

STAR WARS®

ROLEPLAYING GAME

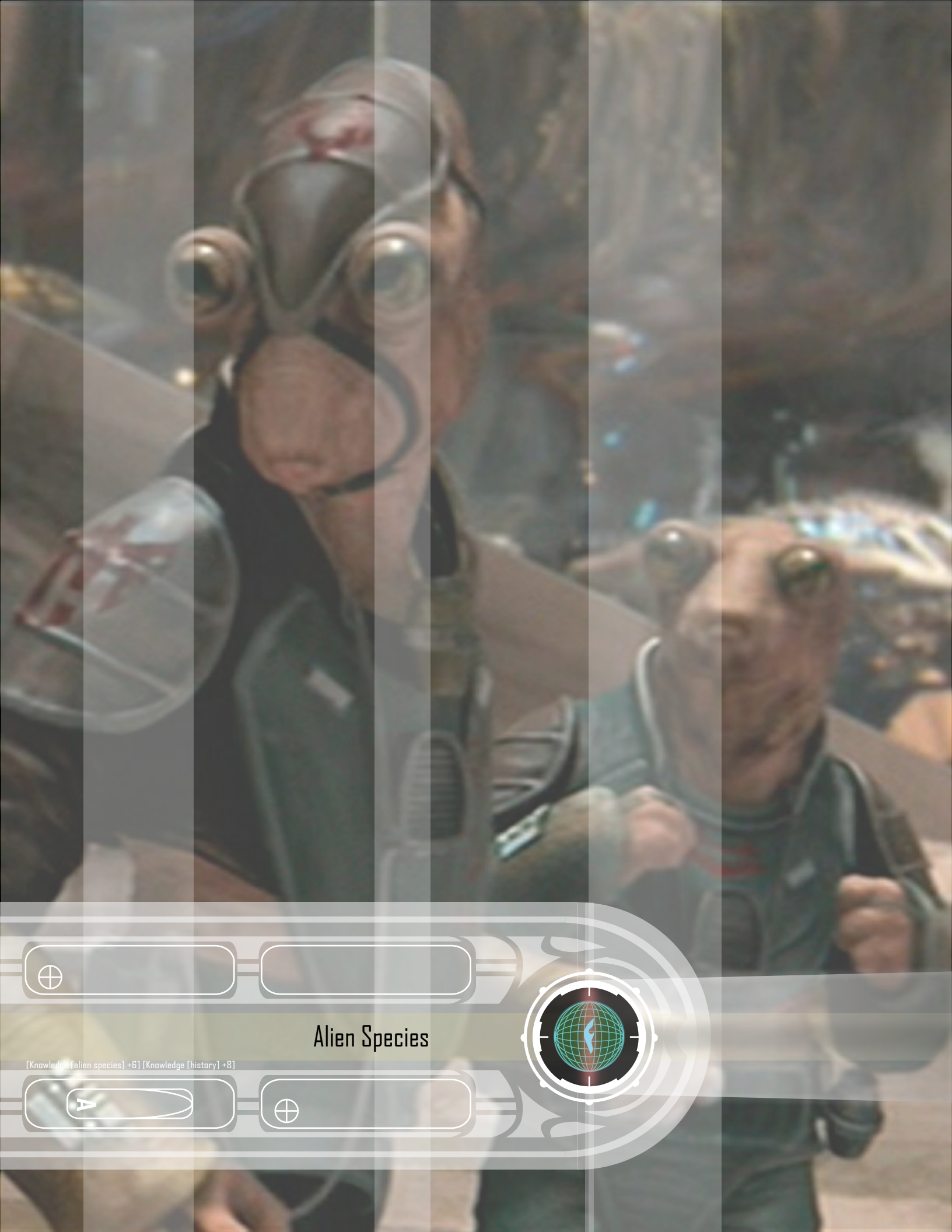
The Clone Wars

Sourcebook

Alien Species

By Keith Kappel and Ryan Brooks





Alien Species

[Knowledge [alien species] +6] [Knowledge [history] +8]



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.

Aleena

The Aleena live in semi-nomadic tribes along the grassy plains and lakes of Aleen. Despite their wandering nature, the Aleen are technologically adept and fully capable of modern feats such as space travel. The Aleen have many large cities, which all have a special area for local Aleena nomads who are traveling from town to town. An Aleen city of ten million inhabitants may only have one million permanent residents, the rest are just temporary residents or Aleen nomads.

The Aleen are one of the many planets to host a Jedi Chapter House. This miniature version of the Jedi Temple on Coruscant is designed to act as a resupply and way station for fellow Jedi on missions, and to test infants for force sensitivity on Aleen and the surrounding sector. The Aleena have grown to trust the Jedi over the centuries and often appeal to them to settle trade disputes or other minor squabbles.

Most Aleena work as independent contractors in a technical field on Aleen, building anything from comlinks to capital ship components. Many are known to travel off-world to work in the private sector, or pursue other interests.

Personality: Aleena are a skittish species known for their ability to turn tail and run at the first sign of trouble. The Aleena are very social, however, and when in a safe environment are usually quite the entertainers.

Physical Description: Aleena are vaguely reptilian, with blue and green shades of skin. They are exceedingly short, their long, thick trunk-like bodies offset with short, stubby limbs. A fan-shaped bony ridge protrudes from their skulls, often accented with colors ranging from pearl, yellow and red.

Homeworld: Aleen, an inner-rim world sitting on the border with the colonies region.

Language: Aleena speak and read Aleen. Their speech is slightly high pitched and nasal.

Example Names: Tsui Choi, Bogg Tyerell, Ratts Tyerell, Deland Tyerell, Djulla Tyerell, Doby Tyerell, Mab Kador.

Age in Years: Child 1-10; young adult 11-15; adult 16-35; middle age 36-53; old 54-64; venerable 65+.

Adventurers: Aleena adventurers are typically tech specialists or scoundrels. Aleena force sensitives are common enough to justify the placement of the Jedi chapter house on Aleen, and the Jedi Order has a number of Aleena among their ranks.

Aleena Species Traits

☞ -2 Strength, -2 Con, +4 Dex.

☞ Small: As Small creatures, Aleena gain a +1 size bonus to their defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.



AN ALEENA FAMILY

- ☞ Speed: Aleena base speed is 6 meters.
- ☞ Quick-Change Metabolism: When under attack, an Aleena can alter their metabolism as a free action, allowing them to increase their base speed to five times normal for two rounds. This increase has the side effect of multiplying your jump distance by 3 during this time period. After using this ability, the Aleena becomes fatigued for 1D4 hours.
- ☞ Natural Swimmers: All Aleen get a species bonus of +4 to the swimming skill.
- ☞ Free Language Skills: Speak Aleen.

Aleena Commoner: Init +2 (dex); Defense 13 (+2 dex, +1 size); Spd 6m; VP/WP 0/8; Atk -2 melee (1d2-1, unarmed) or +2 ranged; SQ Quick-change Metabolism; SVFort -1, Ref +2, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 14, Con 8, Int 10, Wis 10, Cha 10. Challenge code A.

Equipment: Toolkit, survival pack, variety of personal belongings.

Skills: Craft (any one) +5, Profession +3 (any one), Read/write Aleen, Speak Aleen, Survival +1, Swim +5

Feats: None.

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 Imperial mining concerns that have taken over their planet of late.

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 beedy 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.

Language: Coway speak Coway. Thier speech is slightly guttural and grating.

Example Names: B'dard Tone

Age in Years: Child 1-9; young adult 10-14; adult 15-44; middle age 45-59; old 60-74; venerable 75+.

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.
- ☞ Medium-Size: As Medium-size creatures, Coway have no special modifiers due to their size.
- ☞ Speed: Coway base speed is 10 meters.
- ☞ Darkvision: Coway can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.
- ☞ Poison Resistance: Due to a very strong acid used to digest food in their stomachs, Coway receive a natural +4 Fort save bonus to save versus ingested poisons or spoiled food.
- ☞ Free Language Skills: Speak Coway.

Coway Commoner: Init +1 (dex); Defense 11 (+1 dex); Spd10m;VP/WP 0/10; Atk +2 melee (1d8+2, Spear) or +1 ranged; SQ: Darkvision, Poison Resistance; SV Fort +2, Ref +1, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 10, Wis 8, Cha 8. Challenge code A.

Equipment: Spear, variety of personal belongings.

Skills: Climb +3, Craft (any one) +5, Move Silently +2, Speak Coway, Survival +1.

Feats: Weapon Group Proficiency (Simple Weapons).



COWAY

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 much trading.

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 pacifist species, the Eirrauc are hard workers and have a great interest in the arts. They are careful thinkers, and are accustomed to speaking their mind. Their most predominant trait, however, is their sense of responsibility. They feel a deep loyalty to whatever groups they associate with.

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

Language: Eirraucs speak and read Eirraucii.

Example Names: Daushoroc, Puroth, Tamoss

Age in Years: Child 1-13; young adult 14-19; adult 20-44; middle age 45-59; old 60-74; venerable 75+.

Adventurers: Eirrauc's who leave Eirraucus are typically fringers or scoundrels and less commonly scouts or tech specialists. Warfare is unheard of in Eirrauc society, so soldiers are extremely rare and their society has no direct leaders, so nobles are likewise rare. Jedi ranks have been known to include Eirraucs.

Eirrauc Species Traits

- ☞ Ability Modifiers: +2 Str, -2 Con
- ☞ Medium-Size: As Medium-size creatures, Eirraucs have no special modifiers due to their size.
- ☞ Speed: Eirrauc base speed is 10 meters.
- ☞ Climate Sensitivity: Eirraucs have trouble operating in extremely hot or cold environments, and suffer from hot or cold weather effects twice as quickly with double the effects, and take a -4 penalty to all hot or cold weather related fort saves.
- ☞ Gallop: The Eirraucs have two mid-limbs that can function as either additional arms or additional legs. As a result, if the Eirrauc's two mid-limbs are not carrying or holding anything, when charging, Eirraucs can move up to three times their move speed instead of double, and when running, Eirraucs can move up to six times their move speed instead of quadruple.
- ☞ Extra-Limbs: Eirrauc have four arms, two of which are also used as extra legs sometimes. The extra limbs give Eirraucs a +4 species bonus on climb checks and grapple checks. An Eirrauc has one primary hand and three off hands. An Eirrauc can wield up to four weapons, but the normal penalties for fighting with multiple weapons apply (see mutliweapon fighting feat description in *Star Wars Roleplaying Game, Ultimate Alien Anthology, Page 219*).
- ☞ Tongue: The Eirrauc tongue can perform a melee attack that does 1d2+str damage.
- ☞ Skill Bonus: Eirrauc have exceptional three-hundred degree vision, and as such gain +2 to spot checks. The powerful rear legs of the Eirrauc can help them perform great leaps, and as such gain +2 to jump checks.
- ☞ Bonus Feat: Eirraucs with the Force-Sensitive and Sense Feats gain the bonus feat Aware.
- ☞ Free Language Skills: Read/Write Eirraucii, Speak Eirraucii.



EIRRAUC

Eirrauc Commoner: Init +0; Defense 10; Spd 10m; VP/WP 0/8; Atk +1 melee or +0 ranged; SQ: Climate Sensitivity, Extra-Limbs, Gallop, Skill Bonus (+2 Jump, +2 Spot), Tongue; SV Fort +0, Ref +1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 8, Int 10, Wis 10, Cha 10. Challenge code A.

Equipment: tools, variety of personal belongings.

Skills: Climb +5, Craft (any one) +5, Jump +3, Profession (any one) +4, Read/Write Eirraucii, Speak Eirraucii, Spot +2, Survival +4.

Feats: Weapon Group Proficiency (simple weapons).

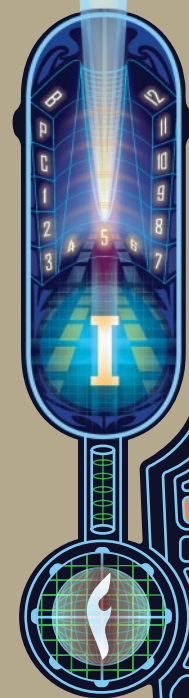
Equani

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 only the few thousand Equani that were off-world alive. 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 homeworld 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 few thousand that were off world at the time.

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

Example Names: Klo Merit.

Age in Years: Child 1-12; young adult 12-18; adult 19-37; middle age 38-55; old 56-84; venerable 85+.

Adventurers: Equani encountered off-world are almost always tech specialists or scoundrels. 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 Wis, -2 Int.
- ☉ Large: Large-Size: As Medium-size creatures, Equani suffer a -1 size penalty on Defense, a -1 size penalty on attack rolls, and a -4 penalty on Hide checks. They have a face/reach of 2m by 2m. Their lifting and carrying limits are double those of Medium-Size characters.
- ☉ Speed: Equani base speed is 10 meters.
- ☉ Empathic: All Equani are able to sense moods empathically, and the Empathy Force Skill is considered a class skill regardless of if the Equani has the Force-Sensitive Feat or not. If the Equani does have the Force Sensitive Feat, they gain a +4 bonus to all Empathy rolls and checks.
- ☉ Free Language Skills: Read/Write and Speak Basic

Equani Commoner: Init +0 (dex); Defense 9 (+0 dex, -1 size); Spd 10m; VP/WP 0/10; Atk +0 melee (1d4, unarmed) or +0 ranged; SQ: Empathic; SV Fort +0, Ref +0, Will +1; SZ L; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 8, Wis 12, Cha 10. Challenge code A.

Equipment: Variety of personal belongings.

Skills: Diplomacy +4, Empathy +2, Gather Information +3, Profession (any one, usually Minder) +5, Read/Write Basic, Sense Motive +2, Speak Basic.

Feats: Trustworthy.

Firrerreo

The Firrerreo exist in a strict clan-based system where only the most powerful of all Firrerre's clans is allowed travel off-world. As such, the species is rather rare off of Firrerre. Firrerreo cities are mostly vertical affairs, built into cliff faces. The planet is predominantly composed of mountainous terrain with some of the galaxy's largest waterfalls covering the landscape.

After the rise of the Empire, Darth Vader took two Firrerreo under his tutelage. Hethrir was named the Procurator of Justice, and his mate Rillao was trained in the ways of the force as well. As procurator, Hethrir was tasked with condemning planets that were seditious. To prove his loyalty, one of the first planets he destroyed was Firrerre.

Hethrir unleashed a deadly Hive Virus that wiped out every man, woman and child on the planet. The planet was put under a quarantine blockade and became a tomb. The only Firrerreo still in the galaxy are those who were off-world when the plague spread.

Only a few thousand Firrerre are in existence during the New Republic era. Most of these were from colony ships that were still in a sublight journey to another planet. The remaining Firrerreo were allowed to settle on Belderone. Unfortunately, the

Belderone locals sold out the Firrerreo during the Vong invasion, and after the massacre, the number of Firrerreo estimated to be in the galaxy numbers in the hundreds.

Personality: Firrerreo tend to be fairly reserved, but exhibit a full range of personalities found in humans. After Lord Hethrir killed off most of the planet and his fellow Firrerreo, the survivors tend to be withdrawn and sad, but fiercely loyal to any other Firrerreo they may find.

Physical Description: Firrerreo closely resemble baseline humans on the outside. Their hair is naturally streaked with a variety of colors ranging from yellows, browns and reds. Firrerreo also have a nictating membrane that protects their eyes, further distinguishing them from baseline humans. Their skin comes in a subtle variety of colors ranging from browns, golds and pale whites.

Homeworld: Firrerre, an Outer Rim world near Endor and Bakura.

Language: Firrerreo speak and read Firrerrese. Aleena speak and read Aleen. Their speech is slightly high pitched and nasal.

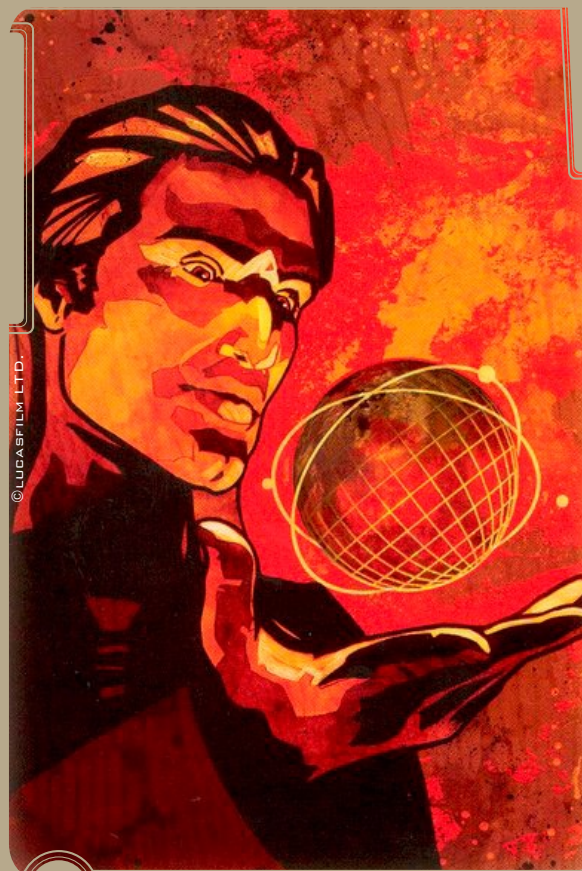
Example Names: Hethrir, Rillao, Sesseri Dio, Tigris, Tantos.

Age in Years: Child 1-11; young adult 12-17; adult 18-55; middle age 56-89; old 90-124; venerable 125+.

Adventurers: Firrerreo adventures are typically nobles. Firrerreo force sensitives are quite common, and quite a few Firrerreo have gone on to become Jedi or force adepts.

Firrerreo Species Traits

- ☉ Ability Modifiers: +2 Int.
- ☉ Medium: As Medium-size creatures, Firrerreo have no special modifiers due to their size.



FIRRERREO

- ☞ Speed: Firrerreo base speed is 10 meters.
- ☞ Quick Healers: Firrerreo regain wound points at double the normal rate.
- ☞ Nictating Membrane: Because of the protective membrane covering a Firrerreo's eyes, they only take half the normal penalty to search and spot checks during events such as sandstorms and snowstorms or when underwater.
- ☞ Power of a Name: Firrerreo society has an interesting quirk in that when someone commands a Firrerreo to do something speaking aloud their full name, the Firrerreo feels compelled to obey. This requires the Firrerreo to make a will save DC 18, or else they must obey the command. Firrerreo that do not grow up in Firrerreo culture do not receive this SQ.
- ☞ Free Language Skills: Read/Write Firrerrese, Speak Firrerrese.

Firrerreo Commoner: Init +2 (dex); Defense 10 (+ dex); Spd 10m;VP/WP 0/10; Atk +0 melee (1d4, unarmed) or +) ranged; SQ Nictating Membrane, Quick Healers; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0;Rep +0; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10. Challenge code A.

Equipment: Robes, datapad, variety of personal belongings.

Skills: Craft (any one) +5, Diplomacy +2, Knowledge: Firrerreo Clans +4, Profession +3 (any one), Read/write Firrerreo, Speak Firrerreo.

Feats: None.

Holwuff

Hailing from the planet Alliga, the Holwuff are best known as craftsmen. Their people are reknowned througout 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, ranging 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 enjoy artistically expressing themselves through technology. They tend to enjoy reverse engineering existing technology and giving it an artistic edge. They are very cultured, and live lives filled with art.

Physical Description: The Holwuff's are large creatures believed to be distant evolutionary cousins of the Whipid. It is hypothesized that they are yet another experiment conducted millinia 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

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

Example Names: Rogwa Wodrata

Age in Years: Child 1-12; young adult 13-18; adult 19-35; middle age 36-55; old 56-79; venerable 80+.

Adventurers: Holwuff encountered off-world are almost always Tech Specialists, Fringers or Scoundrels. While there is not a strong tradition of Holwuff Force Users, it is believed possible.

Holwuff Species Traits

- ☞ Ability Modifiers: -2 Wis, -2 Cha, +2 Str, +2 Int.
- ☞ Medium: Medium-Size: As Medium-size creatures, Holwuffs have no special modifiers due to their size.
- ☞ Speed: Holwuff base speed is 10 meters.



HOLWUFF

- ☞ Bonus Feat: Gearhead
- ☞ Artistic Crafters: All Holwuff believe in making their technology and world artistic. If a Holwuff first sculpts a scale model of whatever it is they are going to craft, they receive a +2 bonus to crafting that item.
- ☞ Natural Armor: Holwuffs have thick skin that provides a +2 natural armor bonus to defense.
- ☞ Free Language Skills: Read/Write and Speak Holwuff

Holwuff Commoner: Init +0 (dex); Defense 12 (+2 SQ); Spd6m;VP/WP 0/10; Atk +1 melee (1d2, unarmed) or +0 ranged; SQ: Artistic Crafters, Natural Armor; SV Fort +0, Ref +0, Will -1; SZM; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 12, Wis 8, Cha 8.Challenge code A.

Equipment: Tools, Variety of personal belongings.

Skills: Craft (any two) +5, Profession (any one) +5, Read/Write Holwuff, Speak Holwuff.

Feats: Weapon Proficiency (simple weapons).

Kaleesh

The Kaleesh are inhabitants of the hostile world of the Kalee, located near Muunilist and Dantooine in the Outer Rim Territories bordering the Kadok regions. These reptilian humanoids are known for their obsession with battle and conquest. They treasure conflict and the sense of power that only victory can bestow upon them. The Kaleesh evolved into a tribal society and are deeply spiritual race, following the teachings of their poly-





KALEESH

theistic religion. The Kaleesh built sprawling temples in honor of their deities that scattered the countryside of their dangerous world. In the Rise of the Empire Era, although the Kaleesh once fought alongside the Jedi Knights against the Bitthaevrians, the Kalee have a deep-seeded hatred for the Jedi and the Republic for their territorial loss during the war with the Yam'rii.

Personality: Kalee most commonly exhibit a domineering nature, and a pushy (often quite literally) impatience when their demands aren't met with expedience. They are also extraordinarily arrogant and selfish.

Physical Description: Kalee are tall and slender, often standing between 1.8 and 2.2 meters tall. They are covered with reddish-orange scales that accent their cold yellow eyes. The Kalee typically wrap their skin in cloth to protect them from the blistering suns on Kalee, leaving only their long four-fingered hands exposed as to manipulate their weaponry without impedence. Most Kalee wear masks carved from some of the most ferocious creatures of their world such as the karabbac or mumuu.

Kaleesh Homeworld: The harsh world of Kalee, located in the Outer Rim territories in the Raioballo sector.

Language: Kalee speak Kaleesh.

Example Names: Qymaen jai Sheelal, Ronderu Iij Kummar.

Age in Years: Child 1-10, Young Adult 11-17, Adult 18-40, Middle Aged 41-60, Old 61-80, Venerable 81+

Adventurers: Kalee adventurers are quick to anger and ready to fight. More often than not they will instigate the conflict to begin with. They see nothing wrong with simply taking the things they want and fighting to the death if anyone has anything to say about it otherwise. Kalee are forceful and merciless, and often intolerant, sometimes abusive when their demands are questioned or if not carried out to their satisfaction within a span of time that they feel is ample. Despite all of these qualities, a Kalee is not so foolish as to press on when it becomes apparent that they can no longer control the situation or win the fight. Most Kalee take the role of a fringer, scout, or soldier.

Kalee Species Traits

- ☞ +2 Dexterity, -2 Charisma: Kalee are very agile and flexible but due to their appearance and demeanor tend to be somewhat cold-hearted and overbearing to others.
- ☞ Medium-Size: As Medium-sized creatures, Kalee have no special bonuses or penalties due to their size.
- ☞ Kalee base speed is 10 meters
- ☞ Survivalists: +2 species bonus on Survival checks: Kalee have evolved on an arid world and have become quite accustomed to surviving in harsh environments.
- ☞ Resist Heat: +2 species bonus on Fortitude saves vs. heat: Kalee are able to sustain themselves in much higher temperatures than most other species.
- ☞ Vulnerable to Cold: -2 species penalty on Fortitude saves vs. cold: Kalee are a reptilian species and as thus do not fare well in cold weather conditions.
- ☞ 1 extra feat at 1st level: Kalee are quite adaptable as they are able to learn specific tasks with ease.
- ☞ Automatic Languages: Speak and Read/Write Kaleesh and Basic.

Kalee Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10m; VP/WP 0/10; Atk +0 melee (1d3, unarmed), +1 ranged; SQ Species Traits; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 8. Challenge Code A.

Equipment: Cobbled war mask, desert cloak, personal weapon (melee or ranged), survival pack, variety of personal belongings.

Skills: Profession (hunter) +2, Read/Write Basic, Read/Write Kalee, Speak Basic, Speak Kalee, Survival +3.

Feats: None.

Moappa

The Moappa is one of the most versatile creatures known to exist on Mon Calamari and other worlds. An individual Moappa is merely a foot-long, glowing pink jelly-creature that lives in the ocean. Alone, the creatures are harmless and rather simple organisms, operating on instinct.

However, the Moappa are able to gather and form a hive mind, greatly increasing their mental powers as well as their physicality. They typically assemble in large, flexible pillars or a vaguely humanoid shape when combining. Regardless of their shape, their characteristics and abilities remain based on how many are joined in the hive.

Moappa Species Traits

- ☞ Breathe Underwater: The Moappa can breathe underwater normally and cannot drown in water. It also has a +4 species

bonus on swim checks. Note that Moappa taken out of water die within 1d4 hours.

☞ **Smother Attack:** A single Moappa can attach itself to a being or item, wrapping its jelly body over it and its tail around it. This can be used to cover a hand or mouth, or completely envelop other fine sized creatures or items. Getting a single Moappa off requires an attack action and a strength check, DC 15.

☞ **Amorphous Form:** When attacked by an energy weapon (including lightsabers), the damage is automatically reduced by half. Any time wound damage is inflicted on a Moappa group, as a move action they can attempt to add additional Moappa to its form, regenerating those lost wound points. The Moappa group must make a successful Fortitude saving throw (DC 15) in order to regenerate. If the Moappa group takes wound damage equal to or greater than ten, it must make a Fortitude saving throw (DC 20) or become scattered. If the Moappa group becomes scattered, it splits into the individual Moappa and becomes disoriented for 2d4 minutes while it regroups and is unable to perform any actions other than recombining. Note that specific Moappa group intelligence retains their personality as soon as enough of the same Moappa group recombines to reach the same size category.

☞ **Telepathy:** When the Moappa gains an INT of 8 or more, they gain the telepathy ability. With this ability, they can have telepathic conversations at distances of 2 KM per INT point score, and can call more Moappa to join its form at distances of 4 KM per INT point score. Moappa telepathy is able to communicate complex ideas and converse with another being, but is unable to read thoughts or control minds without further, specific training.

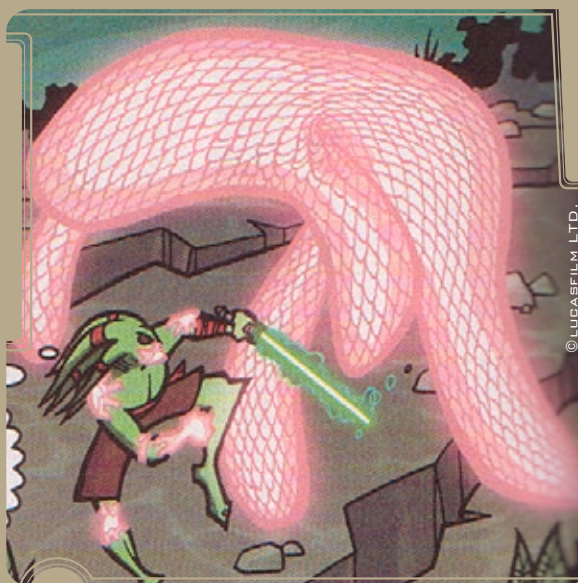
Moappa gets the following class skills

- ☞ Escape Artist
- ☞ Hide
- ☞ Intimidate
- ☞ Knowledge
- ☞ Search
- ☞ Spot
- ☞ Survival
- ☞ Swim

Typical Fine Moappa (single): Predator 1; Init +10 (Dex); Defense 28 (+10 Dex, +8 Size); Spd 15 m (swim); VP/WP 5/4; Atk -3 melee (see smother attack) or +11 ranged; SQ Amorphous Form, Breathe Underwater, Smother Attack, Telepathy; Fort +0, Ref +12; Will -1; SQ F; Str 2, Dex 30, Con 4, Int 1, Wis 8, Cha 12.
Skills: Hide +11, Spot +2, Survival +5, Swim +4.
Feats: Rugged.

Typical Diminutive Moappa (2-5): Predator 3; Init +11 (Dex, Improved Initiative); Defense 21 (+7 Dex, +4 Size); DR 6; Spd 14 m (swim); VP/WP 21/8; Atk +0 melee (see smother attack) or +10 ranged; SQ Amorphous Form, Breathe Underwater, Smother Attack, Telepathy; Fort +3, Ref +10; Will +1; SZ D; Str 4, Dex 25, Con 8, Int 3, Wis 8, Cha 11.
Skills: Hide +9, Spot +2, Survival +6, Swim +7.
Feats: Improved Initiative, Rugged.

Typical Tiny Moappa (6-50): Predator 5; Init +9 (Dex, Improved Initiative); Defense 17 (+5 Dex, +2 Size); DR 7; Spd 13 m (swim); VP/WP 40/10; Atk +3 melee (see smother attack) or +8 ranged; SQ Amorphous Form, Breathe Underwater, Smother Attack,



A HUGE MOAPPA

Telepathy; Fort +5, Ref +9; Will +1; SZ T; Str 6, Dex 20, Con 10, Int 5, Wis 8, Cha 10.

Skills: Hide +7, Spot +2, Survival +6, Swim +8.

Feats: Improved Initiative, Rugged.

Typical Small Moappa (51-250): Predator 7; Init +8 (Dex, Improved Initiative); Defense 15 (+4 Dex, +1 Size); DR 8; Spd 12 m (swim); VP/WP 56/12; Atk +7/+2 melee (see smother attack) or +9/+4 ranged; SQ Amorphous Form, Breathe Underwater, Smother Attack, Telepathy; Fort +7, Ref +9; Will +2; SZ S; Str 10, Dex 18, Con 12, Int 6, Wis 9, Cha 10.

Skills: Hide +5, Spot +5, Survival +8, Swim +12, Cosmopolitan skill (2 skill points).

Feats: Improved Initiative, Cosmopolitan (any), Rugged.

Typical Medium Moappa (251-500): Predator 9; Init +6 (Dex, Improved Initiative); Defense 12 (+2 Dex); DR 10; Spd 11 m (swim); VP/WP 90/15; Atk +11/+6 melee (see smother attack) or +11/+6 ranged; SQ Amorphous Form, Breathe Underwater, Smother Attack, Telepathy; Fort +9, Ref +8; Will +3; SZ M; Str 15, Dex 15, Con 15, Int 8, Wis 9, Cha 10.

Skills: Hide +3, Spot +5, Survival +10, Swim +16, Cosmopolitan skill (2 skill points).

Feats: Improved Initiative, Cosmopolitan (any), Rugged, Track.

Typical Large Moappa (501-1,500): Predator 11; Init +5 (Dex, Improved Initiative); Defense 10 (+1 Dex, -1 Size); DR 15; Spd 10 m (swim); VP/WP 132/18; Atk +16/+11/+6 melee (see smother attack) or +12/+7/+2 ranged; SQ Amorphous Form, Breathe Underwater, Smother Attack, Telepathy; Fort +12, Ref +8; Will +3; SZ L; Str 20, Dex 12, Con 18, Int 8, Wis 9, Cha 10.

Skills: Hide +4, Spot +6, Survival +10, Swim +16, Cosmopolitan skills (4 skill points).

Feats: Improved Initiative, Cosmopolitan (any two), Rugged.

Typical Huge Moappa (1,501-5,000): Predator 13; Init +4 (Improved Initiative); Defense 8 (-2 Size); DR 20; Spd 9 m (swim); VP/WP 195/28; Atk +23/+18/+13 melee (see smother attack) or +13/+8/+3 ranged; SQ Amorphous Form, Breathe Underwater,



Smother Attack, Telepathy; Fort +16, Ref +8; Will +4; SZ H; Str 30, Dex 10, Con 25, Int 10, Wis 10, Cha 9.

Skills: Hide +2, Spot +7, Survival +13, Swim +24, Cosmopolitan skills (4 skill points).

Feats: Improved Initiative, Cosmopolitan (any two), Rugged, Toughness.

Typical Gargantuan Moappa (5,001-10,000): Predator 15; Init +3 (Dex, Improved Initiative); Defense 3 (-1 Dex, -4 Size); DR 25; Spd 8 m (swim); VP/WP 300/38; Atk +30/+25/+20 melee (see smother attack) or +14/+9/+4 ranged; SQ Amorphous Form, Breathe Underwater, Smother Attack, Telepathy; Fort +22, Ref +8; Will +5; SZ G; Str 40, Dex 8, Con 35, Int 12, Wis 11, Cha 8.

Skills: Hide +1, Spot +8, Survival +13, Swim +31, Cosmopolitan skills (4 skill points).

Feats: Improved Initiative, Cosmopolitan (any two), Rugged, Toughness (x2).

Typical Colossal Moappa (10,001+): Predator 17; Init +2 (Dex, Improved Initiative); Defense 0 (-2 Dex, -8 Size); DR 30; Spd 6 m (swim); VP/WP 442/56; Atk +36/+31/+26/+21 melee (see smother attack) or +15/+10/+5/+0 ranged; SQ Amorphous Form, Breathe Underwater, Smother Attack, Telepathy; Fort +29, Ref +8; Will +6; SZ C; Str 50, Dex 6, Con 50, Int 14, Wis 12, Cha 8.

Skills: Hide +0, Spot +9, Survival +17, Swim +35, Cosmopolitan skills (4 skill points).

Feats: Improved Initiative, Cosmopolitan (any two), Rugged, Toughness (x2).

Note that the Moappa gains a feat once every 3 levels, starting with first level, and can buy the Cosmopolitan feat, representing training from meeting with outside sources.

Mustafarian

Hailing from the volcanic world of Mustafar, the inhabitants of this world bear a striking resemblance to the Kubaz, with their long trunk for noses and sloping foreheads. Although the planet is barely habitable, several species sprung to life on the cooled portions of the lava floe. There are two separate and distinct races of Mustafarian: one being tall and slender from the northern hemisphere, while the others are much shorter and stout in appearance and come from the southern region of the planet. Neither race of Mustafarian much care for the doings of beings not from their world, and live fairly isolated from the rest of the galaxy in their underground network of caves and warrens.

Personality: Mustafarians are somewhat reclusive, choosing to remain on their homeworld, tending to the mineral harvesting of their planet. The Mustafarians are very observing and sometimes inquisitive.

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 Mustafarian 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.

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

Language: Mustafarians speak Mustafarian.

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



NORTHERN (LEFT) AND SOUTHERN (RIGHT)
MUSTAFARIANS

Age in Years: Child 1-9, Young Adult 10-15, Adult 16-45, Middle Aged 46-60, Old 61-75, Venerable 75+

Adventurers: Northern Mustafarian adventurers most often take on the role of scouts and nobles, being much more accustomed to relations with others and business-oriented. They are also sometimes seen in the role of Tech Specialist. The Southern Mustafarians are typically much more brutish in nature, filling the roles of Fringer, Scout, Soldier or Tech Specialist.

Northern Mustafarian Species Traits

- ⊖2 to Strength, +2 to Dexterity.
- ⊖ Medium-sized: As medium-sized creatures, Mustafarians have no special modifiers due to size.
- ⊖ Speed: Mustafarian base speed is 10 meters.
- ⊖ Natural Armor: Mustafarians have a thick hide that is almost impervious to the heat associated with the damage from blaster weapons. As such, Mustafarians receive a +2 bonus to defense for their natural armor.
- ⊖ Observant: Mustafarians are accustomed to spotting mineral deposits on the bright lava floes of their home planet and thus receive a +2 species bonus to all Search and Spot checks.
- ⊖ Mustafarians receive Armor Proficiency (light) as a bonus feat. Almost all Mustafarians wear armor fashioned from the molted carapaces of the native lava flea.
- ⊖ Free Language Skill: Read/Write and Speak Mustafarian.

Southern Mustafarian Species Traits

- ⊖ +2 to Strength, +2 to Dexterity, -2 to Intelligence, -2 to Charisma
- ⊖ Medium-sized: As medium-sized creatures, Mustafarians have no special modifiers due to size.
- ⊖ Speed: Mustafarian base speed is 10 meters.
- ⊖ Natural Armor: Mustafarians have a thick hide that is almost impervious to the heat associated with the damage from blaster weapons. As such, Mustafarians receive a +2 bonus to defense for their natural armor.
- ⊖ Observant: Mustafarians are accustomed to spotting mineral deposits on the bright lava floes of their home planet and thus receive a +2 species bonus to all Search and Spot checks.

☞ **Heat Resistance:** Southern Mustafarians are more resistant to hot temperatures than their northern cousins and receive a +2 bonus to Saves versus heat.

☞ **Excellent Footing:** Historically the ones to zip along the lava floes on shielded repulsor sleds to retrieve mineral deposits in the magma, Southern Mustafarians have acquired an acute sense of balance and receive a +2 species bonus to all Balance checks as a result.

☞ Mustafarians receive **Armor Proficiency (light)** as a bonus feat. Almost all Mustafarians wear armor fashioned from the molted carapaces of the native lava flea.

☞ **Free Language Skill:** Read/Write and Speak Mustafarian.

Northern Mustafarian Commoner: Init +1 (Dex); Defense 13 (+1 Dex, +2 Natural Armor); Spd 10m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed), +1 ranged; SQ Species Traits; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; Rep +0; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Heat protective armor, variety of personal belongings.

Skills: Profession (businessman) +2, Read/Write Mustafarian, Search +2, Speak Mustafarian, Spot +2.

Feats: Armor Proficiency (light).

Southern Mustafarian Commoner: Init +1 (Dex); Defense 13 (+1 Dex, +2 Natural Armor); Spd 10m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed), +1 ranged; SQ Species Traits; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; Rep +0; Str 12, Dex 12, Con 10, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Heat protective armor, variety of personal belongings.

Skills: Balance +3, Profession (harvester) +2, Read/Write Mustafarian, Search +1, Speak Mustafarian, Spot +2.

Feats: Armor Proficiency (light).

Near-Human: Kiffar

Kiffar hail from the double worlds of Kiffu and Kiffex. While most Kiffar claim Kiffu as their homeworld, some are born on Kiffex, which is primarily a prison planet. The Kiffar are separated into clans, and each clan is ruled by a Sheyf. Typically, one clan is much more powerful than the others, and after quick conference with the other clans, can steer the Kiffar race through galactic politics. Clan politics are huge on Kiffu, nearly as intricate as Hapan politics. The various clans jockey for prestige and power, while even within the clans, dangerous games are played for control.

Personality: Kiffar experience the entire range of human emotions and personalities.

Physical Description: Kiffar look to be ordinary humans with tanned skin and long hair often kept in dreadlocks. Their faces have peculiar markings painted on them every morning, representing their clan affiliation. They are otherwise average humans.

Homeworld: Kiffu, a world in the Inner Rim in the Azurbani System near the Rimma Trade Route.

Language: Kiffar speak and read Basic.

Example Names: Ailyn Vel, Asante Vos, Korto Vos, Kurlin Vos, Pethros Vos, Quian Vos, Quinlan Vos, Sintas Vel, Tinte Vos, Zac'ryah Vos.

Age in Years: Child 1-10; young adult 11-16; adult 17-32; middle age 33-49; old 50-74; venerable 75+.



KIFFAR

Adventurers: Kiffar encountered off-world can be almost any class, but are most often scouts or soldiers. While there is not a strong tradition of Kiffar Jedi, there are many Kiffar Force Users that are members of the Guardians, using their Psychometric abilities to keep peace and solve crimes.

Kiffar Species Traits

☞ **Ability Modifiers:** None.

☞ **Medium:** Medium-Size: As Medium-size creatures, Kiffar have no special modifiers due to their size.

☞ **Speed:** Kiffar base speed is 10 meters.

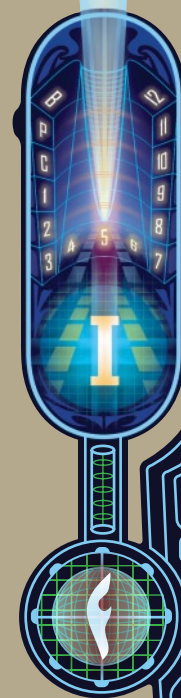
☞ **Psychometric Aptitude:** Through selective breeding the Kiffar have been able to increase the occurrence of Force Sensitivity within their population. The Force Sensitives typically become Guardians, an executive branch of their clan based government that lords over Kiffu's sister planet, Kiffex, as a prison world. To help the Guardians track down criminals, they have developed a unique Force ability that allows them to view an object's history as though experiencing it by merely touching an object. Kiffar waive the requirement of 15+ WIS in order to qualify for Psychometry.

☞ 4 Extra skill points at 1st level and 1 extra skill point at each additional level.

☞ 1 Extra feat at 1st level: Kiffar are quick to master specialized task and are varied in their talents.

☞ **Free Language Skills:** Read/Write and Speak Basic

Near-Human Kiffar Commoner: Init +0 (dex); Defense 10 (+0 dex); Spd 10m; VP/WP 0/10; Atk +0 melee (1d2, unarmed) or +0 ranged; SQ: ; SVFort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep



+0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +4, Profession (any one) +4, Read/Write Basic, Sense Motive +4, Speak Basic.

Feats: Weapon Proficiency (blaster pistols, simple weapons).

Near-Human: Korunnai

Natives to the planet of Haruun Kal, Korunnai are at constant war with the Balawi. The Balawi consist of anyone who isn't indigenous to the planet. The two groups routinely annihilate each other, and the undersupplied native Korunnai are usually forced back into the highland jungles. The species is entirely Force Sensitive to at least some degree. The most skilled with the Force tends to lead the Korunnai, and those next most powerful use the Force to form a bond with local Akk Dogs.

Personality: Korunnai tend to be suspicious and angry as a result of their constant fighting with the Balawi. However, if you are Doshallai, or part of the same clan, Korunnai prove to be very loyal and caring.

Physical Description: Korunnai are dark skinned humans with slightly flattened noses and thicker lips. They are genetically baseline human.

Homeworld: Haruun Kal, a war-torn world in the Mid-Rim between the Rimma Trade Route and Hydian Way.

Language: Korunnai speak and read Korunnal. Korunnai voices are rich and deep pitched, making for a powerful, commanding voice.

Example Names: Besh, Chalk, Iolu, Lesh, Nuriin-Ar, Prouk, Nick Rostu, Thaffal, Kar Vastor, Mace Windu.

Age in Years: Child 1-10; young adult 11-16; adult 17-32; middle age 33-49; old 50-74; venerable 75+.

Adventurers: Korunnai encountered off-world are almost always Scouts or Soldiers. There is a strong tradition of Korunnai

Force Adepts such as Kar Vastor, and the Jedi have been known to bring Korunnai into their ranks such as Mace Windu.

Near-Human: Korunnai Species Traits

☞ Ability Modifiers: None.

☞ Medium: Medium-Size: As Medium-size creatures, Korunnai have no special modifiers due to their size.

☞ Speed: Korunnai base speed is 10 meters.

☞ Force Sensitive: All Korunnai are Force Sensitive and gain this feat instead of the bonus feat humans gain at first level. In the case where a Korunnai takes Force Adept, Jedi Guardian or Jedi Consular at 1st level, they retain their free bonus feat.

☞ Toxic Resistance: Korunnai receive a +2 species bonus on Fortitude saves against toxic substances and poisons.

☞ Free Language Skills: Read/Write and Speak Korunnal

Korun Commoner: Init +0 (dex); Defense 10 (+0 dex); Spd 10m; VP/WP 0/10; Atk +0 melee (1d2, unarmed) or +0 ranged; SQ: Toxic Resistance; SVFort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +4, Read/Write Korunnal, Speak Korunnal, Survival +5.

Feats: Force Sensitive, Weapon Proficiency (Simple Weapons).

Near-Human: Lorradian

Lorradians were standard baseline humans until the Kanz Disorders, a conflict that spread from the seeds planted by the Sith War four thousand years before the Clone Wars. The Kanz Sector was in chaos, and the Argazdians enslaved the humans of Lorr. To control their new slave population, they forbid speaking. For three-hundred years, Lorradians barely spoke to one-another, talking only when they were in secure locations. Instead, the Lorradians developed a new language based on body movements and facial tics.

After three-hundred years, the conflict ended with the intervention of the Jedi. Five-hundred million Lorradians were killed while enslaved. The Lorradian culture has never been the same, and the people carry the weight of their enslavement with them thousands of years later. However, as a result of their hardship, Lorradians are much more adept at reading body language. Many a sabacc table grows uneasy when a known Lorradian takes a seat.

Personality: Lorradians are normally quiet and observant. They have a hardy spirit, and carry the weight of having been subjugated as a culture.

Physical Description: Lorradians look just like normal humans. Their skin tends to be a rich bronze and their hair trends toward dark, but standard human variations exist among them.

Homeworld: Lorr, a war-torn world in the Corporate Sector Authority in the Kanz Sector.

Language: Lorradians speak and read Basic, and also can speak Lorradian, a language based on reading body language.

Example Names: Nee Alavar, Venra Andsof, Shen-and-Gretta Pikeual-Angeles, Fiolla, Norrion Glidamir, Ordith Huarr, Tolk Le Trene, Borth Pazz, Rewello, L'laciello Sageon.

Age in Years: Child 1-10; young adult 11-16; adult 17-34; middle age 35-49; old 50-74; venerable 75+.



KORUNNAI



LORRDIAN

Adventurers: Lorradians encountered off-world are almost always Fringers, Scoundrels or Scouts. While there is not a strong tradition of Lorradian Force Users, it has been known to happen in cases like L'lacielo Sageon.

Near-Human Lorrudian Species Traits

- ☞ Ability Modifiers: None.
- ☞ Medium: Medium-Size: As Medium-size creatures, Lorradians have no special modifiers due to their size.
- ☞ Speed: Lorrudian base speed is 10 meters.
- ☞ Body Language: Lorradians must spend the 4 bonus skill points at character creation on Sense Motive, and Sense Motive is always considered a class skill for Lorradians. "Speak" Lorrudian is treated like the Twi'lek Lekku language, but the range is only 4 meters, and the two participating in the conversation must be able to see each other clearly.
- ☞ Free Language Skills: Read/Write and Speak Basic and Speak Lorrudian

Lorrudian Commoner: Init +0 (dex); Defense 10 (+0 dex); Spd 10m; VP/WP 0/10; Atk +0 melee (1d2, unarmed) or +0 ranged; SQ: Body Language; SVFort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +5, Read/Write Basic, Sense Motive +7, Speak Basic, Speak Lorrudian.

Feats: Skill Emphasis (Sense Motive).

Near-Human: Ropagu

The Ropagu were once just humans who colonized the world of Ropagi II ten-thousand years before the Clone Wars erupted. For six-thousand years, the Ropagu grew more barbaric, waging war on each other for millennia. Eventually, the planet's

native sentient species, the Kalduu, decided to use their natural telepathy to steer the Ropagu in a more productive direction. The Kalduu telepathically lobotomized many of the Ropagu in charge, filling their heads with peace. The entire culture immediately turned itself around, and instead built a representative democracy focused on debate.

After four-thousand years of peace, the Ropagu have learned to argue at a level most are unaware exists. Debates last for months or years, each side continually going back to research their view. Society is, in fact, split down the middle based on debate preference. Those who focus on past events live on the continent on Afterthought, while those debating the future live on Forethought. Regardless of debate preference, Ropagu are skilled technical workers and accomplished programmers. They export items such as droid personality matrices and navigation computers for star ships.

Personality: Ropagu are extremely non-combative. Their race long ago was helped by the native Kalduu to realize they had no talent for combat, and so they focused instead on mental prowess. Ropagu society is arranged around debate in pursuit of the truth. They also have an inquisitive appetite for exotic foods.

Physical Description: Ropagu are a tall, reedy people, made thin and frail-bodied by their lower than standard gravity. They tend to have dark hair matched against pale skin, and their angled eyes are usually a pale pink. Men of the species will often grow facial hair in long trimmed mustaches, or braided strands from their chin.

Homeworld: Ropagi II, a planet in the Mieru'kar Sector connecting the Enarc and Kira Run Hyperspace Routes in the Expansion Region.

Language: Ropagu speak and read Basic. Ropagu are known for their great debate, and as such can seem to be arrogant and argumentative when speaking with others who don't examine issues as closely.

Example Names: Felis Alverite, Sirrus.

Age in Years: Child 1-14; young adult 15-21; adult 22-42; middle age 43-64; old 65-94; venerable 95+.

Adventurers: Ropagu encountered off-world are almost always Nobles or Tech Specialists. Ropagu are never soldiers. While there is not a strong tradition of Ropagu Force Users, it has been known to happen in cases like Master Sirrus.

Ropagu Species Traits

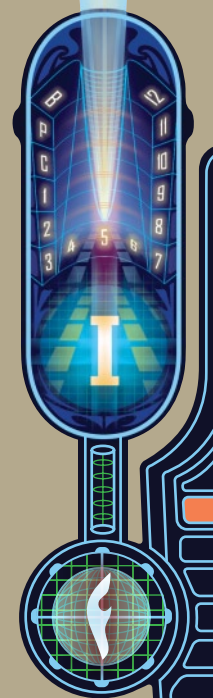
- ☞ Ability Modifiers: -2 Con, +2 Dex.
- ☞ Medium: Medium-Size: As Medium-size creatures, Ropagu have no special modifiers due to their size.
- ☞ Speed: Ropagu base speed is 10 meters.
- ☞ Great Debaters: Atr first level, instead of gaining 4 extra skill points and one extra point per level, Ropagu automatically get two ranks in both Diplomacy and Gather Information, these two skills are always considered class skills for a Ropagu.
- ☞ Free Language Skills: Read/Write and Speak Basic

Ropagu Commoner: Init +1 (dex); Defense 11 (+1 dex); Spd 10m; VP/WP 0/8; Atk +0 melee (1d2, unarmed) or +1 ranged; SQ: Great Debaters; SV Fort -1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10. Challenge code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3, Diplomacy +5, Gather Information +5, Profession (any one) +3, Read/Write Basic, Speak Basic.

Feats: Trustworthy.



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 much influenced by the instincts of their ancestors, and still hunt the same rath-scurriers their ancestors lived on. 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 about the Nediji because they very rarely leave the planet, and do not tolerate visitors. The only Nediji off-world are 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 usually 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 galaxy filled with thin, crisp air and craggy peaks in the Outer Rim.

Language: Nediji speak and read Nedij. Nediji voices are soothing and melodius.

Example Names: Kaird.

Age in Years: Child 1-10; young adult 11-16; adult 17-32; middle age 33-49; old 50-74; venerable 75+.

Adventurers: Nediji encountered off-world are almost always Scoundrels, Scouts or Soldiers. Nediji still on Nedij are often Fringers or Scouts, and there are no known Nediji Force Users, but it is believed possible.

Nediji Species Traits

- ☞ Ability Modifiers: -2 Con, +2 Dex.
- ☞ Medium: Medium-Size: As Medium-size creatures, Nediji have no special modifiers due to their size.
- ☞ Speed: Nediji base speed is 14 meters.
- ☞ Blinding Speed: Nediji are capable of incredible speed and reaction times, granting them a +2 bonus to initiative.
- ☞ Infrared Vision: Nediji can see in the IR Spectrum
- ☞ Ultraviolet Vision: Nediji can see in the UV Spectrum
- ☞ Specific Odor: Nediji have a very specific odor about them that is very spicy and sweet. The odor confers a -2 penalty to all Hide checks when the opposition can smell the Nediji (within 15 meters)
- ☞ Free Language Skills: Read/Write and Speak Nedij

Nediji Commoner: Init +3 (dex); Defense 11 (+1 dex); Spd 10m; VP/WP 0/8; Atk +0 melee (1d2, unarmed) or +1 ranged; SQ: Blinding Speed, IR Vision, Specific Odor, UV Vision ; SV Fort -1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10. Challenge code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +5, Profession (any one) +5, Read/Write Nedij, Speak Nedij.

Feats: Weapon Proficiency (Simple Weapons).



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ONGREE

Ongree

The Ongree are an amphibious race from the cluster of inhabitable planets in the Skustell region. The majority of the Ongree home worlds 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 Appearance: 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 elongated fingers on each hand with an opposable thumb.

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

Language: The Ongree speak Ongree.

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

Age in Years: Child 1-10, Young Adult 11-16, Adult 17-35, Middle Aged 36-55, Old 56-70, Venerable 71+

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 Species Traits

- ☞ -2 to Strength, +2 to Dexterity, -2 to Constitution, +2 to Wisdom.
- ☞ Medium-sized: As medium-sized creatures, Ongree have no special modifiers due to size.
- ☞ Speed: Ongree base speed is 10 meters.

☞ **Keen Observation:** The Ongree eye stalks enable the species to observe things from all sides in a very efficient manner. They receive a +2 bonus to all Search and Spot checks as a result.

☞ **Level-headed:** Ongree are quite accustomed to dealing with matters of diplomacy and negotiation and as such are awarded with a +2 species bonus to all Diplomacy checks.

☞ Ongree receive the Sharp-eyed feat as a bonus feat.

☞ **Free Language Skill:** Read/Write and Speak Basic and Ongree.

Ongree Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10m; VP/WP 0/8; Atk -1 melee (1d3-1, unarmed), +1 ranged; SQ Species Traits; SV Fort -1, Ref +1, Will +0; SZ M; FP 0; Rep +0; Str 8, Dex 12, Con 8, Int 10, Wis 12, Cha 10.

Equipment: Variety of personal belongings.

Skills: Diplomacy +2, Profession (any) +3, Read/Write Basic, Read/Write Ongree, Search +2, Sense Motive +3, Speak Basic, Speak Ongree, Spot +5.

Feats: Sharp-eyed.

Polis Massan

This race of diminutive, almost faceless creatures did not originate from the asteroid belt that was once the planet of Polis Massa. Initially this race was known as the Kallidahin. After intense archeological exploration and research, the Kallidahin believed themselves the descendants of the Eellayin who were the true inhabitants of Polis Massa eons ago before some unknown cataclysm turned the world into the asteroid field it is in the present day. The Kallidahin were able to trace their genetic heritage back to the same Subterrel sector of space as the Eellayin. The Kallidahin spent so much time in the asteroid field conducting archeological digs and research that the galaxy at large began calling them Polis Massans. As Polis Massans, the race maintains several sealed outposts in the asteroid field and remains fairly isolated from the rest of the galaxy. During the Clone Wars, however, the Polis Massans traveled to Kamino to learn about cloning so they could apply these techniques to any genetic material that they happened upon during their archeological digs.

Personality: Polis Massans are very dedicated to their work. Although they are fully capable of speech, they are soft-spoken due to their being more accustomed to the telepathic form of communication they use amongst themselves.

Physical Description: Polis Massans are a very small and child-like in appearance. Polis Massans do not possess a nose or mouth, only small beady eyes on their white membranes that serve as a face.

Polis Massan Homeworld: Although they do not originate from the Polis Massa asteroid field, the Polis Massans obsessively protect this area of space as their own. The Polis Massa asteroid field lies in the Outer Rim near Subterrel off the Hydian Way.

Language: Polis Massans are capable of vocal speech, but prefer to use a form of telepathic communication amongst themselves. They also maintain the Kallidah language for occasional use.

Example Names: Dznori Xam, Maneeli Tuun, Osh Scal, Selif Xam.

Age in Years: Child 1-8, Young Adult 9-16, Adult 17-38, Old 39-58, Venerable 59+

Adventurers: Polis Massans are rarely seen away from the Polis Massan asteroid field, but would venture out into the gal-



POLIS MASSANS

axy in order to further the Polis Massan research on the Eellayin world. Polis Massans are most commonly seen as Tech Specialists, but are suitable as Fringers, Nobles and Scouts as well.

Polis Massan Species Traits

☞ -2 to Strength, +2 to Intelligence, +2 to Wisdom.

☞ **Small:** As small creatures, Polis Massans gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.

☞ **Speed:** Polis Massan base speed is 6 meters.

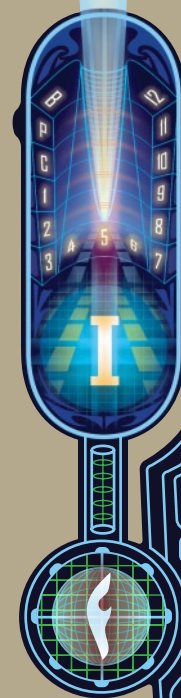
☞ **Archeologists:** The Polis Massan race has become experts of the archeological process, gaining a +2 species bonus to any Knowledge (archeology) or Search check. Additionally, they are the foremost research minds on the ancient Eellayin race and thus receive a +5 skill bonus to any Knowledge (Eellayin) check.

☞ **Xenobiologists:** Polis Massans excel at xenobiology and medical procedures from a staggering number of alien species throughout the galaxy. They receive a +2 species bonus to all Knowledge (alien species), Knowledge (biology) and Treat Injury checks.

☞ **Limited Telepathy:** Polis Massans can communicate with each other through a limited version of telepathy. They are able to converse with other Polis Massans across short distances even when obstructions would impede them from doing so. Any Polis Massan is capable of communicating with another Polis Massan across a distance of 200 meters regardless of line of sight.

☞ **Free Language Skill:** Read/Write and Speak Basic and Kallidah.

Polis Massan Commoner: Init +0 (Dex); Defense 10; Spd 10m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed), +0 ranged; SQ Species Traits; SV Fort +0, Ref +0, Will +1; SZ M; FP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 12, Cha 10.



Equipment: Variety of personal belongings.

Skills: Knowledge (alien species) +3, Knowledge (archeology) +3, Knowledge (Eellayin) +6, Profession (archeologist) +3, Read/Write Basic, Read/Write Kallidah, Search +3, Speak Basic, Speak Kallidah, Treat Injury +2.

Feats: None.

Rattatak

The Rattatak live in a series of feudal warrior states and are constantly at odds with each other over territory. The Rattatak actually consist of five separate species, though their actual cultures are identical. There are hundreds of small warrior states on Rattatak for much of its history prior to the Clone Wars. Around twenty years prior to the onset of the Clone Wars, over half of Rattatak was united under the rule of Osika Kirske, a northern Rattatak who had conquered many of the other warrior states. He maintained dominance of the planet for several years, expanding his empire, until a few years before the Clone Wars.

Asajj Ventress hooked up with stranded Jedi Ky Narec, and the two began a years long campaign to rid Rattatak of the feudal system of government. While Ky Narec died in one of the many battles, Ventress managed to unite the entire planet under one warlord leader, herself. It is unknown if after Ventress' disappearance into the Outer Rim if another warlord rose up to take her place, or if the planet splintered back into separate warrior states.

Most Rattatak never get off-planet, though warlords have been known to sell captured enemies as slaves to off-worlders. On occasion, Rattatak are also able to get off-world to act as mercenaries or bounty hunters, though much of their money is sent back home to help finance their host-state.

Personality: Rattatak are born and bred for combat. They are gruff and matter of fact, and are not prone to trickery or

manipulations. They prefer very straight-forward combat to the death.

Physical Description: The southern Rattatak are much more humanoid in appearance, with the exception of their pale, white skin and bald heads. The northern Rattatak are more burly, and have shark-like heads. There are also red, green, and blue Rattatak. All species tend to be in excellent shape, as fighting on the planet is constant.

Homeworld: Rattatak, a small war-torn world in the Outer-Rim near Bakura.

Language: Rattatak speak and read Rattataki. Southern Rattatak voices are coppery and high pitched, making for an eerie but somewhat melodic speech pattern.

Example Names: Asajj Ventress, Aidus.

Age in Years: Child 1-10; young adult 11-16; adult 17-32; middle age 33-49; old 50-74; venerable 75+.

Adventurers: Rattatak encountered off-world are almost always soldiers or scouts. While there is not a strong tradition of Rattatak Force Users, it has been known to happen in cases like Asajj Ventress.

Southern Rattatak Species Traits

☞ Ability Modifiers: -2 Wis, +2 Dex.

☞ Medium: Medium-Size: As Medium-size creatures, Southern Rattatak have no special modifiers due to their size.

☞ Speed: Southern Rattatak base speed is 10 meters.

☞ Warrior Culture: Rattatak have been involved in warfare every day of their lives for eons. As such, all Rattatak receive +1 to their Base Attack Bonus and Weapon Proficiency (simple weapons).

☞ Free Language Skills: Read/Write and Speak Rattataki

Southern Rattatak Commoner: Init +1 (dex); Defense 11 (+1 dex); Spd 10m; VP/WP 0/10; Atk +1 melee (1d2, unarmed) or +2 ranged; SQ: Warrior Culture; SVFort +0, Ref +1, Will +0; SZ M; FP 0; DSP 2; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 10. Challenge code A.

Equipment: Traditional Southern Rattatak Axe and Spear, Variety of personal belongings.

Skills: Craft (any one) +5, Read/write Rattataki, Speak Rattataki, Survival +2.

Feats: Weapon Proficiency (Simple Weapons).

Sephi

The Sephi are ruled by a monarchy and are one of the more influential worlds in their sector. They have a small but well trained military and have full representation in the Galactic Senate. They are generally considered one of the more peaceful and enlightened members of the Republic, and live in great utopian cities with architecture that focuses on both form and function, as well as a love for nature.

Personality: Sephi are peaceful and serene, only pushed toward violence as an absolute last resort. They are gifted orators, often speaking on multiple levels at once. While most Sephi are honest, they do possess a great capacity for manipulation.

Physical Description: Sephi are humanoid in most respects, with several races. Their skin ranges in tones include a light lavender, pastel blues and greens and a pale white. Their ears are long and pointed at the top. Their hair was often worn in ceremonial buns, though those of more noble lineage tended



RATTATAKS



SEPHI

to have much more radical hairstyles that spiraled upward nearly forty centimeters.

Homeworld: Thustra.

Language: Sephi speak Sephil, a light speech that almost sounds like bells tingling. Many also speak Basic.

Example Names: Alaric, Dekluun, Moje, Navi, Fay.

Age in Years: Child 1-11; young adult 12-16; adult 17-194; middle age 195-324; old 325-399; venerable 400+.

Adventurers: Sephi adventurers are usually nobles or scoundrels, though Sephi Jedi are not at all uncommon.

Sephi Species Traits

- ☞ Ability Modifiers: -2 Strength, -2 Constitution, +2 Wisdom, +2 Charisma.
- ☞ Medium-Size: As Medium-size creatures, Sephi have no special modifiers due to their size.
- ☞ Speed: Sephi base speed is 10 meters.
- ☞ Free Language Skills: Read/Write Sephi, Speak Basic, Speak Sephi.

Sephi Commoner: Init +0 (dex); Defense 10 (+0 dex); Spd 10m; VP/WP 0/8; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ; SV Fort -1, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 10, Wis 12, Cha 12. Challenge code A.

Equipment: Formal robes, variety of personal belongings.

Skills: Diplomacy +3, Knowledge (any one) +4, Profession (any one) +5, Read/Write Sephi, Speak Basic, Speak Sephi.

Feats: Weapon Group Proficiency (Blaster Pistols).

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 mostly 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 metamorphize into adult Sunesis over the course of a few months.

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

Physical Description: Blue-green, teal and turquoise skinned amphibious humanoids two large globular growths peeking from their head. 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.

Language: Sunesi speak and read Sunese.

Example Names: Agapos, Aqinos, Gnosos, Hoil, Nee.

Age in Years: Child 1-15; young adult 16-24; adult 25-35; middle age 36-54; old 55-84; venerable 85+.

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

Sunesi Species Traits

- ☞ Ability Modifiers: +2 Int, +2 Wis, -2 Str, -2 Con.
- ☞ Medium: Medium-Size: As Medium-size creatures, Sunesi have no special modifiers due to their size.
- ☞ Speed: Sunesi base speed is 10 meters.
- ☞ Ultrasound: Sunesi emit and receive ultra-sonic frequencies from their craniums. A successful Charisma check DC 15 allows a Sunesi to scramble conversations from listening devices.
- ☞ Free Language Skills: Read/Write and Speak Basic and Sunese

Sunesi Commoner: Init +0 (dex); Defense 10 (+0 dex); Spd 10m; VP/WP 0/8; Atk -1 melee (1d2, unarmed) or +0 ranged; SQ: Ultrasound; SVFort -1, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 8, Int 12, Wis 12, Cha 10. Challenge code A.

Equipment: Variety of personal belongings, tunic.

Skills: Craft (any one) +5, Listen +2, Profession (any one) +5, Read/Write Basic, Read/Write Sunese, Speak Basic, Speak Sunese.

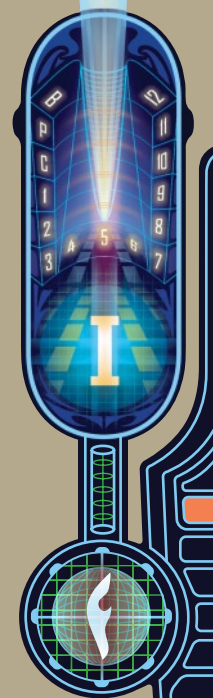
Feats: Weapon Proficiency (Simple Weapons).

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 gregarious 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.





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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.

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

Example Names: Toonbuck Toora, Brookish Boon.

Age in Years: Child 1-12; young adult 13-18; adult 19-35; middle age 36-55; old 56-79; venerable 80+.

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 Str, -2 Dex, +4 Con, +2 Cha.
- ☞ Medium: Medium-Size: As Medium-size creatures, Sy Myrthian have no special modifiers due to their size.
- ☞ Speed: Sy Myrthian base speed is 6 meters.
- ☞ Low-Light Vision
- ☞ Great Leap: For a full round action, a Sy Myrthian may attempt to make a great leap. The result of a jump check propels the Sy Myrthian five times further or higher than a normal jump check would.
- ☞ Natural Armor: Sy Myrthians have thick skin that provides a +2 natural armor bonus to defense.
- ☞ Free Language Skills: Read/Write and Speak Myrtheen

Sy Myrthian Commoner: Init +1 (dex); Defense 11 (-1 dex, +2 SQ); Spd 6m; VP/WP 0/14; Atk -1 melee (1d2, unarmed) or -1 ranged; SQ: Great Leap, Low-Light Vision, Natural Armor; SV Fort +2, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 8, Con 14, Int 12, Wis 10, Cha 12. Challenge code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +5, Diplomacy +2, Jump +4, Profession (any one) +5, Read/Write Myrtheen, Speak Myrtheen.

Feats: Weapon Proficiency (Simple Weapons).

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 left 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 utilize both hemispheres of their brain both independently and simultaneously. The information then integrates into both halves of the brain as the Vippit slept. This combined with their ability 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 vippiels – a native plant of their home world.

Personality: Vippit 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 vippiels. 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 along, leaving a trail of mucus where ever they go.

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

Example Names: Doolb Snoil

Age in Years: Child 1-10; Young Adult 11-16; Adult 17-65; Old 66-95; Venerable 96+

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, and are even less likely as scoundrels.

Vippit Species Traits

- ☞ -2 to Strength, -2 to Dexterity, +4 to Intelligence.
- ☞ Medium-sized: As medium-sized creatures, Vippits have no special modifiers due to size.
- ☞ Speed: Vippits base speed is 4 meters.
- ☞ Shell: The Vippit carry a durable shell on their backs and receive a +4 armor bonus to Defense and a +2 Reflex save bonus

when attacked from behind or from either side as if they behind one-half cover.

☞ **Legal Mind:** Vippits are well-tuned to legal matters and other technicalities. They receive a +2 bonus to all Diplomacy and Sense Motive checks.

☞ **Fast Learner:** Vippits are able to focus on two tasks at the same time with situations dealing with learning and problem solving. Because of this, Vippits earn 2 skill points per level in addition to their class and intelligence modifier skill points.

☞ **Free Language Skills:** Read/Write and Speak Basic and Vippit.

Vippit Commoner: Init -1 (Dex); Defense 9 (-1 Dex) Front, 13 (-1 Dex, +4 Natural Armor) Rear and Sides; Spd 4m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed), -1 ranged; SQ Species Traits; SV Fort +0, Ref -1, Will +0; SZ M; FP 0; Rep +0; Str 8, Dex 8, Con 10, Int 14, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Diplomacy +3, Knowledge (galactic law) +4, Profession (lawyer) +3, Read/Write Basic, Read/Write Vippit, Sense Motive +3, Speak Basic, Speak Vippit.

Feats: None.

X'Ting

These insectoid creatures also referred to as Cestians are the inhabitants of the planet Ord Cestus, a barren red-rock planet that once served as an ancient munitions depot for Republic military forces, and in later years acted as a Republic prison colony. 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, hulking 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 insect creatures 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 contains a large stinger, capable of injecting a powerful toxin into victims.

X'Ting Homeworld: The X'Ting inhabit the planet of Ord Cestus, located in the Outer Rim Territories.

Example Names: G'Mai Duris

Age in Years: Child 1-6; Young Adult 7-15; Adult 15-55; Old 56-72; Venerable 73+

Adventurers: X'Ting are rarely seen off of Ord Cestus.

However, when encountering a X'Ting out amongst others in the galaxy they generally fill any role. X'Ting most commonly act as Fringers and Tech Specialist, but are also seen performing the duties of Scouts and Soldiers.

X'Ting Species Traits

☞ +2 to Strength, +2 to Dexterity, -2 to Wisdom, -2 to Charisma.

☞ **Medium-sized:** As medium-sized creatures, X'Ting have no special modifiers due to size.

☞ **Speed:** Vippits base speed is 10 meters.

☞ **Natural Armor:** X'Ting have a tough exoskeleton and benefit from a +2 bonus to Defense.

☞ **Crafters:** The X'Ting adore technology and possess a level of expertise in crafting. X'Ting receive a +2 bonus to all Craft (any) and Knowledge (technology) skill checks.

☞ **Poison Stinger:** At the bottom of the X'Ting abdomen is a long stinger one-quarter meter long. The X'Ting gains a +1d4 damage bonus when attacking with this stinger, and when wound damage is dealt the target must make a Fortitude Save (DC 15) or become infected with deadly poison (1d6 initial damage, 2d6 secondary damage).

☞ X'Ting receive the Multi-dexterity feat as a bonus feat.

☞ **Free Language Skills:** Read/Write and Speak X'Tingian.

X'Ting Commoner: Init +1 (Dex); Defense 13 (+1 Dex, +2 Natural Armor); Spd 10m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed) or +1 melee (1d3+1d4+1/20, stinger), +1 ranged; SQ Species Traits; SV Fort +0, Ref +0, Will -1; SZ M; FP 0; Rep +0; Str 12, Dex 12, Con 10, Int 10, Wis 8, Cha 8.

Equipment: Variety of personal belongings.

Skills: Craft (any) +3, Knowledge (technology) +3, Read/Write X'Tingian, Speak X'Tingian.

Feats: Multi-dexterity.

Credits

Keith Kappel is a freelance writer and developer from Addison, IL. He is the creator of Fandom Comics as well as the writer for the fan series "**Cracken's Crew: The Invisible War**" and "**Tales of the Chu'Unthor**".

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