

Compendium of all the species existing in
FFG SW RPG Edge of the Empire, Age of
Rebellion and Force & Destiny (Core and
Add-on Books)

Star Wars FFG

OFFICIAL SPECIES

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CATEGORIES

Jack of All Trades [ALL]

While their characteristics may appear as bad or unimpressive, they provide a bunch of experience and additional skill training - molding themselves to the career set you want.

Species	BR	AG	INT	CU	WI	PR
Clone	2	2	2	2	2	2
Dathomirian	2	2	2	2	2	2
Droid	1	1	1	1	1	1
Gank	2	2	2	2	2	1
Geonosian	2	2	2	1	1	1
Human	2	2	2	2	2	2
Human (Corellian)	2	2	2	2	2	2
Human (Mandalorian)	2	2	2	2	2	2
Mustafarian	2	2	2	2	2	1
Tholothian	2	2	2	2	2	2
Umbaran	2	2	2	2	2	2

Strong & Burly [BRAWN]

These species are large and strong, having Brawn as their primary characteristic - at the disadvantage of another.

Species	BR	AG	INT	CU	WI	PR
Anx	3	1	2	2	2	2
Aqualish	3	2	1	2	2	2
Besalisk	3	1	2	1	2	2
Chevin	3	1	2	3	2	1
Dowutin	3	1	2	2	2	2
Elom	3	2	2	2	2	1
Gigoran	3	2	1	2	2	2
Hutt	3	1	2	2	3	2
Kalleran	3	2	2	2	2	1
Karkarodon	3	2	1	2	2	2
Lasat	3	3	2	1	2	1
Nautolan	3	2	2	2	1	2
Nikto	3	2	2	2	2	1
Melitto	3	2	2	2	1	2
Trandoshan	3	1	2	2	2	2
Tusken Raider	3	2	2	2	2	1
Weequay	3	2	1	3	2	1
Whiphid	3	2	2	1	2	2
Wookiee	3	2	2	2	1	2

Dexterous & Swift [AGILITY]

These species are coordinated, capable of swift action and expert handling of finicky or unwieldy weapons. Leading to better piloting as well.

Species	BR	AG	INT	CU	WI	PR
Aleena	1	3	2	2	2	2
Chadra-Fan	1	3	3	2	1	2
Dug	2	3	2	2	2	1
Iakaru	2	3	2	2	1	2
Klatooinian	2	3	2	2	1	2
Kyuzo	2	3	2	2	2	1
Lasat	3	3	2	1	2	1
Mirialan	2	3	2	1	2	2

Knowledgeable & Bright [INTELLECT]

These species have great expertise in what is technical and which requires study. Taking the time to think before approaching a problem, they are often the ones bringing the efficiency to a team.

Species	BR	AG	INT	CU	WI	PR
Arkanian	2	2	3	2	2	1
Cerean	2	1	3	2	2	2
Chadra-Fan	1	3	3	2	1	2
Chiss	2	2	3	2	2	1
Cosian	1	2	3	2	2	2
Drall	1	1	4	2	2	2
Duros	1	2	3	2	2	2
Elomin	2	2	3	2	1	2
Ishi Tib	2	2	3	2	1	2
Kaminoan	1	2	3	2	2	2
Lannik	2	1	3	2	2	2
Mon Calamari	2	2	3	1	2	2
Muun	2	2	3	3	1	1
Neimoidian	1	2	3	3	1	2
Polis Massan	1	2	3	2	3	1
Quermian	1	2	3	2	2	1
Sakiyan	2	2	3	2	2	2
Shistavanen	2	3	3	2	1	1
Skakoan	2	2	3	1	2	2
Verpine	2	3	3	1	2	1

Clever & Underhanded [CUNNING]

These species have a different type of expertise, filled with street-smarts. They are generally sneaky schemers that are looking to get something out of every interaction.

Species	BR	AG	INT	CU	WI	PR
Balosar	2	2	2	3	1	2
Bothan	1	2	2	3	2	2
Chevin	3	1	2	3	2	1
Clawdite	2	2	2	3	1	2
Devaronian	2	2	2	3	2	1
Ewok	1	2	2	3	1	2
Gossam	1	2	2	3	2	2
Gotal	2	2	2	3	2	1
Harch	2	2	2	3	2	1
Jawa	1	2	2	3	2	1
Muun	2	2	3	3	1	1
Neimoidian	1	2	3	3	1	2
Togruta	1	2	2	3	2	2
Weequay	3	2	1	3	2	1

Confident & Stubborn [WILLPOWER]

These species hold strongly to their decisions and traditions, considered immovable in an argument. One enters a negotiation against these at a disadvantage.

Species	BR	AG	INT	CU	WI	PR
Arcona	1	2	2	2	3	2
Bardottan	2	2	2	1	3	2
Caamasi	2	2	2	1	3	2
Chagrian	2	1	2	2	3	2
Dressellian	2	2	2	2	3	1
Gand	2	2	2	2	3	1
Hutt	3	1	2	2	3	2
Iktotchi	2	2	2	2	3	1
Ithorian	2	1	2	2	3	2
Kel Dor	1	2	2	2	3	2
Kubaz	2	2	2	2	3	1
Mikkian	1	2	2	2	3	2
Pau'an	1	2	2	2	3	2
Phydolon	2	2	2	2	3	1
Polis Massan	1	2	3	2	3	1
Quarren	2	2	1	2	3	2
Selonian	2	3	2	1	3	1
Tognath	2	2	2	2	3	1
Toydarian	1	1	2	2	3	3
Zabrak	2	2	2	2	3	1

Inspiring & In-Touch [PRESENCE]

These species often find themselves catching what others don't, seeing the bigger picture under pressure. They often rise to make excellent leaders in the galaxy.

Species	BR	AG	INT	CU	WI	PR
Bith	1	2	2	2	2	3
Drabatan	2	2	2	1	2	3
Falleen	1	2	2	2	2	3
Gran	2	2	2	1	2	3
Gungan	2	2	1	2	2	3
Pantoran	2	2	2	2	1	3
Toydarian	1	1	2	2	3	3
Twilek	1	2	2	2	2	3
Vurk	2	2	2	1	2	3

ALEENA

The Aleena were a species of short, sentient reptiles from the planet of Aleen. They were part of the Galactic Republic, and their homeworld was home to a Republic relay station. Their government consisted of a king, and during the Clone Wars, they were ruled by an individual named Manchucho. They had a rocky natural habitat.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	2	2



Wound Threshold: 8 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 95 XP

Special Abilities: Aleena begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation. Aleena are smaller than average and count as silhouette 0.

Sturdy Frame: Aleena begin the game with one rank in the Durable talent (*The character may reduce a Critical Injury result suffered by 10 per rank of Durable, to a minimum of one*).

ANX

The Anx were a tall reptilian sentient species native to Gravlex Med. They were notable for their blade-shaped head which had a crest that changed color according to the individual's mood. They had a hunched stature and a low voice that was a direct result of the atmosphere on their homeworld which has higher-than-average gravity. They also were represented in both the Galactic Senate and the Jedi Order.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	2	2



Wound Threshold: 13 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 85 XP

Special Abilities: Kill with Kindness Talent +1 (Remove a Setback Die (Black Die) per rank of Kill with Kindness from all Charm and Leadership checks the character attempts).

Anatomical Knowledge: Lethal Blows Talent +1 (The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents).

Mood Indicator: Upgrade difficulty of Deception checks if head not covered, due to its change in colouration in relation to mood.

AQUALISH

Aqualish were a species of sentient humanoids from the planet Ando, who were identifiable by round black eyes and fur. Some members of this race possessed four eyes, others only one pair.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2



Wound Threshold: 11 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 90 XP

Special Abilities: Brawl +1 & can Breathe Underwater.

Sub-Species:

- **Aquala:** Resilience +1 & remove 1 setback dice from cold or wet conditions.
- **Ualaq:** Survival +1 OR Perception +1. Remove 1 setback dice from dark conditions. Add 1 setback dice in brightly lit environments.
- **Quara:** Athletics +1 OR Coercion +1. Remove 1 setback dice when tracking anything through natural environment.

ARCONA

Arcona were a sentient species of desert-dwelling humanoids that was native to the planet Cona. They lived in family-based communities and were notorious for their addiction to common salt. They also had triangular heads with two large eyes set wide apart, and hands with three or four fingers. During the Clone Wars, an Arcona bounty hunter named El-Les assisted in the training of new clone troopers for the Grand Army of the Galactic Republic. Over twenty years later, shortly before the Battle of Yavin, a brown-skinned Arcona named Hem Dazon lived on Tatooine, where he had become stranded after spending all his money on salt and juri juice.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	3	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Vigilance +1

Desert Dwellers: Remove 1 setback dice imposed due to arid or hot environmental conditions.

Mood Readers: Add 1 advantage to any Charm or Negotiation check they make.

ARKANIAN

The Arkanians were a near-Human species which resided primarily on the frozen planet of Arkania in the Perave system of the Colonies region of the galaxy.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	1



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Medicine +1

Dark Vision: Remove 2 setback dice from checks due to darkness.

BALOSAR

Balosars were a near-human sentient species which possessed two antennapalps on the tops of their heads, but were otherwise similar in appearance to humans. They were native to the ruined world Balosar. Shortly before the outbreak of the Clone Wars, the Balosar Elan Sleazebaggano attempted to sell the Jedi Knight Obi-Wan Kenobi death sticks in the Outlander Club on the planet Coruscant, but the Jedi mind tricked the dealer into going home and rethinking his life. At around this time a male Balosar also served in the Jedi Order. During the reign of the Galactic Empire on the planet Lothal, the street urchin Ezra Bridger spotted a Balosar woman wearing a shimmersilk scarf around her antennapalps, which he valued at least one thousand credits.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	1	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Streetwise +1

Antennapalps: Add automatic 2 advantages to Vigilance checks.

BARDOTTAN

The Bardottan, also known as Phuii, were a species of sentient, saurian bipeds with sagging, wrinkled skin. Their anatomy featured a long, swooping neck, lanky arms, and stubby legs. Some Bardottans had long tails, while others did not. Members of the species had a fleshy crest on top of the head and a pronounced growth under each eye. Their needle-pointed snouts were full of blunt teeth. The species hailed from Bardotta, a planet located in the Colonies region of space that was renowned for its spirituality.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	3	2



Wound Threshold: 9 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 105 XP

Special Abilities: Knowledge (Lore) +1

BESALISK

Besalisks were a humanoid sentient species with four arms and an inflatable wattle that were native to the planet Ojom. Dex's Diner owner and friend of Jedi Knight Obi-Wan Kenobi, Dexter Jettster, was a Besalisk, as was Pong Krell, a Jedi Master who fell to the dark side of the Force after having a vision of the Jedi's demise during the Clone Wars.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	1	2	2



Wound Threshold: 12 + Brawn

Strain Threshold: 7 + Willpower

Starting Experience: 85 XP

Special Abilities: Resilience +1

Additional Limbs: Gain additional free maneuver per turn, though may not perform more than 2 per turn.

BITH

The Bith were a peaceful and intelligent sentient species that were native to the planet Bith. They had hairless, domed heads and black, glassy eyes that lacked eyelids and could not shed tears. Bith often found work as musicians, scientists, and engineers. Bith also had very sensitive hearing, being able to separate and isolate sounds around them. Because Bith had no noses, they smelled through special organs beneath the skin flaps on their faces.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	2	3



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Perception +1

Sensitive Hearing: Add 1 boost die for hearing-based Perception checks. Suffer 2x the normal amount of strain from loud noises (such as sonic weapons).

BOTHAN

Bothans (pronounced /'bɑθən/) were furry mammalian anthropoids, about 1.5 meters tall. Hailing from Bothawui and several colonies, Bothans differed in facial appearance and body structure with canine, feline, and equine features. They were known for being master politicians and spies, craving intrigue and subterfuge.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Streetwise +1 & Convincing Demeanor Talent +1 (*Remove Setback Dice (Black Dice) per rank of Convincing Demeanor from any Deception or Skulduggery check*).

CAAMASI

A species of furry mammals, the Caamasi were covered in dense grey or brown fur and had a spicy, woody body scent that was similar to that of Corellian whiskey. They had two, long arms with thin, three-fingered hands, and two pointed ears which stuck out from the sides of their heads. They also had extremely acute senses of smell, with their nose positioned at the end of a tooth-filled snout. Caamasi had the interesting ability to share vivid memories called memnii with their near relatives and Force-sensitives, especially members of the Jedi Order. A memnis was as vivid to one who received it as it was to the one who participated in the event remembered. Their peace-loving natures were accounted for in part due to memnii, as having a memory of killing or harming would be particularly strong, becoming unbearable in time, and something Caamasi would seek to avoid except in defense of themselves or others, for which case they would accept their burden.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	3	2



Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Charm +1 OR Discipline +1

Memnii: Once per session, may form a memnii that encompasses a scene or encounter. May perfectly recall a memnii at any time; or share it with another Caamasi or force-sensitive.

CEREAN

Cereans were a sophisticated and cultured humanoid mammalian species hailing from the planet Cerea in the Mid Rim. They were famed for their extraordinary thinking abilities, made possible by large binary brains housed in tall tapering heads, enabling them to focus on many things at the same time. Aside from this unique feature, Cereans were physically similar to Humans, although they each possessed two hearts, which supplied extra blood circulation to support their brains.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	3	2	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 13 + Willpower

Starting Experience: 90 XP

Special Abilities: Vigilance +1

Binary Processing: All Knowledge Skills are career skills.

CHADRA-FAN

Chadra-Fan (pronounced /Chăd'-ră-Făn/) were short, rodent-like humanoids, usually no more than one meter tall, with bat-like faces. They hailed from the watery planet Chad.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	3	2	1	2



Wound Threshold: 9 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 90 XP

Special Abilities: Mechanics +1 & Silhouette 0.

Acute Senses: Remove 2 setback dice from their Perception checks, due to their superior hearing, vision and olfactory senses.

CHAGRIAN

Chagrians were an amphibious sentient species of tall, horned humanoids with blue skin that were native to the planet Champala. Chagrians were most notably recognized by their thick tentacles that curved around their shoulders, as well as two more horn-like extremities above their heads.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	2	3	2



Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 90 XP

Special Abilities: Resilience +1

Amphibious: Can breathe underwater without penalty and never suffer movement penalties for traveling through water.

Knowledge Specialization: Start with one rank in the Knowledge Specialization talent (*When the character first acquires this talent, he may choose one Knowledge skill. When making checks with that skill, he may spend a Triumph to gain additional successes equal to his ranks in Knowledge Specialization*).

CHEVIN

The Chevin were bipedal pachydermoid sentients native to the planet Vinsoth. They had a poor reputation in much of the galaxy, partly due to their involvement in unsavory activities such as smuggling, and partly because they had enslaved the Chevs, a humanoid species who shared Vinsoth with them.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	3	2	1



Wound Threshold: 11 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 80 XP

Special Abilities: Negotiation +1

Advanced Olfaction: Add 1 boost dice to Perception checks involving the sense of smell.

Thick Hide: Durable talent +1 (*The character may reduce a Critical Injury result suffered by 10 per rank of Durable, to a minimum of one*).

CHISS

The Chiss were a near-human sentient species that possessed blue skin, red eyes, and dark blue hair. They hailed from the planet Csilla. The Chiss were notable for the nature and structure of their families, and how Chiss families dominated many aspects of Chiss society. The Chiss Ascendancy was the governing body of the Chiss. Their domain was located in the Unknown Regions. They had little contact with the rest of the galaxy, and until Grand Admiral Thrawn's ascent in the ranks of the Galactic Empire, their existence was regarded as mostly a legend even within the Unknown Regions.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	1



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Cool +1

Infravision: Remove up to 1 setback dice from checks due to lighting conditions.

CLAWDITE

Clawdites were a humanoid sentient species native to the planet of Zolan. They were one of the few shape-shifting species in the galaxy, and were sometimes referred to as Changelings.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	1	2



Wound Threshold: 9 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 95 XP

Special Abilities: Resilience +1

Changeling: As an action, suffer 3 strain and make an Average (2 difficulty) Resilience check. Success allows to change appearance to match a character who was previously observed. Others must make an opposed Perception vs Deception check to detect something is amiss.

CLONE

Cloning was the process of creating a genetically identical or—purposefully and specifically—modified copy of an original organism. It was also one of the key factors that facilitated the end of the Galactic Republic and the dawn of the Galactic Empire in its place. Through the science of cloning, a vast clone army—all based on the genetic template of the Mandalorian bounty hunter Jango Fett—was created on Kamino for the purpose of serving the Republic.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2



Wound Threshold: 11 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Knowledge (Warfare) +1 & Resilience +1

Kamino Training: Physical Training talent +1 (*The character adds a boost dice (blue dice) per rank of Physical Training to their Athletics and Resilience checks.*)

COSIAN

Cosians were a species of sentient reptilian humanoids from Cosia who had beaked mouths, four-fingered hands, eyes with lids that blinked upward instead of down, and a long tail that ended in a tuft of hair. Cosians spoke Cosian, a trilling, chirping language. The language mingled with the sounds of their homeworld, Cosia.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 95 XP

Special Abilities: Knowledge (Lore) +1

Strong Backed: Encumbrance threshold of 10 + Brawn

DATHOMIRIAN

Perhaps due to a genetic quirk or some subtle influence of the force, the near-human Dathomirians are all women with pale white, blue or gray skin with darker markings that the Nightsisters accentuate with tattooed patterns. They have piercing eyes that range in color from white to blue to amber, and their hair can be any shade: dark black or stark white, or any of the rainbow of colors in between.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Coercion +1 & Survival +1

Harsh Upbringing: Dathomirians begin the game with one rank of the Outdoorsman Talent (*The character removes a Setback Die (Black Die) per rank of Outdoorsman from checks to move through terrain or manage terrain or environmental effects. Decrease overland travel times by 50% (this does not decrease with multiple ranks of Outdoorsman).*

DEVARONIAN

Devaronians were a horned humanoid species from the world of Devaron in the Colonies, a planet of low mountains and deep valleys linked by thousands of rivers. It was believed that they were descended from a race of primates that lived in the mountains of Devaron, and that their horns were a genetic mutation that proved useful in fending off predatory birds. The Devaronians were one of the more unusual races in the galaxy, with a dramatic gender dimorphism in appearance and temperament. The males were aggressive by nature, many being described as brash or bull-headed, with typically red-tinted skin and a pair of large horns growing from their heads. They took great pride in their horns, and groomed them quite regularly. Many species felt uncomfortable in their presence, for they resembled the devils of a thousand different myths. Female Devaronians were covered in thick fur that ranged in color from brown to white, hornless and had prominent canine teeth. They were docile, non-aggressive creatures. They tended to be dominant in their culture, being the only ones allowed to participate in government and politics. Several female Devaronians not covered with thick fur revealed two dark circles above the forehead, where the horns usually were in males.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	2	1



Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 95 XP

Special Abilities: Survival OR Deception +1

Resilient Metabolism: Add a success result to resilience checks.

DOWUTIN

The Dowutin were a species of large humanoids that were native to the frigid planet Dowut, which was located in the Core Worlds. Dowutins were known for their great size and strength, facial horns, and long lifespans.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	2	2



Wound Threshold: 15 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 85 XP

Special Abilities: Resilience +1

Large: Dowutins have a silhouette of 1 or 2, chosen at character creation.

Immovable: Dowutins who suffer the immobilized condition, are knocked prone, or are otherwise moved against their will may, as an out-of-turn incidental suffer 3 strain to avoid the effect. Dowutins that are of silhouette 2 suffer only 1 strain.

DRABATAN

The Drabatans were a sentient amphibious species native to the planet Pipada. Their homeworld was harvested for materials by the Galactic Empire, displacing much of the native population, including the Drabatans. Pao, a commando for the Alliance to Restore the Republic, was a Drabatan. During the Cold War, one Drabatan served as a mechanic on staff at the Resistance base on the planet D'Qar.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	2	3



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Charm +1 OR Leadership +1

Big Noise: When making leadership or coercion check, spend 2 Advantage to affect one additional character, or targets at one range band further.

DRALL

The Drall were a small, furry, and highly intelligent species found on Drall in the Corellian system. They were descended from burrowing mammals and they were extremely diligent record-keepers, and it was said that they had recorded every trivial event since the dawn of intelligence. Libraries were among their greatest forms of entertainment, as were story-telling sessions called Ta'sharr.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	4	2	2	2



Wound Threshold: 8 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Abilities: Knowledge (Education) +1

Problem Solver: In addition to using skill or characteristic rating, add a boost dice to checks when providing skilled assistance.

DRESSELLIAN

Dressellians were a tall, thin, mammalian humanoid species with elongated, hairless skulls, wrinkled skin, and teal-colored blood who valued freedom above anything else. For most of their history, they lived a peaceful and isolated lifestyle on their homeworld, Dressel, until the Galactic Civil War forced them into closer contact with the rest of the galaxy as supporters of the Alliance to Restore the Republic, and later, the New Republic.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1



Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Abilities: Survival +1

Primitive: Upgrade difficulty of any checks involving advanced technology. May spend 10XP to remove this penalty.

DROID

Droids, less commonly known as robots and automatons, were mechanical beings that possessed artificial intelligence. They were used in a variety of roles and environments, often those considered too menial or too dangerous for other species, but also in fields that required extensive specialization and knowledge.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	1	1	1	1



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 175 XP

Special Abilities: Do not need to eat, sleep or breathe, and are unaffected by toxins and poisons. Cybernetic implant cap of 6 instead of Brawn rating. Train 1 rank in each of 6 Career Skills (opposed to 4), and train 1 rank in each of 3 Specialization Skills (opposed to 2).

Inorganic: Do not gain benefits of recovering with a bacta tank, stimpack or Medicine skill checks (use Mechanics check instead). Enduring Talent +1 (*Character gains +1 soak value per rank of Enduring*).

Mechanical Being: Droids cannot become force-sensitive or acquire Force Rating by any means. Cannot be affected by mind-altering Force powers.

DUG

Dugs were an aggressive mammalian species native to the planet Malastare that used their upper limbs for locomotion and their lower limbs for grappling. Dugs had smooth skin, which hung loosely around their tall necks, only to inflate during mating season calls. They also possessed fin-like ears and pronounced snouts. They lived mainly in the forests of the western continent of their homeworld in primitive tree villages called "tree thorps". On their homeworld Malastare, the Dugs were arboreal beings. They brachiated among the canopies at high-speed using all four limbs.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1



Wound Threshold: 9 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 90 XP

Special Abilities: Brawl +1

Born to Ride: Defensive Driving talent +1 (Any vehicle the character pilots have its defense rating on all zones increased by one per rank of Defensive Driving).

DUROS

The Duros were a humanoid species native to Duro, a planet located in the Duro sector of the galaxy's Core Worlds. They had smooth blue-green skin, red eyes, lipless mouths, and long thin noseless faces with green blood. A colonial species, they had migrated and adapted to dominate many worlds. They were related to the similar-looking Neimoidian species, having sufficiently diverged in physical appearance by 15,000 BBY to be distinguished.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	2



Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Piloting (Space) +1

Intuitive Navigation: Add 1 advantage result to all Astrogation checks.

ELOM

Eloms were short, stocky, bipedal sentients, with a thick pelt of oily, dark fur, native to the frigid and mineral-rich desert planet of Elom, located in the Borderland Regions. The primitive species had extremely tough skin, several layers of fat, and their hands and feet were coated by thick calluses. As a result of living in dark caves, where the only light was created by phosphorescent crystals, Eloms had exceptional eyesight, though they could not tolerate bright light. Rarely leaving their underground habitats, Eloms were pacifistic and peaceful herbivores, despite their savage and fearsome appearance.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1



Wound Threshold: 10 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 100 XP

Special Abilities: Resilience +1

Digging Claws: May spend a maneuver to dig, allowing the next maneuver to move to occur underground.

ELOMIN

The Elomin were horned humanoids from Elom who lived on the surface of the planet while another sentient species—the Elom—lived underground. Elomin skin featured a variety of colors from bright pink to dark purple. Features of their anatomy which distinguished them from baseline humans included neck wattles, spanchons, four stomachs, generative nodes, six-chambered hearts, nose tusks, long hairs which grew behind their ears, and horns. They were capable of living up to 110 years old; children were between 1-5 whilst they went through adolescence between 6-12 and were considered full adults by 13-40. Middle-age followed between the ages of 41-60, and those aged 61-72 were considered old.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	1	2



Wound Threshold: 9 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 105 XP

Special Abilities: Charm & Knowledge (Education)
+1

EWOK

Ewoks were sentient, diminutive, furry bipeds native to the forest moon of Endor. Ewoks were curious individuals that stood about one meter tall; they were omnivorous and used spears, slings, and knives as weapons. For transportation, they used hang gliders, battle wagons, and bordoks. Although extremely skilled in forest survival and the construction of primitive technology like gliders and catapults, the Ewoks had yet to progress past stone-level technology when discovered by the Empire. They were quick learners, however, when exposed to advanced technology with simple mechanical processes and concepts.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	1	2



Wound Threshold: 9+ Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 120 XP

Special Abilities: Stealth +1 OR Survival +1, & Silhouette 0.

Acute Senses: Add 1 boost dice to Perception and Vigilance checks.

Low-Tech Users: Upgrade difficulty of checks to use technology not available on their home world. May become familiar with equipment after time, removing the difficulty for the specific equipment. Remove this disadvantage with 10XP.

FALLEEN

The Falleen were the indigenous reptilian sentient species of the planet Falleen. The Falleen were an exotic, cold-blooded reptilian species known to be long lived, with life spans averaging 250 years. Fallen skin was generally green or gray-green in color, though it could become red to orange when certain pheromones were released.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	2	3



Wound Threshold: 10 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Abilities: Charm +1

Beguiling Pheromones: Suffer 2 strain to upgrade ability of a Charm, Deception or Negotiation check against a living sentient within short range once (no effect on those wearing breath masks or lacking respiratory systems).

GAND

The Gands, or Gand (pronounced /Gănd/), were a sentient species of humanoids that xenobiologists believed to have evolved from an insect genus that inhabited the ammonia-gas planet of Gand. Several physical varieties of the species existed, differing from one another in the structure of the head and the texture and color of the exoskeleton, but the species was usually divided into two main subspecies: those with lungs and those without. Gands with such organs were adapted to their homeworld's atmosphere, but like Kel Dors, required specialized breathing gear if they wanted to leave Gand to manage potentially poisonous offworld gas mixtures. Gands without lungs, however, did not respire and were immune to poisonous gases; thus they could venture offworld without worry of suffocation. Both races possessed an exoskeleton and regenerative properties.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Discipline +1

Ammonia Breathers: There are two sub-species of Gand: those without lungs and those with lungs.

- **Lungless Gand** (+0 starting XP) do not respire and gain all necessary metabolites from food. They are immune to suffocation (but still take wounds if exposed to the vacuum of space).
- **Gand with lungs** (+10 starting XP) breathe an ammonia gas mixture. They start play with an ammonia respirator and oxygen is treated as a Rating 8 dangerous atmosphere.

GANK

Ganks, also known as Gank Killers, were a bloodthirsty, bipedal sentient species. Members of the species usually wore high-tech battle armor from head to foot, so to most non-Ganks their physical appearance remained unknown. Under the armor Ganks were hairy and powerful, with yellow, squarish faces and beady eyes. They sported cybernetic implants that allowed them to communicate with one another silently. Ganks were rarely seen alone, as they moved around in packs and worked together to accomplish their aims. They relished opportunities for violent mayhem and massacring others, a joy that only embellished their reputation as bloodthirsty killers.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	1



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Abilities: Coercion +1 or Vigilance +1

Cyborg: Start with up to 2 implants (with value up to 5000 credits, or more, using character creation credits in addition). Implant maximum is 3 + Brawn rating.

GEONOSIAN

Geonosians, often called Geos or bugs in clone trooper slang, were an insectoid species native to the planet Geonosis. Geonosians resided in catacomb-like hive colonies beneath the organic-looking spires. The head of a Geonosian was elongated and large with their skulls ridged on the top and by the side where they had bulbous, thick-lidded eyes. Typically, they had two varieties, the leading aristocrats and the warrior drones. Both were physically strong and covered with bony ridges which protected their arms, legs, and vital organs. Normally, their skin was reddish, and they had a slender frame. They were somewhat resistant to the radiation that struck their homeworld, but tended to live underground to escape this phenomenon.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	1	1



Wound Threshold: 9 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 140 XP

Special Abilities: Any Skill +1

Industrious: Add additional 1 boost dice when providing assistance to a check, and heal 1 strain.

Winged: Can fly.

GIGORAN

The Gigorans were a species of bipedal, sentient primates indigenous to the planet Gigor in the Outer Rim. igorans were similar in appearance to primates found on other worlds, their bodies covered in fur, having evolved from cave-dwellers on their arctic home planet. They had clawed hands with four fingers and an opposable thumb. Gigorans were exceptionally strong and hardy, which made them a target for slavers.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2



Wound Threshold: 12 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Brawl +1

Adapted to the Cold: Remove 1 setback dice imposed due to cold or snow-filled conditions.

Low-Tech: Upgrade difficulty of Mechanics checks involving advanced technology once.

GOSSAM

Gossams were a small saurian species native to the planet Castell in the Colonies region of the galaxy, with colonies on the Outer Rim worlds of Felucia and Saleucami. Averaging slightly over one meter in height, Gossams had wrinkled skin, with narrowing, shriveled heads on elongated necks. Physical appearance was considered important in Gossam society, and females often curved their hair up from the back of their heads. They were bipeds, balancing their frail bodies on small feet, and had long three-fingered hands. The average lifespan of a Gossam was about seventy-five years.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2



Wound Threshold: 9 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Deception +1

Small: Gossam count as silhouette 0.

GOTAL

Gotals were a species of tall, hairy humanoid sentients native to the moon Antar 4. Their most distinctive features were the twin conical horns growing on the top of their heads, which acted as highly responsive electromagnetic sensors. These head cones were sensitive enough to pick up subtle changes in another being's electromagnetic emissions from emotional changes, making Gotals natural empath's. The unique nature of these sensors shaped Gotal culture, and helped individual Gotals carve niches in galactic society ranging from bounty hunters to diplomats, the former making a large use of thermite grenades.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	2	1



Wound Threshold: 9 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 100 XP

Special Abilities: Perception +1

Energy Sensitivity: Once per encounter as a maneuver, sense presence and current emotional states of living things within short range.

GRAN

The Gran were sentient mammalian humanoids native to the planet Kinyen, though they had colonies across the galaxy, including settlements on the planets Hok and Malastare. Gran could easily be identified by their three eyes and their goat-like snout. Female Gran also had three breasts. Gran were also able to sense one another's emotions and disposition by noting subtle changes in body heat and skin color. The Gran had excellent vision, able to resolve more colors than most species, and even able to see into the infrared. Gran had two stomachs, having evolved from herbivorous grazing animals who lived in herds on the mountains and highlands of Kinyen, surviving on the local silvergrass, for which Gran kept their taste. Gran chewed and digested their food quite slowly, savoring the flavor carefully. A single meal could take almost an entire day to finish, but a Gran would often not need to eat for several days afterwards.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	2	3



Wound Threshold: 10 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 100 XP

Special Abilities: Charm OR Negotiation +1

Enhanced Vision: Remove 2 setback dice imposed due to environmental conditions on perception or combat.

GUNGAN

The Gungans were a sentient, amphibious humanoid race native to the terrestrial planet known as Naboo. Prior to the Invasion of Naboo, an event that took place in 32 BBY, the Gungans were a largely isolationist society. They were able to combine machinery with biology. They lived in large bubble-like domes under water. Gungans had strong leg muscles for swimming and were aided by their long fin-like ears. Their somewhat lanky arms ended in four-fingered hands, and their feet had three stubby toes each. Females tended to be slightly smaller with sleeker faces. They often tied their long ears back.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	2	3



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Athletics +1

Amphibious: May breathe underwater and not suffer movement penalties when swimming.

HARCH

The Harch were a sentient arachnid species native to the Mid Rim planet of Secundus Ando. The Harch possessed a large-fanged mouth between two prominent chelicerae, above which they had six red eyes arranged in a semicircle. The two lowest eyes were larger and roughly twice the size of the four smaller eyes. Harch walked on two legs and had six arms, with the second and third set of arm protruding from behind the first pair rather than directly above or below them. These arms were covered in thick hair and ended in three-fingered hands. The Harch were distantly related to the Aqualish species and there was much debate among geneticists regarding the relationship between the Harch and the Aqualish Ulaaq subspecies. However, the Harch themselves considered such discussions to be obscene.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	2	1



Wound Threshold: 11 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 75 XP

Special Abilities: Perception +1

Additional Limbs: Harch have 6 arms, allowing them to make two free maneuvers per turn (as opposed to 1).

Venomous Fangs: Brawl attack checks gain Stun 3 item quality.

HUMAN

Humans, taxonomically referred to as Homo sapiens, were the galaxy's most numerous and politically dominant sentient species with millions of major and minor colonies galaxywide. Believed to have originated on the galactic capital of Coruscant, they could be found anywhere, engaged in many different pursuits: spacers, mercenaries, smugglers, merchants, soldiers, assassins, farmers, crime lords, laborers, slaves, slavers, and many others, including Jedi and Sith. Since Humans were the most common sentient species, they were often considered to be a standard or average to which the biology, psychology, and culture of other species were compared.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Abilities: Two Non-Career skills +1

HUMAN (Corellian)

Corellians were the inhabitants of the Corellian sector. While the term technically referred to both native inhabitants and naturalized citizens, in practice it was generally used to refer to the Human natives of the Corellian system, or more specifically the planet Corellia. There were a number of traits that were commonly seen within the average human of Corellian descent that they tended to hide beneath a veil of self-centeredness and disinterest. Prime among their personality traits was the fact that they tended to be independent minded yet daring, pragmatic and reckless in their actions. This was to such an extent that an old saying claimed that they had rocket fuel for blood.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Abilities: Piloting (Planetary) +1 or Piloting (Space) +1

Natural Pilots: May train Piloting (Planetary and Space) skill up to rank 3 during character creation.

HUMAN (Mandalorian)

The Mandalorians were a clan-based cultural group that was composed of members from multiple species all bound by a common culture, creed, and code. They originated on the planet Mandalore in the galaxy's Outer Rim Territories and had a particularly important role in galactic history as legendary warriors against the Jedi. From their homeworld, Mandalorians had flourished across Mandalorian Space and the galaxy at large, colonizing worlds such as Kalevala, Krownest, and Concord Dawn.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2



Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 105 XP

Special Abilities: Combat Skill +1 OR Any 2 Knowledge Skills +1

HUTT

The Hutts were a sentient species of large gastropods with short arms, wide cavernous mouths and huge eyes, who controlled a large space empire in Hutt Space. The species was said to originally hail from the planet Varl, but no planet by that name appeared on any Imperial star charts. Their adopted homeworld was Nal Hutta. Members of this species were often stereotyped as crime lords.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	3	2



Wound Threshold: 13 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 70 XP

Special Abilities: Coercion OR Discipline +1, Enduring talent +1 (*Character gains +1 soak value per rank of Enduring*) & Nobody's Fool talent +1 (*The difficulty of any Charm, Coercion or Deception checks attempted against the character is upgraded once for each rank of Nobody's Fool*).

Ponderous: Never spend more than 1 maneuver moving per turn.

IAKARU

Iakaru were a sentient species native to the planet Iakar. Having evolved in a jungle canopy, Iakaru had exceptional spatial awareness, aided by sensitive brow tufts. Swinging through the dense trees required keen eyesight, accurate depth perception, and quick reflexes.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	1	2



Wound Threshold: 9 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Piloting (Space) +1

Brachiation: Suffer no penalties to movement through jungles or similar environments. Add 1 boost dice to Athletics and Coordination checks related to climbing, swinging and balancing.

IKTOTCHI

Iktotchi were a species that originated on the harsh, windy moon of Iktotch, which orbited the planet Iktotchon in the Expansion Region. Iktotchi had a very resistant skin which protected them from the violent winds which crossed the satellite. Both males and females had down-curved cranial horns, which gave them an aggressive aspect. The males' horns were generally a little larger, a remnant from their mountain-dwelling, caprinaen ancestors. The horns were able to regenerate if damaged. They had limited manual dexterity because their broad hands were equipped with fatty digits; their hands were almost 1.5 times the size of a Human hand. Iktotchi measured on average 1.80 meters and had a rather significant breadth. Their life expectancy was approximately 90 years. The psychological abilities of the species should also be noted. Iktotchi had a gift of precognition (direct knowledge or perception of the future) which was relatively effective on their native world, but whose capacities became very limited as soon as they moved away from the moon. In addition, Iktotchi had powerful telepathic abilities. In spite of their rather unfriendly appearance, Iktotchi were sensitive beings who masked their deeper emotions under an appearance of stoicism.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1



Wound Threshold: 10 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Abilities: Vigilance +1

Precognition: Able to see glimpses and flashes of the future, may spend a 3 advantage or a triumph in an initiative check to perform a free maneuver before combat begins.

ISHI TIB

Ishi Tib were a sentient species from the planet Tibrin. The Ishi Tib were amphibious beings with large eyes on stalks and beak-like mouths. Their heads were often described as star-shaped, with their eyestalks, beaks, and cheek pouches forming a five-pointed star. Their lungs doubled as internal gills, and they had an acute sense of smell on land or in the water. Their green skins retained humidity, but an Ishi Tib had to bathe in salt water every thirty hours or so, or their skin would crack open, resulting in internal and external bleeding and death. Their language was Tibranese.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	1	2



Wound Threshold: 12 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Discipline +1

Amphibious: Can breathe underwater without penalty and never suffer movement penalties for traveling through water.

Water Dependence: Wound threshold reduced by 2 if not doused in salt water for 24 hours, until such time they are doused.

ITHORIAN

Ithorians were a mammalian herbivorous sentient species from the planet Ithor. They were commonly called "Hammerheads" by less sensitive beings because of their long, curving neck and T-shaped head. They found this nickname offensive. Ithorians had two mouths and four throats, allowing them to speak in stereo. Female Ithorians had two humps on the back of their head, while males had only one. They had glossy, usually brown flesh. They stood roughly between 1.8 to 2.3 meters from eyestalk to toe. Their reflexes and coordination were somewhat slower than that of average humanoids.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	2	3	2



Wound Threshold: 9 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Abilities: Survival +1

Ithorian Bellow: An ithorian may use their 4 throats and 2 mouths for 3 strain to use them as a weapon with the following profile:

Skill	Dam	Crit	Range	Special
Resilience	6	4	Short	Blast 3, Concussive 1, Slow-Firing 2, Stun Damage

JAWA

Jawas (pronounced /dʒɑ:wə/)[5] were typically short rodent-like natives of Tatooine. They were passionate scavengers, seeking out technology for sale or trade in the deep deserts in their huge sandcrawler transports. They had a reputation for swindling, as they had a penchant for selling old equipment to moisture farmers. However, they were extremely passive beings, and hardly put up any resistance to colonists of their planet unlike other natives, like the Sand People, instead seeing foreigners as an excellent business opportunity.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	1



Wound Threshold: 8 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 120 XP

Special Abilities: Negotiation +1 OR Skulduggery +1

Clever Negotiators: May use Cunning instead of Presence for the purpose of Negotiation checks.

KALLERAN

Kallerans were a tall sentient species native to the planet of Kaller. Kallerans evolved from a semi-amphibious species native to the planet Kaller. Kallerans were tall and flexible; their hands and feet had three prehensile digits on each, which led Kallerans to avoid wearing shoes or boots. The majority of Kallerans had green skin patterned with distinctive black stripes. The species had dense muscles that assisted them in the protection of their otherwise delicate bodies.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1



Wound Threshold: 8 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Abilities: Streetwise +1

Hypersensitive Antennae: Innate Heightened Awareness talent (Allies within close range of the character add a Bonus Die (Blue Die) to their Perception and Vigilance checks. Allies engaged with him add two Bonus Dice instead).

KAMINOAN

Kaminoans were a tall, thin species with pale skin from the isolated watery planet of Kamino. The Kaminoans lived in large stilted cities that rose above the ocean surface, such as Tipoca City. Many important or high ranked Kaminoans wore a large, pale collar around their necks. The Kaminoans are best known for their abilities as cloners. They were the creators of the Grand Army of the Republic that fought against the Separatist Droid Army during the Clone Wars - a galaxy-wide conflict named after the clone troopers the Kaminoans made for the Galactic Republic.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	2



Wound Threshold: 9 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Medicine +1, Researcher Talent +1 (The character removes a Setback Die (Black Die) per rank of Researcher from all Knowledge checks. Researching takes 50% less time (this does not increase with multiple ranks of researcher)).

Expressionless: Add 1 setback die to all Charm checks made. Others add 1 setback die for social skill checks targeting a Kaminoan.

KARKARODON

Karkarodons were an aggressive, aquatic species that hailed from the planet Karkaris. The amphibious Karkarodons had tall, slim bodies with webbed hands and feet. Their shark-like heads had pointed noses, gill slits, and many rows of razor-sharp teeth, which they used when attacking and eating. Karkarodons were skilled and fast swimmers. They attacked by grabbing the target and used their jaws for ripping and tearing.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2



Wound Threshold: 12 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 90 XP

Special Abilities: Athletics +1

Amphibious: Can breathe underwater without penalty and do not suffer movement penalties travelling through water.

Jaws: Brawl attack checks deal +1 Damage with a Critical Rating of 3.

KEL DOR

Kel Dors, sometimes referred to as Kel Dorians, were a sentient species hailing from the technological planet Dorin. They required masks to protect them when in oxygen-rich atmospheres. They were also known for the unique Force-using traditions of the Baran Do Sages. The Kel Dors were a tall race, typically of the same height and weight as Humans. Their skin ranged in color from peach to a crimson red. Most had dark, black eyes, although some were born with silver irises, a mark that was often seen as an affinity for the Force.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	3	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Knowledge (Education) +1

Dark Vision: Remove up to 2 setback dice imposed due to darkness.

Atmospheric Requirement: Must wear a breathing mask to breath and see outside their native environment. Oxygen is a rating 8 toxic atmosphere. Can survive in vacuum for up to 5 minutes.

KLATOOINIAN

Klatooinians were a humanoid species from the planet Klatooine, located in the Si'Klaata Cluster. For most of their history, they were closely associated with the Hutts, as criminal henchmen, soldiers, and slaves. By the time of the Galactic Civil War, however, some Klatooinians began to break away from their servitude.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	1	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Brawl +1 OR Ranged (Heavy) +1
OR Ranged (Light) +1. Any non-career skill +1.

KUBAZ

The Kubaz or Kubazian were an insectivorous species native to the planet Kubindi in the Outer Rim Territories. Although relatively new to the galactic community at the time of the institution of the Galactic Empire, the species was already ubiquitous throughout the Republic during the Great Galactic War and the Clone Wars. A bipedal humanoid species of mammalian sentients, the Kubaz were distinctive for their short, prehensile facial snouts which were used for reaching insects within their hives.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1



Wound Threshold: 9 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Survival +1 OR Stealth +1

Enhanced Vision: Remove up to 2 setback dice due to concealment and obscuring environmental factors (but not cover/defense).

KYUZO

The Kyuzo were a sentient species with yellow eyes and green skin. They were fast and high jumpers. Kyuzo also spoke their native language. The species was known for having highly capable warriors, who had very high standards of honor.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1



Wound Threshold: 11 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 90 XP

Special Abilities: Coordination +1

Dense Musculature: Once per round, as a maneuver, may suffer 3 strain to leap to any location vertically or horizontally within medium range.

LANNIK

Lannik were short, bipedal humanoids with droopy, long ears and orange to reddish to purple and bluish tones to their skin. Their homeworld was Lannik. The Lannik were known for their bellicose society, and were seen to be fearless and sometimes hotheaded and arrogant. More often than not, Lannik kept clear heads in combat, and could deduce a solution to many dangerous situations. The Lannik were governed by the Lannik High Court.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	3	2	2	2



Wound Threshold: 8 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 100 XP

Special Abilities: Streetwise +1

Indomitable: Remove 2 setback die caused by critical injuries, fear or the disoriented condition.

LASAT

The Lasat were a sentient species indigenous to the arid Wild Space planet Lasan. Coming from an arid world with extensive deserts, the Lasat developed many features to protect them from the climate. They had pointed ears that assisted with heat dissipation and thin fur to insulate their bodies at night. The fur was brown in color, and males usually had longer fur. The fur could cover the entire body except for the face, hands and tail. They had small nasal and oral openings, but large eyes to improve their nightvision.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	1	2	1



Wound Threshold: 12 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 90 XP

Special Abilities: Brawl +1 OR Knowledge (Lore) +1

Prehensile Feet: May move up a vertical surface as though it were horizontal.

MELITTO

Melitto were a species of insectile humanoids native to the planet Li-Toran. They had no eyes or mouth, but were capable of sensing their environment using super-sensitive cilia. Melitto had chitin plates on their heads and forearms, and required the use of breathing tubes when operating in alien atmospheres.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2



Wound Threshold: 9 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Perception +1

Sightless Vision: Perceive surroundings without the need for light, and do not suffer penalties for combat and perception checks due to darkness.

Reliant on Toxins: Start with respirators which simulate toxic atmosphere of homeworld. Treat standard air composition as a corrosive atmosphere with rating 6.

MIKKIAN

Mikkians were a humanoid species that were native to the planet Mikkia, identifiable by their manes of head-tendrils and their bright skin pigmentation. The Mikkians were a species of brightly colored humanoids. Members had four limbs: two legs, and two arms with five-fingered hands, including an opposable thumb. Their heads had two forward-facing eyes, whose irises could be blue. However, the Mikkians' most distinctive feature were their motile head-tendrils, the number, form, and pattern varying between individuals. These head-tendrils primarily served as sensory organs, particularly detecting sound as a replacement for an ear common in other species.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	3	2



Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Discipline +1

Sensory Tendrils: Add 1 boost die to all Perception checks.

MIRIALAN

Mirialans were a species of near-Humans native to the planet Mirial. Their appearance varied from yellow-green skin to paler skin very similar to many Humans. Mirialans were very flexible and agile, making them fast and formidable foes. The Mirialan people were deeply religious and practiced a primitive understanding of the Force. They believed each individual's actions contributed to their destiny, building upon past successes and failures to drive them towards their fates. A Mirialan would place a unique, often geometrically repeated tattoo on their face and hands to signify that they had completed a certain test or task, or achieved sufficient aptitude for a certain skill. The number of tattoos would thus often act as a good indicator of how mature and/or skilled a Mirialan was.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	2	2



Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Discipline +1 & Cool +1

MON CALAMARI

The Mon Calamari (also known as Calamari, Calamarians, Mon Cal, Mon Calamarians, or rarely Mon Cala) were one of the sentient species indigenous to the world of Dac. On average, a member of the species stood between 1.3 to 1.8 meters tall and also smelled of salt and the sea.[4] They were a fish-like amphibious humanoid species with salmon-colored skin, webbed hands, high-domed heads and huge, fish-like eyes. They were equally capable of breathing both on land and in water with them being at home in either environment.[3] Male Mon Calamari had protrusions on their chin called "barbels" which grew more numerous with age. Most Mon Calamari had salmon-colored skin, often mottled with light and dark patterns, though examples of other skin colors were known. The Mon Calamari are able to descend to depths of up to 30 meters below sea level without requiring breathing or pressure apparatus. Though they can breathe water, they find it somewhat uncomfortable, and use organic gills whenever possible. Mon Calamari could stay underwater for an indefinite period of time, although a frightened Mon Calamari, particularly a juvenile, could drown underwater. They also did not need to decompress when resurfacing. They tended to smell of salt and sea giving them a particular identifiable odor.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Knowledge (Education) +1

Amphibious: Can breathe underwater and move without penalty when swimming.

MUSTAFARIAN

Mustafarians were an insectoid sentient species native to the volcanic planet Mustafar. They were divided into two subspecies: the taller, thinner northern Mustafarians, and a smaller, stockier, and hardier southern Mustafarians.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	1



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Lava Planet Dwellers: Remove 2 setback dice from checks to resist arid or hot environmental conditions.

Northern Mustafarian (right): Eye for Detail talent +1 (*After making mechanics or computer check, may suffer strain up to ranks in Eye for Detail to convert that many successes in benefits*).

OR

Southern Mustafarian (left): Enduring talent +1 (*Character gains +1 soak value per rank of Enduring*).

MUUN

Muuns were a thin, tall humanoid species from the frozen world of Scipio, though they also had a large colony on the mineral-rich planet of Muunilinst. The founders of the InterGalactic Banking Clan, the largest banking organization in the galaxy, Muuns were known throughout the galaxy for their excellent financial and mathematical skills.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	1	1



Wound Threshold: 9 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 90 XP

Special Abilities: Knowledge (Core Worlds) +1 & Knowledge (Education) +1

Deep Pockets: Start with 1000 extra credits (cannot be spent during character creation).

NAUTOLAN

The Nautolans, sometimes referred to as the Nautiloids, were an amphibious humanoid species from the planet Glee Anselm. Although they established settlements across their aquatic homeworld, most Nautolan civilization was found in the Sabilon region. Nautolans possessed physiology common to amphibious species, including low light vision and excellent swimming skills. Their bony endoskeleton and dense cartilage made them tough and resistant to glancing blows. An egg-laying species, Nautolans emerged from their egg as a tadpole that developed arms, legs, and head-tails during their second year of life. Roughly the same size as a Human infant during this time, their limbs were weak and unable to support their weight, forcing youthful Nautolans to remain in aquatic environments for much of their childhood.[1] They stood an average of 1.8 meters, had smooth green, blue, purple, or brown skin, and large black or dark maroon eyes with lids that were seldom used. They were capable of breathing underwater; however, unlike other water-based species, Nautolans did not experience difficulties out of water.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2



Wound Threshold: 11 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 100 XP

Special Abilities: Athletics +1

Amphibious: May breathe underwater without penalty and never suffer movement penalties when swimming.

NEIMOIDIAN

Neimoidians, also known as Neimoidian Duros, were a species of humanoids that were distant genetic relatives of Duros. They were native to the planet of Neimoidia and also lived on colony worlds in the same sector like Cato Neimoidia, Deko Neimoidia, and Koru Neimoidia. Neimoidians placed tremendous value on wealth and material possessions, and would go to great lengths to gain money and power, resulting in a stereotype of being greedy and cowardly; however, they were very easily intimidated, and hated combat.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	3	1	2



Wound Threshold: 11 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 90 XP

Special Abilities: Deception +1 OR Negotiation +1

NIKTO

The Nikto were a reptilian humanoid species from the planet Kintan in the Si'Klaata Cluster with many subspecies. They were all reptilian humanoids that were noted for their leathery skin with an average adult standing 1.8 meters tall. Sometimes these were covered in spikes and horns. Most Nikto had cold black obsidian eyes. These were sometimes covered by a protective membrane. This took the form of a thin transparent pellicle that protected their eyes underwater and during windstorms. As a result, they were noted for their "staring" eyes and a seemingly blank expression which led to many underestimating Nikto intelligence.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1



Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Sub-Species:

- **Red Niktos:** Resilience +1. Remove 1 setback dice imposed due to arid or hot environmental conditions.
- **Green Niktos:** Coordination +1. Add 1 boost dice to Athletics checks for climbing trees and other soft surfaces. Has claws which increase unarmed brawl damage by +1 and has a critical rating of 3.
- **Mountain Niktos:** Survival +1. Natural Outdoorsman talent +1 (*The character removes a Setback Die (Black Die) per rank of Outdoorsman from checks to move through terrain or manage terrain or environmental effects. Decrease overland travel times by 50% (this does not decrease with multiple ranks of Outdoorsman).*)
- **Pale Niktos:** Athletics +1. Do not suffer penalties for moving through water and hold breath for 2 times Brawn rounds.
- **Southern Niktos:** Perception +1. Add 1 boost dice to Perception and Vigilance checks having to do with sound.

PANTORAN

Pantorans were a sentient species native to Pantora, a moon orbiting the planet Orto Plutonia. They were Near-Humans, with a head, a torso and four limbs. At first glance, they only differed from the otherwise similar Humans in their blue skin and yellow eyes. Like all mammals, the Pantorans had hair, the color of which varied between black, blue, light purple and sometimes white. The Pantorans shared many traits with other blue-skinned races, especially the Wroonian species, and, to a lesser extent, the Chiss, and were believed to be an offshoot of the former. The species had two sexes, male and female. The Pantorans also seemed to have a greater resilience to low temperatures than Humans, since they only needed light wardrobe even under extreme cold weather conditions.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	1	3



Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 110 XP

Special Abilities: Cool +1 OR Negotiation +1

Tundra Dwellers: Remove 1 setback dice imposed by cold environmental conditions.

PAU'AN

Pau'ans were gaunt near-Humans native to the planet Utapau. Also known as Utapauns and Ancients due to their long lifespans, they co-existed on Utapau with the Utai. The two species got along well, with the lanky Pau'ans assuming leadership roles on the planet. Though some viewed the Pau'ans as frightening, they were friendly, and were more than happy to welcome visitors to their little-known world. Due to Utapau's remoteness in the Outer Rim Territories, the Pau'ans were isolated for most of their history. However, they played a part in galactic events in 19 BBY, when the Confederacy of Independent Systems conquered Utapau. The Pau'ans opposed the Confederacy with the aid of the Republic, and later opposed the Empire, after Imperials took control of their planet following the Declaration of a New Order.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	3	2



Wound Threshold: 12 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 95 XP

Special Abilities: Negotiation +1 OR Coercion +1

Sensitive Hearing: Add 1 boost dice to all Perception and Vigilance checks as long as wearing their protective earpieces. If not, add 1 disadvantage result to above checks.

PHYDOLON

Phydolons were a symbiotic sentient species native to the planet Mydasos that consisted of two groups, the mammalian humanoid Agarans and the fungal rhizome Orucytes. The relationship evolved over millions of years. The fungus created tissue throughout the species bodies, and both Agarans and Orucytes had consciousnesses, although a Phydolon was both a pair of individuals and a blended whole, causing an intra-species gestalt consciousness. Biologists theorized that without the symbiosis, neither would be self-aware. Both mammalian pre-cursors and fungal spores were found throughout Mydasos, but only the symbiotic species had managed to achieve sentience.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Cool +1 OR Discipline +1

Symbiotic Resilience: When recovering wounds naturally, Phydolons heal 1 extra wound per full night's rest. In addition, a Phydolon may attempt to recover naturally from one Critical Injury after a full night's rest (instead of after a full week).

Symbiont Isolation: If no other Phydolons are present when a Phydolon recovers strain at the end of an encounter, they recover 1 less strain to a minimum of 1.

POLIS MASSAN

The Kallidahin, also known as Polis Massans, were a race of sentient cetaceans native to the world of Kallidah, having obtained their misleading name due to their extensive century-spanning digs on their adopted home in Polis Massa. The Kallidahin lacked facial features and were commonly mute, resorting to signs and telepathy to communicate. Though they had little contact with other species and were considered hermetic, they were known for their extraordinary medical, archaeological and xenobiological skills, and were regarded as compassionate beings who understood the value of life. They were also known for their massive xenobiology database.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	3	1



Wound Threshold: 8 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Medicine +1

No Vocal Chords: Cannot speak unless 10XP spent at character creation to be a "speaker".

Telepathy: Can communicate at short range with simple broadcast telepathy. Anyone within short range 'hears' them. Can only whisper privately to beings within engaged range.

QUARREN

The Quarren, were one of several aquatic sentient species from the planet Dac, called Mon Calamari by off-worlders. Quarren were amphibious humanoids with squid-like heads, at least four tentacles on their faces, and leathery skin. Quarren tentacles were prehensile, and they were able to manipulate food with them. Quarren had small mouths, with two fang-like teeth jutting from their faces on either side, and a long, thin tongue sticking out in between. Quarren had two long protrusions that extended from either side of their faces. In these protrusions were several gill-like structures that were actually aural structures, used for hearing instead of ears. Quarren also had holes on either sides of their neck that were most likely used for breathing. Quarren had two sac-like organs that hung from the back of their heads as well.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	3	2



Wound Threshold: 10 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 95 XP

Special Abilities: Negotiation +1

Amphibious: Can breathe underwater and never suffer movement penalties for travelling through water.

Ink Spray: Once per encounter, suffer 2 strain to add 1 setback (3 if underwater) die to a combat check made by a character within short range.

QUERMIAN

Quermians were a mammalian species of sentients hailing from the planet Quermia after being genetically designed from Xexto DNA by the Arkanian race. Quermians were designed to be taller than their fore-bearers and were left to evolve without any predators on their terraformed homeworld of Quermia. Equipped with long necks for peering over vegetation mats, bulbous heads with a permanently bemused smile, and two sets of spindly arms, they also had two brains, one located in the chest cavity. Their two brains could cause mental problems when each brain developed a different personality but also gave them a type of telepathy which they attributed to an ability to better observe and understand body language. Possessing no noses, the olfactory glands of this species were found in the hands.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	1



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 85 XP

Special Abilities: Perception +1

Additional Limbs: Additional free maneuver (still may not perform more than 2 per turn).

Kinesic Intuition: Add a boost dice (blue dice) to checks for determining intent of a living being that can be observed.

RODIAN

Rodians were a reptilian humanoid species native to Rodia in the Tyrius system. Highly recognizable due to characteristics in facial structure and skin pigment, Rodians were infamous for their violent culture, which sprang from the difficulties of life in the jungles of their homeworld. Though they were often relegated to the fringes of galactic society as bounty hunters or criminal henchmen, Rodians were not merely simple-minded thugs. The Rodian people managed to produce artists, merchants, and politicians who were found even among the upper classes of the Core Worlds.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	1	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Survival +1 & Expert Tracker talent +1 (*Remove a Setback Die (Black Die) per rank of Expert tracker from check to find or follow tracks. Survival checks made to track targets take 50% less time than normal. This does not decrease with additional ranks of Expert Tracker*).

SAKIYAN

The Sakiyans were a humanoid sentient species whose anatomy featured slit-pupils, pointed ears, and hairless skin that varied in shade from pale to jet black. Until the rise of the Galactic Empire, xenobiologists had differing opinions as to whether Sakiyans should be classified as near-Human. However, internally, the species was vastly different from Humans and related species. The Sakiyan brain was nearly twice the size of its Human equivalent, and the portions devoted to sensory input and processing were superior even to those in the brain of the Bith species. Sakiyans had incredible vision that extended into the infrared spectrum, as well as highly acute and motion-sensitive peripheral vision. Sakiyan aural and olfactory senses were considered nearly supernatural by other species, as they allowed a Sakiyan to track and detect days-old odors and faint noises. The species' musculature granted them 150 percent of the strength of a Human of equivalent size. Sakiyan Force-users were rare.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	2



Wound Threshold: 8 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 80 XP

Special Abilities: Perception +1 OR Vigilance +1

Natural Hunter: Expert Tracker talent +1 (Remove a Setback Die (Black Die) per rank of Expert tracker from check to find or follow tracks. Survival checks made to track targets take 50% less time than normal. This does not decrease with additional ranks of Expert Tracker).

SATHARI

The Sathari were a reclusive sentient avian species native to the planet Arbooine. The species possessed hand-tipped wings capable of manipulating tools. The avians lived mostly in small settlements in the forest canopy of their homeworld.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	2	2



Wound Threshold: 8 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Coordination +1

Glider: Can fall safely from any height and can glide over small gaps or distance while falling.

SELONIAN

A sentient species from the Corellian system, Selonians were large musteline carnivorous mammals with long, flexible spines. This fur-covered, sleek and powerful species were carnivores who were believed to have descended from aquatic mammals. They were furry bipeds who stood at an average height of two meters tall making them taller than most Humans with slightly shorter legs and arms. In fact, adult Selonians were capable of standing between 1.8 meters to 2.2 meters tall with the female members of the species being larger. Their bodies were covered by a sleek brown or black fur and they normally did not wear clothing on their homeworld. However, when working or visiting elsewhere, they wore the appropriate clothing or outfits. Their long bodies were equally comfortable walking on either two legs or on all four. On two legs, they were able to reach a base speed of 10 meters a second though were capable of reaching 12 meters per second on all four which was the same level of speed they were capable of accomplishing when swimming in water.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	3	1



Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 80 XP

Special Abilities: Coordination +1

Darkvision: Remove all setback dice due to darkness (cannot see in absolute dark).

Tail: May use tail as weapon using Agility characteristic and Brawl skill:

Dam	Crit	Range	Qualities
+1	5	Engaged	Disorient 2, Knockdown

Knockdown targets with 1 advantage (as opposed to 2) results.

SHISTAVANEN

The Shistavanen originated on the planet Uvena Prime in the Uvena system. In addition to natural evolution, the Shistavanen species was shaped by unknown genetic engineers. Like many lupine species, Shistavanen had pronounced muzzles, sharp claws, long pointed teeth, and pointed ears set on top of their heads. Shistavanen also possessed large glowing eyes, and could also run at high speeds for long periods without getting tired, alternately using two or four limbs. As predators, they possessed keen senses of hearing and smell, and excellent night vision. However this also made them sensitive to light, sound and smell of the damaging type. Some, such as Caet Shroul, could be albino (although she believed her condition to be the result of an experiment the Empire did on her mother, rather than natural causes).

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	2	1	1



Wound Threshold: 12 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 80 XP

Special Abilities: Brawl OR Survival +1

Hunter's Instincts: May make a Survival check for initiative instead of Vigilance or Cool.

SKAKOAN

Native to the high-pressure atmosphere of the Core World Skako, the Skakoans breathed a methane-based air supply. Resembling gaunt Humans, Skakoans had grey-white skin which hung in folds over their skeletons, lacked hair and had sunken, beady eyes. Thin nasal slits allowed them to detect odor, while a thin, lipless mouth allowed them to speak. Because Skakoans did not ingest solid food, they lacked teeth in their gaping mouths. An average Skakoan maintained a life-span of 90-110 years. Due to the nature of their homeworld's above-average pressure, traveling offworld meant wearing a specialized protective suit which maintained internal pressure and fed methane through special piping. Fear of decompression or rupturing of their suits kept most Skakoans on their world; only those driven by a very compelling motive were ever seen far from Skako.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 80 XP

Special Abilities: Mechanics +1 and Knowledge (Education) +1

Methane Breather: Require methane to live and wear special pressure suits. Treat standard planetary air pressure and composition as a corrosive atmosphere with rating 6. Start with specialised pressure suit, counting as armour with indefinite supplies of methane. Armour has +2 soak, encumbrance 3, 3 hard points.

SULLUSTAN

A diminutive species of near-Humans from Sullust, Sullustans ranged from 1 to 1.8 meters in height and bore round, tapered skulls. Sullustans were distinguishable for their almond-shaped black eyes, facial jowls called dewflaps and large, round ears. Having evolved in the underground of their planet, their wide earlobes provided excellent hearing and a sense of directional sound, and their large eyes provided exceptional low-light vision and excellent peripheral vision. Sullustans could see up to 20 meters in the dark without being sensitive to infra-red, meaning they could effectively read and see normally with no light at all. Perhaps due to their relative lack of exposure to natural light, Sullustans began to suffer from corneal defects after 30 standard years. After significant deterioration, many chose to wear special visors to prevent further damage. Some Sullustans tattooed their heads as a form of individual expression. As skilled pilots and navigators, Sullustans, also known as Bomewrights, were common sights for spacers and at busy spaceports.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Astrogation +1 & Skilled Jockey Talent +1 (*The character removes a Setback die per rank of Skilled Jockey from his Piloting (Planetary) and Piloting (Space) checks.*)

THISSPIASIAN

Thisspiasians were an omnivorous, sentient species of reptiles from the planet Thisspias. Thisspiasians were easily recognized by their abundant beards, which evolved to deter the biting cygnats of their homeworld, and their long tails, which reached lengths of two meters in most cases. These tails were very strong and were commonly used to carry large objects. When meditating or at rest, a Thisspiasian would coil their tail beneath their torso, reducing their height by half of a meter. Beside their flowing beards, Thisspiasians also had long hair surrounding their heads, with little of their faces showing other than their mouth and eyes. Their hair and the scales of their lower body were often of matching colors.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1



Wound Threshold: 10 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 100 XP

Special Abilities: Discipline +1

Rest and Meditation: Thisspiasians need only sleep 2 hours to heal all strain they have suffered. May spend 10 minutes once per session to heal strain equal to twice their ranks in Discipline.

THOLOTHIAN

Tholothians were a species of sentient humanoids native to the planet Tholoth. They could be distinguished from typical humans by their partial bluish skin pigmentation, their scaled craniums and fleshy white or red tendrils that sprouted from their skullcaps.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 95 XP

Special Abilities: Knowledge (Xenology) +1

Cultural Adopters: Add automatic advantage to results of social skill checks with non-Tholothians.

Natural Roots: Heal one additional strain when making a check to heal strain in a natural/wild setting.

TOGNATH

Tognath were a sentient species that were native to the planet Yar Togna. The Tognath had a striking look thanks to their insectoid and mammalian characteristics; another factor was their having both an endo- and exoskeletons. They also possessed a very primitive nervous system, which provided them with immunity to most pain (a helpful trait in combat).

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1



Wound Threshold: 9 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 95 XP

Special Abilities: Coordination +1 & Perception +1.

Primitive Nerves: Add 2 setback dice to Coercion checks targeting Tognath characters.

Atmospheric Requirement: Must wear specialised mask or breathing apparatus to breathe outside their native atmosphere. Start game with a breath mask and treat oxygen as a corrosive atmosphere with rating 5. Survive in vacuum for up to 5 minutes before suffering effects.

TOGRUTA

Togrutas were a carnivorous humanoid species from the planet Shili. The species exhibited head-tails which were similar to those of Twi'leks. Unlike Twi'leks, a Togruta's Head tails are part of their Montral and ran parallel to the head as opposed to behind, making it appear as though they were wearing a headdress. Togruta were also distinguished by montrals, large hollow horn-like projections from the top of their heads, that gave the species a form of passive echolocation. In order to protect themselves from dangerous predators, and to hunt their own prey, Togruta banded together in tribes and relied on their natural pigmentation to disrupt and confuse slow-witted beasts. Togruta worked well in large groups, and individualism was seen as abnormal within their culture, although it was also a necessary quality in leaders.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Perception +1

Pack Instincts: When performing assist maneuver, grant 2 boost dice instead of 1.

TOYDARIAN

Toydarians were a race of winged mammalian beings from the planet Toydaria. Strong-willed, and resistant to manipulation of the mind through the Force, this species produced a body odor similar to sweetspice. With a reputation for being stingy and bad-tempered, many Toydarians were possessed of a strong sense of pride in their work.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	2	3	3



Wound Threshold: 9 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Abilities: Silhouette 0.

Hoverer: Hover slightly off the ground thanks to wings. Do not spend additional maneuvers when travelling over difficult terrain.

TRANDOSHAN

Trandoshans, or T'doshok in Dosh, were large, bipedal reptilian humanoids from the planet of Trandosha (or Dosh). They had sensitive eyes that could see into the infrared range and the ability to regenerate lost limbs—albeit slowly—and were anatomically built heavier and stronger than most humanoids, including Humans. They would also periodically shed their skin. Unlike some other reptilian humanoids, such as the Barabels and the Ssi-ruuk, Trandoshans had no tails. The Trandoshans on the whole were a warlike species, with many of them becoming slavers, bounty hunters, hired guns, and other unsavory professions.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	2	2



Wound Threshold: 12 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 90 XP

Special Abilities: Perception +1

Regeneration: When using long rest or bacta to heal wounds, heal another wound. May regenerate limbs, taking at least a month to be usable.

Claws: Brawl checks deal +1 damage to opponent with critical rating of 3.

TUSKEN RAIDER

Tusken Raiders, less formally referred to as Sand People or simply as Tusks, were a culture of nomadic, primitive sentients indigenous to Tatooine, where they were often hostile to local settlers. The term Sand People was given to them due to their existence in the desert, and was in use from at least around 4000 BBY; but the more formal name of Tusken Raiders was acquired much later, due to a period of concerted attacks on the settlement at Fort Tusken in 98-95 BBY. Although this name was often used as a common term for the race, it actually referred only to the participants of the attack on the settlement.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1



Wound Threshold: 11 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 105 XP

Special Abilities: Survival +1

Bantha Riders: Add 1 automatic success result to Survival and Athletics checks to handle a Bantha.

Water Reclamator: Reduce difficulty of all Resilience and Survival checks related to enduring extreme heat or going without water once.

TWI'LEK

Twileks (pronounced /'twilek/) or /'twailek/), sometimes referred to disparagingly as "Tail-heads," were an omnivorous humanoid species originating from the planet Ryloth. They tended to eat cultivated molds, fungi, and rycrit meat. Their distinctive features included colorful skin, which varied in pigment from individual to individual, and a pair of shapely prehensile tentacles that grew from the base of their skulls. The tentacles, called "brain-tails," "lekku," "tchun-tchin," or "head-tails," were advanced organs used for communication and cognitive functions. Twileks possessed a fairly standard humanoid vocal structure and were capable of learning most alien languages; however, they usually preferred their native language of Ryl, which incorporated subtle movement of the lekku. When they wished, they could even communicate in complete secrecy using their versatile brain-tails. Twi'lek females were often used as slaves or dancers because of their beauty.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	2	3



Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Charm +1 OR Deception +1

Desert Dwellers: Remove 1 setback die imposed due to arid or hot environment.

UMBARAN

Umbarans, culturally known as the Shadow People, resided on the dark world of Umbara deep within the Ghost Nebula. Umbarans could see in ultraviolet (below 300 nanometers) and had the ability to read, subtly influence, and sometimes control the will of others. Umbarans spoke the language Umbarese which was written using the Umbaran alphabet. Umbarans were gaunt, frighteningly pale near-Humans with achromatic sunken eyes. Due to the Umbara's eternal twilight, their eyes were well adjusted to the dark, but they were easily disoriented when exposed to bright sudden flashes of light. The Umbaran militia, who took part in the battle of Umbara, wore air-tight helmets that fed them a potent mixture of gases, which enabled Umbarans to be more effective in combat. Umbarans were highly isolated and manipulative. A societal caste system promoted cultural goals of power and influence. Many had a darker sense of humor than the average Human, which would manifest in social interactions. Masters of misdirection, these creatures almost never revealed their true thoughts or intentions.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Deception +1

Entrancing Gaze: Add 1 boost dice to Charm, Deception & Negotiation checks.

Shadow Dwellers: Remove up to 2 setback dice imposed due to darkness. Add 1 setback dice to all checks made in bright natural light (such as direct sunlight).

VERPINE

The Verpine were a sentient insectoid species from the Roche asteroid field. Best known for their technological aptitude, the Verpine were considered to be among the finest starship engineers in the galaxy. Verpine were thin bipedal insectoids, standing 1.9 meters tall on average. Unlike many insectoids, including the Kibnon to which they were distantly related, the Verpine had only four limbs (two arms and two legs), though there were instances of Verpine growing vestigial wings. Their heads were dominated by large compound eyes. They also had two antennae, one located behind each eye. Their hardened carapace, composed of a green chitinous substance called carahide, was as flexible as the skin of other creatures, yet tough enough to deflect a blade or even absorb a glancing blaster bolt. The Verpine circulatory system did not contain a heart — at least, not an organ which Human physiologists would identify as a heart.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	1	2	1



Wound Threshold: 9 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 80 XP

Special Abilities: Mechanics +1

Microvision: Add 1 boost die to Perception checks on close examination.

Radio-wave Communication: Produce and hear radio waves, allowing silent communication with other Verpine and special comlinks within a 100km range.

VURK

Vurks were the predominant sentient species of the planet Sembla. They were tall, reptilian humanoids with bulbous dark eyes and sweeping head crests. Their hands and feet had three digits each, one of which was opposable. They had distinguishing gray-green, leathery skin.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	2	3



Wound Threshold: 11 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 100 XP

Special Abilities: Negotiation +1

Amphibious: Can breathe underwater without penalty and do not suffer movement penalties travelling through water.

Cold Blooded: Add 1 setback die to all checks while in cold environments.

WEEQUAY

Weequays were a race of humanoids who came from the Outer Rim planet of Sriluur, near Hutt Space. Their home was a harsh desert planet, leading to the species' tanned skin tone and rough, sandy, wrinkled skin. Their eyes were dark and slightly recessed into their skull.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	3	2	1



Wound Threshold: 10 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 90 XP

Special Abilities: Resilience +1 OR Athletics +1

Pheromone Communication: Can communicate non-verbally at short range with other Weequays.

WHIPHID

Whiphids were tall, muscled, furred sentient beings from the planet Toola. They were notable for their large tusks. On Toola, Whiphids lived a primitive lifestyle, hunting caraboose and other large animals, such as the motmot, their favored prey. Their language consisted of approximately six thousand words. As Whiphids came into contact with more technically advanced races that came to Toola to buy ice, they began to show great curiosity about the rest of the galaxy. Many Whiphids left Toola, supporting themselves as big game hunters, mercenaries, or bounty hunters.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	1	2	2



Wound Threshold: 12 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 80 XP

Special Abilities: Survival +1

Hardy Survivalist: Add 1 success to Survival checks. May survive many weeks without food.

Tusks: Innate weapon with following profile:

Skill	Dam	Crit	Range	Qualities
Brawl	+2	4	Engaged	Vicious 1

WOOKIEE

The Wookiees, whose name for themselves translated to the People of the Trees were a species of tall, hairy humanoids that were inhabitants of the planet Kashyyyk. One of the most noteworthy members of the species was Chewbacca, Han Solo's best friend and co-pilot, who played a vital role in the Galactic Civil War and afterwards. A race of arboreal mammals, the Wookiees lived in treehouses nestled in the canopy of the towering wroshyr trees. Despite their fearsome appearance, they were usually gentle, although they were prone to devastating fits of rage when provoked.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2



Wound Threshold: 14 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 90 XP

Special Abilities: Brawl +1

Wookiee Rage: If wounded, deal +1 damage to Brawl and Melee attacks. If critically injured, deal +2 damage to Brawl and Melee attacks.

XEXTO

Xexto were natives of the planet Troiken, where (like Ewoks and Wookiees) they lived in arboreal villages. Xexto spoke the language Xextese. These spindly invertebrates normally measured from 1.1 meters (3.6 ft) to 1.5 meters (4.9 ft) in height. They had 6 limbs that sprouted from their small centrally located torso along with a long neck and small head. They had 4 arms with 6 fingers each, and 2 legs with ten toes each. Their large almond shaped eyes were normally a dark purple or black. Their skin could range from chalk white to a pale yellow or purple. Their brain was split between two parts of their body; the part located in the skull controlled primitive emotions and basic body functions, while another portion in their chest controlled higher functions such as creative thinking and logic. On their homeworld, the primary predator of the species were vicious challat eaters, which were defied through both agility and cunning. Xexto admired thrill-seeking and taking big risks. Despite this, Xexto were fairly level headed and cool tempered.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	1	2

Wound Threshold: 9 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 85 XP

Special Abilities: Confidence Talent +1 (*The character may decrease the difficulty of any Discipline check to avoid the effects of fear by one level per rank of Confidence. If he decreases the difficulty to zero, he does not have to make a Discipline check*)

Additional Limbs: Xexto have 4 arms, allowing them to make two free maneuvers per turn (as opposed to 1).



ZABRAK

The Zabrak, also known as Iridonians when referring to the Zabrak who came from Iridonia, were a carnivorous Near-Human species native to Iridonia, a planet located in the Mid Rim known for its inhospitable terrain and fierce predatory life. They were a species known for having a fierce sense of self-determination and an equally dominant need for independence. Zabrak were Near-Human, but had a number of significant physical characteristics that set them apart from baseline Humanity. The most striking of these were a series of vestigial horns that crowned the heads of both males and females. These horns grew at puberty in varying patterns and signified that the time of their rite of passage was drawing near.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1



Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Survival +1

Fearsome Countenance: Add automatic advantage to Coercion.