of assuming three different forms with the transfer between each requiring a full-round action. The first is a humanoid form, which is considered their default form. However, Neti are capable of assuming a Large form that is a quadruped, and a Huge form that is an immobile tree. The quadruped form is capable of carrying a rider, and receives a +5 bonus to Reflex defense to resist any attacks or actions that would render it prone, though it suffers a -3 penalty to movement speed. The tree form is immobile, but provides a +10 bonus to Stealth checks when in a forested area, and is immune to

being knocked prone.

Photosynthesis: Neti consume broad-spectrum light instead of food, and require only a tenth of the water most humanoid species do to survive.

Natural Armor: The Neti hide consists of a bark-like substance that changes density depending on the form assumed. In humanoid form, it provides a +2 natural armor bonus to their Reflex defense, while in quadruped it provides a +4 bonus, and in tree form, a +8 bonus. A natural armor bonus stacks with an armor bonus.

Force Sensitive: All Neti gain the Force Sensitivity feat as a bonus starting feat.

Automatic Languages: Neti.

NIKTO

Nikto are best known as slaves of the Hutt Kadijics, who they have served for thousands of years. The Nikto are native to the dangerously radioactive world of Kintan, one of the more harsh places in the galaxy to try to build a life for oneself. The Hutts provided a means of escape, providing instead comparative luxury on worlds such as Nal Hutta, Tatooine, and Nar Shaddaa. Most Hutts continue to broker new deals with the indigenous peoples of Kintan on a generational basis, so that the majority of Nikto are born and mature to adulthood on Kintan until they manage to land a Hutt contract. This ensures the Nikto remain happily subservient to their corpulent owners.

Personality: Nikto are subservient and happy with a lower station in life, serving someone else's vision. They have an incredible focus and drive to achieve orders, making them fantastic soldiers, if dull conversationalists.

Physical Description: Thick-skinned reptilian humanoids, the Nikto vary in appearance among their various races, which usually are determined by skin color and horn pattern. Variation within the races of Nikto is minimal, making it extremely difficult for non-Nikto to tell one from the other.

Homeworld: The Outer Rim world of Kintan, a world bathed in dangerous radiation.

Languages: Nikto speak their own language of the same name, as well as Huttese, while many learn basic to better serve their hutt masters.

Example names: Ausar-Auset, J'ooopi She, Nim Abek, Bhat Jul, Bok, Ma'w'shiye, Ma'kis'shaalas, Tu'rsce'yulir.

Adventurers: Nikto most often favor the Scoundrel, Scout and Soldier classes, though Force sensitivity occurs in normal percentages, and have joined the Jedi Order on occasion.



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NIKTO SPECIES TRAITS

Ability Modifiers: +2 Strength, -2 Intelligence, -2 Charisma. Though strong, Nikto are dim-witted and coarse.

Size: As Medium creatures, Nikto have no special bonuses or penalties due to their size.

Speed: Nikto base speed is 6 squares.

Natural Armor: A Nikto's hide is thick and leathery, providing a +1 bonus to their Reflex Defense

Racial Ability: There are five races of Nikto, each of which have a separate species trait. While different races are genetically compatible to breed, the offspring will take after either the mother or father's race only. Choose one of the following:

Esral'sa'Nikto (mountain): *Expert Climber:* Mountain Nikto can re-roll any Climb check, but must keep the second result.

Gluss'sa'Nikto (pale): *Expert Swimmer:* Pale Nikto can re-roll and Swim check, but must keep the second result.

Kadas'sa'Nikto (green) or M'shento'su'Nikto (southern): *Heightened Senses:* Green Nikto have an extremely sensitive sense of smell, while Southern Nikto can detect ultra-sonic vibrations. At close range (within 10 squares), Green and Southern Nikto ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking (see Survival skill, SE 73).

Kajain'sa'Nikto (red): *Desert Dweller:* Red Nikto are evolved to survive in the desert, and gain a +4 species bonus to Survival skill checks made to survive in arid environments.

Automatic Languages: Huttese and Nikto.

ONGREE

The Ongree are an amphibious race from a cluster of inhabitable planets in the Skustell region. The majority of the Ongree homeworlds are swampy or oceanic in nature. Ongree are very humanoid in shape, but possess two long eye stalks that begin near the top of their heads and curve downward towards their chins.

Personality: The physiology of the Ongree have taught them to look at things from many different angles, because of this, the Ongree are deft in the various fields of history and research. This same concept has also made them natural diplomats and negotiators.

Physical Description: The Ongree are a humanoid race with bright orange skin. They have pointed heads with eye stalks that protrude from the upper portion of their heads that slope downward towards their beaked mouths. It is because of this configuration that the species looks as if their heads were put on upside down. Ongree possess two thick fingers on each hand with an opposable thumb.

Homeworld: The many oceanic and swampland planets of the Skustell Cluster.

Languages: The Ongree speak Ongrean

Example names: Acros-Krik, Coleman Kcaj, Pablo-Jill

Adventurers: The majority of Ongree in the galaxy have assumed positions in diplomacy and politics, thus making the Noble class a fitting role. Ongree are also capable Scouts on account of their keen powers of observation. Ongree Force-users have a history of serving in the Jedi Order, particularly during the Clone Wars.



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ONGREE SPECIES TRAITS

Ability Modifiers: +2 Dexterity, -2 Constitution, +2 Wisdom. Fragile of body, Ongree must use their deceptive agility and equally agile minds to persevere.

Size: As Medium creatures, Ongree have no special bonuses or penalties due to their size.

Speed: Ongree base speed is 6 squares.

Sharp-Eyed: Ongree have flexible eyestalks that allow them to enjoy a wider field of vision than most species. Ongree may reroll any Perception Check, but must keep the second result.

Conditional Bonus Feat: Ongree culture emphasizes looking at things from all sides, preparing them very well for the life of a diplomat. Any Ongree who takes Persuasion as a trained skill gains Skill Focus (Persuasion) as a bonus feat.

Automatic Languages: Basic and Ongrean.

ORTOLAN

The icy tundra of Orto offers little in the way of cuisine, causing early Ortolans to flee their homeworld at the earliest opportunity to explore new foods. Ironically, the hardy pachyderms are capable of going for long periods without food, but they have such a passion for it, they rarely allow such a situation to occur. The Ortolans also have very sensitive hearing, lending toward their other love; music. Most Ortolans are happy to play music for food alone, an inclination that often gets them into arguments with their fellow band members. Their homeworld may be light on food, but it does have a variety of raw materials used in the construction of everything from buildings to starships to comlinks. Ortolans trade the rights to these mines for exotic foodstuffs from across the galaxy, to ensure that leaving Orto isn't the only way to get a satisfyingly full stomach.

Personality: A gregarious people who search for nothing more than rich music and variety in food, the Ortolans make friends easily. The Ortolans rarely have ambition beyond food or music, however, which causes them to come off as naïve to most other species, and makes them the target of a number of scams.

Physical Description: Short, thick pachyderms covered in extremely short grey fur, Ortolans have a prominent trunk and large ears. When Ortolans began trading with the larger galaxy, they took an instant liking to dyeing their fur a variety of bright colors, typically electric blue or neon pink.

Homeworld: The frozen plains of the Outer Rim world of Orto.

Languages: Ortolans speak a language of the same name, consisting largely of hoots and tones produced through their trunk, contributing to their musical aptitude.

Example names: Baloob, Bedo, Belo Tusus, Bibo, Eembek, Handree Braman, Miebar, Nabkess, Nem Bees, Ooben, Rebo, Ruznee, Vondri Deeq, Woopa, Ydde.

Adventurers: Ortolans have a healthy dose of wanderlust, and often leave their homeworld to seek out their fortune among the stars. Ortolans naturally gravitate toward the food and beverage or music industries and favor the Scoundrel or Scout classes. Force sensitivity occurs in normal percentages in Ortolans, and members have been counted among the Jedi Order.

ORTOLAN SPECIES TRAITS

Ability Modifiers: -2 Dexterity, +2 Constitution. Though ungainly on their feet, Ortolans are hardy beings.

Size: As Medium creatures, Ortolans have no special bonuses or penalties due to their size.



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Speed: Ortolan base speed is 6 squares.

Heightened Senses: Ortolans have heightened senses of smell and hearing. At close range (within 10 squares), Ortolans ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking (see Survival skill, SE 73).

Intestinal Fortitude: Ortolans receive a +2 bonus to Fortitude Defense when resisting ingested poisons or spoiled foods.

Automatic Languages: Basic and Ortolan.

SELONIAN

Selonian society is divided up into sterile females, fertile females, and males, each of which have a specific responsibility. The fertile females are the most rare, occurring only once in every five-hundred Selonian births. The fertile females live a life of luxury, basically mating and birthing around thirty children annually from the moment of their maturity until

age prevents them from giving birth. The males more common, occurring in one percent of the Selonian population, though their lifestyle remains almost identical. Selonians organize into dens focused on a single fertile queen and a half a dozen or fewer males, supported by a few hundred sterile females that act as the workforce. The Selonian dens can either be wholly independent, or allied with several nearby dens to form more complex cities, where each den specializes in small, related group of trades or skills.

Selonians rarely leave their homeworld, and most of those that do remain in the Corellian system. However, many sterile females are trained from birth to act as ambassadors to specific species, either to aid in negotiations during visits to Selonia, or to engage in den business offworld. These females are trained specifically how to behave to put the visitors of their chosen species at ease, most often humans or Drall, but there exists a specialist somewhere on Selonia for each of the more popular species.

SELONIANS



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Personality: Selonians are generally friendly and eager to please, so long as the interests align with those of their den. Selonians are charitable, and believe in doing what is best for the group, and are honest to a fault, causing some to think them simple or easily manipulated.

Physical Description: Lithe, otter-like humanoids with brown fur that can be tinted dark, light or red.

Homeworld: The island-speckled world of Selonia in the Corellian System is home to the warrens of the Selonians.

Languages: Selonians speak a native chattering language of the same name, but many who move offworld learn Basic as well.

Example names: Choyd, Doloria, Nagem Dr'Lar, Dracmus, Falud, Kiisa Kimotte, Kleyvits, Leyli, Magalak, Marconea, Pumav, Chertyl Ruluwoor, Salculd, Shaclor, Zonder.

Adventurers: Selonians can be of almost any class, though the dishonest natures of Scoundrels make it an extreme rarity. Force sensitivity does occur in normal percentages in Selonians, some of which become candidates for Jedi training.

SELONIAN SPECIES TRAITS

Ability Modifiers: +2 Dexterity, -2 Wisdom. Though agile, Selonians are considered rather naïve.

Size: As Medium creatures, Selonians have no special bonuses or penalties due to their size.

Speed: Selonian base speed is 6 squares.

Agoraphobic: Selonians are naturally comfortable in close-quarters caves and warrens, and have a fear of open spaces. Being outdoors or in Colossal (frigate) or larger open spaces causes a Selonian to move -1 temporary step on the Condition Track. This step can be removed by taking a full-round action to regain composure or by leaving the enclosed space.

Darkvision: Selonians ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Expert Swimmer: Selonians can re-roll any Swim check, but must keep the second result.

Run on All Fours: Selonians are able to move at greater speeds by galloping on all fours. When a Selonian uses the Run action, and their hands are empty, they move five times their speed instead of four.

Automatic Languages: Basic and Selonian.

SHISTAVANEN

Shistavanens are not a common sight in the galaxy, but what sightings are made, tend to be memorable. Predators to their core, the Shistavanen still prefer eating live prey and thrill in the hunt, causing those that do leave their homeworld to seek employment as military scouts, bounty hunters, or investigators. However, the culture was overwhelmingly isolationist and remained on their own system of worlds, and only a relative few were inclined to venture offworld. Shistavanen have a reputation for being one of the least friendly species in the known galaxy, causing most to stay out of their way.

Personality: Shistavanens are a xenophobic, isolationist species that prefer to keep to themselves. They dislike associating with non-Shistavanens and make no secret of it, a prejudice that has found its way into the trade laws of their own government, which heavily favor



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SHISTAVANEN

native businesses. As a result, most other knowledgeable species give Shistavanens a wide berth, hoping to avoid violence.

Physical Description: Shistavanens are canine humanoids, and cover in brown or black fur. Everything about Shistavanens appears aggressive.

Homeworld: The Outer Rim world of Uvena Prime, among other habitable planets in the Uvena System such as Uvena III.

Languages: Shistavanens have their own language that is constructed of barks and growls.

Example names: Mal Biron, Yurdak Fav, Hovrak, Bin Kohal, Kal Lup, Tar Lup, Voolvif Monn, Dunstal Noft, Phlik, Volven Roxe, Korta Sac, Severian, Riv Shiel, Caet Shrovl, Lak Sivrak, Nira Sivrak, Tagg Sivrak.

Adventurers: Shistavanen make excellent Scouts and Soldiers, and some take advantage of their agility to work as pilots as Scoundrels. Force sensitivity does occur in normal percentages amongst Shistavanen, and those the Jedi Order finds at an early age are taken into its ranks, but Jedi are even stricter with age requirements in reference to Shistavanen, given their cultural prejudices.

SHISTAVANEN SPECIES

TRAITS

Ability Modifiers: +2 Dexterity, +2 Constitution, -2 Wisdom, -2 Charisma. Physically quick and tough, Shistavanen rarely think before

they act or speak.

Size: As Medium creatures, Shistavanens have no special bonuses or penalties due to their size.

Speed: Shistavanen base speed is 6 squares.

Heightened Senses: Shistavanen have heightened senses of smell and hearing. At close range (within 10 squares), Shistavanen ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking (see Survival skill, SE 73).

Low-Light Vision: Shistavanen ignore concealment (but not total concealment) from darkness.

Healing Factor: Shistavanen regain an additional number of hit points when resting or being treated equal to their Constitution modifier.

Run on All Fours: Shistavanens are able to move at greater speeds by galloping on all fours. When a Shistavanen uses the Run action, and their hands are empty, they move five times their speed instead of four.

Automatic Languages: Shistavanen.

SLUISSI

One of the early additions to the Old Republic, the Sluissi were discovered

by a joint Duros-Human mission to map a trade route deep into the Outer Rim. The Sluissi were already technologically adept, and had just begun exploring their own sector with native hyperdrive engines, presumably also derived from scraps of the Rakatan Empire. The Sluissi eagerly embraced life as members of the Old Republic, and quickly cultivated a reputation for being some of the best starship-maintenance beings in the galaxy, having set up a number of refueling and repair stations on popular stops through their sector for hyperspace explorers. When the Clone Wars erupted, the Sluissi were among the first species to join the Separatist cause, which seemed more in touch with the realities of the Outer Rim.

Personality: Sluissi as a whole are a laid-back, gregarious species who enjoy working with technology, particularly starships. However, they are not particularly improvisational, and tend to be slaves to procedure



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SLUISSI

and work slowly. Sluissi are usually well-liked by close associates and strangers alike, and are able to earn their keep wherever they go with their natural talent for repair.

Physical Description: Sluissi are snake-like humanoids, with long torsos that end in a snake-like tail supporting a pair of arms which sport fin-like structures along the bottom of the forearms. The Sluissi's head has a fold of skin behind it that acts as a hood, common among some species of snake. Their bodies are covered in fine scales that come in a variety of coloration patterns, though browns and greens are the most common.

Homeworld: The Outer Rim world of Sluis Van, famed for its quality shipyards.

Languages: Sluissi speak Sluissese, a language noted for the overwhelming hissing sounds associated with it.

Example names: Bor Asek, Ten Dorne, Candobar Inglet, Corlissi Ludar, Sere Lure, Slith Skael, Slui-Koronar, Hass Sonax, Napvansa Tadavv, Secles Uslopos.

Adventurers: Sluissi can belong to any class, but are most often associated with technological expertise. Though there are no documented instances of Sluissi Force sensitivity, it is believed they are capable of producing Force-users.

SLUISSI SPECIES TRAITS

Ability Modifiers: -2 Constitution, +2 Intelligence, +2 Charisma. Though somewhat more frail than other species, Sluissi are smart and endearing.

Size: As Medium creatures, Sluissi have no special bonuses or penalties due to their size.

Speed: Sluissi base speed is 6 squares.

Expert Repairs: Sluissi can re-roll any Mechanics Check, keeping the better result. However, all Mechanics checks take double the standard length of time.

Tail Whip: Sluissi can make a trip attack as a standard action against any opponent they are adjacent to by making a melee attack. A successful attack knocks the opponent prone and does 1d4 damage. Taking the Whirlwind Attack feat allows this to alternately be used as an area attack against all adjacent opponents as a full-round action.

Automatic Languages: Basic and Sluissese.

SUNESI

Sunesi refer to themselves as pilgrims, and believe that life is a series of journeys. They are a spiritual people, and are ruled by their largely



Force sensitive priestly caste. Sunesi start out life as small, black-furred creatures that are only barely sentient and incapable of speech. The children spend most of their time feeding until they reach about 15 standard years of age. At that point, they sweat a cocoon around themselves and emerge as a humanoid adult Sunesi over the course of a few months.

Personality: Sunesi experience the full range of human personalities and emotions. They do have a tendency toward being soft-spoken and non-confrontational.

Physical Description: Sunesi skin coloration ranges from blue-green, teal and turquoise. They have two large globular growths peeking from the back half of the sides of their heads, and have an overall amphibious appearance. Their eyes are large, round and black, and they have ears that pivot toward sound.

Homeworld: Monor II, a world filled with lush vegetation and Cirrifog in the Mid-Rim's Doldur Sector along the Corellian Run.

Languages: Sunesi speak and read Sunese

Example names: Gnosos, Agapos, Rur.

Adventurers: Sunesi encountered off-world are almost always Nobles or Scouts. There is a strong tradition of Sunesi Force Adepts, and occasionally they are trained as Jedi.

SUNESI SPECIES TRAITS

Ability Modifiers: -2 Strength, -2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma. Despite their exceptional mental facilities, Sunesi are physically weak.

Size: As Medium creatures, Sunesi have no special bonuses or penalties due to their size.

Speed: Sunesi base speed is 6 squares.

Ultrasonic Jamming: As a standard action, Sunesi have the ability to emit ultrasonic noise from their bodies. This action makes recording audio in the presence of a Sunesi all but impossible. As a result, trying to filter audio from a recording where a Sunesi jammed it requires a Use Computer Check DC equal to 20 plus the Sunesi's Strength modifier. This also applies to comlinks that are not contained within a sealed helmet, though only for outgoing transmissions. The sphere of influence is a number of squares equal to the Sunesi's character Level. The Sunesi can also use this ability as an attack against beings with enhanced hearing, and most creatures. In either case, as a standard action, make an area attack against all targets' Will Defense within the sphere of influence. A successful attack moves the target -1 step on the condition track for the duration of the ultrasonic attack on their senses. Keeping this attack active requires a swift action. As new eligible targets enter the sphere of influence, they must immediately resist the attack. When the ultrasonic emanations stop, or the target leaves the sphere of influence, only one swift action is required to regain the step on their condition track.

Automatic Languages: Basic and Sunese.

SY MYRTHIAN

Sy Myrthians evolved on the tranquil planet of Sy Myrth. They are primarily business-beings that act as salesmen and customer service representatives for the businesses of the galaxy. Their naturally outgoing nature makes them very proficient in dealing with customers. Because their planet has always been so tranquil, they never found the need to adapt against predators. Their thick hide is a result of fatty tissues stored as a protective layer for warmth during their cold season.

The Sy Myrthians get around on a single limb, which is broad enough to be able to slither, shuffle and scoot around slowly. In a pinch, it is also capable coiling and then making great leaps that belie their large bodies. Early in their existence, the Sy Myrthians used this leap to spring on top of unsuspecting prey from large distances away, or to reach at fruit on tall trees common on their homeworld.

Personality: Sy Myrthian's are generally docile and peaceful. They are very social beings, preferring to spend time with friends and loved ones.

SY MYRTHIAN



Physical Description: The Sy Myrthians are large gastropods, and move around on one giant foot, shuffling and slithering for locomotion. They possess porcine-like noses, and beady eyes. Their entire body is covered with fur and males and females alike possess beards, often groomed into numerous goatees. Their arms tend to be tiny and underpowered for their large size.

Homeworld: Sy Myrth.

Languages: Sy Myrthians read and speak Myrtheen, a language consisting of deep, guttural noises.

Example names: Toonbuck Toora, Brookish Boon.

Adventurers: Sy Myrthians encountered off-world are almost always Nobles or Scoundrels. While there is not a strong tradition of Sy Myrthian Force -users, it is believed possible.

SY MYRTHIAN SPECIES TRAITS

Ability Modifiers: -2 Strength, -2 Dexterity, +4 Constitution, +2 Charisma. Silver-tongued and built tough, Sy Myrthians are not particularly agile or strong.

Size: As Medium creatures, Sy Myrthians have no special bonuses or penalties due to their size.

Speed: Sy Myrthian base speed is 3 squares.

Great Leap: As a full-round action, a Sy Myrthian may attempt a great leap, which reduces the DC modifier for long and high jumps to one third their normal DC. For example, clearing a 3-meter-wide (2-square-wide) pit requires a successful DC 3 Jump check instead of 9.

Natural Armor: A layer of thick blubber provides Sy Myrthians with a +1 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with armor bonuses.

Low-Light Vision: Sy Myrthians ignore concealment (but not total concealment) from darkness.

Automatic Languages: Basic and Myrtheen.

THISSPIASIAN

The Thisspiasians are a warrior culture ruled by both a democratic house and a blood monarch. The Thisspiasians have a proud history of military service dating back to the early days of the Old Republic. During the Clone Wars, Jedi Council member Oppo Rancisis was able to persuade his homeworld to side with the Republic, lending their warriors and cunning strategy to the fight against the Confederacy. Their loyalty to the Republic was rewarded by the Empire with orbital bombardments and slavery after the Clone Wars ended.

Personality: Thisspiasians are known for being calm and patient, though this is a result of thousands of years of meditative practice as a species to control their raging emotions. Those that don't find a few hours daily to meditate will be extremely moody and often violent.

Physical Description: Thisspiasians are reptilian humanoids with two pairs of arms and long hair coming from both the top of their head and beards. Their skin is scaled, and lower pair of arms is typically hidden inside of clothing.

Homeworld: The Expansion Region world of Thisspias.

Languages: Thisspiasians speak a native language of the same name consisting largely of hissing and chaining entire phrases into a single word.

Example names: Dal Jassano, Oppo Rancisis, Kenko Sarapas, Tersis Shanhadi.

Adventurers: Thisspiasians can belong to any class, though Soldiers are most common, followed by Scouts and Nobles. Thisspiasian Force-users occur in relatively normal percentages, and are taken in by the Jedi Order as they occur.

THISSPIASIAN



THISSPIASIAN SPECIES

TRAITS

Ability Modifiers: +2 Strength, -2 Dexterity, -2 Charisma. While strong, Thisspiasians are not very agile, and their warrior lifestyle deprives them of many social skills.

Size: As Medium creatures, Thisspiasians have no special bonuses or penalties due to their size.

Speed: Thisspasian base speed is 6 squares.

Extra Limbs: Thisspasiens possess an extra pair of limbs, though culturally, it is considered rude to have them in the open, and they are typically bound or otherwise hidden beneath baggy clothing. However, should the Thisspasian have them exposed and in use, they gain a +2 circumstance bonus to all Climb and grapple checks.

Constrict: On a successful grapple attack, Thisspasiens can attempt to constrict their target with their tail as though they had the Crush and Pin feats. This attack deals 1d6 damage plus one-half their heroic level, plus their Strength modifier. The damage increases to 2d6 if the Crush feat is taken.

Prehensile Tail: The Thisspasian tail can be used to carry additional weight. While the Thisspasian can still carry their normal heavy load with their arms (SE 140), they can additionally carry half of that with their tail. Also, Thisspasiens can dangle from their tail if firmly anchored to a solid object, and support themselves, as well as their max carry capacity.

Tail Whip: Thisspasiens can make a trip attack against any opponent within 2 squares by making an attack roll and beating the target's Reflex defense. A successful attack knocks the opponent prone and does 1d4 melee damage. Taking the Whirlwind Attack feat allows this to alternately be used as an area attack against all opponents within 2-squares as a full-round action.

Automatic Languages: Thisspasiens.

UGNAUGHT

Ugnaughts live in a tribal society, where each clan is centered around the perfection of a specific trade skill. Every member of the clan is expected to master the trade, making Ugnaught workers a valued commodity in the galaxy. Unfortunately, their reputation and small stature has made them a frequent target of slavers throughout history. However, many free Ugnaughts are well regarded by their employers, such as the three clans that built Cloud City on Bespin, a neighboring planet to the Ugnaught homeworld. During the Clone Wars, a majority of the Ugnaught population on Gentes was enslaved by General Grievous, though they were freed when the Clone Wars ended, and largely ignored by the Empire.

Personality: Ugnaughts are typically gruff, but once you earn their trust, they are exceptionally loyal.

Physical Description: Ugnaughts are short, stocky humanoids with porcine features, including tusks.

Homeworld: The Outer Rim world of Gentes, in the Anoat System.

Languages: The Ugnaught native language is a surly sounding series of grunts, snorts and squeals, though they are capable of learning basic

and other common languages.

Example names: Botrut, Alby Ermad, Ars Fivvle, Lokk Gimble, Gramzee, Groggin, Grugnak, Artzam Hathan, Inkur, Irden, Isced, Glor Jal, Onicrop K'Cin, Seer Lonnell, Ozz, Pordimer, Rachott, Scizzic, Edderon Soth, Tegg, Treetower, Ugarte, Ugloste, Ugnor, Ukert, Kyood Vurd, Yoxgit, Rorand Zuzz.

Adventurers: Ugnaughts are typically employed as skilled tradesmen or laborers, and tend to prefer the Scout class. However, Ugnaughts can be of virtually any class, including Jedi.

UGNAUGHT SPECIES TRAITS

Ability Modifiers: -2 Dexterity, +2 Constitution, +2 Wisdom. Though not very agile, Ugnaughts are tough and insightful.



UGNAUGHT

Size: As Small creatures, Ugnaughts gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Ugnaught base speed is 6 squares.

Hardy: Ugnaughts are renowned for their great constitutions; Endurance is always considered a class skill for Ugnaughts.

Automatic Languages: Ugnaught.

VIPPIT

The Vippit are a race of cephalopods native to the planet of Nal Hutta. Vippit resemble giant snails, with a large turquoise shell and a single multi-toed foot that leaves a trail of yellowish mucus as they move. The species is capable of equally dividing their attention between two separate tasks by dedicating an eye atop long stalks to the subject at hand and can utilize both hemispheres of their brain both independently and simultaneously. The information then integrates into both halves of the brain as the Vippit sleeps. This singular ability, combined with their tendency to go for days without nourishment or rest makes them one of the hardest workers as well as quickest learners of all the beings in the Galactic Republic.

Their massive shells are also an area of great interest. Vippits take great pride in the appearance of their shells and treat it as a status symbol amongst their kind. The Vippits polish their shells as a means of contact, and decorate the shells with viptiels – a native plant of their home world.

Personality: Vippits have an affinity for legal matters, and pay attention to detail. They can very easily get caught up in the tasks they are performing and work on them for days at a time. They are extremely loyal, and value the traditions of their culture.

Physical Description: Vippits resemble gigantic snails. They have large, flat, turquoise shells on their backs that they often polish to a shine and decorate with a plant native to Nal Hutta known as the viptiel. Extending from their heads are two large, flexible eye stalks that they can use to focus on two tasks at the same time. A singular, large foot protrudes from the bottom of their shell that contains dozens of tiny toes that they use to propel themselves forward, leaving a trail of mucus where ever they go.

Homeworld: The barren, marshy world of Nal Hutta, located deep inside Hutt Space along the Mid Rim and Outer Rim border.

Languages: Vippits speak Vippiti amongst their own, but are just as comfortable conversing in Basic or Hutttese, and most all Vippits learn High Galactic in order to better interpret older legal documents more accurately.

Example names: Doolb Snoil

Adventurers: The Vippit have an extremely good mind for matters of law and technicalities. Vippits almost always assume the role of lawyers or legal councilors as Nobles. They are very rarely seen acting as Soldiers, though some that work directly for the Hutts in "creative book-keeping" may be Scoundrels.

VIPPIT SPECIES TRAITS

Ability Modifiers: -2 Strength, -2 Dexterity, +4 Intelligence. Though smart, Vippits are weak and slow.

Size: As Medium creatures, Vippits have no special bonuses or penalties due to their size.

Speed: Vippit base speed is 3 squares.

Shell: Vippits are protected by a large shell, which protects them from many attacks. Attacking a Vippit from the side allows him to treat his shell as cover, while attacks from the rear allow him to treat his shell as improved cover. Attacks from the front receive no cover bonus.

Conditional Bonus Feat: Vippits have a natural inclination toward law and bureaucracy, enjoying a passion for legalese. Any Vippit that takes Knowledge (bureaucracy) as a trained skill receives the Skill Focus (Knowledge (bureaucracy)) as a bonus starting feat.

Automatic Languages: Basic, Hutttese and Vippiti.

VUVRIAN

Vuvrians are ubiquitous throughout the galaxy, usually functioning in sales, business administration or as some sort of ambassador or negotiator. Originally from the tranquil world of Vurdon Ka, Vuvrians evolved on a planet with few threats. The world's weather patterns only experience an annual fluctuation of fifteen degrees, and the Vuvrians have very few predators in their ecosystem, and food is plentiful. Perhaps because of their lack of hardships, Vuvrians have always been extraordinarily easy to get along with.

Of course, it had been suggested that Vuvrians would understand other species better if they learned about the suffering of the average galactic citizen. This view has caused many Vuvrians to leave for planets with harsh climates such as Tatooine or Pantora, where temperature extremes wreak havoc on their sensitive skin. Many of these Vuvrians pay this penance in hopes to enhance their understanding of other beings, thereby making them better equipped to work on their behalf.

Personality: Vuvrians are incredibly skilled at interpersonal relations, combining an outgoing and friendly nature with a willingness to please and politeness. Their skills have helped them distinguish themselves in the fields of sales and diplomacy, overcoming what most mammalian

VUVRIAN



humanoids find to be an off-putting visage. Vuvrians are used to being judged by their looks, and are usually able to change a being's mind within a single encounter.

Physical Description: Vuvrians are tall, thin insect-like humanoids with saucer shaped heads featuring a dozen eyes spread evenly, and two drooping antennae. Many wear environmental suits to dull their sensitivity in extreme weather.

Homeworld: The Inner Rim world of Vurdon Ka, a dim lit forested planet.

Languages: Vuvrians speak Vuvrian, a language consisting of buzzing and humming noises.

Example names: Cimilak, Gwent, Kirrewa, Mylthea, Nilzilun, Nystammall, Scrin, Swiegal, Weelax, Wiosela.

Adventurers: Vuvrians are typically Nobles or Scoundrels, preferring to avoid combat. Vuvrian Force-users occur in normal percentages, and they have been counted as members of the Jedi Order.

VUVRIAN SPECIES TRAITS

Ability Modifiers: -2 Strength, +2 Intelligence, +2 Charisma. Though weak, Vuvrians are intelligent and have great people skills.

Size: As Medium creatures, Vuvrians have no special bonuses or penalties due to their size.

Speed: Vuvrian base speed is 6 squares.

Pain Sensitivity: Vuvrians have a very sensitive sense of touch that allows them to sense changes in air pressure. While this ability has its benefits, it also gives the Vuvrians a very low tolerance for pain. Vuvrians suffer a -6 penalty to their Damage Threshold. As Vuvrians age,

their sensitivity decreases, and the penalty is reduced by 2 for each age category above adult.

Awareness: Vuvrians can see in all directions around themselves at once with their dozen eyes, and their sensitive skin also gives them an advanced spatial awareness. Vuvrians can choose to re-roll any Initiative Check, though they must keep the second result.

Automatic Languages: Basic and Vuvrian.

WEEQUAY

Perhaps best known for their services as thugs for most underworld organizations, the Weequay have a poor reputation among civilized society as murderous brutes. While it is true that the Weequay are a violent, somewhat primitive culture, they also have a complex pantheon of gods, whose worship requires great devotion and constant vigilance for portents and signs from the gods. Fortunately, said gods take no issue with the Weequay lifestyle of mercenary work. The Weequay have served the Hutt cartels for thousands of years, since the Third Battle of Vontor, but were not quite as foolish as the Nikto to sign exclusive long-term contracts that enslaved generations of the species for millennia. Weequay remained a degree of independence, working for other criminal organizations or even going into business for themselves as pirates, which was particularly popular during the Clone Wars.

Personality: Weequay are exceptionally superstitious, claiming seemingly innocuous events as signs from Quay, their Moon God. Weequay are always on a hair trigger, and snickering at their concept of a deity is a sure-fire way to provoke a fight with one. They are considered very good at their work as hired muscle or trackers, but not particularly social.

Physical Description: Weequay are humanoids with dark, thick skin, and prune-like, inexpressive faces. Their hair is usually black, and Weequay will grow an additional braid of hair for each year spent away from Sriluur.

Homeworld: The Outer Rim world of Sriluur, just on the edge of Hutt Space.

Languages: Weequay can communicate silently with members of their own clan through a series of complex pheromones, but also speak Sriluurian to Weequay not of their clan. Sriluurian is composed primarily of whispering sibilants and throaty mumbles.

Example names: Ak-Buz, Ak-Rev, Baladdok, Jhoram Bey, Sora Bulq, Diergu-rea Duhnes'rd, Brawn Dunkee, Fyg. Keejik Ganz, Gar-UI, Gonlo, Grimorg, Guta-Nay, Jubei, Tas Kee, Hakma Kinto, Kossex, Labansat, Adazian Liebke, Lunis, Hondo Ohnaka, Plaan, Queequeg, Que-Mars Redath-Gom, Riknak, Sev, Solum'ke, Keezo Stoolee, Nort Toom, Turk Falso, Tyr.



Adventurers: Weequay are almost exclusively Scouts and Soldiers, finding work as bounty hunters, security, bodyguards and soldiers. Further, many Weequay members have joined the Jedi Order throughout history, and Force sensitivity would seem to occur slightly more often than normal in other species.

WEEQUAY SPECIES TRAITS

Ability Modifiers: +2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma. Strong and hardy, Weequay lack the ability to empathize with others.

Size: As Medium creatures, Weequay have no special bonuses or penalties due to their size.

Speed: Weequay base speed is 6 squares.

Pheromonal Communication: Weequay can communicate with other Weequay of their own tribe silently through pheromones at a range

of 20 plus their Charisma modifier in meters. Other species with delicate senses of smell can detect the pheromones, but not understand them.

Bonus Feat: Weequay are raised in a brutally violent warrior culture, where only those able to fight survive long. This, combined with their thick, leathery hides, make them much tougher than most species. Weequay automatically receive the Toughness feat.

Automatic Languages: Sriluurian.

X'TING

These insectoid creatures also known as Cestians are the native inhabitants of the planet Ord Cestus, a barren red-rock planet. X'ting are evolved from flying insects, possessing a pair of vestigial wings attached to their segmented bodies. The X'ting society is that of a caste system containing dozens of subtle status levels, and greatly valued attention to detail and expert craftsmanship. X'ting physiology is such that the gender of the adults cycles between male and female every three years, altering their appearance every cycle from the smaller frames of the males, to the considerably larger female form.

It is said that the X'ting gained control of Ord Cestus some 150 years before the Clone Wars when an unnamed Jedi Knight arrived on the planet and rallied the X'ting to fight against arachnid oppressors. Fifty years later, however, a great plague swept through the X'ting population, killing millions, destroying the X'ting Royal Family, and leaving only a handful of X'ting to perpetuate the species. During the Clone Wars the X'ting acted as independent contractors, designing and assembling battle droids for the highest bidder. It was they who were responsible for the feared "Jedi Killer" series battle droid.

Personality: X'ting are extremely secretive, especially with matters involving their culture and their home planet. Generally, off-worlders who see too much are forbidden from leaving once they step foot on Ord Cestus. They maintain a strong respect for the Jedi and value technology, but hold the deepest appreciation for all things hand crafted.

Physical Description: The X'ting are insectoids standing approximately two meters tall. They possess two pairs of arms, one set is considered the primary pair and are used for things requiring great strength and movement. The second pair of arms are used for finer manipulation. These arms are connected to an oblong segmented body containing three stomachs and other internal organs protected by a shiny exoskeleton and thick bristles. A pair of vestigial wings protrudes from their backs, and at the bottom of their abdomen is a large stinger, capable of injecting a powerful toxin into victims.

Homeworld: The X'ting inhabit the planet of Ord Cestus, located in the Outer Rim Territories. Ord Cestus once served as an ancient munitions depot for Republic military forces, and in later years acted as

a Republic prison colony.

Languages: The native language is X'tingian, a series of clicks, clacks and ululations, though they are more than capable of speaking Basic.

Example names: G'Mai Duris, Trillot, Jesson Di Blinth, Resta Shug Hai

Adventurers: X'ting are rarely seen off of Ord Cestus. However, when encountering a X'ting out amongst others in the galaxy they can fill any role. X'ting are most commonly Scouts, favoring fringer talents, but can also be Soldiers or Nobles.

X'TING SPECIES TRAITS

Ability Modifiers: +2 Strength, +2 Dexterity, -2 Wisdom, -2 Charisma. While gifted with the strength and agility only an insect form can provide, X'ting are naïve and overlooked by others.

Size: As Medium creatures, X'ting have no special bonuses or penalties due to their size.

Speed: X'ting base speed is 6 squares.

Natural Armor: The X'ting posses a thick, chitinous carapace, which provides a +2 natural armor bonus to their Reflex defense. A natural armor bonus stacks with an armor bonus.

Poison Stinger: X'ting possess a 25 centimeter poison stinger at the bottom of their abdomen which they can use to make unarmed attacks with dealing 2d4 melee damage. A successful hit requires a second attack roll against the target's Fortitude defense every round at 1d20+5 Attack roll until cured with a Treat Injury Check DC 15. Each successful attack by the poison deals 1d6 damage.

Natural Crafters: X'ting are gifted engineers, and upon character creation, may choose one area of engineering expertise. X'ting can choose to gain a +4 species bonus to any Mechanics checks made to use either the Build Object (TFU 30) and Design Starship (SG 20) abilities of the Mechanics skill, or the Knowledge (Technology or Physical Sciences) skills.

Four Arms: X'ting have an additional set of arms, providing a +2 bonus to all Climb and Grapple checks.

Conditional Bonus Feat: As soon as an X'ting fulfills the requirement they gain Dual Weapon Mastery I as a bonus feat, but only when using their extra set of limbs in combat.

Automatic Languages: Basic and X'tingian.

NEAR HUMANS

Many other species are close enough to baseline human to earn the genetic distinction of "near-human". These species use standard human stats, but below, suggestions are made as to which skill and feat to select

as the human "bonus skill" and "bonus feat". If used, the suggested skill and/or feat may be taken without having to fulfill requirements, meaning that skills can be taken even if not a class skill, and feats may be taken even if they fail to meet the prerequisites, unless specifically noted.

Chev: Long lived humans with grey skin and a pair of hearts, most Chev were enslaved by the Chevin.

Suggested Skill: Endurance

Suggested Feat: Any

Firrerreo: Gold and silver skinned humans with nictating membranes over their eyes and two-toned hair.

Suggested Skill: Any

Suggested Feat: Extra Second Wind

Kiffar: Dark skinned humans with striped facial tattoos native to Kiffu and Kiffex.

Suggested Skill: Sacrificed

Suggested Feat: Force Sensitivity, which grants the Psychometry talent for free

Korunnai: Force sensitive dark-skinned humans native to Haruun Kal.

Suggested Skill: Survival

Suggested Feat: Force Sensitivity

Lorrdian: Dark-skinned humans who have a gift for physical imitation native to Lorrd.

Suggested Skill: Deception

Suggested Feat: Any.

Miralian: Green-skinned humans with knot-like facial tattoos native to Mirial.

Suggested Skill: Sacrificed

Suggested Feat: Increased Agility

Pantoran: Blue-skinned humans with yellow facial markings with resistance to the cold weather of Pantora.

Suggested Skill: Survival & Endurance

Suggested Feat: Sacrificed

Rattataki: Albino humans with tribal facial tattoos native to Rattatak.

Suggested Skill: Any

Suggested Feat: Martial Arts

Ropagu: Jaundiced humans with slanted eyes native to Ropagi II.

Suggested Skill: Any two knowledge skills

Suggested Feat: Recall

Sephi: Pastel-skinned humans with pointy ears native to Thustra.

Suggested Skill: Persuasion

Suggested Feat: Unwavering Resolve