

STAR WARS

ROLEPLAYING GAME



SPECIES STATS

STAR WARS

SPECIES STATS

by Thiago Aranha



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Alien Species



Abinyshi



The Abinyshi are a short, relatively slender, yellow-green reptilian species from Inysh. They possess two dark, pupil-less eyes that are set close together. Their face has few features aside from a slight horizontal slit of a mouth: their nose and ears, while existent, are very minute and barely noticeable. The species has a large, two forked tail that assists in balance and is used as an appendage and weapon.

A gentle people, the Abinyshi take a rather passive view of life. They prefer to let events flow around them rather than take an active role in changing their circumstances. This philosophy has had disastrous consequences for Inysh.

The Abinyshi have played a minor but constant role in galactic history for many centuries. They developed space travel at about the same time as the humans, and though their techniques and technology never compared to that of the Corellians or Duros, they have long enjoyed the technology provided by their allies. Their small population limited their ability to colonize any territories outside their home system.

Their primary contributions have included culinary and academic developments; several fine restaurants serve Abinyshi cuisine and Abinyshi literature is still devoured by university students throughout the galaxy. The popularity of Abinyshi culture has waned greatly over the past few decades as the Abinyshi traveling the stars slowed to a trickle. Most people believe the Abinyshi destroyed themselves in a cataclysmic civil war.

In truth, the Empire nearly decimated Inysh and its people. Scouts and Mining Guild officials discovered that Inysh had massive kalonterium reserves (kalonterium is a low-grade ore used in the development of weapons and some starship construction). The Imperial mining efforts that followed all but destroyed the Inysh ecology, and

devastated the indigenous flora and fauna.

Mining production slacked off considerably as alternative high-grade ores - like doonium and meleenium - became available in other systems. Eventually, the Imperial mining installations packed up and left the Abinyshi to suffer in their ruined world.

Years ago, Abinyshi traders and merchants were a relatively common sight in regional space lanes. Abinyshi now seldom leave their world; continued persecution by the Empire has prompted them to become rather reclusive. Those who do travel tend to stick to regions with relatively light Imperial presence (such as the Corporate Sector or the Periphery) and very rarely discuss anything pertaining to their origin. Individuals who come across an Abinyshi most often take the being to be just another reptilian alien.

Surprisingly, the Abinyshi have little to say, good or bad, about the Empire, though the Empire has given them plenty of reasons to oppose it. Millennia ago, their culture learned to live with all that the universe presented, and to simply let much of the galaxy's trivial concerns pass them by.

Home Planet: Inysh

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D+2/4D+1

MECHANICAL 1D/3D

PERCEPTION 2D+2/4D+2

STRENGTH 2D/4D

TECHNICAL 1D+1/3D+2

Special Abilities:

Prehensile Tail: Abinyshi can use their tails as a third arm at -1D their die code. In combat, the tail does Strength damage.

Story Factors:

Believed Extinct: Nearly all beings in the galaxy believe the Abinyshi to be extinct.

Move: 10/12

Size: 1.2-1.6 meters

Abyssin



Attribute Dice 12D

DEXTERITY 1D+2/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 1D/3D

STRENGTH 2D/4D

TECHNICAL 1D/2D+2

Special Skills:

Survival: Desert: During character creation, Abyssin receive 2D for every 1D placed in this skill specialization, and, until the skill reaches 6D, advancement is half the normal Character Point cost.

Special Abilities:

Regeneration: Abyssin have this special ability at 2D. They may spend beginning skill dice to improve this ability as if it were a normal skill. Abyssin roll to regenerate after being wounded using these skill dice instead of their *Strength* attribute - but turn "days" into "hours". So, an Abyssin who has been wounded rolls after three standard hours instead of three standard days to see if he or she heals. In addition, the character's condition cannot worsen (and mortally wounded characters cannot die by rolling low).

Story Factors:

Violent Culture: The Abyssin are a primitive people much like the Tusken Raiders: violent and difficult for others to understand. Abyssin approach physical violence with a childlike glee and are always eager to fight. However, they are slightly less happy to be involved in blaster fights and are of the opinion that starship combat is incredibly foolish, since you cannot regenerate once you have been explosively decompressed (this attitude has become generalized into a dislike of any type of space travel).

It should be noted that the Abyssin do not think of themselves as violent or vicious. Even during a ferocious blooding, most of those involved will be injured, not killed - their regenerative factor means that they can resort to violence first and worry about consequences later.

Move: 8/12

Size: 1.7-2.1 meters tall

Source: Ultimate Alien Anthology (pages 7-8), Galaxy Guide 4: Alien Races (pages 5-7)

Adarian

Home Planet: Adari

Attribute Dice: 12D

DEXTERITY 1D+1/3D+1

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D/3D+2

STRENGTH 1D+2/3D+2

TECHNICAL 2D/4D+1

Special Skills:

(A) Carbon-Ice Drive Programming / Repair: Time to use: Several minutes to several days. This advanced skill is used to program and repair the unique starship interfaces for the Carbon-Ice-Drive, a form of macro-scale computer. The character must have a computer programming/ repairskill of at least 5D before taking Carbon-Ice Drive programming/ repair, which costs 5 Character Points to purchase at 1D. Advancing the skill costs dou-

ble the normal Character Point cost; for example, going from 1D to 1D+1 costs 2 Character Points.

(A) Carbon-Ice Drive Engineering: Time to use: Several days to several months. This is the advanced skill necessary to engineer and design Carbon-Ice Drive computers. The character must have a Carbon-Ice Drive programming/ repairskill of at least 5D before purchasing this skill, which costs 10 Character Points to purchase at 1D. Advancing the skill costs three times the normal Character Point cost. Designing a new type of Carbon-Ice Drive can take teams of engineers several years of work.

Special Abilities:

Search: When conducting a search that relies upon sound to locate an object or person, an Adarian receives a +2D bonus, due to his or her extended range of hearing. Adarians can hear in the ultrasonic and subsonic ranges, so thus will be able to hear machinery or people at extremely long distances (up to several kilometers away).

Languages: When speaking languages that require precise pronunciation (Basic, for example), an Adarian suffers a -1D penalty to this skill. When speaking languages that rely more upon tonal variation (Wookiee, for example), the Adarian suffers no penalty.

Adarian Long Call: Time to use: Two rounds. By puffing up the throat pouch (which takes one round), an Adarian can emit the subsonic vocalization known as the



long call. This ultra-low-frequency emission of sound waves has a debilitating effect on a number of species (particularly humans), causing disorientation, stomach upset, and possible unconsciousness. Any character standing within five meters of an Adarian who emits a long call suffers 3D stun damage. Strength may be used to resist this damage, but plugging the ears does not help, since it is the vibration of the brain and internal organs that does the damage. The long call may only be used safely three times per standard day; on the fourth and successive uses of the long call in any 24-hour period, an Adarian suffers stun damage himself or herself (but can use Strength to resist this damage). The long call has no debilitating effects on other Adarians. It can however, be heard by them up to a distance of 20 kilometers in quiet, outdoor settings.

Story Factors:

Caste System: Adarians are bound by a rigid scell'saracaste system and must obey the dictates of all Adarians in higher castes. Likewise, their society is run by a planetary corporation, so all Adarians must obey the requests of this corporation, often to the detriment of their own desires and objectives.

Move: 10/12

Size: 1.5-2 meters tall

Source: Ultimate Alien Anthology (pages 8-9)

Adnerem

Adnerem are a tall, slender, dark-gray species dominant on the planet Adner. The Adnerem's head is triangular with a wide brain pan and narrowing face. At the top of the head is a fleshy-looking lump, which may appear to humans to be a tumor. It is, in fact, a firm, hollow, echo chamber which functions as an ear. Adnerem are bald, except for a vestigial strip of hair at the lower back of the head. Female Adnerem often grow this small patch of hair long and decorate their braids with jewelry.

The Adnerem hand is four-digited and highly flexible, but lacks a true opposable thumb. Adnerem can grow exceptionally long and sturdy nails, and the wealthy and influential often grow their nails to extraordinary lengths as a sign of their idleness. Their eyelids are narrow to protect against the overall brightness of Adner's twin suns and the eyes are lightly colored, usually blue



or green.

Adnerem are descended from a scavenger/ hunter precursor species. Their distant ancestors were semi-social and banded together in tribepacks of five to 20. This has carried on to Adnerem today, influencing their modern temperament and culture. They remain omnivorous and opportunistic.

Outwardly calm and dispassionate, inwardly intense, the Adnerem are deeply devoted to systematic pragmatism. Each Adnerem increases his position in life by improving his steris (Adner's primary socio-economic family unit; plural steri). While some individual Adnerem work hard to increase the influence and wealth of their steris, most do so out of self-interest.

The Adnerem have no social classes and judge people for the power of their steris and the position they have earned in it, not for accidents of birth. Having no cultural concept of rank, they have difficulty dealing with aliens who consider social position to be an important consideration.

Adnerem are fairly asocial and introverted, and spend a great deal of their private time alone. Social gatherings are very small, usually in groups of less than five. Adnerem in a group of more than 10 members are almost always silent (public places are very quiet), but two interacting Adnerem can be as active as 10 aliens, leading to the phrase "Two Adnerem are a party, four a dinner and six a funeral."

Sometimes a pair of Adnerem form a close friendship, a non-sexual bonding called sterika. The two partners become very close and come to regard their pairing as an entity. There is no rational explanation for this behavior; it seems to be a spontaneous event that usually follows a period of individual or communal stress. Only about 10 percent of Adnerem are sterika, Adnerem do not usually form especially strong emotional attachments to individuals.

Adnerem steri occasionally engage in low-level raid-wars, usually when the goals of powerful steri clash or a coalition of lesser steri rise to challenge a dominant steri. A raid-war does not aim to annihilate the enemy (who may become a useful ally or tool in the future), it seeks simply to adjust the dynamic balance between steri. Most raid-wars are fast and conducted on a small scale.

For the most part, the Adnerem are a stay-at-home species, preferring to excel and compete amongst themselves. Offworld, they almost always travel with other steris members. Some steri have taken up interstellar trading and run either large cargo ships or fleets of smaller cargo ships. A few steri have hired themselves out to corporations as management teams on small- to medium-sized projects.

The Adnerem do not trust the whims of the galactic economy and invest in maintaining their planetary self-sufficiency rather than making their economy dependent on foreign investment and imports. They have funded this course by investing in entertainment industries, both on-planet and off. Hundreds of thousands of tourists and thrill-seekers flock to the casinos, theme parks and pleasure houses of Adner, which, after 2,000 years of practice, are very adept at thrilling and pampering the crowds. These entertainment facilities are run by large steri with Adnerem management and alien employees.

Home Planet: Adner
Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 1D+2/4D+2
MECHANICAL 1D/3D
PERCEPTION 1D+2/4D+2
STRENGTH 1D/3D
TECHNICAL 1D/2D

Story Factors:

Behind the Scenes: Adnerem like to manage affairs behind the scenes, and are seldom encountered as "front office personnel."

Move: 10 / 11

Size: 1.8 - 2.2 meters tall

Advozse



Home Planet: Riflor
Attribute Dice: 11D
DEXTERITY 1D/3D+1
KNOWLEDGE 1D/4D
MECHANICAL 1D/4D
PERCEPTION 1D/4D
STRENGTH 1D/3D+2
TECHNICAL 1D/3D+2
Move: 9/11
Size: 1.3-1.9 meters tall
Source: Ultimate Alien Anthology (page 9)

Aganof

The Aganof are a large, androgynous species native to the unexplored world of Kuras III in Elrood sector

(they are not the only sentient species on the planet). They have approximately one dozen small appendages for movement (the exact number varies with the individual), with several touch-sensitive pairs of appendages running along their bodies. Their backs have heat-dissipating flaps and olfactory sensors on large flexible stalks. The flaps are also coated with a digestive acid that is used to break down foods; small mouths are nestled underneath the flaps. Each end of the body contains a long, jointed limb that ends in a shelled claw.

This species lives, works and breeds in the damp, cool caves of Kuras III. The Aganof must live in these caves, since only these locations provide enough moisture for them to survive (they absorb moisture through all of their appendages). They feed on vegetation, insects and a large variety of small herbivores. Aganof reproduce in their cool, dark caves of their world - they have both male and female characteristics and lay fertilized eggs.

The Aganof have only the senses of taste, smell and touch (touch is their primary sense). They communicate by creating vibrations with the shelled claw. The vibrations are modulated with a special organ within the claw called the "sender." The sender codes the vibrations into a sort of language that the other Aganof can understand.

Nearby Aganof can detect the vibrations and decipher their meaning (actual distance depends on many factors, including soil composition and competing vibrations). Like speech, this communication can be perceived by all who are within the reception distance.

Aganof language is icon-based: recipients get pictures in their minds instead of words. Thus, if an Aganof wanted to ask if a character was an "alien" who came from outer space, the character would get a picture of himself, falling from a cave in the ceiling to the ground (Aganof cannot conceive of the sky), plus the feeling that the pictures were interrogative.

The Aganof are an intelligent species, with a society and a culture. All the Aganof born in the same cave are



essentially a tribal unit. The eldest Aganof is the adviser of the cave-fellows, and thus his opinion is given more weight than any others in the cave-unit. The Aganof tribes peacefully co-exist with one another, with inter-tribal meetings quite common (their purpose being to share stories, trade knowledge and exchange tribe members for mating purposes). The Aganof have stories, songs and even a form of art involving the arranging of the dead and decomposing bodies of their departed fellows.

A favorite Aganof pastime is having philosophical debates and intellectual arguments. Among the issues debated are what lies above "the ground" (since their limited senses cannot detect very much about the world around them; the concept of space is completely alien to them).

Aganof are tranquil, calm and friendly. Their society is a peaceful one, and there is not even a word in their vocabulary for "war." They understand defense against predators, but not organized aggression and murder of other intelligent creatures. Conflict among members of their own species is almost unknown.

The Aganof have no idea there is a galactic civil war going on, and would have a very difficult time understanding the issues at stake. Both the concepts of outer space and warfare would have to be explained to them. Even if the Empire came to their world and enslaved them, they would have a difficult time distinguishing between the Empire and those who would fight it, possibly meaning that the Aganof would learn to fear and even attack all humans and aliens from beyond their world....

Home Planet: Kuras III

Attribute Dice: 11D

DEXTERITY 1D/2D

KNOWLEDGE 1D/4D

MECHANICAL 1D/2D

PERCEPTION 1D/4D+2

STRENGTH 1D/3D

TECHNICAL 1D/3D

Special Skills:

Vibration Detection: Aganof use this skill to detect ground vibrations and determine the proximity of creatures and beings around them. The difficulty depends on the distance and type of vibration: They can also detect air vibrations, such as temperature change and movement, and thus can sometimes detect approaching flying creatures, or even sense incoming projectiles and dodge them. Aganof also use their hard shells and this skill for "speech" through ground vibrations, as naturally as humans use their mouths and sense of hearing for speech.

Special Abilities:

Blind and Deaf: Aganof cannot see in the way that humans can; they also cannot hear in the traditional sense, but they can detect intense air vibrations. Their prime external sense is touch and a sensitivity to ground vibrations. By judging the intensity and frequency of vibrations, in combination with the type of surface they are standing on, they can detect creatures near them.

Claws: Aganof can use their claws to inflict STR+1D+2 damage.

Move: 4/6

Size: 1.3-2.5 meters tall, 1.5-3.5 meters long

Notes:

Distance from Vibration	Modifier
0-2 meters	0
3-10 meters	+5 to difficulty
11-30 meters	+10 to difficulty
31+ meters	+15 or more to difficulty
Strength of Vibration	Difficulty
Light vibration (as made by a small creature)	Difficult
Moderate vibration (as made by a creature 20-100 kilograms)	Easy
Heavy vibration (such as made by a much larger creature)	Very Easy
Soil Type	Modifier
Loose soil, easily carries vibration	-5 or more
Packed soil, material that absorbs vibration	0
Soils or materials absorbing virtually all vibration	+5 or more

Akwin

The Akwin are an aquatic mammalian species native to Lazerian IV - a world claimed by human colonists. Their bodies have six limbs. The first pair of limbs are regular arms located at the shoulders, which end in a pair of hands. The second pair of limbs also resemble arms, except that instead of hands, the arms have flippers. Akwin use this set of limbs to steer themselves through the water. The final set of limbs, located at the hips, are normal legs, which end in webbed feet. From the lower back of the Akwin, a tail and fins stick out. Their blue-green bodies are tough and muscular, enabling them to



withstand the pressure of the depths.

Akwin have elongated skulls, with a mouth, pair of eyes and two blowholes. Cilia grow from their heads and faces and could be mistaken for hair, with colors ranging from white and silver to green, blue, and black. Akwin also have gills on their necks, directly below the jaw.

Akwin are amphibious, but they have no real desire to spend much time on land. Their eyes are configured in such a way as to help them see in the dark depths of the ocean. Their hearing is also very acute. The Akwin diet consists of small sea creatures which they raise on "ranches," and many aquatic plants which they grow on special underwater farms.

As a species, the Akwin are peaceful sea-dwellers who live in huge cities on the ocean floor. Each city exists as a separate city-state, ruled by a king or queen.

Technologically, the Akwin are on par with the human Lazerians who dwell on the dry land, though the former have no interest in space travel. The Akwin have made tremendous strides in perfecting water-resistant technology. Although the Akwin love swimming, they have developed their own fast-moving craft so they can travel vast distances quickly. The Akwin even have their own ore mines and manufacturing plants, though they are careful not to take too much from them or damage the environment.

The Akwin enjoy music, coral-sculpting, and drama. They keep historical records of their people, who evolved from savage sea creatures tens of thousands of years ago. Communication between the Akwin is handled by either spoken word or limb gestures.

The Akwin do not encourage contact with the Lazerians. In the Akwin world view, the Lazerians live on land, the Akwin live in the sea and both are content. Akwin see no reason to disrupt this situation. There is, in fact, a hint that the Akwin consider themselves to be superior to the Lazerians - after all, they can live on land or sea while the Lazerians are confined to the soil.

This point of view has been reinforced in the Akwin's minds by the fact that, while the Akwin know much about the Lazerians, the Lazerians have yet to even establish the existence of the Akwin. There are stories and rumors of sea-folk, but most of these are dismissed as mirages, legends or the effects of too much drink. The Akwin are amazed at this short-sighted reaction. As a result, official Akwin policy is to perpetuate the Lazerian idea of myths, since in the Akwin mind, the Lazerians are clearly "not ready as a species" to deal with the idea of sharing the planet with another advanced civilization.

It would probably alarm the Lazerians (and the Empire as well) if they knew just how much the Akwin know about the surface-dwellers. Thanks to scouting parties and monitoring routine planetary broadcasts, the Akwin have a full understanding of Lazerian culture and geography. The Akwin are not impressed - they see Lazerian society as stagnant and uninspired. The only way the Akwin would make their presence known were if the Lazerians dumped pollutants into the sea. Fortunately, the Lazerians are as proud of their environment as the Akwin, and take steps not to damage the ecosystem.

They tend to look down on races who cannot breathe air and water, though this will not rule out communication and cooperation. They keep to themselves, and

do not go out of their way to seek out alien contact. If the Akwin should meet an alien aquatic race, they would be more willing to make contact.

The Akwin are aware of the existence of the galactic civil war, thanks to their interception of transmissions from both sides. At this time, the Akwin consider the war the logical result of immature species. If a Quarren or a Mon Calamari were to approach the Akwin, this view could change in favor of the Alliance. Since the Lazerians are pro-Imperial, the consequences of this could be severe.

Home Planet: Lazerian IV

Attribute Dice: 12D

DEXTERITY 2D/6D

KNOWLEDGE 2D/5D

MECHANICAL 2D/4D

PERCEPTION 2D/7D

STRENGTH 2D/3D

TECHNICAL 2D/3D

Special Skills:

Swimming: Akwin get +1D to their swimming skill.

Akwin Net Guns: Akwin use metal mesh nets that deliver a shock to the victim (stun damage 5D). The mesh nets are shot from a rifle-like device. Each rifle carries two nets. In order for a victim to free himself from the net, he must make a Difficult Dexterity roll.

Special Abilities:

Hearing: Akwin have very sensitive hearing, giving them +1D to search uses involving noise.

Sight: Akwin eyes are attuned to ocean depths. They receive +1D to search underwater, but suffer -2D on land.

Move: 10/15 (swimming), 5/7 (walking)

Size: 1.5 - 1.8 meters long

Aleena



Amanin



Home Planet: Maridun
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/2D+2
PERCEPTION 1D/3D
STRENGTH 2D/4D+1
TECHNICAL 1D/2D+1

Special Abilities:

Redundant Anatomy: All wounds suffered by an Amani are treated as if they were one level less. Two Kill results are needed to kill an Amani.

Roll: Increases the Amani's Move by +10. A rolling Amani can take no other actions in the round.

Move: 8/11

Size: 2.0 - 3.0 meters tall

Source: Ultimate Alien Anthology (pages 9-10)

Anguilla

Home Planet: Alluvua

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 2D/4D

MECHANICAL 0D/2D

PERCEPTION 1D/4D+1

STRENGTH 2D/5D

TECHNICAL 0D/2D

Special Abilities:

Swimming: Anguilla are natural swimmers and receive +3D to all swimming rolls.

Slippery Skin: Because of their slippery skin, all brawling rolls (including grappling attacks) against Anguilla are at a +10 penalty.

Bite: STR+1D damage.

Vision: Anguilla can see in the infrared spectrum, allowing them to see in complete darkness provided there are heat sources. They suffer no penalties in darkness.

Enhanced Senses: Anguilla have an incredible sense of smell when in Alluvua's oceans. With an Easy search or Perception total, they can detect predators up to 300 meters away and they can detect Imperials and their vehicles (because of their "alien" scent) up to two kilometers away. They lose this bonus when out of water.

Story Factors:

Primitive Culture: The Anguilla are technologically primitive and do not know skills that rely on advanced technology.

Languages: Anguilla have learned only a few basic words; some Anguilla know the Ithorian language fairly well. They have a natural aptitude for languages and with an Easy languages roll, they can understand the gist of a statement. Those trying to understand an Anguilla need a Moderate languages roll.

Move: 2/4 (slithering), 14/18 (swimming)

Size: 3-4 meters long



Anointed People

The Anointed People, native to Abonshee, are green-skinned, lizard-based humanoids. They are somewhat larger and stronger than humans, but also slower and clumsier. They stand upright on two feet, balanced by a large tail. Their heads are longer and narrower than humans and are equipped with an impressive set of pointed teeth. Typical Anointed People dress in colorful robes and carry large cudgels; the nobility wear suits of exotic scale armor and carry nasty-looking broadswords.

The Anointed People live in a primitive feudal hierarchy: the kingdom's Godking on the top, below the Godling nobles, and below them the Unwashed - the lower class that does most of the work. The Unwashed are big, burly, cheerful, and ignorant. They do not know or care about life beyond their small planet they call "Masterhome."

Home Planet: Abonshee

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 2D/4D+2

TECHNICAL 1D/3D

Special Abilities:

Armored Bodies: Anointed People have thick hides, giving them +1D against physical attacks and +2 against energy attacks.

Story Factors:

Primitive: The Anointed People are a technologically primitive species and tend to be very unsophisticated.

Move: 8/9

Size: 1.5 - 2.5 meters tall



Anomid



Home Planet: Yablari

Attribute Dice: 8D

DEXTERITY 1D/2D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D/2D+2

PERCEPTION 1D/3D

STRENGTH 1D/2D+2

TECHNICAL 1D/4D

Special Skills:

Languages: Time to use: One round. This skill specialization is used to understand and "speak" the unique Anomid form of sign language. Only Anomids and other beings with six digits per hand can learn to "speak" this language. The skill costs the normal amount for specializations, but all characters trying to interpret Anomid sign language without the specialization have their difficulty increased by two levels because of the complexity and intricacy of the language.

Special Abilities:

Technical Aptitude: Anomids have a natural aptitude for repairing and maintaining technological items. At the time of character creation only, Anomid characters get 6D bonus skill dice (in addition to the normal 7D skill dice). These bonus dice can be applied to any Technical skill, and Anomid characters can place up to 3D in any beginning Technical skill. These bonus skill dice can be applied to non-Technical skills, but at half value (i.e., it requires 2D to advance a non-Technical skill 1D).

Story Factors:

Wealthy: Anomids have one of the richer societies in the Empire. Beginning characters should be granted a bonus of at least 2,000 credits.

Pacifists: Anomids tend to be pacifistic, urging conversation and understanding over conflict.

Move: 7/9

Size: 1.4 - 2 meters tall

Source: Ultimate Alien Anthology (pages 10-11)

Anx

Average Anx. Dexterity 2D, Knowledge 1D+2, Mechanical 2D, Perception 1D+2, Strength 2D+2, Technical 2D.

Home Planet: Gravlex Med

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+1/4D

PERCEPTION 1D/3D+2

STRENGTH 2D/4D+2

TECHNICAL 1D+1/4D

Special Abilities:

Blindsight: Anx have exceptionally poor eyesight, and instead use sense organs along their crests, knees, and elbows to “smell” the world around them.

Communication at a Distance: Anx speak in a booming, low-frequency language that other Anx can hear up to five kilometers away.

Increased Hand-to-Hand Damage: Due to their physiology, Anx characters add +1D to their Strength score when rolling their hand-to-hand damage.



Story Factors:

Fin Cloaks: The skin and fins of an Anx change colors to reflect their emotions, making an Anx's basic mood easy to decipher. As a result, Anx characters often wear fin cloaks that make it more difficult for others to interpret their emotions. An Anx without a fin cloak suffers a -2D penalty to all Bargain and Con skill checks.

Move: 12/14

Size: 4 meters tall on average

Source: Ultimate Alien Anthology (pages 11-13)

Anzat



Average Anzat. Dexterity 3D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 3D, Technical 2D.

Attribute Dice: 14D

DEXTERITY 2D/5D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 2D/4D

STRENGTH 2D/5D

TECHNICAL 1D+1/4D

Special Abilities:

Anzati Tracking: Anzati are able to sense the Force in others, and each is automatically considered Force-sensitive and possessing of the Sense Force skill. When tracking prey, Anzati oftentimes use Force powers such as Life Detection, Life Sense, Receptive Telepathy, Sense Force, and Sense Force Potential.

Long-lived: Anzati are practically immortal, and can live for eons.

Stealthy: Because they must secretly hunt sentient beings, Anzati have grown adept at maintaining their stealth and secrecy. This is reflected in a +1D bonus to their Hide and Move Silently skills.

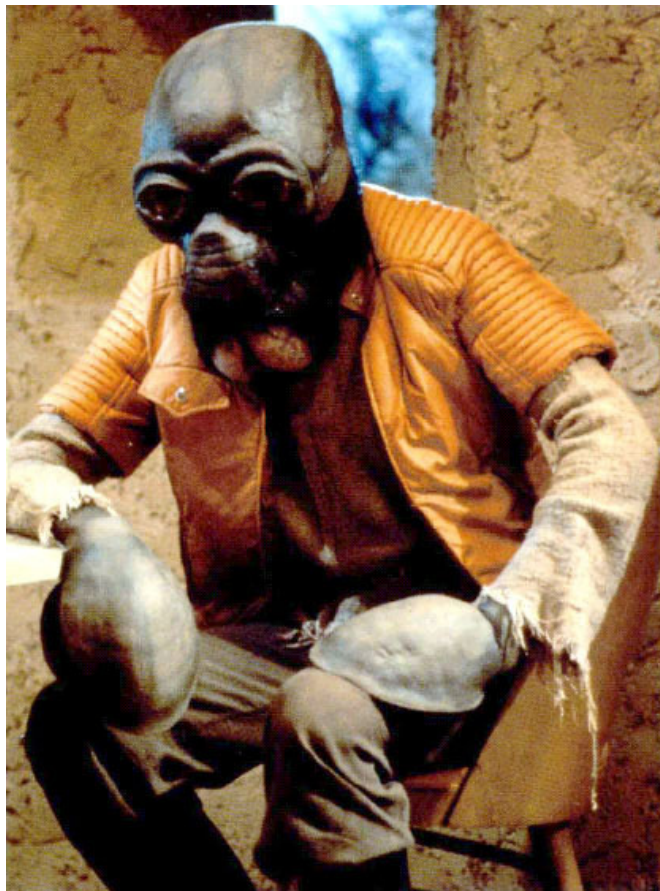
Vampires: The Anzati feed from living beings: for every turn spent feeding, 2 pips are subtracted from the victim's Knowledge, Mechanical, Perception, and Technical attributes. If any one attribute is reduced to 0 or less, the victim dies. The damage to the attributes is permanent, and reduces skills accordingly.

Move: 10/12

Size: 1.6-1.8 meters tall

Source: Ultimate Alien Anthology (pages 13-14)

Aqualish



Home Planet: Ando
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D+2/3D+2
PERCEPTION 2D/4D
STRENGTH 2D/4D+2
TECHNICAL 1D+2/3D
Special Abilities:

Fins: Aqualish are born with the natural ability to swim. They receive a +2D bonus for all movement attempted in liquids. However, the lack of fingers on their hands decreases their *Dexterity*, and the Aqualish suffer a -2D penalty when using equipment that has not been specially designed for its fins.

Hands: The Quara do not receive the swimming bonus, but they are just as "at home" in the water. They also receive no penalties for *Dexterity* actions. The Quara are most likely to be encountered off-world.

Story Factors:

Belligerence: Aqualish tend to be pushy and obnoxious, always looking for the opportunity to bully weaker beings. More intelligent Aqualish turn this belligerence into cunning and become manipulators.

Move: 9/12 (walking), 5/7 (swimming, Aquala only)

Size: 1.8-2 meters tall

Source: Ultimate Alien Anthology (page 14), Alien Anthology (page 55), Galaxy Guide 4: Alien Races (pages 13-14)

Aramandi

The Aramandi are native to the high-gravity tropical world of Aram. Physically, they are short, stout, four-armed humanoids. Their skin tone runs from a light-red color to light brown, and they have four solid black eyes. The Aramandi usually dress in the traditional clothing of their akia (clan), although Aramandi who serve aboard starships have adopted styles similar to regular starship-duty clothing.

With the establishment of the Empire, the Aramandi were given great incentives to officially join the New Order, and an elaborate agreement was worked out to the benefit of both. In exchange for officially supporting the new regime (with a few taxes, of course), the Aramandi essentially would be left alone, with the exception of a small garrison on Aram and minimal Imperial Navy forces. So far, the Empire has kept its word and done little in the Cluster.

The technology of the Aramandi is largely behind the rest of the galaxy. While imported space-level technology can be found in the starports and richer sections of the city, the majority of the Aramandi prefer to use their own, less advanced versions of otherwise standard items. There are few exceptions, but these are extremely rare. Repulsorlift technology is uncommon and unpopular, even though it was introduced by the Old Republic. All repulsorlift vehicles and other high-tech items are imported from other systems.

Home Planet: Aram
Attribute Dice: 11D
DEXTERITY 2D/3D+2
KNOWLEDGE 2D/4D
MECHANICAL 1D/4D
PERCEPTION 2D/3D+2
STRENGTH 1D/3D
TECHNICAL 1D/3D
Special Abilities:

Breath Masks: Whenever Aramandi are off of their homeworld or in non-Aramandi starships, they must wear special breath

masks, which add minute traces of vital gases. If the mask is not worn, the Aramandi becomes very ill after six hours and dies in two days.

Heavy Gravity: Whenever Aramandi are on a planet with lighter gravity than their homeworld, they receive a +1D to *Dexterity*.



ty and Strength related skills (but not against damage), and add 2 to their Move.

Climbing: At the time of character creation only, the character receives 2D for every 1D placed in Climbing/Jumping.

Move: 6/10

Size: 1.0-1.5 meters tall

Araquia



The Araquia are large, greenish-brown, spider-like beings native to Kirtania. Their faces feature mandibles and six black, beady eyes. These web-spinning omnivores once spanned the globe, but early conflicts with human settlers cut their population down to a mere fraction of its former size. Overlords and protectors of the jungles and deciduous woodlands of Kirtania, they make their homes in the lower canopy, where they spin elaborate webs to trap the small rodents, insects and birds which make up their diet.

Good climbers, the Araquia often use the anchor stands of their webs to lower themselves to the ground, or cut it loose along with a webbing platform which they use to glide through the air to lower branches. When it is windy enough, they use these flying web platforms in the upper canopy, emerging above the treetops and flying to other trees like huge kites. They can also cut their webs loose and drop them onto prey below them. The sticky quality of the web does not hinder the Araquia, but it causes great difficulty for anything caught in it. While their prey struggles to free itself, the Araquia quickly descend and tie up the web into a bag. They do not prey upon intelligent species, finding the concept disturbing and repugnant.

Using their knowledge of native plants, several Araquia have been instrumental in controlling or curing

rare diseases throughout the galaxy. They act as guides to those wishing to enter the rain forest, and harvest the abundant plants, roots, and fungi which provide the medicines which are the chief export of the planet.

Home Planet: Kirtania

Attribute Dice: 12D

DEXTERITY 3D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/2D+1

PERCEPTION 2D/3D+2

STRENGTH 3D/4D

TECHNICAL 2D/4D

Special Abilities:

Web Throwing: Araquia throw their webs down on prey or opponents, entangling them and trapping them in this sticky "net," which has a Strength of 5D. Once entangled, prey may be wrapped up into a bag and carried off.

Web Gliding: After a supporting platform has been made from webbing, the Araquia may use it to glide upon the prevailing winds. Though they have minimal control, they cannot move the platform against the wind or make it soar higher (unless there is an updraft). When using the platform, the Araquia fill their bodies with air to make themselves lighter.

Story Factors:

Pacifism: The Araquia are protectors of their forests, and they seek to educate others concerning the forests' values. They discourage those who abuse the forests' gifts from staying by confiscating or ruining their equipment. Killing or injuring except in self-defense or to eat are nearly as repugnant to the Araquia as harming their beloved woodlands.

Move: 12/16 (walking/climbing)

Size: 2 meters long with a leg span up to 3 meters.

Arcona



Home Planet: Cona

Attribute Dice: 12D

DEXTERITY 1D+1/3D

KNOWLEDGE 1D/3D

MECHANICAL 1D+1/3D+1

PERCEPTION 1D+2/3D

STRENGTH 2D/4D

TECHNICAL 1D/3D

Strength skills:

Digging: Time to use: One round or longer. Allows the Arcona to use their talons to dig through soil or other similar substances.

Special Abilities:

Senses: Arcona have weak long distance vision (add +10 to the difficulty level of all tasks involving vision at distances greater than 15 meters), but excellent close range senses (add +1D to all *Perception* skills involving heat, smell or movement when within 15 meters).

Thick Hide: Arcona have tough, armored hides that add +1D *Strength* when resisting physical damage. (This bonus does not apply to damage caused by energy or laser weapons.)

Talons: Arcona have sharp talons which add +1D to *climbing*, *Strength* (when determining damage in combat during *brawling* attacks), or *digging*.

Salt Weakness: Arcona are easily addicted to salt. If an Arcona consumes salt, it must make a Very Difficult *will-power* roll not to become addicted. Salt addicts require 25 grams of salt per day, or they will suffer -1D to all actions.

Move: 8/10

Size: 1.7-2 meters tall

Source: Ultimate Alien Anthology (pages 14-15), Alien Anthology (pages 56-57), Galaxy Guide 4: Alien Races (pages 15-16)

Arkanian



Average Arkanian. *Dexterity* 1D+2, *Knowledge* 2D+1, *Mechanical* 2D, *Perception* 2D, *Strength* 2D+1, *Technical* 2D+2.

Home Planet: Arkania

Attribute Dice: 13D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D+2/4D+1

MECHANICAL 1D+1/4D

PERCEPTION 1D+1/4D

STRENGTH 1D+2/4D+1

TECHNICAL 2D/4D+2

Special Abilities:

Darkvision: Arkanian characters can see up to 20 meters in total darkness.

Story Factors:

Arrogance: Arkanians are typically arrogant, believing that they have reached the pinnacle of evolution.

Infamy: Arkania was once part of the Sith empire, and their dedication to aggressive scientific research has given them a somewhat bad reputation as the galaxy's mad scientists.

Move: 10/12

Size: 1.6 to 2.2 meters tall.

Source: Ultimate Alien Anthology (pages 15-16), Alien Anthology (pages 57-58)

Askajian

Askaj is a boiling desert planet located in the Outer Rim, a day's travel off the Rimma Trade Route. Few people visit this isolated world other than the traders



who came to buy the luxurious tomuonfabric made by its people.

The Askajians are large, bulky, mammals who look very much like humans. Unlike humans, however, they are uniquely suited for their hostile environment. They hoard water in internal sacs, allowing them to go without for several weeks at a time. When fully distended, these sacs increase the Askajian's bulk considerably. When low on water or in less hostile environments, the Askajian are much slimmer. An Askajian can shed up to 60 percent of his stored water without suffering.

The Askajians are a primitive people who live at a stone age level of technology, with no central government or political system. The most common social unit is the tribe, made up of several extended families who band together to hunt and gather.

Home Planet: Askaj

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D+2/4D

MECHANICAL 2D+1/4D

PERCEPTION 2D/5D

STRENGTH 1D/2D

TECHNICAL 2D/5D

Special Abilities:

Water Storage: Askajians can effectively store water in their bodies. When traveling in desert conditions, Askajians require only a tenth of a liter of water per day.

Move: 10

Size: 1-2 meters tall

Avogwi (Altorian Bird)



Attribute Dice: 10D

DEXTERITY 1D+1/3D+1

KNOWLEDGE 1D/3D

MECHANICAL 0D/1D+2

PERCEPTION 2D+2/5D

STRENGTH 2D/4D

TECHNICAL 0D/1D+2

Special Abilities:

Beak: Does STR+2D.

Talons: Does STR+1D.

Primitive Hands: Avogwi suffer a -1D penalty on all *Dexterity* skills which involve the manipulation of objects, unless those objects were specifically designed for Avogwi hand or can be manipulated with their beaks.

Story Factors:

Bloodthirsty: Every being who encounters Avogwi risks death, whether it is because the Avogwi is hungry and sees that being as food, or because it is simply "time for another to die." Because of this, most beings will avoid Avogwi, which suits the Avogwi fine, but also forces the Avogwi to search out a specimen when either of these two needs must be met.

Move: 15/20 (flying); 3/5 (walking)

Size: 1.5-2 meters tall

Source: Galaxy Guide 4: Alien Races (pages 8-10)

Ayrou

Average Ayrou. *Dexterity* 2D, *Knowledge* 2D, *Mechanical* 2D, *Perception* 2D+2, *Strength* 1D+1, *Technical* 2D.

Home Planet: Maya Kovel

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D/4D

PERCEPTION 2D/4D+2

STRENGTH 1D/3D+1

TECHNICAL 1D/4D

Special Abilities:

Persuasive: Because of their talents as wily negotiators and expert hagglers, Ayrou characters gain a +1D bonus to their *Bargain*, *Investigation*, and *Persuasion* skill rolls.

Story Factors:

Peaceful Species: The Ayrou prefer to settle disputes with their wits, instead of with violence.

Move: 10/12

Size: Listed only as "tall and willowy."

Source: Ultimate Alien Anthology (pages 16-17)



Balinaka

The Balinaka are strong, amphibious mammals native to the ice world of Garnib. Evolved in an arctic climate, they are covered with thick fur, but they also have a dual lung/ gill system so they can breathe air or water. They have webbing between each digit, as well as a long, flexible tail. Their diet consists mostly of fish.

Garnib is extremely cold, with several continents covered by glaciers dozens of meters thick. The Vernols also live on Garnib, but avoid the Balinaka, possibly fearing the larger species. The Balinaka have carved entire underground cities called sewfes, with their settlements having a strange mixture of simple tools and modern devices.

Were it not for the ingenuity of the Balinaka, Garnib would be an ignored and valueless world. However, the Balinaka love for sculpting ice and a chance discovery of Balinaka artists resulted in the fantastic and mesmerizing Garnib crystals, which are known throughout the galaxy for their indescribable beauty. The planet is owned and run by Galactic Crystal Creations (GCC), an employee-owned corporation, so while it is a "corporate world," it is also a world where the people have absolute say over how the company, and thus their civilization, is managed.

Garnib is home to the wallarand, a four-day festival in the height of the "warm" summer season. The wallarand is a once-a-year event that is a town meeting, stock holders meeting, party, and feast rolled up into one. GCC headquarters selects the sight of the wallarand, and then each community sends one artist to help carve the buildings and sculptures for the temporary city that will host the event. Work begins with the arrival of winter, as huge halls for the meeting, temporary residences and market place booths are carved out of the ice.



Home Planet: Garnib

Attribute Dice: 12D

DEXTERITY 1D+2/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D+2/3D+2

PERCEPTION 2D/4D

STRENGTH 3D/5D

TECHNICAL 1D/2D+1

Special Abilities:

Water Breathing: Balinaka have a dual lung / gill system, so they can breath both air and water with no difficulties.

Vision: Balinaka have excellent vision and can see in darkness with no penalties.

Claws: Do STR+1D damage.

Move: 12/15

Size: Up to 4 meters at the shoulder



Balosar

Source: Ultimate Alien Anthology (pages 17-18)

Barabel



Home Planet: Barab I
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/2D+1
MECHANICAL 1D/3D
PERCEPTION 1D+1/4D+2
STRENGTH 3D/5D
TECHNICAL 1D/2D+1

Special Abilities:

Natural Body Armor: The black scales of the Barabel act as armor, providing a +2D bonus against physical attacks, and a +1D bonus against energy attacks.

Radiation Resistance: Because of the proximity of their homeworld to its sun, the Barabel have evolved a natural resistance to most forms of radiation. They receive a +2D bonus when defending against the effects of radiation.

Vision: Barabels can see infrared radiation, giving them the ability to see in complete darkness, provided there are heat differentials in the environment.

Story Factors:

Jedi Respect: Barabels have a deep respect for Jedi Knights, even though they have little aptitude for sensing the Force. They will almost always yield to the commands of a Jedi Knight (or a being that represents itself believably as a Jedi). Naturally, they are enemies of the enemies of Jedi (or those who impersonate Jedi).

Reputation: Barabels are reputed to be fierce warriors and great hunters, and they are often feared. Those who know of them almost always steer clear of them.

Move: 11/14

Size: 1.9-2.2 meters tall

Source: Ultimate Alien Anthology (pages 18-19), Alien Anthology (pages 58-59), Galaxy Guide 4: Alien Races (pages 17-19), The Thrawn Trilogy Sourcebook (pages 139-140)

Baragwin

Attribute Dice: 11D+1
DEXTERITY 1D+1/3D+2
KNOWLEDGE 1D/2D+1
MECHANICAL 1D/3D+2
PERCEPTION 2D/3D+1
STRENGTH 2D/4D
TECHNICAL 2D/3D

Special Abilities:

Smell: Baragwin have a remarkable sense of smell and get a +1D to scent-based *search* and +1D to *Perception* checks to determine the moods of others within five meters.

Weapons Knowledge: Because of their great technical aptitude, Baragwin get an extra 1D at the time of character creation *only* which must be placed in *blaster repair*, *capital starship weapon repair*, *firearms repair*, *melee weapon repair*, *starship weapon repair* or an equivalent weapon repair skill.

Aarmor: Baragwins' dense skin provides +1D protection against physical attacks only.

Move: 7/9

Size: 1.5-2.2 meters tall

Source: Ultimate Alien Anthology (pages 19-20), Alien Anthology (pages 59-60)



Bartokk

Source: Ultimate Alien Anthology (pages 20-21)



Berrite

“Sluggish” is the word that comes to mind when describing the Berrites - in terms of their appearance, their activity level, and their apparent mental ability.

Berri is an Inner Rim world, and thus firmly under the heel of the Empire. Due to its high gravity and the paucity of natural resources, it is seldom visited, however. Attempts were made at various times to enslave the Berrite people and turn their world into a factory planet, but the Berrites responded by pretending to be too “dumb” to be of any use. The high accident rate and number of defective products soon caused Berri’s Imperial governor to throw up his hands in disgust and request a transfer off the miserable planet.

The result of these failed experiments is quiet hostility, on the part of the Berrites, towards the Empire. Due to their misleading appearance, Berrites make ideal spies.

Home Planet: Berri

Attribute Dice: 6D

DEXTERITY 1D/3D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 1D/3D

STRENGTH 1D/3D

TECHNICAL 1D/3D

Special Abilities:

Ultrasound: Berrites have poor vision and hearing, but their natural sonar system balances out this disadvantage.

Move: 6/8

Size: 1-1.3 meters tall



Besalisk



Source: Ultimate Alien Anthology (page 22)

Bilar



Home Planet: Mima II

Attribute Dice: 4D (distributed between *Dexterity* and *Strength*) plus claqu dice

DEXTERITY 2D/4D**KNOWLEDGE *****MECHANICAL *****PERCEPTION *****STRENGTH 1D/3D****TECHNICAL **** See *Group Mind* special ability**Special Abilities:**

Group Mind: The group mind of the claqu only functions when every member can view at least one other member. When claqas are separated, the mental abilities of the Bilar decrease accordingly. The abilities of the group mind depend upon the size of the claqu. The “Attribute Dice” is the total number of dice that must be split among the four mental abilities, while the “Attribute Maximum” is the maximum possible for any of those four attributes.

Number In Claqu	Attribute Dice	Attribute Maximum
1	0	0D
2	4 pips	+2
3	4D	1D
4	8D	2D
5	10D	3D
6	12D	4D
7	16D	5D
8	18D	5D
9	20D	6D
10	24D	7D

Intimidation: Individual beings find the group mind of the Bilar to be intimidating, so claqas receive a +1D bonus to opposed *Perception* tasks when their opponent is an individual and the claqu is collected together.

Hearing: The Bilars can hear a wider range of wavelengths than can most species, giving them a +1D bonus to *Perception* tasks involving hearing.

Infrared Sight: The vision of the Bilars ranges from infrared to yellow, giving them a +1D bonus to visual *Perception* tasks performed in full to near darkness, and a -1D penalty to visual *Perception* tasks performed in full light.

Story Factors:

Group Mind: Other beings are often intimidated by the group mind of the Bilar, resulting in a wide range of reactions, ranging from simple discrimination to extreme hatred. Also, if a single member of a claqu is killed, the entire group mind loses twice the dice for that loss until the claqu can make a Very Difficult *willpower* roll (one roll per day is allowed).

Move: 5/7 (walking); 10/12 (swinging through vines)

Size: 1 meter tall

Source: Galaxy Guide 4: Alien Races (pages 19-21)

Bimm

Home Planet: Bimmisaari

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D/2D+2

PERCEPTION 1D+1/4D+2

STRENGTH 1D/2D+2

TECHNICAL 1D/2D+1

Move: 11/14

Size: 1.0-1.5 meters

Source: Ultimate Alien Anthology (pages 22-23), Alien Anthology (pages 60-61), The Thrawn Trilogy Sourcebook (page 140)



Bith

Home Planet: Clak'Dor VII



Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D/6D
MECHANICAL 2D/5D
PERCEPTION 2D/5D
STRENGTH 1D/2D
TECHNICAL 2D/5D

Special Abilities:

Vision: Bith have the ability to focus on microscopic objects, giving them a +1D to *Perception* skills involving objects less than 30 centimeters away. However, as a consequence of this, the Bith have become extremely myopic. They suffer a penalty of -1D for any visual-based action more than 20 meters away and cannot see more than 40 meters under any circumstances.
Scent: Bith have well-developed senses of smell, giving them +1D to *Perception* skills when pertaining to actions and people within three meters.

Manual Dexterity: Although the Bith have low overall *Dexterity* scores, they do gain +1D to the performance of fine motor skills - picking pockets, surgery, fine tool operation, etc. - but not to gross motor skills such as *blaster* and *dodge*.

Move: 5/8

Size: 1.5-1.75 meters tall

Source: Ultimate Alien Anthology (pages 23-25), Alien Anthology (page 61), Galaxy Guide 4: Alien Races (pages 22-24)

Bitthævrian



The Bitthævrians are an ancient species indigenous to the harsh world of Guiteica in the Kadok Regions. Their society holds high regard personal combat, and the positions of stature within their culture are dependent upon an individual's ability as a warrior. Physically, it is obvious that the Bitthævrians are formidable warriors: their bodies are covered in a thick leather-like hide that provides some protection from harm; their elbow and knee joints possess sharp quills which they make use of during close combat. These quills, if lost

or broken during combat, quickly regenerate. They also have a row of six shark-like teeth.

The Bitthævrians have historically been an isolated culture; they are content on their world and generally have no desire to venture among the stars. Most often, a Bitthævrian encountered offworld is hunting down an individual who has committed a crime or dishonored a Bitthævrian leader.

Home Planet: Guiteica

Attribute Dice: 12D

DEXTERITY 1D+2/4D

KNOWLEDGE 1D+2/4D+2

MECHANICAL 1D+2/3D+2

PERCEPTION 1D/4D+2

STRENGTH 2D/4D+2

TECHNICAL 1D/3D+1

Special Abilities:

Vision: Bitthævrians can see infrared radiation, giving them the ability to see in complete darkness, provided there are heat differentials in the environment.

Natural Body Armor: The thick hide of the Bitthævrians give them a +2 bonus against physical attacks.

Fangs: The Bitthævrians' row of six teeth include six pairs of long fangs which do STR+2 damage.

Quills: The quills of a Bitthævrians' arms and legs do STR+1D+2 when *brawling*.

Story Factors:

Isolation: A Bitthævrian is seldom encountered off of Guiteica. The species generally holds the rest of the galaxy in low opinion, and individuals almost never venture beyond their homeworld.

Move: 9/12

Size: 1.7-2.2 meters

Blood Carver



Source: Ultimate Alien Anthology (page 25)

Borneck

The Borneck are near-humans native to the temperate world of Vellity. They average 1.9 meters in height and live an average of 120 standard years. Their skin ranges in hue from pale yellow to a rich orange-brown, with dark yellow most common.

A peaceful people, the Borneck are known for their patience and common sense. They possess a vigorous work ethic, and believe that hard work is rewarded with success, health, and happiness. They find heavy physical labor emotionally satisfying.

Borneck believe that celebration is necessary for the spirit, and there always seems to be some kind of community event going on. The planet is very close-knit, and cities, even those which are bitter rivals, think nothing of sending whatever they can spare to one another in times of need. The world has a strong family orientation. Most young adults are expected to attend a local university, get a good job, and get to the important business of providing grandchildren.

Vellity is primarily an agricultural world, and the Borneck excel at the art of farming. They have also developed a thriving space-export business, and Borneck traders can be found throughout the region. City residents are often educators, engineers, factory workers, and businessmen. Wages are low, taxes are high, but people can make a decent living on this world, far from the terrors of harsh Imperial repression.

Borneck settlers have been emigrating from Vellity to other worlds in the sector for over half a century, and the hard workers are welcomed on worlds where physical labor is in demand. Their naturally powerful bodies help them perform heavy work, and many have found jobs in the cities in warehouses and the construction industry. They are skilled at piloting vehicles as well, and quite a few have worked their way up to positions on cargo shuttles and tramp freighters. Despite their preferences for physical labor, most Borneck despise the dark, dirty work of mining.

Home Planet: Vellity

Attribute Dice: 12D+1

DEXTERITY 2D/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 2D/4D+2

PERCEPTION 1D/3D+2

STRENGTH 2D/4D+2

TECHNICAL 1D/3D+2

Move: 8/10

Size: 1.8-2.0 meters tall



Bosph



The Bosphs evolved from six-limbed omnivores on the grassy planet Bosph, a world on the outskirts of the Empire. They are short, four-armed biped with three-fingered hands and feet. The creatures' semicircular heads are attached directly to their torsos; in effect, they have no necks. Bosph eyes, composed of hundreds of individual lenses and located on the sides of the head, also serve as tympanic membranes to facilitate the senses of sight and hearing. Members of the species possess flat, porcine noses, and sharp, upward-pointing horns grow from the side of the head. Bosph hides are tough and resilient, with coloration ranging from light brown to dark gray, and are often covered with navigational tattoos.

Bosphs were discovered by scouts several decades ago. The species was offered a place in galactic government. Although they held the utmost respect for the stars and those who traveled among them, the Bosphs declined, preferring to remain in isolation. Some Bosphs, however, embraced the new-found technology introduced by the outsiders and took to the stars. The body tattoos their nomadic ancestors used to navigate rivers and valleys soon became intricate star maps, often depicting star systems and planets not even discovered by professional scouts.

For reasons that were not revealed to the Bosphs, their homeworld was orbitally bombarded during the Emperor's reign; the attack decimated most of the planet. While most of the Bosphs remained on the devastated world, a few left in secret, taking any transport available to get away. The remaining Bosphs adopted an attitude of "dis-remembrance" toward the Empire, not even acknowledging that the Empire exists, let alone

that it is blockading their homeworld. Instead, they blame the scourge on Yenntar (unknown spirits), believing it to be punishment of some sort.

True isolationists, the Bosphs do not trade with other planets, preferring to provide for their own needs. Travel to and from their world is restricted not only by their cultural isolation, but by a small Imperial blockade which oversees the planet.

Home Planet: Bosph

Attribute Dice: 12D

DEXTERITY 1D+2/3D+2

KNOWLEDGE 3D/5D

MECHANICAL 1D/3D

PERCEPTION 2D+2/4D+2

STRENGTH 2D/4D

TECHNICAL 1D/3D

Story Factors:

Religious: Bosphs hold religion and philosophy in high regard and always try to follow some sort of religious code, be it abo b'Yentarr, Dimm-U, or something else.

Different Concept of Possession: Because of the unusual Bosph concept of possession, individuals often take others' items without permission, believing that what belongs to one belongs to all or that ownership comes from simply placing a glyph on an item.

Isolationism: Bosphs are inherently solitary beings. They are also being isolated from the galaxy by the Imperial blockade of their system.

Move: 7/9

Size: 1-1.7 meters tall

Bothan



Home Planet: Bothawui

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D

PERCEPTION 3D/5D

STRENGTH 1D+2/3D+2

TECHNICAL 2D/4D+1

Move: 10/12

Size: 1.3-1.5 meters

Source: Ultimate Alien Anthology (pages 25-26)

Bovorian

The Bovorians are a species of humanoids who live on Bovo Yagen. They are believed to have evolved from flying mammals. Their hair is nearly always white. Their bodies are slightly thinner and longer than humans. Their faces are narrow and angular, with sloping foreheads, flat noses, and slightly jutting chins. Bovorian eyes do not have noticeable irises or pupils; the entire viewing surface of each eye is a glossy red. Bovorians perceive infrared light, allowing them to function in complete darkness. Their ears are large, membranous and fan out. The muscles within the ear function to swivel slightly forward and back, allowing the Bovorians to direct his highly sensitive hearing around him.

Most Bovorians are friendly, open people who deal with other species patiently and with great ease. Due to their infrared vision and sensitive ears, they can read most emotions clearly and try to keep others happy and pacified. They cannot bear to see others suffer, whether they be Bovorian or otherwise. They will help a victim against an attacker, and usually have the strength and agility to be successful.



When humans began to arrive on Bovo Yagen, the Bovorians welcomed them, for they knew that other species could share in the work load and offer new trade. In some cases, the humans turned out to be greedy and lazy, sometimes even threatening. The Bovorians learned to become wary and distrusting of these “false faces.” Fortunately, those disagreeable humans left when they could not find anything they felt worth taking. The Bovorians avoid heavy industries due to the amount of noise and pollution it makes.

Home Planet: Bovo Yagen

Attribute Dice: 12D

DEXTERITY 2D/5D

KNOWLEDGE 2D/5D

MECHANICAL 1D/3D

PERCEPTION 2D/5D+1

STRENGTH 2D/5D

TECHNICAL 1D/3D

Special Abilities:

Acute Hearing: Bovorians have a heightened sense of hearing and can detect movement from up to a kilometer away.

Infrared Vision: Bovorians can see in the infrared spectrum, giving them the ability to see in complete darkness if there are heat sources.

Claws: The Bovorians’ claws do STR+1D damage.

Move: 9/12

Size: 1.8-2.3 meters tall

Brizzit



Brubb

Home Planet: Baros

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 1D/3D

STRENGTH 3D/5D

TECHNICAL 1D/3D

Special Abilities:

Natural Body Armor: The thick hide of the Brubb provides a +2D bonus against physical attacks, but provides no resistance to energy attacks.

Color Change: The skin of the Brubb changes color in an attempt to match that of the surroundings. These colors attempt to match that of the surroundings. These colors can range from yellow to greenish grey. Add +1D to any *sneak* attempts made by a Brubb in front of these backgrounds.

Move: 7/10

Size: 1.5-1.7 meters tall

Source: Galaxy Guide 4: Alien Races (pages 24-26)



Caamasi

Average Caamasi. *Dexterity 2D, Knowledge 2D+1, Mechanical 2D, Perception 2D+2, Strength 1D, Technical 2D.*

Home Planet: Caamas

Attribute Dice: 12D

DEXTERITY 1D+2/4D

KNOWLEDGE 2D/4D+1

MECHANICAL 1D/4D

PERCEPTION 2D/4D+2

STRENGTH 1D/3D

TECHNICAL 1D/4D

Special Abilities:

Memory Sharing: Caamasi can store and share memories with others of their species. Force-users can also share memories with Caamasi, though this requires a successful use of either Receptive Telepathy (to receive a memory) or Projective Telepathy (to share a memory).

Wise and Tranquil: Due to their reputation for being peaceful and wise, Caamasi gain a +2 pip bonus to all Bargain and Persuasion skill checks.

Move: 10/12

Size: Unlisted (Medium, "tall and lean")

Source: Ultimate Alien Anthology (pages 26-27)



Caarite

Average Caarite. *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D+1, Strength 1D+2, Technical 2D.*

Home Planet: Caarimon

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D/4D

PERCEPTION 2D/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D+1/4D

Special Abilities:

Climate Resistance/Susceptibility: Caarites have adapted well to hot and humid climates, gaining a +2 pip bonus all Strength and Stamina skill rolls made to resist the detrimental effects of such environments. They do not fare well in frigid environments, and suffer a -2 pip penalty to the same sorts of rolls when in cold climates.

Story Factors:

Greedy: Although Caarites are outwardly friendly, humorous, and entertaining, they are obsessed with gaining the better part of any deal.

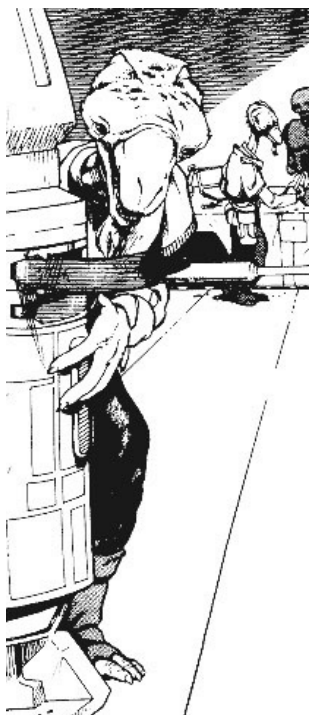
Move: 6/8

Size: About 1 meter tall.

Source: Ultimate Alien Anthology (pages 27-28)



Carosite



The Carosites are a bipedal species originally native to Carosi IV. Carosite culture experienced a major upheaval 200 years ago when the Carosi sun began an unusually rapid expansion. The Carosites spent 20 years evacuating Carosi IV, their homeworld, in favor of Carosi XII, a remote ice planet which became temperate all too soon. The terraforming continues two centuries later, and Carosi has a great need for scientists and other specialists interested in building a world.

Carosites reproduce only twice in their lifetime. Each birth produces a litter of one to six young. The Carosites have an intense respect for life, since they have so few opportunities for renewal. It was this respect for life that drove the Carosites to develop their amazing medical talents, from which the entire galaxy now benefits. Despite their innate pacifism, however, they will vigorously fight to defend their homes, families and planet.

Though the Carosites are peaceful, there is a small but vocal segment of Carosites who call themselves "The Preventers." They feel that their people must take aggressive action against the Empire, so that no more lives will be lost to the galactic conflict. The arguments on this subject are loud, emotional affairs.

The Carosites are loyal to the Alliance, but events often lead them to treat Imperials or Imperial sympathizers. The Carosites regard every life as sacred and every private thought inviolate. The Carosites would never try to interrogate, brainwash, or otherwise attempt to remove information from the minds of their patients.

Home Planet: Carosi IV

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D+2

MECHANICAL 1D/3D

PERCEPTION 2D/4D+2

STRENGTH 1D+2/4D

TECHNICAL 2D/5D

Special Abilities:

Protectiveness: Carosites are incredibly protective of children, patients and other helpless beings. They gain +2D to their brawling skill and damage in combat when acting to protect the helpless.

Medical Aptitude: Carosites automatically have a first aid skill of 5D, they may not add additional skill dice to this at the time of character creation, but this is a "free skill."

Move: 7/11

Size: 1.3-1.7 meters tall

Cathar



Average Cathar. *Dexterity* 2D+2, *Knowledge* 1D+2, *Mechanical* 2D, *Perception* 2D, *Strength* 2D, *Technical* 1D+2.

Home Planet: Cathar

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/4D

PERCEPTION 1D/4D

STRENGTH 1D/4D

TECHNICAL 1D/3D+2

Special Abilities:

Claws: Cathar have claws that do Strength +1D damage.

Move: 12/14

Size: Unlisted

Source: Ultimate Alien Anthology (pages 28-29)

Celegian

Average Celegian. *Dexterity 1D, Knowledge 3D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D.*

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D+2/5D

MECHANICAL 1D/4D

PERCEPTION 2D/4D

STRENGTH 1D/4D

TECHNICAL 1D/4D

Special Abilities:

Broadcast Telepathy: As their primary mode of communication, Celegians can speak telepathically with any number of creatures within 500 meters. Anyone wishing to resist this telepathic communication must make an opposed *Willpower* or *Control* skill roll against the Celegian's own *Willpower* or *Control* skill. This ability cannot be used to "steal" memories or information.

Excellent Swimmers: Celegian character gain a permanent +3D bonus to their *Swimming* skill.

Story Factors:

Cyanogen Breathers: Celegians cannot survive without their native atmosphere. After being exposed to an oxygen atmosphere for 1 round, a Celegian must make a Moderate Strength check, with the difficulty increasing by +4 for every round past the first. If successful, the Celegian remains conscious, but must continue to make Strength checks until returned to its native atmosphere. Failure indicates that the Celegian falls unconscious, and takes 1D damage. This damage is increased by +1D for each round afterwards (cumulative). Exposure to the cyanogen atmosphere has a similar effect on oxygen-breathers. Celegians outside of their environment exist in transparisteel life-support chambers. These chambers have an effective Body Strength rating of 4D+2 when resisting damage.

Move: 6/8 (fly), 16/18 (swim)

Size: 1.7-2.2 meters

Source: Ultimate Alien Anthology (pages 29-30)



Cerean



Average Cerean: *Dexterity 1D+1, Knowledge 2D+2, Mechanical 1D+2, Perception 2D+1, Strength 2D, Technical 2D.*

Home Planet: Cerea

Attribute Dice: 12D

DEXTERITY 1D/3D+1

KNOWLEDGE 2D/4D+2

MECHANICAL 1D/3D+2

PERCEPTION 1D+2/4D+1

STRENGTH 1D+1/4D

TECHNICAL 1D+1/4D

Special Abilities:

Initiative Bonus: Cereans gain a +1D bonus to all initiative rolls.

Dual Hearts. Cereans can function with only one of these hearts, but the demands placed on their circulatory system by their binary brains are no laughing matter. A Cerean reduced to functioning on only one heart must sleep 2/3 of a given day to maintain his mental performance.

Move: 11/12

Size: up to 2.2 m

Source: Ultimate Alien Anthology (page 30)

Chadra-Fan



Home Planet: Chad
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 2D+1/4D+1
PERCEPTION 2D/5D
STRENGTH 1D/2D+1
TECHNICAL 2D/4D

Special Abilities:

Sight: The Chadra-Fan have the ability to see in the infrared and ultraviolet ranges, allowing them to see in all conditions short of absolute darkness.

Smell: The Chadra-Fan have extremely sensitive smelling which gives them a +2D bonus to their *search* skill.

Story Factors:

Tinkerers: Any mechanical device left within reach of a Chadra-Fan has the potential to be disassembled and then reconstructed. However, it is not likely that the reconstructed device will have the same function as the original. Most droids will develop a pathological fear of Chadra-Fan.

Move: 5/7

Size: 1 meter tall

Source: Ultimate Alien Anthology (pages 31-32), Alien Anthology (page 62), Galaxy Guide 4: Alien Races (pages 27-28)

Chagrian



Average Chagrian: *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D.*

Home Planet: Champala

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+1/4D

STRENGTH 1D+1/4D

TECHNICAL 1D+1/4D

Special Abilities:

Amphibious: Chagrians can survive both on land and in water, and gain a +1D+1 bonus to their *Swim* skill.

Low-Light Vision: Chagrians can see twice as far as a normal human in poor lighting conditions.

Radiation Resistance: Chagrians gain a +1D+1 bonus when resisting damage caused by radiation.

Story Factors:

Weak Sense of Taste: Chagrians lose their sense of taste, and as such, they do not relish food the way most other species do. Many feel that eating is a waste of time.

Move: 10/12

Size: 1.7 to 2.2 meters tall.

Source: Ultimate Alien Anthology (pages 32-33), Alien Anthology (pages 62-63)

Charon

Bioscientist

Home Planet: Otherspace

Attribute Dice: 16D

DEXTERITY 1D/3D

KNOWLEDGE 3D/5D

MECHANICAL 1D/3D

PERCEPTION 3D/5D

STRENGTH 2D/4D

TECHNICAL 3D/5D

Warrior

Attribute Dice: 16D

DEXTERITY 3D/5D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 3D/5D

STRENGTH 3D/5D

TECHNICAL 1D/3D

Note: The following applies to both races.

Special Abilities:

Spinnerets: The Charon possess spinnerets which allow them to produce sticky silk fibers in which they can trap their opponents (web *Strength* 3D).

Claws: The two larger of the Charon's four arms end in heavy claws which are capable of doing STR+1D+2 damage.

Story Factors:

Void Death Cult: The Charon pursue death with a reli-

gious fervor and consider all living beings - including themselves - to be aberrations and will stop at nothing to bring them nearer to death.

Move: 10/12

Size: 2-2.5 meters tall (Warriors will fall in the large end of the range.)

Source: Ultimate Alien Anthology (pages 33-34), Galaxy Guide 4: Alien Races (pages 29-30)

Cha'wen'he

The quick-moving, rapid talking Cha'wen'he (the word is used for both lone individuals and groups of the alien) make lively company, but are frustrating due to their ever-changing loyalties. This intelligent, space-faring species can be found throughout the galaxy; its members are avid explorers and scouts.

The Cha'wen'he are nominally under the control of the Empire, but choose to follow only those Imperial dictates that suit them. This has resulted in several brutal reprisals against the Cha'wen'he people - and they are usually targeted against the wrong individuals since the Cha'wen'he are so flexible in their living arrangements and frequently "migrate" from one planet to the next.

Depending upon their leader of the moment, a flock of Cha'wen'he may be intensely loyal to the Empire or completely on the side of the Rebel Alliance. These allegiances switch as quickly as they are formed.

Home Planet: Wen'he'dinae

Attribute Dice: 13D

DEXTERITY: 2D / 4D

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/3D+2

PERCEPTION 2D/4D

STRENGTH 2D/3D+1

TECHNICAL 1D/4D



Special Abilities:

Armor: Cha'wen'he get +1D physical, +2 energy armor when their heads are retracted and their scales are drawn close to protect the body. A Cha'wen'he character doing this must remain still and can do nothing else during this round.

Species Memory: Cha'wen'he may select up to 10 standard skills; these skills are considered "species memory" skills. The character can advance these skills as if he or she had a teacher (see pages 13-14 of Star Wars, Second Edition). The character must pay the normal Character Point cost to advance the skills, but the learning time is three days if the skill is 4D or less; one week for 4D-7D; and two weeks for skill codes over 7D. The player must make this list prior to beginning play and the game-master has the right to reject or substitute certain skills at will.

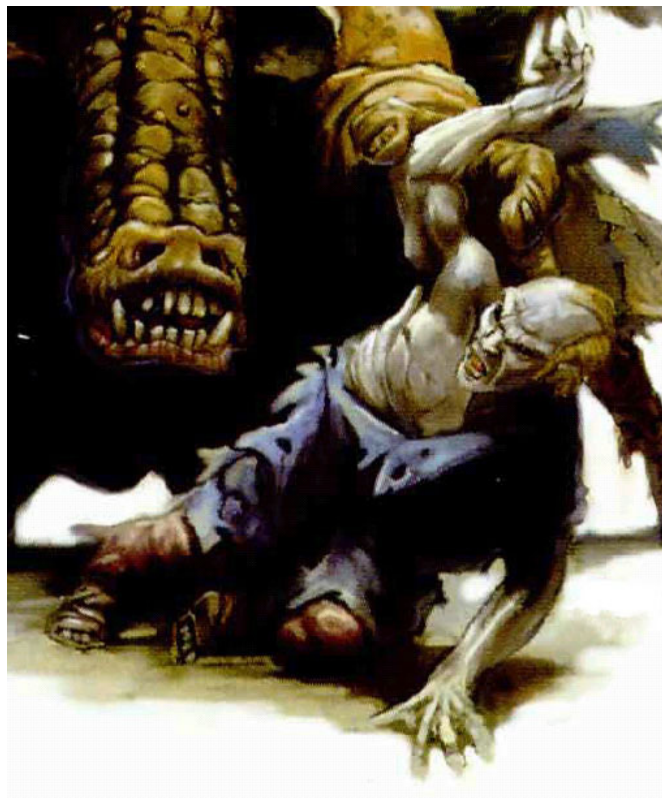
Bony Spur: The Cha'wen'he's bony spur causes STR+1D damage.

Search: Cha'wen'he gain a bonus if more than one head is being used to scan an area. If two heads are being used the bonus is +1D; if all three heads are being used, the bonus is +2D. However, no other actions may be performed while this scanning is being done.

Move: 12/14

Size: 3.5-4 meters tall (with neck fully extended)

Chev



Home Planet: Vinsoth

Attribute Dice: 11D

DEXTERITY 2D/4D+1

KNOWLEDGE 1D/4D

MECHANICAL 1D/3D+2

PERCEPTION 1D+2/4D

STRENGTH 1D+2/4D

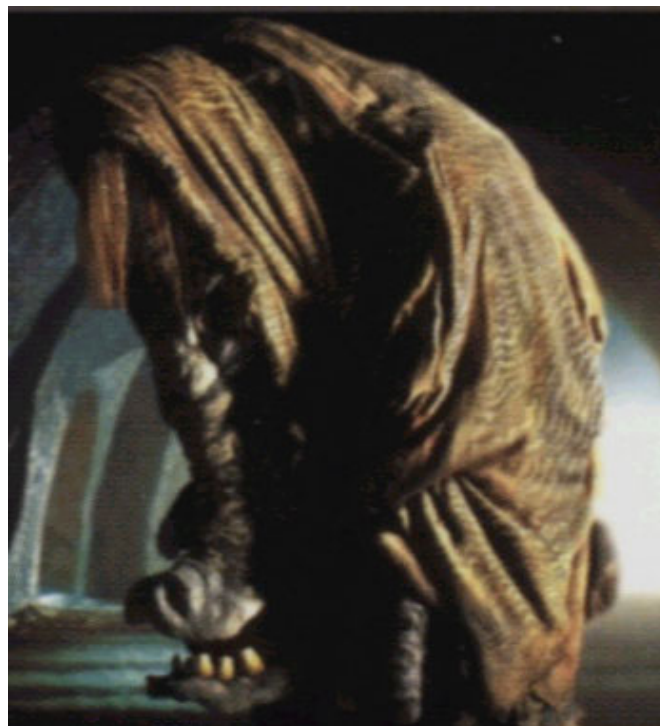
TECHNICAL 1D/4D

Move: 10/12

Size: 1.2-1.6 meters tall

Source: Ultimate Alien Anthology (pages 35-36), Alien Anthology (pages 63-64)

Chevin



Home Planet: Vinsoth

Attribute Dice: 12D

DEXTERITY 1D+1/3D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 2D+1/4D+1

STRENGTH 2D/4D

TECHNICAL 1D/3D+2

Move: 9/11

Size: 1.7-3 meters tall

Source: Ultimate Alien Anthology (page 36), Alien Anthology (pages 64-65)

Chikarri

The rodent Chikarri are natives of Plagen, a world on the edge of the Mid-Rim. These chubby-cheeked beings are the masters of Plagen's temperate high-plateau forests and low plains, and through galactic trade have developed a modern society in their tree and burrow cities.

Notoriously tight with money, the Chikarri are the subjects of thriftiness jokes up and down the Enarc and Harrin Runs. Wealthy Chikarri do not show off their riches. One joke says you can tell how rich a Chikarri is by how old and mended its clothes are - the more patches, the more money. The main exception to this stinginess is bright metals and gems. Chikarri are known throughout

the region for their shiny-bauble weakness.

The Chikarri have an unfortunate tendency toward kleptomania, but otherwise tend to be a forthright and honest species. They aren't particularly brave, however - a Chikarri faced with danger is bound to turn tail and run.

First discovered several hundred years ago on a promising hyperspace route (later to be the Enarc Run), the Chikarri sold port rights to the Klatooinan Trade Guild for several tons of gemstones. The flow of trade along the route has allowed the Chikarri to develop technology for relatively low costs. The Chikarri absorbed this sudden advance with little social disturbance, and have become a technically adept species.

Chikarri are modern, but lack heavy industry. Maintenance of technology is dependent on port traffic. They import medium-grade technology cheaply due to their proximity to a well-trafficked trade route. Their main export is agri-forest products - wood, fruit, and nuts. The Chikarri have a deep attraction for bright and shiny jewelry, and independent traders traveling this trade route routinely stop off to sell the natives cheap gaudy baubles.

Home Planet: Plagen

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 2D/3D

MECHANICAL 1D+2/3D+2

PERCEPTION 2D/3D+2

STRENGTH 2D/4D

TECHNICAL 2D/5D

Story Factors:

Hoarders: Chikarri are hyperactive and hard working, but are driven to hoard valuables, goods, or money, especially in the form of shiny metal or gems.

Move: 9/11

Size: 1.3-1.5 meters tall



Chiss



Average Chiss. *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D.*

Home Planet: Csilla

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+1/4D

STRENGTH 1D+1/4D

TECHNICAL 1D+1/4D

Special Abilities:

Low Light Vision: Chiss can see twice as far as a normal human in poor lighting conditions.

Skill Bonuses: At the time of character creation only, Chiss characters gain 2D for every one die they assign to the Tactics, Command, and Scholar: Art skills.

Tactics: Chiss characters receive a permanent +1D bonus to all Tactics skill rolls.

Move: 10/12

Size: 1.6 to 2.1 meters tall.

Source: Ultimate Alien Anthology (pages 36-38), Alien Anthology (pages 64-65)

Clawdite

Home Planet: Zolan

Average Clawdite. *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D+1, Strength 1D+2, Technical 2D.*

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D

PERCEPTION 2D/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D/4D

Special Skills:

Perception: Shapeshift (A): Some Clawdites have developed their skin-changing talents to a greater degree, allowing them to change the length, color, shape, and texture of their hair, as well as the coloration of their eyes. This fine control can even be used to alter specific portions of the Clawdite's body. This skill counts as an Advanced skill, with a prerequisite of the *Con: Disguise* skill specialization at 5D or greater. The *Shapeshift* skill adds its dice to any *Con: Disguise* die rolls made to imitate a member of a different humanoid species.

Special Abilities:

Skin-Changer: Clawdites are able to change the color, texture, and shape of their skins, allowing a Clawdite to mimic that of another humanoid species of the same general physical shape. This does not allow Clawdites to generate extra limbs or other appendages, but they are able to imitate the texture and patterns of skin-tight clothing. The transformation is quite painful, and the skin-changer will revert to its normal form if stunned, unconscious, dying, or dead.

Move: 10/12

Size: 1.5 to 1.9 meters tall

Source: Ultimate Alien Anthology (pages 38-39)



Cliffborer



Codru-Ji



Source: Ultimate Alien Anthology (pages 39-40)

Colicoid

Home Planet: Colla IV

Attribute Dice: 13D

DEXTERITY 2D/5D

KNOWLEDGE 2D/4D

MECHANICAL 1D/4D

PERCEPTION 2D/4D

STRENGTH 2D/5D

TECHNICAL 1D/4D+2

Special Abilities:

Chitinous Bodies: Colicoids have a thick chitinous exoskeleton, which can protect them when in combat. Colicoids' chitinous bodies give them +1D vs. both physical and energy weapons.

Roll: By curling themselves tightly into balls, Colicoids increase their movement by +10. A rolling Colicoid may take no other action that round.

Story Factors: *Cannibalism:* Colicoids are known cannibals, and are notoriously unfriendly to outside visitors, and are almost never found outside the Colla system. Very few survive trespassing in the Colla system, as the isolationist Colicoids capture and consume outsiders.

Vicious Warriors: Colicoids are feared throughout their sector due to the savagery with which they fight. They are born into a warrior culture which teaches combat and fighting before death. Oftentimes a Colicoid will be aggressive, even if suicidally so, while in combat situations, but remain fully aware of the situation around them.

Move: 6/10

Size: 1.4-1.8 Meters

Source: Ultimate Alien Anthology (pages 40-41)



Columi



Attribute Dice: 12D

DEXTERITY 0D/1D

KNOWLEDGE 3D/7D

MECHANICAL 2D/4D

PERCEPTION 2D/5D

STRENGTH 0D/1D

TECHNICAL 2D/5D

Special Abilities:

Radio Wave Generation: The Columi are capable of generating radio frequencies with their minds, allowing them to silently communicate with their droids and automated machinery, provided that the Columi has a clear sight line to its target.

Story Factors:

Droid Use: Almost every Columi encountered will have a retinue of simple droids it can use to perform tasks for it. Often, the only way these droids will function is by direct mental order (meaning only the Columi can activate them).

Move: 0/1

Size: 1-1.75 meters tall

Source: Galaxy Guide 4: Alien Races (pages 31-33)

Covallon



Attribute Dice: 11D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D+1
MECHANICAL 1D/2D
PERCEPTION 2D/5D
STRENGTH 2D/4D
TECHNICAL 1D/2D+1

Special Abilities:

Empathy: The Covallon are strongly empathic; they can sense the emotional state of other beings. This gives them an advantage when interacting with others. Covallon receive a bonus of +2D when using the bargain, con, and persuasion skills.

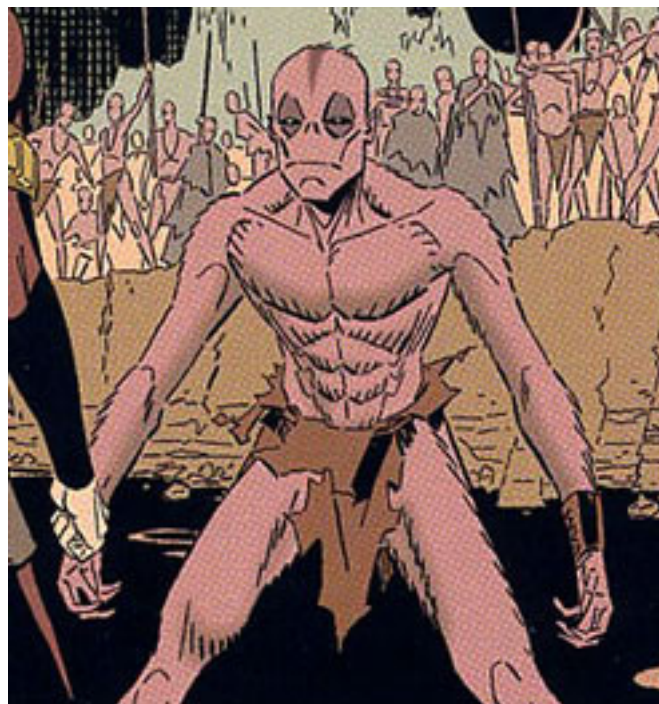
Story Factors:

Appearance: Covallon have the appearance of being creatures of some sort, rather than an intelligent species. This puts them at a disadvantage when dealing with other species, particularly humanoid species, who tend to treat them condescendingly.

Move: 10/14

Size: 0.9-1.2 meters at the shoulder, 1.8-2.2 meters on hind legs

Coway



Average Coway. *Dexterity* 2D+2, *Knowledge* 1D+2, *Mechanical* 2D+1, *Perception* 1D+2, *Strength* 2D+2, *Technical* 1D.

Home Planet: Mimban

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D+2
MECHANICAL 1D+2/4D+1
PERCEPTION 1D/3D+2
STRENGTH 2D/4D+2
TECHNICAL 1D/3D

Special Abilities:

Darkvision: Coway can see up to 20 meters in total darkness.

Move: 10

Size: 1.6 meters

Source: Rebellion Era Sourcebook (page 84)

Coynite

Coynites are a tall, heavily muscled species of bipeds native to the planet Coyn. Their bodies are covered with fine gold, white or black to brown fur, and their heads are crowned with a shaggy mane.

They are natural born warriors with a highly disciplined code of warfare. A Coynite is rarely seen without armor and a weapon. These proud warriors are ready to die at any time, and indeed would rather die than be found unworthy.

Coynites value bravery, loyalty, honesty, and duty. They greatly respect the Jedi Knights, their abilities and their adherence to their own strict code (though they don't understand Jedi restraint and non-aggression). They are private people, and do not look kindly on public displays of affection.



The world bustles with trade, as it is the first world that most ships visit upon entering Elrood Sector. However, the rather brutal warrior culture makes the world a dangerous place - experienced spacers are normally very careful when dealing with the Coynites and their unique perceptions of justice.

Home Planet: Coyn

Attribute Dice: 13D

DEXTERITY 2D/5D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/4D

PERCEPTION 1D/4D+2

STRENGTH 2D/5D+1

TECHNICAL 1D/3D

Special Skills:

Beast Riding: *Tris:* All Coynites raised in traditional Coynite society have this beast riding specialization. Beginning Coynite player characters must allocate a minimum of 1D to this skill.

Special Abilities:

Intimidation: Coynites gain a +1D when using intimidation due to their fearsome presence.

Claws: Coynites have sharp claws that do STR+1D+2 damage and add +1D to their brawling skill.

Sneak: Coynites get +1D when using sneak.

Story Factors:

Ferocity: The Coynites have a deserved reputation for ferocity (hence their bonus to intimidation).

Honor: To a Coynite, honor is life. The strict code of the

Coynite law, the En'Tra'Sol, must always be followed. Any Coynite who fails to follow this law will be branded af'harl ("cowardly deceiver") and loses all rights in Coynite society. Other Coynites will feel obligated to maintain the honor of their species and will hunt down this Coynite. Because an af'harl has no standing, he may be murdered, enslaved or otherwise mistreated in any way that other Coynites see fit.

Move: 11/15

Size: 2.0-3.0 meters tall

Cragmoloid

Average Cragmoloid. *Dexterity* 1D+1, *Knowledge* 2D, *Mechanical* 1D+1, *Perception* 2D, *Strength* 3D, *Technical* 1D+1.

Home Planet: Ankus

Attribute Dice: 11D

DEXTERITY 1D/3D+1

KNOWLEDGE 1D+1/4D

MECHANICAL 1D/3D+1

PERCEPTION 1D+1/4D

STRENGTH 2D+1/5D

TECHNICAL 1D/3D+1

Special Abilities:

Long-Lived: Cragmoloids have life spans in excess of 400 years.

Tusks: Cragmoloids can use their tusks in combat, inflicting Strength +1D damage.

Move: 10/12

Size: 3 meters tall

Source: Ultimate Alien Anthology (pages 41-42)



Damaronian



Home Planet: Dameron

Attribute Dice: 12D (female), 9D (male)

DEXTERITY 2D/4D+2 1D/2D

KNOWLEDGE 2D/4D 1D/1D+2

MECHANICAL 1D+2/3D+2 1D/2D

PERCEPTION 2D/4D+1 1D/1D+2

STRENGTH 2D/4D 1D/3D+2

TECHNICAL 1D/3D 2D+2/4D

Special Skills:

Dexterity skills:

Web Slinging: Time to use: One round. This is the skill that allows a Damaronian to use its webs. This is a ranged attack of 3/7/15.

Special Abilities:

Danger Sense: (Females only) This ability works exactly like the Force power danger sense. It is an unattributed skill that starts with 2D and can have up to 2D in beginning skill dice put into it. It is raised at double the Character Point cost of a normal skill.

Infrared Vision: (Females only) Their vision allows female Damaronians to see objects based on heat intensity allowing for sight in near-darkness.

Web Slinging: (Both sexes) A Damaronian can shoot up to three webs from each wrist before having to take a day to allow for the production of more webs. Webs have a 4D Strength, and do 4D entangle.

Story Factors:

Condescension Toward Males: Female Damaronians hold males in contempt as weak and only to be used. They won't necessarily underestimate a male because of this, but that has been known to happen. They usually just don't give him a chance.

Move: 10/13 (female), 7/10 (male)

Size: 1.4-2.0 meters tall (female), 1.2-1.4 meters tall (male)

Dantari

Average Dantari. Dexterity 1D+1, Knowledge 1D+2, Mechanical 1D+1, Perception 2D, Strength 2D+2, Technical 1D.

Home Planet: Dantooine

Attribute Dice: 10D

DEXTERITY 1D/3D+1

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+1

PERCEPTION 2D/4D

STRENGTH 2D/4D+2

TECHNICAL 1D/3D

Story Factors:

Primitive: Dantari suffer a -1D penalty to all skill rolls made with technological items.

Move: 10/12

Size: Unlisted (Medium)

Source: Ultimate Alien Anthology (pages 42-43)



Dashade



Average Dashade: *Dexterity 2D+2, Knowledge 1D+2, Mechanical 2D, Perception 1D+1, Strength 2D+1, Technical 2D.*

Home Planet: Urkupp (destroyed)

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+1/4D

PERCEPTION 1D/3D+1

STRENGTH 1D+2/4D+1

TECHNICAL 1D+1/4D

Special Abilities:

Heat Dissipation: Dashade can dissipate the heat that emanates from their bodies, making it difficult to detect them with equipment that tracks by heat. All checks made to detect a Dashade character who is consciously reducing his heat signature, using thermal or infrared equipment, are made at a -2D penalty.

Force Resistance: Dashade are resistant to Force powers that utilize the Alter skill. All Alter rolls made for Force powers directed at a Dashade character have their difficulties increased by +5. A Force-using Dashade character who attempts to use Alter-based Force powers adds +10 to his difficulties.

Story Factors:

Thought to Be Extinct: The Dashade's home world was destroyed, and many assume the race to be extinct.

Move: 10/12

Size: 1.7 to 2 meters tall.

Source: Ultimate Alien Anthology (pages 43-44), Alien Anthology (pages 67-68)



are often thought to be supernatural beings. Most Defel in the galaxy enjoy taking advantage of this perception. *Overconfidence:* Most Defel are comfortable knowing that, if they wish to hide, no one will be able to spot them. They often ignore surveillance equipment and characters who might have special perception abilities when they should not.

Move: 10/13

Size: 1.1-1.5 meters tall

Source: Ultimate Alien Anthology (pages 44-45), Galaxy Guide 4: Alien Races (pages 33-34), The Thrawn Trilogy Sourcebook (pages 140-141)

Defel

Home Planet: AfEl

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 3D/4D+1

TECHNICAL 1D/3D

Special Skills:

Dexterity Skills:

Blind Fighting: Time to use: one round. Defel can use this skill instead of their *brawling* or *melee combat* skills when deprived of their sight visors or otherwise rendered blind. *Blind fighting* teaches the Defel to use its senses of smell and hearing to overcome any blindness penalties.

Special Abilities:

Invisibility: Defel receive a +3D bonus when using the *sneak* skill.

Claws: The claws of the Defel can inflict *Strength+2D* damage.

Light Blind: Defels eyes can only detect ultraviolet light, and the presence of any other light effectively blinds the Defel. Defel can wear special sight visors which block out all other light waves, allowing them to see, but if a Defel loses its visor, the difficulty of any task involving sight is increased by one level.

Story Factors:

Reputation: Defels are considered to be a myth by most of the galaxy - therefore, when they are encountered, they

Devaronian



Home Planet: Devaron

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D+2

STRENGTH 2D/4D

TECHNICAL 1D/3D

Story Factors:

Wanderlust: Devaronian males do not like to stay in one place for any extended period of time. Usually, the first opportunity that they get to move on, they take.

Move: 8/10

Size: 1.7-1.9 meters tall

Source: Ultimate Alien Anthology (pages 45-46), Alien Anthology (page 68), Galaxy Guide 4: Alien Races (pages 35-36)

Devlikk



Draedan

The Draedan have a reputation for spending more time fighting amongst themselves than for anything else. This amphibious species would like to fully join the galactic community, but their society is still split into many countries and it's widely believed that they would only allow their local conflicts to spill out into open space. As modern weapons make their way to the

homeworld of Sesid, the intensity of Draedan conflicts is only increasing.

The Draedans are still learning about the galaxy and only a few have left their homeworld. Since it is difficult for them to legally leave their world, those that do escape Sesid tend to end up in unsavory occupations like bounty hunting and smuggling, although some have branched out into more legitimate careers.

Home Planet: Sesid

Attribute Dice: 12D

DEXTERITY 2D/4D+1

KNOWLEDGE 1D/3D

MECHANICAL 1D/4D

PERCEPTION 1D/4D

STRENGTH 2D/4D+1

TECHNICAL 1D/3D

Special Abilities:

Moist Skin: Draedan must keep their scales from drying out. They must immerse themselves in water once per 20 hours in moderately moist environments or once per four hours in very dry environments. Any Draedan who fails to do this will suffer extreme pain, causing -1D penalty to all actions for one hour. After that hour, the Draedan is so paralyzed by pain that he or she is incapable of moving or any other actions.

Water Breathing: Draedans may breathe water and air.

Amphibious: Due to their cold-blooded nature, Draedans may have to make a Difficult stamina roll once per 15 minutes to avoid collapsing in extreme heat (above 50 standard degrees) or cold (below -5 standard degrees).

Claws: Draedans get +1D to climbing and +1D to physical damage due to their claws.

Prehensile Tail: The tail of the Draedans is prehensile, and they may use it as a third hand. Some experienced Draedans keep a hold-out blaster strapped to their backs within reach of the tail.

Move: 10/12 (running); 13/16 (swimming)

Size: 1.3-1.7 meters tall



Draethos

Average Draethos. *Dexterity 2D, Knowledge 3D, Mechanical 2D, Perception 1D, Strength 1D+2, Technical 2D+1.*

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 2D+1/5D

MECHANICAL 1D+2/4D

PERCEPTION 1D/3D

STRENGTH 1D/3D+2

TECHNICAL 1D+1/4D+1

Special Abilities:

Broadcast Telepathy: Draethos can speak telepathically with any number of creatures within 500 meters. Anyone wishing to resist this telepathic communication must make an opposed *Willpower* or *Control* skill roll against the Draethos' own *Willpower* or *Control* skill. This ability cannot be used to "steal" memories or information.

Low-light Vision: A Draethos can see twice as far as a normal human in poor lighting conditions.

Skill Bonus: Draethos are encouraged to learn as much as they can, and most adults are experts on several topics. As such, Draethos characters receive 2D for every 1D placed into Knowledge skills at the time of character creation only.

Story Factors:

Long-Lived: Draethos character can live up to 800 years.

Move: 10/12

Size: Unlisted (Medium)

Source: Ultimate Alien Anthology (pages 46-47)



Drall

Home Planet: Drall

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D+2

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 1D/3D

TECHNICAL 1D/3D

Story Factors:



Honesty: Dralls are adamantly truthful.

Hibernation: Some Drall feel they are supposed to hibernate and do so. Others build underground burrows for the sake of relaxation.

Move: 7/9

Size: up to 1.5 meters tall

Source: Ultimate Alien Anthology (pages 47-48), Alien Anthology (page 69)

Dresselian



Home Planet: Dressel

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D

Story Factors:

Occupied Homeworld: The Dresselian homeworld is currently occupied by the Empire. The Dresselians are waging a guerrilla war to reclaim their planet.

Move: 10/12

Size: 1.7-1.9 meters tall

Source: Ultimate Alien Anthology (pages 48-49)

Dug

Average Dug: *Dexterity 2D+2, Knowledge 1D+2, Mechanical 2D+1, Perception 1D+2, Strength 2D, Technical 1D+2.*

Home Planet: Malastare

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+2/4D+1

PERCEPTION 1D/3D+2

STRENGTH 1D+1/4D

TECHNICAL 1D/3D+2

Special Abilities:

Climbing/Jumping Bonus: Due to their physiology, Dugs gain a permanent +1D bonus to their Climbing/Jumping skill.

Shout: Dugs can issue forth a deep bellow which can be heard up to 3 kilometers away.

Story Factors:

Reputation. Dugs are known as bullies and thugs by most other sentient species, and are almost universally disliked by non-Dugs. Many crimelords, however, employ them as assassins and henchmen.

Dugs are arboreal beings native to Malastare, a system represented in the Galactic Senate by the three-eyed Grans. The Dug homeworld is a heavy-gravity planet, and has as such created an interesting evolutionary product. Slight of frame to minimize body mass, Dugs are nevertheless very strong and extremely agile due to their tree-dwelling heritage. All four of a Dug's limbs have hands, and when they must walk, Dugs walk on what would normally be considered their arms because much of their body strength is rooted in these muscle groups. Few Dugs ever leave Malastare, although no one really laments this fact, since Dugs are notorious across the galaxy as obnoxious bullies lacking any sort of scruples. Exceptions to the rule do exist, but they are quite rare, since traits such as kindness, morality, and self-restraint are considered signs of weakness in Dug society. The loose skin of a Dug's neck inflates during mating season, and acts as a bellows for the Dug's feral mating call.

Move: 6/8

Size: 1.2 m

Source: Ultimate Alien Anthology (page 50)



Duinuogwuin

Attribute Dice: 18D

DEXTERITY 2D/5D

KNOWLEDGE 2D/5D

MECHANICAL 1D/4D

PERCEPTION 2D/5D

STRENGTH 3D/6D

TECHNICAL 2D/4D

Special Abilities:



Flight: Duinuogwuin can fly in both space and atmosphere.

Space Survival: Duinuogwuin can survive in deep space without any artificial protection. They must make a *stamina* roll after every full month in space, beginning at an Easy difficulty level for the first month, and increasing in difficulty by one level for each additional month. If they fail, they must go to the nearest planet with a Human-friendly atmosphere as soon as possible.

Force Skills: *Control 2D, sense 2D, alter 1D*. It is believed that one in three Duinuogwuin possess Force skills.

Force Powers: Varies by individual.

Story Factors:

Isolation: Duinuogwuin live in self-imposed isolation.

Monster: A few Duinuogwuin are true monsters. They are mindless ravaging creatures who seek only to destroy.

Evil Cunning: Still other Duinuogwuin are simply “evil”, and they use their intelligence to manipulate and destroy others. The Star Dragons, being a “distanced” people, also consider these beings “genetic mistakes” and “non-intelligent”. In truth, they are among the most dangerous creatures in the galaxy - and the older they get, the more dangerous they are.

Move: 18/25 (walking); space: 5, atmosphere: 210; 600kmh (flight)

Size: 10-100+ meters long

Source: Galaxy Guide 4: Alien Races (pages 36-38), The Thrawn Trilogy Sourcebook (pages 141-142)



the following skills, for which the character receives 2D of ability: *archaic starship piloting, astrogation, capital ship gunnery, capital ship shields, sensors, space transports, starfighter piloting, starship gunnery, and starship shields*. This bonus also applies to any specializations. If the character wishes to have more than 2D in the skill listed, then the skill costs are normal from there on.

Move: 10/12

Size: 1.8-2.2 meters tall

Source: Ultimate Alien Anthology (page 51), Alien Anthology (pages 69-70), Galaxy Guide 4: Alien Races (pages 39-40)

Dulok



Duros

Home Planet: Duro

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D+1/2D+2

MECHANICAL 2D/4D+2

PERCEPTION 1D/3D

STRENGTH 1D/3D

TECHNICAL 1D+2/4D

Special Abilities:

Starship Intuition: Duros are, by their nature, extremely skilled starship pilots and navigators. When a Duros character is generated, 1D (no more) may be placed in

Ebranite



Home Planet: Ebra
Attribute Dice: 12D
DEXTERITY 2D+1/4D+1
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D+2
PERCEPTION 2D/4D
STRENGTH 2D+1/4D+2
TECHNICAL 1D/2D+2

Special Abilities:

Frenzy: When believing themselves to be in immediate danger, Ebranites often enter a frenzy in which they attack the perceived source of danger. They gain +1D to brawling or brawling parry. A frenzied Ebranite can be calmed by companions, with a Moderate persuasion or command check.

Vision: Ebranites can see in the infrared spectrum, allowing them to see in complete darkness provided there are heat sources.

Thick Hide: All Ebranites have a very thick hide, which gains them a +2 Strength bonus against physical damage.

Rock Camouflage: All Ebranites gain a +1D+2 bonus to sneaking rocky terrain due to their skin coloration and natural affinity for such places.

Rock Climbing: All Ebranites gain a +2D bonus to climbing in rough terrain such as mountains, canyons, and caves.

Story Factors:

Technology Distrust: Most Ebranites have a general dislike and distrust for items of higher technology, preferring their simpler items. Some Ebranites, however, especially those in the service of the Alliance, are becoming quite adept at the use of high-tech items.

Move: 6/8 (running), 14/18 (climbing)

Size: 1.4-1.65 meters tall

Source: Ultimate Alien Anthology (pages 51-52)

Ee

Attribute Dice: 6D
DEXTERITY 0D
KNOWLEDGE 2D/4D
MECHANICAL 0D/1D+2
PERCEPTION 2D/4D
STRENGTH 0D/+2
TECHNICAL 1D/4D

Special Skills:

Unrelated Skills (not tied to any attribute):

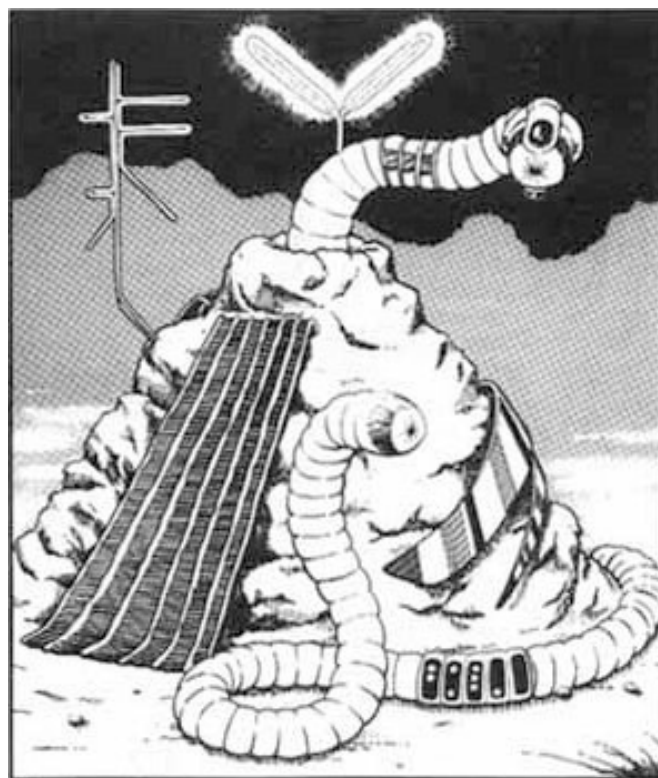
Physical skills: Time to use: One round to several hours, depending upon power. This is one of the three Ee mental abilities used for the mental powers outlined below.

Mental skills: Time to use: One round to several hours, depending upon power. This is one of the three Ee mental abilities used for the mental powers outlined below.

Environmental skills: Time to use: One round to several hours, depending upon power. This is one of the three Ee mental abilities used for the mental powers outlined below.

Special Abilities:

Mental Abilities: Ee have abilities which some might attribute to Force-sensitivity (although there is no proof of this notion). They have three skills governing these abilities: physical skills, mental skills, and environmen-



tal skills. Ee who possess the skills start at 2D and can increase the skill at double the normal Character Point cost.

No Physical Manipulation: Ee have very little ability to physically manipulate items or tools. They must rely on their mental abilities.

Story Factors:

Unknown: The settlers on Trilos are unaware of the existence of the Ee.

Move: 3/5 (burrowing or crawling)

Size: 1-6.5 centimeters

Note: Ee should not be player characters.

Eirrauc

Home Planet: Eirraucs
Attribute Dice: 12D
DEXTERITY 2D/4D+1
KNOWLEDGE 1D+2/4D
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 2D+1/4D+1
TECHNICAL 1D+1/4D

Special Abilities:

Running: Eirraucs use four of their six limbs when running. They only need to make stamina checks once every hour when running at all-out speed, and get a bonus of +1D to their running skill.

Multi-actions: Eirraucs can use their mid-legs as a second set of arms when they're not running; they may take a second action in a round at no penalty. Third actions incur a -1D penalty, fourth actions suffer -2D and so forth.

Vision: Eirraucs can see in any direction except immediately behind them (300° arc).



Temperature Sensitivity: In extremely cold or hot conditions, increase all Strength and Dexterity skill checks by one difficulty level.

Tongue: STR+1 damage.

Move: 24/80

Size: 2m tall (crouching), 2.4m tall (full height)

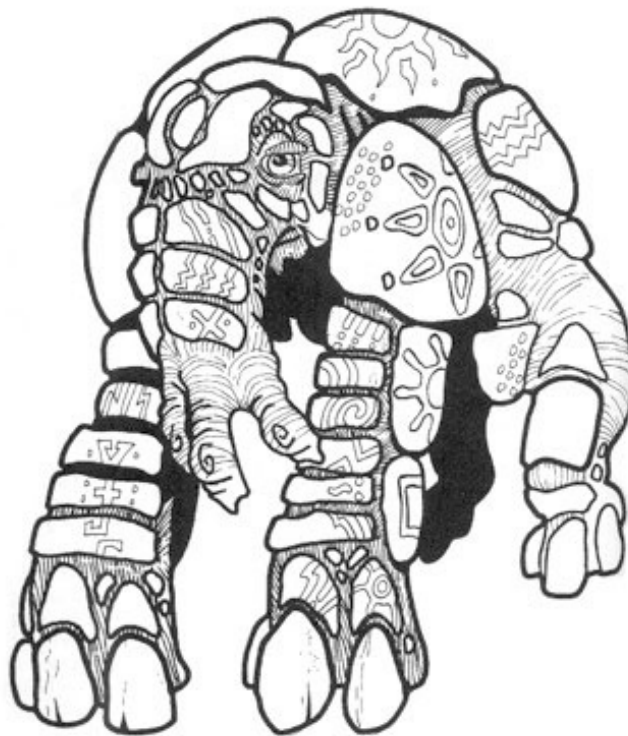
Eklaad

The Eklaad are short, squat creatures native to Sirpar. They walk on four hooves, and have elongated, prehensile snouts ending in three digits. Their skin is covered in a thick armored hide, which individuals decorate with paint and inlaid trinkets.

Eklaad are strong from living in a high-gravity environment, but they lack agility and their naturally timid and non-aggressive. When confronted with danger, their first response is to curl up into an armored ball and wait for the peril to go away. Their second response is to flee. Only if backed into a corner with no other choice will an Eklaad fight, but in such cases they will fight bravely and ferociously.

The Eklaad speak in hoots and piping sounds; but have learned Basic by hanging around the Imperial training camps present on Sirpar. Since almost all of their experience with offworlders has come from the Empire's soldiers, the Eklaad are very suspicious and wary.

The scattered tribes of Eklaad are ruled by hereditary chieftains. At one time there was a planetary Council of Chieftains to resolve differences between tribes and plan joint activities, but the Council has not met since the Imperials arrived. The Eklaad have nothing more advanced than bows and spears.



Home Planet: Sirpar

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D/3D

MECHANICAL 1D/4D

PERCEPTION 1D/4D

STRENGTH 3D/5D

TECHNICAL 1D/2D

Special Abilities:

Natural Body Armor: The Eklaad's thick hide gives them +1D to resist damage from physical attacks. It gives no bonus to energy attacks.

Timid: Eklaad do not like to fight, and will avoid combat unless there is no other choice.

Move: 8/10

Size: 1-1.5 meters tall

Elom

Home Planet: Elom

Attribute Dice: 11D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/3D+1

MECHANICAL 1D/3D

PERCEPTION 1D/3D+1

STRENGTH 2D/4D

TECHNICAL 1D/2D+2

Special Skills:

Perception Skills:

Cave Navigation: Time to use: one round. The Eloms use this skill to determine where they are within a cave network.

Strength Skills:

Digging: Time to use: one round. This skill allows the Eloms to use their claws to dig through soil. As a guideline, digging a hole takes a time (in minutes) equal to the difficulty number.



Elomin



Special Abilities:

Digging Claws: Eloms use their powerful claws to dig through soil and soft rock, but rarely, if ever, use them in combat. They add +1D to *climbing* and *digging* rolls. They add +1D to damage, but increase the difficulty by one level if used in combat.

Moisture Storage: When in a situation when water supplies are critical, Elom characters should generate a *stamina* total. This number represents how long, in days, an Elom can go without water. For every hour of exhaustive physical activity the Elom participates in, subtract one day from the total.

Low-Light Vision: Elom gain +2D to search in dark conditions, but suffer 2D-4D stun damage if exposed to bright light.

Move: 7/9 (walking), 5/8 (climbing)

Size: 1.3-1.6 meters tall

Source: Ultimate Alien Anthology (pages 52-54), Alien Anthology (pages 70-71)

Home Planet: Elom

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 1D/3D

TECHNICAL 2D+1/4D

Move: 10/12

Size: 1.6-1.9 meters

Source: Ultimate Alien Anthology (page 54), Alien Anthology (pages 71-72), The Thrawn Trilogy Sourcebook (pages 142-143)

Em'liy

Average Em'liy. *Dexterity 2D+2, Knowledge 1D+2, Mechanical 2D, Perception 1D+1, Strength 3D, Technical 1D+1.*

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+1/4D

PERCEPTION 1D/3D+1

STRENGTH 2D+1/5D

TECHNICAL 1D/3D+1

Special Abilities:

Skill Bonus: At the time that an Em'liy character is created ONLY, the character gets 2D for every 1D placed into the Hide, Stealth, and Survival skills.

Spirit of Battle: When in combat, the Em'liy can enter a state of mind similar to a berserk. This grants the Em'liy character a +2 pip bonus to both Strength and Dexterity, and it lasts for 3 combat rounds, plus an additional round for every FULL DIE in the character's ORIGINAL Strength rating. The Spirit of Battle can only be manifested a maximum of once per day.

Move: 10/12

Source: Ultimate Alien Anthology (page 55)



Entymal

Entymals are native to Endex, a canyon-riddled world located deep in Imperial space. The tall humanoids are insects with hardened, lanky exoskeletons which shimmer a metallic-jade color in sunlight. Their small, bulbous heads are dominated by a pair of jewel-like eyes. Extending from each wrist joint to the side of the abdomen is a thin, chitinous membrane. When extended, this membrane forms a sail which allows the Entymal to glide for short distances.

Entymal society is patterned in a classical hive arrangement, with numerous barren females serving a queen and her court of male drones. The only Entymals which reproduce are the male drones and female queens. Each new generation is consummated in an elaborate mating ritual which also doubles as a death ritual for the male Entymals involved.

All Entymals find displays of affection by other species confusing. Most male Entymals in general find the entire pursuit of human love disquieting and dis-

greeable.

Entymals are technologically adept, and their brain patterns make them especially suitable for jobs requiring a finely honed spatial sense. They have unprecedented reputations as excellent pilots and navigators.

With the rise of the Empire and its corporate allies, tens of thousands of Entymals have been forcibly removed from their ancestral hive homeworld and pressed into service as scoop ship pilots and satellite minors in the gas mines of Bextar.

Sadly, few other Entymals are able to qualify for BoSS piloting licenses. Except for the Entymals bound for Bextar aboard one of Amber Sun Mining's transports, Entymals are forbidden to leave Endex.

Home Planet: Endex

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/2D

MECHANICAL 1D/3D

PERCEPTION 1D/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D

Special Abilities:

Technical Aptitude: At the Time of character creation only, the character gets 2D for every 1D placed in astrogation, capital ship piloting, or space transports.

Gliding: Under normal gravity conditions, Entymals can glide down approximately 60 to 100 meters, depending on wind conditions and available landing places. An Entymal needs at least 20 feet of flat surface to come to a running stop after a full glide. *Natural Body Armor:* The Natural toughness of the Entymals' chitinous exoskeleton gives them +2 against physical attacks.

Move: 10/14

Size: 1.2-2 meters tall



Epicanthix

The Epicanthix are near-human people originally native to Panatha. They are known for their combination of warlike attitudes and high regard for art and culture. Physically, they are quite close to genetic baseline humans, suggesting that they evolved from a forgotten colonization effort many millennia ago. They have lithe builds with powerful musculature. Through training, the Epicanthix prepare their bodies for war, yet tone them for beauty. They are generally human in appearance, although they tend to be willowy and graceful. Their faces are somewhat longer than usual, with narrow eyes. Their long black hair is often tied in ceremonial styles which are not only attractive but practical.

Epicanthix have always been warlike. From their civilization's earliest days, great armies of Epicanthix warriors marched from their mountain clan-fortresses to battle other clans for control of territory - fertile mountain pastures, high-altitude lakes, caves rich with nutritious fungus - and in quest of slaves, plunder and glory. They settled much of their large planet, and carved new kingdoms with blades and blood. During their dark ages, a warrior-chief named Canthar united many Epicanthix clans, subdued the others and declared world-wide peace. Although border disputes erupted from time to time, the cessation of hostilities was generally maintained. Peace brought a new age to Epicanthix civilization, spurring on greater developments in harvesting, architecture, commerce, and culture. While warriors continued to train and a high value was still placed on an individual's combat readiness, new emphasis was placed on art, scholarship, literature, and music. Idle minds must find something else to occupy them, and the Epicanthix further developed their culture.

Over time, cultural advancement heralded technological advancement, and the Epicanthix swiftly rose from an industrial society to an information and space-age level. All this time, they main-



tained the importance of martial training and artistic development. When they finally developed working hyperdrive starships, the Epicanthix set out to conquer their neighbors in the Pacanth Reach - their local star cluster. These first vessels were beautiful yet deadly ships of war - those civilizations which did not fall prostrate at the arrival of Epicanthix landing parties were blasted into submission. The Epicanthix quickly conquered or annexed Bunduki, Ravaath, Fornow, and Sorimow, dominating all the major systems and their colonies in the Pacanth Reach. In addition to swallowing up the wealth of these conquered worlds, the Epicanthix also absorbed their cultures, immersing themselves in the art, literature and music of their subject peoples.

Imperial scouts reached Epicanthix - on the edge of the Unknown Regions - shortly after Palpatine came to power and declared his New Order. The Epicanthix were quick to size up their opponents and - realizing that battling Palpatine's forces was a losing proposition - quickly submitted to Imperial rule. An Imperial governor was installed to administer the Pacanth Reach, and worked with the Epicanthix to export valuable commodities (mostly minerals) and import items useful to the inhabitants. The Epicanthix still retain a certain degree of autonomy, reigning in conjunction with the Imperial governor and a handful of Imperial Army troops.

Quite a few Epicanthix left Panatha after first contact with the Empire, although many returned after being overwhelmed by the vast diversity and unfathomable sights of the Empire's worlds. Some Epicanthix still venture out into the greater galaxy today, but most eventually return home after making their fortune. The Epicanthix are content to control their holdings in the Pacanth Reach, working with the Empire to increase their wealth, furthering their exploration of cultures, and warring with unruly conquered peoples when problems arise.

Home Planet: Panatha

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D+2

STRENGTH 2D/4D

TECHNICAL 2D/3D+2

Special Abilities:

Cultural Learning: At the time of character creation only, Epicanthix characters receive 2D for every 1D of skill dice they allocate to cultures, languages or value.

Story Factors:

Galactic Naivete: Since the Epicanthix homeland is in the isolated Pacanth Reach section, they are not too familiar with many galactic institutions outside of their sphere of influence. They sometimes become overwhelmed with unfamiliar and fantastic surroundings of other worlds far from their own.

Move: 10/13

Size: 1.8-2.5 meters tall

Ergesh

The Ergesh are native to Ergeshui, an oppressively hot and humid world. The average Ergesh stands two meters tall and resembles a rounded heap of moving plant matter. Its body is covered with drooping, slimy appendages that range from two centimeters to three meters in length, and from one millimeter to five centimeters in width. Ergesh coloration is a blend of green, brown and gray. The younger Ergesh have more green, the elders more brown. A strong smell of ammonia and rotting vegetation follows an Ergesh wherever it goes. Ergesh have life expectancy of 200 years.

Due to their physiology, Ergesh can breathe underwater, though they do prefer "dry" land. Their thick, wet skin also acts as a strong, protective layer against all manner of weapons.

Ergesh communicate using sound-based speech. Their voices sound like thick mud coming to a rapid boil. In fact, many Ergesh - especially those that deal most with offworlders - speak rather good Basic, though it sounds as if the speaker is talking underwater. Due to how they perceive and understand the world around them, they often omit personal pronouns (I, me) and articles (a, the), most small words in the Ergesh tongue are represented by vocal inflections.

Ergesh do not have faces in the accepted sense of the word. A number of smaller tentacles are actually optic stalks, the Ergesh equivalent of eyes, while others are sensitive to sound waves.

Ergesh cannot be intoxicated, drugged, or poisoned by most substances. Their immune systems break down such substances quickly, then the natural secretions carry out the harmful or waste elements.

The Ergesh specialize in organic machines, most of them "grown" in the are called the "Industrial Swam-

pfields." Ergesh machinery is a fusion of plant matter and manufactured materials. This equipment cannot be deprived of moisture for more than one standard hour, or it ceases to function properly. The Ergesh have their own versions of comlinks, hand computers, and an odd device known as a sensory intensifier, which serves the Ergesh in the same way that macrobinoculars serve humans.

Even Ergesh buildings are organic, and some are semi-sentient. No locks are needed on the dilating doors because the buildings know who they belong to. Ergesh buildings have ramps instead of stairs - indeed, stairs are unheard of, and there is no such word in the native language.

Ergesh are not hesitant about traveling into space. They wear special belts that not only produce a nitrogen field that allows them to breathe, but also retains the vast majority of their moisture. The Ergesh travel in living spaceships called Starjumper.

The Starjumper is an organic vessel, resembling a huge brown cylinder 30 meters wide, with long green biologically engineered creatures, not life forms native to Ergeshui. The tentacles act as navigational, fire control and communications appendages for the ship-creature. This versatile vessel is able to make planetary landings. All Starjumper are sentient creatures whose huge bulks can survive the harsh rigors of space. In fact, the Ergesh and the Starjumper share a symbiotic relationship.

Home Planet: Ergeshui

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 2D/4D+2

MECHANICAL 2D/4D

PERCEPTION 2D+2/4D+2

STRENGTH 2D/4D

TECHNICAL 2D/4D

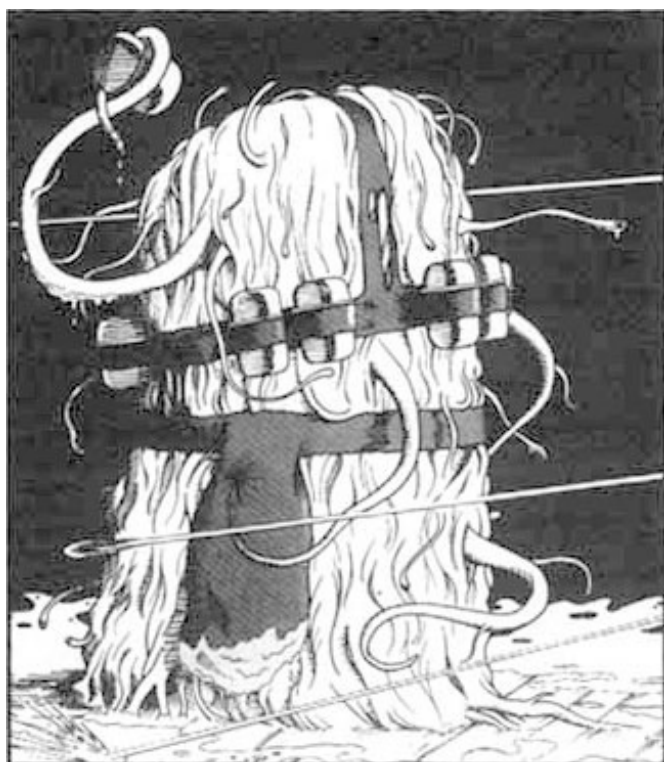
Special Abilities:

Natural Body Armor: The tough hides of the Ergesh give them +2D against physical attacks and +1D against energy attacks.

Environment Field Belt: To survive in standard atmospheres, Ergesh must wear a special belt, which produces a nitrogen field around the individual and retains a vast majority of moisture. Without the belt, Ergesh suffers 2D worth of damage every round and -2 to all skills and attributes until returning to a nitrogen field or death.

Move: 6/10

Size: 1.5-2.1 meters



Er'Kit



Home Planet: Esoom

Attribute Dice: 12D

DEXTERITY 2D/3D+1

KNOWLEDGE 1D/2D+2

MECHANICAL +2/2D

PERCEPTION 2D/3D+2

STRENGTH 3D+1/7D

TECHNICAL +2/2D+1

Move: 11/15

Size: 2.0-3.5 meters

Etti

The Etti are a race which concerns itself only with outward appearance and the acquisition of greater luxury. Etti, while genetically human, tend to have lighter, less muscular physiques than the human norm, possibly as a result of generations of pampered living. Their flesh is relatively soft and pale, and their hair is among the most finely textured in their region. Etti often have aquiline features, giving them a haughty look of superiority.

The Etti have long had an isolationist culture. Over 20,000 years ago, the ancestors of the modern Etti united in their opposition to the political and military policies of the Galactic Republic. This group of dissidents pooled their resources and purchased several colony ships. Declaring the Republic to be "tyrannical and to oppressive," they left the Core Worlds and followed several scouts to a new world far removed from the reach of Coruscant.

This new world, Etti, was mild and comfortable. Advancing terraforming and bioengineering technologies (stolen or purchased from the Republic) allowed them to develop a civilization based on aesthetic pleasures and high culture. The Etti shunned contact with the outside galaxy and their culture stagnated and became decadent.

Eventually, the rest of the galaxy "caught up" with the isolationist people; the newly founded Corporate Sector Authority offered the Etti control of an entire system if they would only develop and maintain it on behalf of the CSA (and, of course, share the profits). The Authority asked the Etti to terraform portions of one of the planets in the system to serve as lush estates for the Authority's ruling executives and to develop elaborate entertainment complexes to cater to the needs of the wealthy visitors. The Etti leaders, sensing the opportunity for great profit, accepted the offer and relocated, bringing most of the Etti population with them.

The Etti were given relatively free reign to govern the planet (within Corporate Sector



Esoomian



directives). They terraformed the land, making virtually every hectare burst with rich foliage. Entertainment complexes and starports were turned over to the Corporate Sector (since they tended to attract an unsavory element), but the rest of the planet remained in the hands of the Etti, and the Authority executives and socialites who purchased or rented estates for their personal recreation.

As the Corporate Sector developed and grew, Etti IV's importance increased; each year, more traffic came through its starports and more wealthy citizens were attracted by the planet's beauty. The Etti have made a profitable business of parceling off and selling plots of prime property on their new planet, many as fine estates for CSA officials, replete with villas, gardens and lakes. They are careful not to overdevelop the planet, and they pride themselves on their land and resource management abilities.

The Etti also run several pleasure complexes for the CSA as they believe they - more than anyone - can best cater to the wealthy. Their entertainment complexes are works of art in themselves - architectural enclaves shielded from the harsh reality of the Corporate Sector worlds. These complexes include hotels, casinos, pleasure halls, music auditoriums, holo-centers, and fine restaurants, all connected by gardens, seemingly natural waterways, and grand tubeway bridges with greenery hanging from the planters everywhere. The entertainment complex at Etti IV's main starport, called the Dream Emporium, is their most luxurious and lucrative establishment, drawing on the wealth of the innumerable CSA officials living on the planet and traders traveling through the region.

Home Planet: Etti

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/3D+2

PERCEPTION 2D/4D

STRENGTH 2D/3D+2

TECHNICAL 2D/3D+2

Special Abilities:

Affinity for Business: At the time of character creation only, Etti characters receive 2D for every 1D of skill dice they allocate to bureaucracy, business, bargaining, or value.

Move: 8/10

Size: 1.7-2.2 meters tall

Ewok

Home Planet: Forest Moon of Endor

Attribute Dice: 12D

DEXTERITY 1D+2/4D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D+2/3D+2

PERCEPTION 2D/4D+2

STRENGTH 1D/3D

TECHNICAL 1D/2D+2

Special Skills:

Dexterity Skills:

Thrown weapons: bows, rocks, sling, spear. Time to use: one round. The character may take the base skill and/or

any of the specializations.

Mechanical Skills:

Glider: Time to use: one round. The ability to pilot gliders.

Technical Skills:

Primitive Construction: Time to use: one hour for gliders and rope bridges; several hours for small structures, catapults and similar constructs. This is the ability to build structures out of wood, vines and other natural materials with only tools. This skill is good for building sturdy houses, vine bridges and rock hurling catapults (2D speeder-scale damage).

Special Abilities:

Skill Bonus: At the time the character is created *only*, the character gets 2D for every 1D placed in the *hide*, *search* and *sneak* skills.

Skill Limits: Beginning characters may not place any skill dice in any vehicle (other than *glider*) or starship operations or repair skills.

Smell: Ewoks have a highly developed sense of smell, getting a +1D bonus to their *search* skill when tracking by scent. This ability may not be improved.

Story Factors:

Protectiveness: Most human adults will feel unusually protective of Ewoks, wanting to protect them like young children. Because of this, Humans can also be very condescending to Ewoks. Ewoks, however, are mature and inquisitive - and unusually tolerant of the Human attitude.

Move: 7/9

Size: 1 meter tall

Source: Ultimate Alien Anthology (pages 55-56), Core Rulebook (pages 212-213), The Thrawn Trilogy Sourcebook (page 143)



Falleen



Home Planet: Falleen

Attribute Dice: 13D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D+2

MECHANICAL 2D/4D

PERCEPTION 2D+1/4D+2

STRENGTH 2D+1/4D+2

TECHNICAL 2D/4D

Special Abilities:

Attraction Pheromones: +1D to Persuasion and +1D for each hour of continuous preparation in meditation to enhance efforts. This may total no more than +3D for any one skill attempt and the attempt must be made within one hour of completing meditation. Changes skin color

Amphibious: May breathe water for up to 12 hrs., +1D to Swimming

Story Factors:

Falleen are rarely seen throughout the galaxy since the Imperial blockade in their system severely limited travel to and from their homeworld.

Move: 9/12

Size: 1.7-2.4 meters

Source: Ultimate Alien Anthology (pages 56-58), Alien Anthology (pages 72-73)

Farghul



Home Planet: Farrfin

Attribute Dice: 12D

DEXTERITY 2D/5D

KNOWLEDGE 1D/4D

MECHANICAL 1D/3D+2

PERCEPTION 2D/5D

STRENGTH 2D/4D

TECHNICAL 1D/3D+1

Special Abilities:

Fangs: The Farghul's sharp teeth add +2D to *brawling* damage.

Claws: Farghul can use their claws to add +1D to *brawling* damage.

Prehensile Tail: Farghul have prehensile tails and can use them as an "extra limb" at -1D+1 to their *Dexterity*.

Story Factors:

Acrobatics: Most Farghul are trained in acrobatics and get +2D to *acrobatics*.

Con Artists: The Farghul delight in conning people, marking the ability to outwit someone as a measure of respect and social standing. The Farghul are good-natured, boisterous people, that are always quick with a manic grin and a terrible joke. Farghul receive a +2D bonus to *con*.

Move: 10/12

Size: 1.7-2 meters tall

Source: Ultimate Alien Anthology (page 58), Alien Anthology (pages 73-74), The Thrawn Trilogy Sourcebook (pages 143-144)

Feeorin



Average Feeorin. *Dexterity 1D+2, Knowledge 2D, Mechanical 1D+2, Perception 2D, Strength 2D+2, Technical 2D.*

DEXTERITY 1D/3D+2
KNOWLEDGE 1D+1/4D
MECHANICAL 1D/3D+2
PERCEPTION 1D+1/4D
STRENGTH 2D/4D+2
TECHNICAL 1D+1/4D

Special Abilities:

Low-Light Vision: Feeorin can see twice as far as a human in dim light.

Endurance: Due to their high level of endurance, Feeorin may re-roll any failed Stamina check once.

Story Factors:

Bad Reputation: On worlds where they have settled, Feeorin characters may be regarded as evil or dangerous based on their species alone.

Move: 10/12

Source: Ultimate Alien Anthology (pages 58-59)

Fefze

Home Planet: Fef

Attribute Dice: 4D (distributed between *Dexterity* and *Strength* only)

DEXTERITY 1D/3D

KNOWLEDGE 2D/5D*

MECHANICAL 1D/2D*

PERCEPTION 1D/4D+2*

STRENGTH 1D/3D

TECHNICAL 1D/2D+2*

* For entire swarm. The intellectual abilities of the Fefze are spread throughout the swarm, not localized in the mind of one being. They have 8D for these Attribute Dice.

Special Abilities:

Hive Mind: Fefze are a true "hive mind" species. When capable of communicating with other members of the hive mind, they can work as a group. When separated from the hive mind, Fefze act like unintelligent insects.

Food Production: Within a time period of one standard day, a Fefze can convert 20 kg of organic material into 5kg of protein paste.

Acid: 4D damage, range of 1 meter (uses *Dexterity* to hit).

Flight: Fefze can fly a maximum of 200 meters, but must rest for a minute after doing so. If they do not rest, all actions are at -2D.

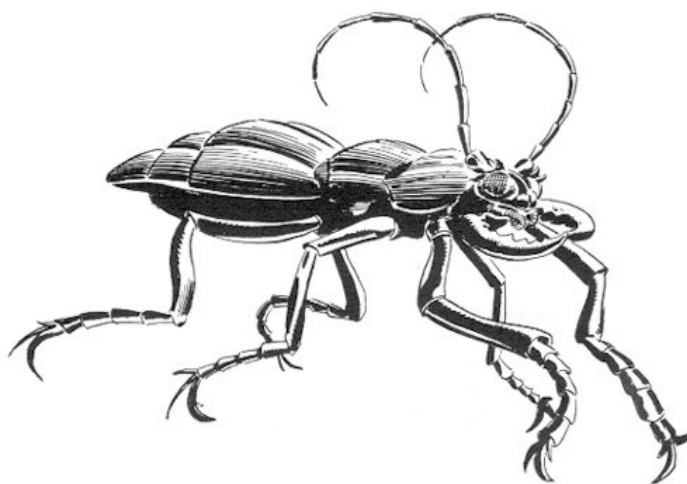
Story Factors:

Food Producers: Regardless of their primary employment, most Fefze swarms will supplement their income by producing food.

Move: 12/15 (walking); 15/18 (flight)

Size: 1 meter tall, 1.5-3 meters long

Source: Galaxy Guide 4: Alien Races (pages 40-42)



Filar-Nitzan

An extremely rare and virtually unknown species, the Filar-Nitzan are known to the very few who have any knowledge of the species as “cloud demons” or “gas devils.” Native to DNX-N1 - a charted but unexplored world in Wild Space - the Filar-Nitzan are gaseous beings whose coloration ranges greatly, and their glowing eyes tend to be the opposite color of their “bodies”: green Filar-Nitzan tend to have red eyes, blue “cloud demons” orange eyes, and so forth.

Very little is known of the species, other than their nature makes them perfectly suited for infiltration and spying. Fewer than 400 of the species are believed to exist by the few xenobiologists who have any knowledge of the Filar-Nitzan.

Home Planet: DNX-N1

Attribute Dice: 8D

DEXTERITY 1D/2D

KNOWLEDGE 1D/4D+2

MECHANICAL 1D/2D

PERCEPTION 1D/4D+1

STRENGTH 1D/2D

TECHNICAL 1D+1/2D

Special Skills:

Diffusion: (Used in place of Strength to resist damage.) When a Filar-Nitzan is hit by an energy weapon of any kind or by some other element that may cause injury (such as open flame), the character rolls his diffusion skill when calculating damage. The diffusion skill requires six times the normal Character Point to increase; specializations cost three times the normal cost. Example: to improve diffusion from 2D to 2D+1 would require 12 Character Points instead of two; to improve diffusion: blaster from 2D to 2D+1 would require six Character Points instead of one.

Specializations: Against any damage element (blaster fire, strong electricity, large quantities of other gases, open flame, etc.).

Aversion: (Used in place of dodge.) To avoid blaster fire and other such potentially harmful things, the Filar-Nitzan have an aversionability, a near-equivalent to dodge. This skill allows them to change their shapes quickly enough to often avoid melee weapons and occasionally blaster fire without having to move entirely out of the way. Aversion requires double the normal Character Point cost to increase. Example: to improve aversion from 2D to 2D+1 would take four Character Points instead of two; to improve aversion: blaster from 2D to 2D+1 would take two Character Points instead of only one.

Specializations: against nearly any weapon (melee, lightsaber, blaster, firearms, etc.) at the gamemaster's discretion.

Special Abilities:

Gaseous: As non-solid beings, the Filar-Nitzan possess many of the qualities of normal gases: they can enter normally secure areas, and are nearly impervious to “normal” forms of attack. Because of their nature, the Filar-Nitzan receive a +2D bonus to sneakrolls. The primary disadvantage is that they have considerable difficulty generating enough mass in a given portion of their body to grasp any physical object. All manipulations of physical objects (blaster, grenade, etc.) suffer a +15 difficulty modifier.

Story Factors:

Reputation: Filar-Nitzan are a nearly unknown species, considered to be a myth even more so than the Defel “wraiths.” Often referred to as “cloud demons” or “gas devils,” the Filar-Nitzan are a frightening species when encountered.

Move: 4/8 (floating)

Size: 0.3-2.1 square meters (dependent upon preferred density)

Gamemaster Notes:

It is strongly recommended that players not be allowed to play Filar-Nitzan characters.



Filordus

Average Filordi. Dexterity 1D+2, Knowledge 2D, Mechanical 1D+2, Perception 2D, Strength 2D+2, Technical 2D.

Home Planet: Filordis

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D+1/4D

MECHANICAL 1D/3D+2

PERCEPTION 1D/4D

STRENGTH 2D+1/4D+2

TECHNICAL 1D+1/4D

Special Abilities:

Large Ears: Because of their large ears, Filordi gain a +1D bonus to all Search skill checks that involve their sense of hearing. They are more susceptible to sonic attacks, and suffer a -2 pip penalty to all Strength rolls made to resist the effects of sonic weapons and attacks.

Pincers: Filordi possess two pincers, one on either of their back legs. These pincers can be used in hand to hand combat, and inflict the Filordus' Strength +2 in damage.

Story Factors:

Asexual: Filordi are asexual, and reproduce when dying. A week following a filordi's death, an infant Filordi will crawl from the corpse of its parent.

Shortsighted: Although driven to succeed, Filordi are nearly incapable of long-term planning. In order to survive, they tend to consume every bit of any resource that they come across.

Move: 14/16 (on four legs), 6/8 (on two legs)

Size: 1.4 meters tall

Source: Ultimate Alien Anthology (pages 59-60)



Filvian



Home Planet: Filve

Attribute Dice: 10D

DEXTERITY 1D/3D

KNOWLEDGE 1D/4D

MECHANICAL 1D+1/4D+2

PERCEPTION 1D/3D

STRENGTH 1D+2/4D

TECHNICAL 2D/5D+1

Special Abilities:

Technology Aptitude: The Filvians are quick studies of technology. At the time of character creation, they receive 2D for every 1D placed in any *Technical* skills.

Stamina: As desert creatures, Filvians have great stamina. They automatically have +2D in *stamina* and *survival: desert* and can advance both skills at half the normal Character Point cost until they reach 8D.

Story Factors:

Fear of the Empire: Filvians are fearful of the Empire because of its prejudice against aliens.

Curiosity: Filvians are attracted to new technology and unfamiliar machinery. When encountering new mechanical devices, Filvians must make a Moderate *willpower* roll (at a -1D penalty) or they will be unable to prevent themselves from examining the device.

Move: 8/10

Size: 1.2-1.9 meters tall

Source: The Thrawn Trilogy Sourcebook (page 144)

Flakax



Attribute Dice: 10D
DEXTERITY 2D/4D
KNOWLEDGE 1D+2/3D
MECHANICAL 2D/4D
PERCEPTION 1D/3D+2
STRENGTH 2D/4D
TECHNICAL 1D/3D

Story Factors:

The Hive: Flakax will be most concerned with the survival of the hive and the queen, and only after this is insured will they express any concerns about their own survival. Units within a hive can act "as one" (i.e., they automatically coordinate their actions).

Move: 10/12

Size: 1.8-2.3 meters tall

Source: Galaxy Guide 4: Alien Races (pages 43-44)

Florn Lamproid



Fluggrian



Neural bundles in a Fluggrian's forehead allow him to process sensory input quickly, even at high speeds, greatly increasing his reaction time.

Fosh

Home Planet: Unknown

Attribute Dice: 12D

DEXTERITY 2D/3D+2

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D+1

PERCEPTION 2D+2/4D+1

STRENGTH 1D+1/3D+1

TECHNICAL 1D+2/3D

Special Abilities:

Healing Tears: Fosh have a unique healing fluid that is excreted from their tear ducts. It is more effective than even bacta, automatically reducing wound levels by one level (e.g. bringing Mortally Wounded to Incapacitated). However, it only works well against cellular infections - larger wounds, such as blaster bolts, can only be stabilized for 1D hours. One dose will fill a standard applicator bottle. The fluid is absorbed into the bloodstream on contact with the skin.

Story Factors:

Hidden: Most Fosh prefer to stay on their homeworld. Thus, as their population is small, they have a reputation for being secretive.

Size: 1.3-1.6 meters

Move: 9/10



Frozian

Home Planet: Froz

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D+1/3D+2

PERCEPTION 1D/2D+1

STRENGTH 2D+1/4D+2

TECHNICAL 1D/3D+1

Story Factors:

Melancholy: The Frozians are a very depressed species and tend to look at everything in a sad manner.

Move: 10/15

Size: 2.0-3.0 meters

Source: Ultimate Alien Anthology (pages 60-61), Alien Anthology (pages 74-75)



Gacerite

The Gacerites of the hot, desert world, Gacerian, average 2.5 meters in height, and are thin humanoids with spindly limbs. They are completely hairless. Gacerite eyes are tiny, in order to protect their optic nerves from their sun's glare. Their ears, however, are huge and exceptionally keen.

Unfortunately, the mixture of the artist creative mind and the strictness of order make for a rather bad social combination; the Gacerites are extremely poor at governing themselves. Thus, they welcome the order imposed by the Empire on their world. The Imperial Governor meets once every Gacerian week with a group of Gacerites and goes over routine matters. The Gacerites are very pro-Imperial and report all suspected



Rebel operatives to the governor.

Thanks to their cultural sensitivity to matters of etiquette, Gacerites make excellent translators and diplomatic aides. Many travelers who own 3PO units seek out Gacerite programmers to improve their droids.

Gacerian is famous for its high-quality gemstones. The Gacerites mine them using the most advanced known, sonic mining equipment. This is probably the most manual labor done by the delicate Gacerites. The Gacerites, at the governor's insistence, are considered employees rather than slaves of the Empire.

Home Planet: Gacerian

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D+2

STRENGTH 1D/2D+2

TECHNICAL 1D/4D

Special Abilities:

Skill Bonus: All Gacerites receive a free bonus of +1D to alien species, bureaucracy, cultures, languages, and scholar: music.

Move: 7/9

Size: 1.8-2.5 meters tall

Gados



Average Gados. Dexterity 3D, Knowledge 1D+2, Mechanical 2D+1, Perception 1D+2, Strength 1D+1, Technical 2D.

Home Planet: Abregado-rae

Attribute Dice: 12D

DEXTERITY 2D/5D

KNOWLEDGE 1D/3D+2

MECHANICAL 2D/4D+1

PERCEPTION 1D/3D+2

STRENGTH 1D/3D+1

TECHNICAL 1D+1/4D

Special Abilities:

Acrobatic: Gados character gain a permanent +1D bonus to their Dodge skills.

Fragile: Because of their unique physiology, Gados characters who are Wounded are automatically treated as if they had been Wounded Twice.

Move: 12/14

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 39)

Galidyn



The Galidyn of Fyodos are large flying lizards with small, prehensile forepaws. Though most Galidyn are about five meters long with a 10-meter wingspan, some specimens grow to only two meters in length with a four-meter wingspan. Possessed of keen intellects and great curiosity, Galidyn prize ideas and discussion above all else, though every once in a while they "go native" and prey on some of Fyodos' wandering herd animals.

The Galidyn reproduce by laying one egg every century. Each young is cared for by its immediate family, then educated in the Galidyn "school system," usually by an elder Galidyn who teaches history, hunting, mathematics, language, aerodynamics, computers, and medicine. The species has a participatory democracy and all Galidyn who complete their instruction successfully can participate.

The Galidyn once lived in peaceful coexistence with the Fyodoi, the human population of Fyodos. However, many years ago, the technologically advanced human nations waged a terrible war among themselves. The war, now remembered as the Great Cleansing, destroyed human society. The humans abandoned the ruined cities, and instead of rebuilding, shunned technology and slowly regressed to a stone age level.

Nowadays, all attempts to communicate with the primitive Fyodoi have proven futile. With all records of their past expunged, the Fyodoi consider the Galidyn to be heinous, technology-worshipping monsters. In truth, the Galidyn feel sorrow and pity for the Fyodoi, but realize that attempts to re-educate them would be wasted, at least under the current conditions.

Any offworlders spotted with high-tech equipment will be escorted to an open meeting place called the "Crater of Debate," and asked to explain themselves and where they have come from. It is possible that some particularly eloquent heroes may be able to convince

the Galidyn to support the Alliance, but the majority of the great creatures will not consent to leave their planet. Instead, they will vigorously defend the planet from any Imperial incursions, as well as aid the Rebels in setting up base on one of the abandoned continents. (Some Galidyn may be persuaded to venture out into space, provided they are promised intellectual stimulation and problem-solving.)

The Imperials remain unaware of the presence of Galidyn on the planet. When initial probes and scouting parties landed on Fyodos, the Galidyn hid themselves and used their sensor-jamming equipment to avoid detection. Since there are no strategic assets on Fyodos, the Imperials have not established a permanent presence there.

Home Planet: Fyodos

Attribute Dice: 16D

DEXTERITY 2D/5D

KNOWLEDGE 2D/4D+2

MECHANICAL 1D/3D

PERCEPTION 3D/5D

STRENGTH 3D/6D+2

TECHNICAL 1D/4D

Special Skills:

Flight: Time to use: One round. This is the skill Galidyns use to fly. They begin with a flying speed of 35 and may improve their flying speed as described on page 33 of the Star Wars rulebook.

Special Abilities:

Natural Body Armor: The tough hide of the Galidyn provides +1D against both energy and physical attacks.

Fangs: The sharp teeth of the Galidyn inflict STR+2D damage.

Story Factors:

Mistaken Identity: The humans of Fyodos think the Galidyns are treacherous monsters.

Move: 12/15 (walking), 35 / 45 (flying)

Size: Up to 5 meters long

Gamorrean

Home Planet: Gamorr

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/2D

MECHANICAL 1D/1D+2

PERCEPTION 1D/3D

STRENGTH 3D/5D

TECHNICAL 1D/1D+2

Special Abilities:

Voice Box: Due to their unusual voice apparatus, Gamorreans are unable to pronounce Basic, although they can understand it perfectly well.

Stamina: Gamorreans have great *stamina* - whenever asked to make a *stamina* check, if they fail the first check, they may immediately make a second check to succeed.

Skill Bonus: At the time the character is created *only*, the character gets 2D for every 1D placed in the *melee weapons*, *brawling* and *thrown weapons* skills.

Story Factors:

Droid Hate: Most Gamorreans hate droids and other mechanical beings. During each scene in which a Ga-

morrean player character needlessly demolishes a droid (provided the gamemaster and other players consider the scene amusing), the character should receive an extra Character Point.

Reputation: Gamorreans are widely regarded as primitive, brutal and mindless. Gamorreans who attempt to show intelligent thought and manners will often be disregarded and ridiculed by fellow Gamorreans.

Slavery: Most Gamorreans who left Gamorr did so by being sold into slavery by their clans.

Move: 7/10

Size: 1.3-1.6 meters tall

Source: Ultimate Alien Anthology (pages 61-62), Core Rulebook (page 213)



Gand

Home Planet: Gand

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D/4D+2

STRENGTH 2D/5D

TECHNICAL 1D/4D+2

Special Abilities:

Ammonia Breathers: Most Gands do not respire. However, there is a small number of Gands that are of older evolutionary stock and do respire in the traditional sense. These Gands are ammonia breathers and find other gases toxic to their respiratory system—including oxygen.

Exoskeleton: The ceremonial chemical baths of some findsman initiations promote the growth of pronounced knobby bits on a Gand's exoskeleton. The bits on a Gand's arms or legs can be used as rough, serrated weapons in close-quarter combat and will do Strength+1 damage when brawling.

Eye Shielding: Most Gands have a double layer of eye-shielding. The first layer is composed of a transparent keratin-like substance: the Gand suffers no adverse effects from sandstorms or conditions with other airborne debris. The Gands' second layer of eye protection is an exceptionally durable chitin that can endure substantial punishment. For calculating damage, this outer layer has the same Strength as the character.

Findsman Ceremonies: Gands use elaborate and arcane rituals to find prey. Whenever a Gand uses a ritual (whi-

ch takes at least three hours) he gains a +2D to track a target.

Mist Vision: Having evolved on a mist-enshrouded world, Gands receive a +2D advantage to Perception and relevant skills in environments obscured by smoke, fog, or other gases.

Natural Armor: Gands have limited clavicular armor about their shoulders and neck, which provides +2 physical protection to that region (they are immune to nerve or pressure point strikes to the neck or shoulders.)

Regeneration: Many Gands—particularly those who have remained on their homeworld or are of one of the very traditional sects—can regenerate lost limbs. Once a day, a Gand must make a Strength or stamina roll: a Very Difficult roll results in 20 percent regeneration; a Difficult roll will result in 10 percent regeneration, a Moderate roll will not assist a Gand's accelerated healing process, and the character must wait until the next day to roll.

Reserve Sleep: Most Gands need only a fraction of the sleep most living beings require. They can “store” sleep for times when being unconscious is not desirable. As such, the Gand need not make stamina rolls with the same frequency as most characters for purposes of determining the effects of sleep-deprivation. Unless otherwise stated, this is an assumed trait in a Gand.

Ultraviolet Vision: Gand can see in the ultraviolet color spectrum.

Martial Arts: Some Gand are trained in a specialized form of combat developed by a band of findsman centuries ago. The tenets of the art are complex and misunderstood, but the few that have been described. Two techniques are described below. There are believed to be many more. “Piercing Touch” Description: The findsman

can use his chitinous fist to puncture highly durable substances and materials. Difficulty: Very Difficult Effect: If the character rolls successfully (and is not parried or dodged), the strike does STR+2D damage and can penetrate bone, chitin, and assorted armors. “Striking Mist” Description: The findsman can sneak close enough to an opponent to prevent the victim from dodging or parrying the blow. Difficulty: Difficult Effect: If the character rolls successfully, and rolls a successful sneak versus his opponent's Perception, the findsman's strike cannot be dodged or parried. The Gand must declare whether they are striking to injure or immobilize the victim prior to making the attempt.

Move: 10/12

Size: 1.6-1.9 meters

Source: Ultimate Alien Anthology (pages 62-63), Alien Anthology (pages 75-76)



Gazaran



Planet Veron's consistently warm climate has encouraged the evolution of several lifeforms that are cold-blooded. The most intelligent are the Gazaran - short bipedal creatures with several layers of scales. They have very thin membranes extending from their ribs, feet and hands, which they use to glide among the trees. Specialized muscles line the ribs so that they can control the shape and angle of portions of the membranes, giving them the ability to perform delicate maneuvers around trees and other obstacles. Their bodies are gray or brown in color, and each limb is lined with a crest of cartilage. Sharp claws give them excellent climbing abilities.

Veron is a popular tourist site in the Mektrun Cluster, with an economy driven by the whims of wealthy visitors. Gazar cities welcome tourists with open arms, and each visitor is made to feel as if he has become a personal friend of every native he meets. Despite a firm military presence, the Empire has allowed the Gazaran to retain their traditional lifestyle and government - to keep them happy and eager to please the world's important resort clientele.

The tropical rain forests of Veron are known for the fevvenor trees, which cover over three-quarters of the planet's land mass (only the mountains and shore areas don't support the trees). Reaching a height of nearly 50 meters, the trees are merely the crowning feature of a complex biosphere that supports many unusual life forms. The Gazaran require higher temperatures than most other creatures on the planet and live comfortably in elevated cities built in the upper canopy.

With the arrival of space travelers, the creatures learned all they could about other societies, taking particular interest in the "extremely large family groups" that

tended to form with advances in technology. Since the Gazaran desperately wanted to join the galactic society, they decided to model themselves around more advanced cultures and call their home territories "cities."

They have learned some aspects of industry and have mastered the use of steam engines, powered primarily by wood, wind or rain. They are developing small-scale manufacturing, such as mass-produced crafts for tourists (primitive glow rods, fire-starting kits, climbing gear, short-range distress beacons, and clothing). They also use portable steam engines to assist in engineering projects. There are traces of a more advanced culture in some of the oldest cities, and some theorize that the Gazaran once had a much higher level of technology.

The Gazaran culture doesn't even acknowledge the existence of the world below their tree-top cities. They see the area below their homes as an impenetrable dark mist waiting to bring them to an early death. The Gazaran have built up an elaborate and extensive collection of folk tales detailing the horrible monsters that lurk below.

While the Gazaran themselves have no interest in visiting the "dark land," they know that tourists love a mystery. Exploring the ground level of the world has become a major part of the tourist trade, and as always, the Gazaran have readily adapted: many young Gazaran earn their living telling tales of what is below to eager tourists.

Home Planet: Veron

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D+2

Special Skills:

Gliding: Time to use: On round. This is the skill used to glide.

Special Abilities:

Temperature Sensitivity: Gazaran are very sensitive to temperature. At temperatures of 30 degrees Celsius or less, reduce all actions by -1D. At a temperature of 25 degrees or less, the penalty goes to -2D, at 20 degrees the penalty is -3D and -4D at less than 15 degrees. At temperatures of less than 10 degrees, Gazaran go into hibernation; if a Gazaran remains in that temperature for more than 28 hours, he dies.

Gliding: Gazaran can glide. On standard-gravity worlds, they can glide up to 15 meters per round; on light-gravity worlds they can glide up to 30 meters per round and on heavy-gravity worlds, that distance is reduced to five meters.

Story Factors:

Superstitious: Gazaran player characters should pick something they are very afraid of (the cold, the dark, strangers, spaceships, the color black, etc.).

Move: 8/10 (walking), plus gliding (below)

Size: Up to 1.5 meters tall

Geelan



The Geelan are a short, pot-bellied species who hail from the extremely remote world of Needan. Their bodies are covered in coarse, dark-colored fur. Geelan are roughly humanoid, with two short legs and two arms ending in sharp-clawed hands. Their long, tooth-filled snouts end in dark, wet noses, their brilliant yellow eyes face forward, and their upward-pointing ears are located on the sides of their heads.

Geelan are meddlesome beings whose only concerns are to collect shiny trinkets and engage in continuous barter and haggling. Typical Geelan are natural entrepreneurs and are quite annoying to those outside their species. Despite the disdain with which they are usually viewed, however, Geelan are renowned for their ingenuity. This is due in part to Geelan curiosity (trying to do something just to see if it can be done), and partly to good business (trying to do something to make money).

Needan lies beyond the Outer Rim. Once a beautiful, jungle world, Needan was covered with innumerable species of plants and animals, with two-thirds of its surface covered by massive, life-teeming oceans. In this environment, the Geelan evolved from canine pack animals.

After developing sentience, the Geelan followed their inherent pack instinct, and cities were soon formed. The Geelan had no predators of their own and continued to thrive as their civilization and technology soared toward unknown boundaries.

Just as the Geelan were entering the information age, their world was hit by a passing comet. Needan was wrenched from its orbit by the impact, rapidly drifting away from its life-giving sun. Most of the native species

died off from the resulting cold, but the intelligent Geelan used their technology to survive by building dome-like habitats and shielding themselves from the eternal winter outside. The supply of fuels on which the Geelan relied was dwindling rapidly, however, and the species realized it did not have long to survive.

Geelan scientists immediately began broadcasting distress signals in hopes that someone would respond. Luckily for the Geelan, the signals were intercepted by an Arcona medical vessel. The vessel's crew followed the signals and eventually tracked them to Needan. Through this visit, the Geelan were introduced to galactic technology. They quickly adapted this technology to themselves, and knowing their world was dying, left in great numbers to explore the galaxy.

The Geelan now operate several lucrative businesses across the galaxy, including casinos, cantinas and spaceports. Each establishment must pay a percentage of its profits to the Geelan leader, but the business usually do well enough that the tax is almost negligible.

Home Planet: Needan

Attribute Dice: 12D

DEXTERITY 2D+2/4D+2

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 2D+2/4D+2

STRENGTH 1D+2/3D+2

TECHNICAL 2D/4D

Special Abilities:

Claws: The claws of the Geelan inflict STR+1D damage.

Story Factors:

Hoarders: Geelan are incurable hoarders - they never throw anything away. The only way Geelan will part with a possession is if they are paid or if their lives are in danger.

Move: 10/12

Size: 0.75-1.5 meters tall

Geonosian

Worker

Average Geonosian Worker: *Dexterity 2D, Knowledge 1D+1, Mechanical 1D+2, Perception 1D+2, Strength 2D+1, Technical 2D.*



Home Planet: Geonosis

Attribute Dice: 11D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+2

PERCEPTION 1D/3D+2

STRENGTH 2D/4D+1

TECHNICAL 1D/4D

Move: 10/12

Size: 1.6 meters tall

Aristocrat

Average Geonosian Aristocrat: *Dexterity 2D+2, Knowledge 2D, Mechanical 1D+2, Perception 2D, Strength 1D+2, Technical 2D.*

Home Planet: Geonosis

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/4D

MECHANICAL 1D/3D+2

PERCEPTION 1D+2/4D+1

STRENGTH 1D/3D+1

TECHNICAL 1D+1/4D

Special Abilities:

Flight: Geonosian aristocrats have wings, and are able to fly.

Natural Armor: Due to their thick chitinous shells, Geonosian aristocrats gain a +2 pip bonus to Strength rolls made to resist any form of damage.

Radiation Resistance: Geonosians gain a +2 pip bonus to Strength rolls made to resist the effects of harmful radiation.

Story Factors:

Caste-Driven Society: Geonosians are born into a caste-dominated society. Any Geonosian worker who wishes to leave the toils of his caste may do so by participating in gladiatorial combat, but at the very real risk of death. Geonosian aristocrats hold the power within their society, while the workers are considered more or less expendable.

Move: 10/12 (walk), 16 (flight)

Size: 1.7 meters tall

Source: Ultimate Alien Anthology (pages 64-65)



Gerb



Gerbs dwell on Yavin Thirteen, one of the many moons orbiting the immense gas giant Yavin. They share their world with the snakelike Slith.

Gerbs have short fur, manipulative arms, and long hind legs developed for leaping and running. They have metallic claws designed for digging in the rocky ground, and long tails which serve to balance their bodies.

Gerbs have more of a community and settling spirit than their wandering counterparts. This is because unlike the Slith, the Gerbs have moved beyond a hunting and gathering society to an agricultural one, which requires the establishment of permanent settlements.

Most Gerb communities are on the small side, and consist of approximately 10 families. Each family dwells in a cool, underground burrow which is often expanded and linked to the other burrows via adobe walls and domes. When a community grows too large for the available food supply, a small segment of younger Gerbs will split off, and searching the rocky plains and mesas for an oasis or stream which will form the nucleus of a new village.

Home Planet: Yavin 13

Attribute Dice: 12D

DEXTERITY 2D+1/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D/3D

PERCEPTION 2D+1/4D

STRENGTH 2D+1/3D+2

TECHNICAL 1D/2D+2

Special Abilities:

Acute Hearing: Gerbs gain a +1D to their search.

Kicks: Does STR+1D damage.

Claws: The sharp claws of the Gerbs do STR damage.

Move: 8/12

Size: 1-1.5 meters tall

Gesaril



The Gesarils are small, heavily furred, six-limbed creatures who live on the planet Gesaril. The Gesarils live in the incredibly thick jungle which blankets the planet. Strangely, the jungle is not anchored on dry ground - it actually grows from a thick kelp which floats on a noxious swamp.

The Gesarils are sentient, but not particularly intelligent by human standards. They make judgements based on emotion and feelings rather than logic. Rational arguments are wasted on them.

They have no permanent settlements; being nomadic creatures. They eschew the trappings of civilization, preferring to live in the open and pluck their food from the trees. They have a fairly complex spoken language, but no written language.

When the Empire's scouts first landed on Gesaril, they were very aggressive and treated the natives harshly, and the Gesarils combined their strange powers to crash the scout ship as it took off. Later, when other ships came to investigate, they dragged them out of orbit and brought them to the ground. In truth, the Gesarils don't mind if people land, as long as they are not tainted by the dark side.

They are very friendly with visitors who are not fearful or aggressive, but can be extremely skittish around those who are moody or violent. They are hyperactive and constantly race around, chasing one another playfully. Individuals can be identified by their fur markings and colors. Though they cannot speak human language, their psychic sensitivity allows them some limited communication with visitors.

Home Planet: Gesaril

Attribute Dice: 12D

DEXTERITY 2D/5D+2

KNOWLEDGE 1D/1D+2

MECHANICAL 2D/3D+2

PERCEPTION 3D/5D+2

STRENGTH 2D/3D

TECHNICAL 1D/2D

Special Abilities:

Mass Force: When at least a thousand Gesarils link their minds, they can exert a form of telekinesis which is devastating to mechanical vessels even in orbit. Any vessel which is deemed strong in the dark side can be pulled from orbit and made to crash.

Empathic: All Gesarils are sensitive to emotion and possess the Force skill *sense* at 1D.

Move: 12/15

Size: 2 meters tall

Gamemaster Notes:

It is strongly recommended that players not be allowed to play Gesaril characters.

Gigoran

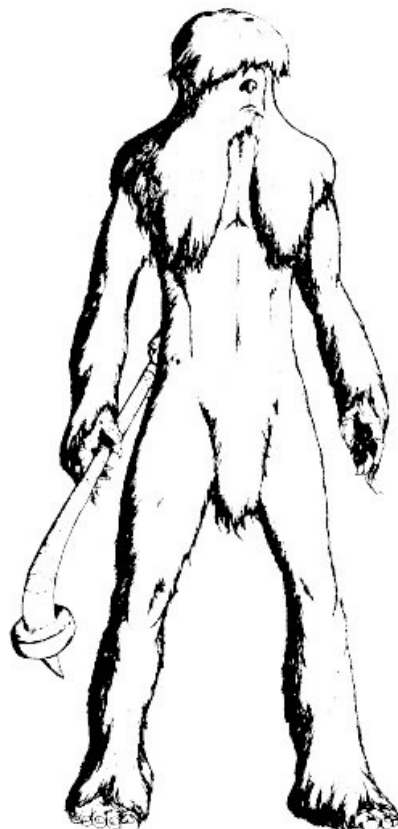
Gigorans are huge bipeds who evolved on the mountainous world of Gigor. They are well-muscled, with long, sinuous limbs ending in huge, paw-like padded hands and feet. They are covered in pale-colored fur. Due to their appearance, Gigorans are often confused with other, similar species, such as Wookiees. They are capable of learning and speaking Basic, but most speak their native tongue, a strange mixture of creaks, groans, grunts, whistles, and chirps which often sounds unintelligible even to translator droids.

Despite their fearsome appearance, most Gigorans are peaceful and friendly. When pressed into a dangerous situation, however, they become savage adversaries.

Individuals are extremely loyal and affectionate toward family and friends, and have been known to sacrifice themselves for the safety of their loved ones.

They are also curious beings, especially with respect to items of high technology. These "shiny baubles" are often taken by naive Gigorans, ignorant of the laws of the galaxy forbidding such acts.

Gigor was long-known to the galaxy before the Gigorans were found. The frigid world was considered unimportant



when first discovered, except possibly for colonization purposes, so early scouts, eager to find bigger and better worlds, never noticed the evasive Gigorans while exploring the planet.

The species was finally discovered when a group of smugglers began building a base on the world. The enterprising smugglers soon began making a profit selling the Gigorans to interested parties, including the Empire, for heavy labor. The business venture went bankrupt because of poor planning, but slavers still travel to Gigor to kidnap members of this strong and peaceful species.

Home Planet: Gigor

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/2D

MECHANICAL 1D/3D

PERCEPTION 3D/4D+2

STRENGTH 4D/6D

TECHNICAL 1D/2D

Special Abilities:

Bashing: Adult Gigorans possess great upper-body strength and heavy paws which enable them to swat at objects with tremendous force. Increase the character's Strength attribute dice by +1D when figuring damage for brawling attack that involves bashing an object.

Story Factors:

Personal Ties: Gigorans are very family-oriented creatures; a Gigoran will sacrifice his own life to protect a close personal friend or family member from harm.

Move: 12/14

Size: 2-2.5 meters tall

Givin

Home Planet: Yag'Dhul

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D

MECHANICAL 2D+2/4D+2

PERCEPTION 1D/3D

STRENGTH 1D+1/3D

TECHNICAL 3D/5D

Special Abilities:

Mathematical Aptitude: Givin receive a bonus of +2D when using skills involving mathematics, including astrogation. They can automatically solve most "simple" equations (gamemasters option.)

Vacuum Protection: Every Givin has built-in vacuum suit which will protect it from a vacuum or harsh elements. Add +2D to a Givin's Strength or stamina rolls when resisting such extremes. For a Givin to survive for 24 standard hours in a complete vacuum, it must make an Easy roll, with the difficulty level increasing by one every hour thereafter.

Increased Consumption: Givin must eat at least three times the food a normal Human would consume or they lose the above protection. Roughly, a Givin must consume about nine kilograms of food over a 24 hour period to remain healthy.

Move: 8/10

Size: 1.7-2 meters tall

Source: Ultimate Alien Anthology (pages 65-66), Galaxy Guide 4: Alien Races (pages 44-46)



Glymphid

They stand about 1.3 meter tall and have a long snout and spindly limbs. Their yellow-and-green flesh is mottled, and their narrow eyes are bright red. Their fingers end in suction cups.



Gorothite

Home Planet: Goroth Prime

Attribute Dice: 12D

DEXTERITY 1D+2/5D

KNOWLEDGE 1D/4D+2

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 1D/2D+2

TECHNICAL 1D/3D

Special Abilities:

Smell: Gorothites have a highly developed sense of smell, getting +1D to their searchskill when tracking by scent. This ability may not be improved.

Hyperbaride Immunity: Gorothites are less affected than humans by the contaminants in the air, water, and food of their world.

Skill Bonus: At the time of character creation only, the character gets 2D for every 1D placed in the bargainand search skills.

Story Factors:

Enslaved: Although the Colonial Government uses the term “client-workers,” the Gorothites are effectively slaves of the Empire. Gorothites are officially restricted to their world. Attempting to leave Goroth Prime is a crime punishable by imprisonment. A Gorothite who has managed to escape the planet is considered a “fugitive from justice” by the Empire, to be incarcerated and returned to Goroth Prime if caught (if the Imperial forces who find her have the time and inclination to do so). Gorothites are considered a very minor problem and do not receive the same “attention” as a fugitive Wookiee would.

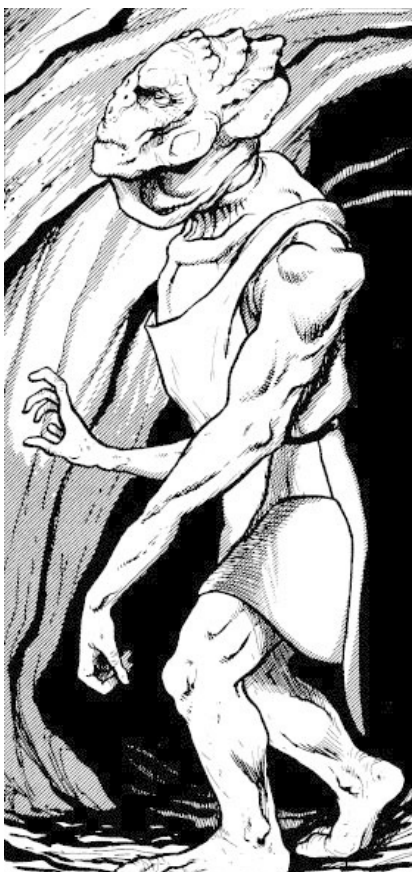
Parental Instinct: Adults instantly respond to the cries of a young Gorothite, whether the child is a part of their family or not. They are driven to protect the child, even if this puts themselves at extreme risk.

Family Bonds: Gorothites have a strongly developed sense of family honor. Any action taken by (or against) an individual Gorothite reflects on the entire family. Gorothites would rather die than bring dishonor to their family.

Move: 10/13

Size: 2.0-2.5 meters

Source: Goroth: Slave of the Empire (pages 33-47)



Gossam



Source: Ultimate Alien Anthology (pages 66-67)

Gotal

Home Planet: Antar 4

Attribute Dice: 12D

DEXTERITY 1D+2/4D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D/2D

PERCEPTION 2D/5D

STRENGTH 2D+1/4D+1

TECHNICAL 1D/3D



Special Abilities:

Energy Sensitivity: Because Gotals are unusually sensitive to radiation emissions, they receive a +3D to their search skill when hunting targets in wide open areas of up to 10 kilometers around them. In crowded areas, such as towns and cities, the bonus drops to +1D, and the range drops to less than one kilometer. In areas with intense radiation, they suffer a -1D penalty to search because their senses are overwhelmed by radiation static.

Mood Detection: By reading the auras and moods of others, Gotals receive a positive or negative bonus when engaging in interactive skills with other characters. The Gotals makes a moderate Perception check and adds the following bonus to his Perception skills when making opposed rolls for the rest of that encounter:

Rolls Misses Difficulty By/Penalty:

6+/-3D 2-5/-2D 1/-1D

Roll Beats Difficulty By/Bonus:

0-7/1D 8-14/2D 15+/3D

Fast Initiative: Gotals who are not suffering from radiation static receive a +1D when rolling initiative against non-Gotal opponents. This is due to their ability to read the emotions and intentions of others.

Story Factors:

Droid Hate: Gotals dislike droids because the emissions produced by droids overwhelm their special senses. They receive a -1D to all Perception-based skill rolls when within three meters of a droid.

Reputation: Because of the Gotal's reputation as being overly sensitive to moods and feelings, other species are uncomfortable dealing with them. Assign modifiers as appropriate.

Move: 10/15

Size: 1.8-2.1 meters

Source: Ultimate Alien Anthology (pages 67-68), Alien Anthology (pages 76-77), Galaxy Guide 4: Alien Races (pages 46-48), The Thrawn Trilogy Sourcebook (pages 144-145)

Gran

Home Planet: Kinyen

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D+1

PERCEPTION 2D/4D

STRENGTH 1D/4D

TECHNICAL 1D/3D

Special Abilities:

Vision: Grans' unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1D to notice sudden movements.

Move: 10/12

Size: 1.1-1.8 meters tall

Source: Ultimate Alien Anthology (pages 68-69), Alien Anthology (page 77)



Gree



The Gree worlds are an insignificant handful of systems tucked away in an isolated corner of the Outer Rim Territories, the remainder of an ancient and once highly advanced civilization. Few are certain how old this alien society is - the secret of Gree origins is lost even in the collective Gree memory. It flourished so long ago that Gree historians refer to the high point of their civilization as the "most ancient and forgotten days."

Thousands of years ago, the Gree developed a technology which is extremely alien from anything known today. Much of the technology has been forgotten, although Gree can still manufacture and operate certain mundane items, and Gree Masters can operate the more mysterious Gree devices. Most Gree technology consists of devices which emit musical notes when used - instruments that must be "played" to be used properly. This technology is attuned to the Gree physiology - devices are operated using complex systems of levers, foot pedals and switches designed

for manipulation by the suckers coating the underside of Gree tentacles. conversely, Gree are extremely inept at using Imperial-standard technology from the rest of the galaxy.

Today, the Gree are an apathetic species and their once unimaginably grand civilization has declined to near-ruin. They are mostly concerned with maintaining what few technological wonders they still understand, and keeping their cultural identity pure and their technology safe from the outside galaxy.

Home Planet: Gree

Attribute Dice: 12D

DEXTERITY 2D/3D

KNOWLEDGE 2D/4D

MECHANICAL 3D/5D

PERCEPTION 1D/3D

STRENGTH 1D/3D

TECHNICAL 2D/5D

Special Skills:

Droid Repair: This skill allows Gree to repair their ancient devices. However, only masters of a device would have its corresponding repair skill. Even so, few masters excel at maintaining their deteriorating devices.

Device Operation: This skill allows Gree to manipulate their odd devices. Gree Technology is different enough from Imperial-standard technology that a different skill must be used for Gree devices. Device operation is used for native Gree technical objects. Humans (and simialr species) are unlikely to have this skill and Gree are only a little more likely to have developed Imperial-standard Mechanical skills. Humans using Gree devices and Gree using Imperial-standard devices suffer a +5 modifier to difficulty numbers.

Story Factors:

Droid Stigma: Gree ignore and look down on droids, and consider droids and autonomous computers an unimportant technology. To the Gree, devices are to be mastered and manipulated - they shouldn't be rolling around on their own, operating unsupervised. Gree don't hate droids, but avoid interacting with them whenever possible.

Gree Masters: Gree place great value on individual skills. Those Gree most proficient at operating their ancient technology are known as "masters." These masters are respected, honored, and praised for their skills, and often take on students who study the ancient devices and learn to operate them.

Move: 5/7

Size: 0.8-1.2 meters

Gungan

Average Gungan: *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 1D+2, Strength 2D+2, Technical 1D+2.*

Home Planet: Naboo

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D/3D+2

STRENGTH 2D/4D+2

TECHNICAL 1D/3D+2

Special Abilities:

Swimming: Gungans get a permanent +1D bonus to all Swimming skill checks.

Good Hearing: Gungans are blessed with a +2 pip bonus to all Perception checks involving their sense of hearing.

Move: 10/12

Source: Ultimate Alien Anthology (pages 69-70)

Ankura



Otolla



Hapan



Hapans are native to Hapes, the seat of the Hapan Consortium. Hapes is dominated by lush forests and majestic mountain ranges. The cities are stately and its factories are impeccably clean - as mandated by Hapan Consortium law. Outside the cities, much of Hapes wildlife remains undisturbed. Hunting is strictly regulated, as is the planet's thriving fishing industry.

The Hapans have several distinct features that differentiate them from baseline humans. One is their physical appearance, which is usually striking; many humans are deeply affected by Hapan beauty. The other is their lack of effective night vision. Due to the abundance of moons which reflect sunlight back to the surface, Hapes is a world continually bathed in light. Consequently, the Hapan people

have lost their ability to see well in the dark. Hapan ground soldiers often combat their deficiency by wearing vision-enhancers into battle.

Hapans do not like shadows, and many are especially uncomfortable when surrounded by darkness. It is a common phobia that most - but certainly not all - overcome by the time they reach adulthood.

Over four millennia ago, the first of the Queen Mothers made Hapes the capital of her empire. Hapes is a planet that never sleeps. As the bureaucratic center for the entire Hapan Cluster, all Hapan member worlds have an embassy here. By law, all major financial and business transactions conducted within the domain of the Consortium must be performed on Hapes proper. Most major corporations have a branch office on Hapes, and many other businesses have chosen the world as their primary headquarters. The Hapes Transit Authority handles more than 2,000 starships a day.

Home Planet: Hapes

Attribute Dice: 13D

DEXTERITY 2D/4D+2

KNOWLEDGE 2D/5D

MECHANICAL 2D/4D

PERCEPTION 1D+1/3D+2

STRENGTH 2D/4D+2

TECHNICAL 2D/4D

Special Abilities:

Vision: Due to the intensive light on their homeworld, Hapans have very poor night vision. Treat all lesser-darkness modifiers (such as poor-light and moonlit-night modifiers) as complete darkness, adding +4D to the difficulty for all ranged attacks.

Language: Hapans are taught the Hapan language from

birth. Few are able to speak Basic, and those who can treat it as a second language.

Attractiveness: Hapan humans, both male and female, are extremely beautiful. Hapan males receive +1D bonus to any bargain, con, command, or persuasion rolls made against non-Hapan humans of the opposite sex.

Move: 10/12

Size: 1.5-2.1 meters

Herglic

Home Planet: Giju

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D/3D

MECHANICAL 1D/4D

PERCEPTION 1D+2/3D+2

STRENGTH 3D/5D

TECHNICAL 1D+1/4D+1

Special Abilities:

Natural Body Armor: The thick layer of blubber beneath the outer skin of a Herglic provides +1D against physical attacks. It gives no bonus to energy attacks.

Story Factors:

Gambling Frenzy: Herglics, when exposed to games of chance, find themselves irresistibly drawn to them. A Herglic who passes by a gambling game must make a Moderate *willpower* check to resist the powerful urge to play. They may be granted a bonus to their roll if it is critical or life-threatening for them to play.

Move: 6/8

Size: 1.7-1.9 meters

Source: Ultimate Alien Anthology (pages 70-71), Alien Anthology (pages 77-78), Lords of the Expanse Sector Guide (pages 13-15), The Thrawn Trilogy Sourcebook (pages 145-146)



H'nemthe



Female

Attribute Dice: 12D

DEXTERITY 1D+2/3D+2

KNOWLEDGE 2D/4D

MECHANICAL 2D+2/4D+1

PERCEPTION 2D/3D+2

STRENGTH 2D/4D+2

TECHNICAL 2D/4D

Special Abilities:

Tongue: Females have a razor-sharp tongue (which they use to kill their mate) that does STR+1D+2 damage, but only at close range.

Male

Attribute Dice: 10D

DEXTERITY 1D/3D

KNOWLEDGE 1D/2D+2

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 1D+2/3D+2

Story factors:

Female domination: Female H'nemthe tend to treat males of other species as inferior, while the males will submit to any commanding female.

Source: Ultimate Alien Anthology (pages 71-72)

Ho'Din

Home Planet: Moltok

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 2D+2/4D+2

TECHNICAL 1D+1/3D+1

Special Skills:

Knowledge skills:

Ecology: Moltok. Time to use: at least one hour. This specialization can only be acquired by characters (normally only Ho'Dins) who have spent at least 10 years on Moltok. This is the ability to recognize and identify the countless plants on Moltok.

(A) First Aid: Ho'Din Herbal Medicines: Must have first aid 5D. Time to use: at least one hour. This specialization can only be acquired by characters (normally only Ho'Dins) who have spent at least 10 years on Moltok. This specialization covers the ability to use Moltok's various medicinal plants for healing and disease control. To determine the difficulty to make the correct medicines, the gamemaster should determine the difficulty. For example, healing a broken leg or arm would be an Easy to Difficult difficulty, curing a rash would be Very Easy, stopping a disease native to Moltok could range from Very Easy to Heroic, curing a disease not known on Moltok will probably be Heroic. The character then makes the skill roll to determine if the medicine is made properly - the effects of the medicine depend upon the situation. For example, the medicine may cure the disease, allow the patient extra healing rolls, and/or give bonus dice to future healing rolls.

Story Factors:

Nature Worship:

The Ho'Din will go to great lengths to ensure the survival of the planet, considering the existence of plants to be more important than the existence of animal organisms.

Move: 10/13

Size: 2.5-3 meters tall

Source: Ultimate Alien Anthology (page 72), Galaxy Guide 4: Alien Races (pages 49-51)



Hoojib

Average Hoojib: *Dexterity 2D+1, Knowledge 2D+1, Mechanical 2D, Perception 2D+2, Strength 0D+2, Technical 2D.*

Home Planet: Arbra

Attribute Dice: 12D

DEXTERITY 1D+2/4D+1

KNOWLEDGE 1D+2/4D+1

MECHANICAL 1D+1/4D

PERCEPTION 2D/4D+2

STRENGTH 0D+1/2D+2

TECHNICAL 1D+1/4D

Special Abilities:

Energy Drain: Hoojibs can drain energy from any piece of equipment, or any being that contains energy of any sort. If the Hoojib is in contact with the energy source, the effects are automatic. A Hoojib can attempt to drain energy from an object or being within 4 meters, but must make a Strength check in order to do so depending on the distance (range: 1-2/3/4). Treat this just like a ranged attack. A Hoojib can drain 1D3 shots or hours of use from equipment, droids, power packs, or other inanimate objects per round.

Telepathy: Hoojibs can communicate telepathically with any number of beings within a 500 meter distance. Anyone wishing to resist the communication can resist by rolling Willpower or Control against the Hoojib's Perception attribute. This communication from a Hoojib is "heard" by the target being in his own language.

Move: 3/5

Size: 20 to 30 centimeters long.

Source: Alien Anthology (pages 79-80)



Horansi

Mutanda is a rolling land of grasslands, jungles, and natural wonders. The Horansi are carnivorous hunters who are divided into four distinct sub-species. They share some common characteristic. They are bipedal, although run using all four limb for speed. All Horansi are covered with thick hair of varying coloration, dependent upon subspecies. The Gorvan Horansi have a thick mane of hair trailing down the back of their skulls and necks, while the Kasa Horansi have thick, striped fur and tufts of hair behind their great triangular ears.

All Horansi have excellent vision in low-light conditions, but only the Mashi Horansi are nocturnal. Horansi have an atypical activity cycle, with alternating periods of rest and activity, normally four to six hours long.

Horansi sub-species can cross breed, but these occurrences are rare, primarily due to cultural differences. The Gorvan Horansi are an exception, and have been known to forcibly take wives from other Horansi.

Despite the industrial development being carried out on Mutanda by such corporations as BlasTech and Czerka, most Horansi communities find it more satisfying to retain a primitive and war-like lifestyle. They don't want to unite their people; instead they are manipulated by petty criminals, local corporations, poachers, and powerful tribal leaders. Offworlders occasionally come to Mutanda to hunt the Horansi for their gorgeous pelts.

Gorvan



Through strength of numbers and a war-like nature, the golden-maned Gorvan Horansi are the defacto rulers of Mutanda. They actively encourage hunting and they have no qualms about hunting other Horansi races. Gorvan Horansi are polygamous: a tribe is composed of one adult male, all of his wives, and all of the children. As a Gorvan's male children reach maturity, there is a battle to see who will lead the tribe. The loser, if he is not killed in the battle, is free to leave and establish a new tribe. Many Gorvans in recent years have found employment at the spaceport on Justa.

The Gorvan Horansi have purchased

many more weapons than the Kasa, but have shown no interest in the other benefits of technology. Through sheer numbers, they are able to control the other Horansi races, but they don't have a complete control over the situation. Imperial representatives have only recognized and accorded rights to the Gorvan, or specific individuals from other groups if they are "sponsored" by a Gorvan.

Gorvan Horansi are war-like, belligerent, deceitful, and openly aggressive to almost anyone. They dominate the plains of Mutanda and have been able to control the planet and the interactions of offworlders with the other Horansi races.

Home Planet: Mutanda

Attribute Dice: 12D

DEXTERITY 2D/5D

KNOWLEDGE 1D/2D

MECHANICAL 1D/2D+2

PERCEPTION 1D+2/4D

STRENGTH 2D/6D

TECHNICAL 1D/3D

Move: 12/14

Size: 2.6-3 meters tall

Kasa



These orange, white and black-striped beings are the most intelligent of the Horansi races. They are found predominantly in forest regions. They are second in strength only to the Gorvan.

The Kasa Horansi are brave, noble, and trustworthy. They despise the Gorvans for their short-sighted nature. Many Kasa can be found throughout the system's starports, and a few have even left their home system to

pursue work elsewhere.

The Kasa Horansi get along with one another surprisingly well. Inter-tribal conflicts are rare, although they have been known to cross into the plains and raid Gorvan settlements. They have developed agriculture, low-technology goods (such as bows and spears), and - through the trading actions of their representatives on offworld - have purchased some items of high technology, such as blasters, medicines and repulsorlift vehicles.

All tribal leaders are albino in coloration. This seems to be a tradition that was adopted many thousands of years ago, but still holds sway today.

Home Planet: Mutanda

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D+2

MECHANICAL 1D/3D+2

PERCEPTION 1D/4D

STRENGTH 2D/5D+2

TECHNICAL 1D/2D+2

Story Factors:

Technologically Primitive: Kasa Horansi are kept technologically primitive due to the policies of the Gorvan Horansi. While they are fascinated by technology (and once exposed to it will adopt quickly), on Mutanda they will seldom possess anything more sophisticated than bows and spears.

Move: 12/15

Size: 2-2.7 meters tall

Mashi



Lone, solitary, sleek, and black, the Mashī Horansi stalk the small jungles of Mutanda with great cunning. They are the only species of Horansi that remains nocturnal like their ancestors, and thus have a great advantage over the other Horansi races. They are very quiet and rarely, if ever, seen by any but the most skilled of scouts and hunters. They mate once for life and the males raise the young. Because of their beauty, stealth, and rarity, their skins are the most prized of all Horansi.

Mashī Horansi make use of technology when it is convenient, but are still uncomfortable with many aspects of it. The Mashī who have moved into the industrial enclaves have adapted well, discovering a natural aptitude for many skills.

Solitary and superstitious, Mashī Horansi are unpredictable. They are the prime target of poachers on Mutanda and accept this with a mixture of resignation and pride. A Mashī feels that if he must be the target of hunters, he will take a few with him.

Home Planet: Mutanda

Attribute Dice: 12D

DEXTERITY 1D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 3D/5D

STRENGTH 1D/4D+1

TECHNICAL 1D/2D+2

Special Abilities:

Sneak Bonus: At the time of character creation only, Mashī Horansi receive 2D for every 1D in skill dice they place in sneak; they may still only place a maximum of 2D in sneak (2D in beginning skill die would get them 4D in sneak).

Keen Senses: Mashī Horansi are used to nighttime activity and rely more on their sense of smell, hearing, taste, and touch than sight. They suffer no Perception penalties in darkness.

Story Factors:

Nocturnal: Mashī Horansi are nocturnal. While they gain no special advantages as a race, their life-long experience with night time conditions gives them the special abilities noted above.

Move: 11/14

Size: 1.5-2 meters tall

Treka



The Best trackers on Mutanda are the short-haired Treka Horansi. They are the most peaceful of the tribes, as they are safe from most hunters and Horansi wars in the mountain caves where they dwell. The Treka Horansi do not abide the hunting of other Horansi and will take any actions necessary to stop poachers. Male and female Treka Horansi share a rough equality in regards to leadership and responsibility for the tribe and their young.

The Treka Horansi are the only ones who have allowed offworlders to develop portions of their world. They are very protective of their hunting areas.

Treka Horansi are the most peaceful of the various Horansi races, but they will not tolerate poaching. They are curious and inquisitive, but always seem to outsiders to be hostile and on edge. They make superior scouts and, when angered, fierce warriors. **Home Planet:** Mutanda

Attribute Dice: 12D

DEXTERITY 1D/4D+1

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 2D/4D+2

STRENGTH 2D/4D+2

TECHNICAL 1D/3D+2

Move: 11/15

Size: 2.3-2.6 meters tall

Houk



Home Planet: Lijuter
Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 1D/3D+1
STRENGTH 2D+1/5D+2
TECHNICAL 1D/3D

Story Factors:

Belligerence: For most Houk, violence is often the only means to achieving a desired end. Most Houk are generally regarded as brutes who cannot be trusted.

Imperial Experiment Subjects: Many Houk have disappeared after being taken custody by Imperial science teams.

Move: 8/10

Size: 2.0-2.6 meters tall

Source: Ultimate Alien Anthology (page 73)

Human



Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 2D/4D
TECHNICAL 2D/4D
Move: 10/12
Size: 1.5 to 2 meters tall
Source: Core Rulebook (page 212)

Hutt



Home Planet: Varl > Nal Hutta

Attribute Dice: 14D

DEXTERITY 0D+1/3D

KNOWLEDGE 2D/5D

MECHANICAL 1D/3D+2

PERCEPTION 2D/5D

STRENGTH 2D/5D

TECHNICAL 1D/4D

Special Abilities:

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their *Perception* dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.

Story Factors:

Reputation: Hutts are almost universally despised, even by those who find themselves benefiting from the Hutt's activities. Were it not for the ring of protection with which the Hutts surround themselves, they would surely be exterminated within a few years.

Self-centered: Hutts cannot look "beyond themselves" (or their offspring or parents) in their considerations. However, because they are master manipulators, they can compromise - "I'll give him what he wants to get what I want." They cannot be philanthropic without ulterior motives.

Move: 0/4

Size: 3-5 meters long

Source: Ultimate Alien Anthology (pages 73-75), Galaxy Guide 4: Alien Races (pages 51-53)

Iktotchi



Average Iktotchi: *Dexterity* 1D+1, *Knowledge* 2D, *Mechanical* 2D+1, *Perception* 2D, *Strength* 2D+1, *Technical* 2D.

Home Planet: Iktotch System

Attribute Dice: 12D

DEXTERITY 1D/3D+1

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+2/4D+1

PERCEPTION 1D+1/4D

STRENGTH 1D+2/4D+1

TECHNICAL 1D+1/4D

Special Abilities:

Piloting Bonus: At the time of character creation, Iktotchi characters gain a +1D bonus to Archaic Starship Piloting, Capital Ship Piloting, Space Transports, or Starfighter Piloting (choose one). In addition, they gain a +1D bonus to a related repair skill (Archaic Starship Repair, Capital Ship Repair, Space Transports Repair, or Starfighter Repair, depending on which piloting skill was chosen).

Story Factors:

Precognition: All Iktotchi have a limited form of precognition. Most Iktotchi are unable to control when these visions manifest, and generally receive them as vivid dreams or daydreams. Force sensitive Iktotchi who possess the Farseeing force power gain a +3D bonus on both Control and Sense rolls when using that power.

Move: 10/12

Size: 1.6 to 2 meters tall.

Source: Ultimate Alien Anthology (pages 75-76), Alien Anthology (pages 80-81)

Iotran



Home Planet: Iotra
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D+1/3D+2
PERCEPTION 1D+2/4D
STRENGTH 2D/4D+1
TECHNICAL 1D/3D

Story Factors:

Military Training: Nearly all Iotrans have basic military training.

Move: 10/12

Size: 1.5-2.0 meters tall

Source: Ultimate Alien Anthology (pages 76-77)

Ishi Tib

Home Planet: Tibrin
Attribute Dice: 12D
DEXTERITY 1D+1/3D+1
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D
PERCEPTION 1D+2/4D
STRENGTH 2D/4D
TECHNICAL 2D/4D+2

Special Abilities:

Beak: The beak of the Ishi Tib does Strength +2D damage.

Planners: The Ishi Tib are natural planners and organi-



zers. At the time of character creation only, they may receive 2D for every 1D of beginning skill dice placed in bureaucracy, business, law enforcement, scholar or tactics skills (Ishi Tib still have the limit of being able to place only 2D of beginning skill dice in a skill). *Immersion:* The Ishi Tib must fully immerse themselves (for 10 rounds) in a brine solution similar to the oceans of Tibrin after spending 30 hours out of the water. If they fail to do this, they suffer 1D damage (cumulative) for every hour over 30 that they stay out of the water (roll for damage once per hour, starting at hour 31).

Move: 9/11

Size: 1.7-1.9 meters

Source: Ultimate Alien Anthology (pages 77-78), Galaxy Guide 4: Alien Races (pages 54-55)

Iskalloni

Home Planet: Iskallon
DEXTERITY 3D+1
KNOWLEDGE 3D+1
MECHANICAL 2D+2
PERCEPTION 3D
STRENGTH 3D+2
TECHNICAL 2D

Special Abilities:

Energy Resistance: Damage done to Iskalloni by energy weapons is reduced by one level of effect.

Story Factors:



Voluntary Cyborgs: Iskalloni will have at least one implant which can be used as a weapon. Blaster-type modifications can be placed virtually anywhere on the body and will generally be 3D to 5D. Any melee weapons will be on the order of STR+1 damage up to STR+2D.

Roleplaying Hints:

Iskalloni appear calm, as though their thoughts are somewhere else--they always seem to be emotionally detached from whatever they are doing.

The Iskalloni are bent on enslaving Human-kind, not out of any particular hatred, but simply because they feel the Humans and the species which associate with them are all weak and worthless. Additionally, the bio-technology currently used by the Iskalloni produces toxic wastes which the Iskalloni must process by hand. No Iskalloni can last more than a few months of constant exposure to these toxins, so the species has decided that it would be most prudent to place less important species in jeopardy.

The Iskalloni are quiet and calculating. They do not speak much, but when they do, they appear as if they are being distracted by something going on inside their bodies--as if they are listening for an odd noise to repeat itself. The truth is that the Iskalloni are distracted nearly all the time because they are continually forcing their bodies to adapt to new physical conditions.

Move: 10

Size: 1.3-1.5 meters tall

Issori

The Issori are tall, pale-skinned bipeds with webbed hands and feet; they are hairless except for their heads. The Issori face is covered with wrinkles, usually the result of loose skin, evolution or old age. Some, however, serve a purpose, like the wrinkles between the eyes and mouth. These function as olfactory organs, equally effective in and out of water.

The Issori have dwelled on the scarce land of Issor for untold millennia. The early Issori cities were mostly primitive ports where each settlement could trade extensively with others. Eventually, the Issori discovered the aquatic Odenji, their cousin species. They were thrill-

led to find new beings to interact, trade and dwell with them. The Issori gladly shared their (then) feudal-level technology with the Odenji, and soon the two species were living and working together in large numbers.

The Issori and Odenji made scientific progress like never before, and within a few centuries they found themselves with information-level technology. They immediately began a space program and a search for intelligent life. After many years, and after colonizing the other planets of the system (and establishing their dominance over the humans of Trulalis), the Issori and Odenji received a response to their galactic search when a Corellian scout team came to visit the planet. Despite their surprise at finding other beings in the galaxy, the species joined the galactic community.

Several centuries ago, the Odenji entered a species-wide sadness known as the melanncho. The Issori tried to help the Odenji through this troubling period but were ultimately unsuccessful. As an unfortunate result of the melanncho, the Issori are far more widespread than their cousin species today.

The Issori are governed by a bicameral legislature consisting of the Tribe of Issori and the Tribe of Odenji. Members of both houses are elected by their respective species to serve for life, and their laws affect the entire system.

The Issori have merged their own space-level technological achievements with those brought to their planet by others. They have an active export market for their quality industrial products, and are always on the look out for more. They import several billion computers and droids a year.

Many believe the Issori to be a rambunctious and disreputable group, but this is not true; there are Issori

of every conceivable temperament. The myth has been perpetuated through the exploits of more famous Issori, many of whom are smugglers and pirates.

Home Planet: Issor

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/5D

MECHANICAL 2D/4D

PERCEPTION 2D+2/4D+1

STRENGTH 2D/4D

TECHNICAL 1D/3D

Special Abilities:

Swimming: Issori gain +2D to Move scores and +1D to dodge in underwater conditions.

Move: 10/12

Size: 1.7-2.2 meters



Ithorian

Home Planet: Ithor
Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D+2/5D
MECHANICAL 1D/2D
PERCEPTION 1D+1/4D
STRENGTH 1D/3D
TECHNICAL 1D/2D+1

Special Skills:

Knowledge Skills:

Agriculture: Time to use: at least one standard week. The character has a good working knowledge of crops and animal herds, and can suggest appropriate crops for a type of soil, or explain why crop yields have been affected.

Ecology: Time to use: at least one standard month. The character has a good working knowledge of the interdependent nature of ecospheres, and can determine how proposed changes will affect the sphere. This skill can be used in one minute to determine the probable role of a life form within its biosphere: predator, prey, symbiote, parasite or some other quick description of its ecological niche.

Story Factors:

Herd Ships: Many Ithorians come from herd ships, which fly from planet to planet trading goods. Any character from one of these worlds is likely to meet *someone* that they have met before if adventuring in a civilized portion of the galaxy.

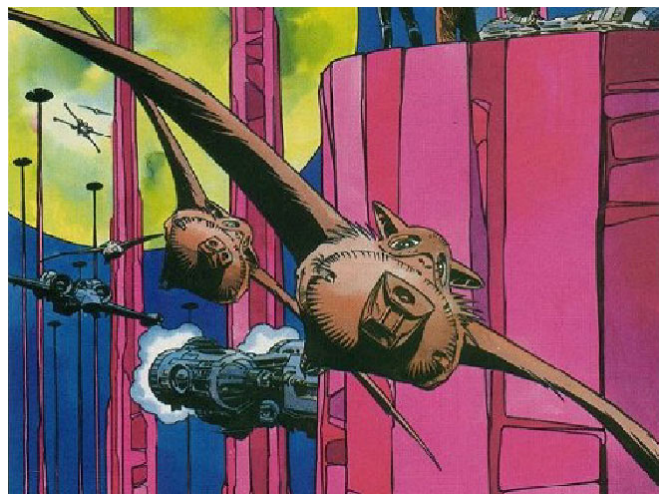
Move: 10/12

Size: Up to 2.3 meters tall

Source: Ultimate Alien Anthology (pages 79-80), Core Rulebook (page 214)



Ixlls



Home Planet: Da Soocha V, Pinnacle Moon

Attribute Dice: 12D

DEXTERITY 2D+1/4D

KNOWLEDGE 1D+2/3D+1

MECHANICAL 1D/2D+2

PERCEPTION 2D+2/3D+1

STRENGTH 1D/3D

TECHNICAL 1D/3D+2

Special Skills:

Dexterity skills:

Flight: This is the skill Ixlls use to fly.

Special Abilities:

Flight: Ixlls are capable of true flight in their home planet's low gravity at a Move of 28 (about 80 KMH). In regular gravity, they can glide without difficulty at a Move of 14 (about 40 KMH).

Sonar: Ixlls have normal vision augmented by sonar, allowing them to fly safely at night, or when the sun is eclipsed by Da Soocha (a frequent occurrence). They suffer no penalty for movement in dark.

Droid Programming: Ixlls have very high pitched voices to communicate over long distances in the thin air at the top of their perches. Their language consists of chirps, clicks, and whistles. The Ixlls learned how to use their voices to communicate with R2 units and other droids that use such information dense languages (this counts as a different language).

Story Factors:

Friendliness: Ixlls are quite playful and think of the New Republic officers and troops as new and interesting people to play with. They are quite pleased to have so many guests at one time and especially like the New Republic droids.

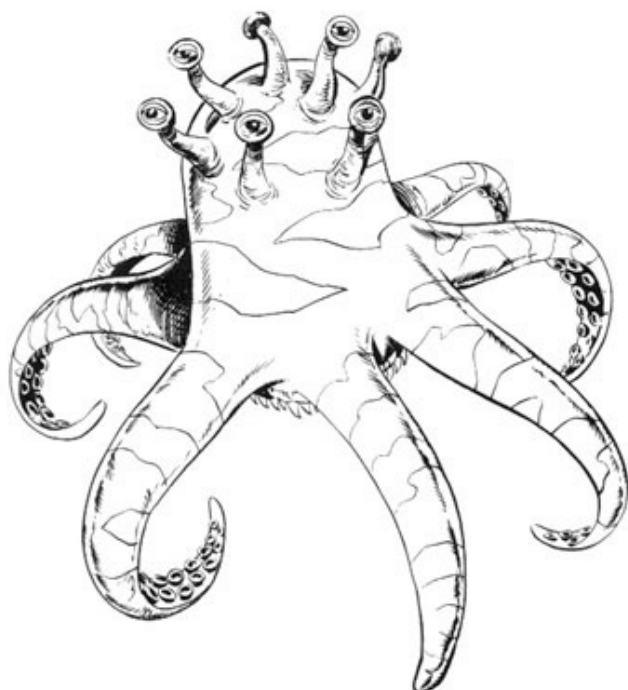
Pranks: There has been some minor trouble with the playful Ixlls "accidentally" reprogramming the astromech droids. Sometimes this amounts to little more than a droid screwing up a repair job. In other cases, some Ixlls have lured droids away to give as gifts to one another. The Ixlls find this quite amusing; the Republic diplomats are trying to politely resolve the matter.

Move: 6/8 (walking), 28/34 (flying; figure half the flying value for gliding speeds on standard gravity worlds)

Size: 1.4 meters long, 4 meter wingspan

Source: Dark Empire Sourcebook (pages 87-88)

Iyra



Home Planet: F'tral
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 1D+2/3D+2
PERCEPTION 1D/3D
STRENGTH 2D/4D
TECHNICAL 2D/4D

Special Abilities:

Tentacles: For each tentacle a Iyra uses in combat, add the following bonuses to its *Strength*, *brawling*, and *brawling parry* abilities: 2 tentacles: +1D, 3-4 tentacles: +2D, 5+ tentacles: +3D

Aquatic: Iyra are native to underwater conditions, breathe water and suffer no ill effects due to extremes in water pressure.

Water Reliance: Iyra must subtract -1D from all *Dexterity* skills when out of the water.

Story Factors:

Caste System: Iyra automatically look down on any being that possesses fewer than five limbs.

Move: 12/15 (swimming); 3/5 (walking)

Size: 1-2 meters in diameter

Source: Galaxy Guide 4: Alien Races (pages 56-58)

Jawa

Home Planet: Tatooine
Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 1D/3D+1
MECHANICAL 2D/4D+2
PERCEPTION 1D/3D
STRENGTH 1D/2D+2
TECHNICAL 2D/4D+2
Special Abilities:



Technical Aptitude: At the time of character creation only, Jawa characters receive 2D for every 1D they place in repair-oriented *Technical* skills.

Story Factors:

Trade Language: Jawas have developed a very flexible trade language which is virtually unintelligible to other species - when Jawas want it to be unintelligible.

Move: 8/10

Size: 0.8-1.2 meters tall

Source: Ultimate Alien Anthology (pages 80-81), Secrets of Tatooine (pages 11-12)

Jenet

Home Planet: Garban
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D+2/4D
MECHANICAL 1D/3D+2
PERCEPTION 2D/4D
STRENGTH 1D/4D
TECHNICAL 1D/3D+1
Special Abilities:

Enhanced Memory: A Jenet that has at least 1D in any *Knowledge* skill automatically gains a +1D bonus to the use of that skill because of its memory.

Astrogation: Because Jenets can memorize coordinates and formulas, a Jenet with at least 1D in *astrogation* gains +1D to its roll.

Hearing: Jenet's advanced hearing gives them a bonus of +1D for *Perception* checks involving hearing.

Swimming: Jenets can advance the *swimming* skill at



half the normal Character Point cost.

Climbing: Jenets can advance the *climbing* skill at half the normal Character Point cost.

Flexibility: Jenets can disjoin their limbs to fit through incredibly small openings.

Story Factors:

Tactless: Despite their memories, the Jenet have not learned the secrets of tact. They will freely embarrass or insult any other being which they encounter. Among other Jenets, this is of no concern,

for the embarrassed or insulted party usually possesses knowledge which it in turn can use to offend its offender. In the Jenets, this type of interaction is a measure of pride - if you cannot be insulted, then you have not gained enough notoriety - however, other beings are not as understanding.

Reputation Value: Jenet value reputations. When they introduce their friends, they will describe their friends' accomplishments in glowing, often exaggeratory, terms. Their enemies get less favorable treatment. A few Jenet are sensitive when they are not introduced in the same way by their non-Jenet friends (their Jenet friends will always remember to do this). Sometimes, this presents difficulties for those seeking discretion

Move: 12/15 (running); 10/13 (swimming)

Size: 1.4-1.6 meters tall

Source: Ultimate Alien Anthology (pages 81-82), Galaxy Guide 4: Alien Races (pages 58-60)

Jiivahar



The forest world of Carest 1 has long been a favorite location for tourists throughout the galaxy. On this tranquil planet the tree-dwelling Jiivahar evolved from hairless simian stock. Millions of the species inhabit the giant conifers of the northern continents that make Carest 1 such a popular vacation site.

With their slender frame and long limbs, the Jiivahar seem lankey and ungraceful. Despite that appearance, their bodies are exceptionally limber, allowing for leisurely travel among the branches of the majestic thykar trees. Their bodies are narrow and streamlined. They have no hair, and are perfectly built for racing along the treetops. They have long, thin fingers and toes that are capable of wrapping completely around small limbs and branches. Their heads are flat and linear, and their large, round eyes are spaced wide apart. Though the Jiivahar tend to be of average size for a humanoid species, they have a light frame with hollow, bird-like bones. Such structure aids in their climbing, but also makes them susceptible to physical damage.

Tourism is by far the largest industry on Carest 1. Beings from all over the galaxy are drawn to this little planet because of its natural beauty, tranquility and the magnificent thykar trees - some standing well over 150 meters - that dominate the northern continents. Many enterprising Jiivahar earn a considerable living as guides for the frequent tourists.

Many tourists have brought advanced technology; a few Jiivahar have acquired these items. The curiosity of the Jiivahar has made them quite enthusiastic about acquiring these "wonders," but the items have been the source of recent stress within Jiivahar society. Unwilling to give away their most treasured items, some Jiivahar have found themselves victims of theft. Worse yet, some Jiivahar outcasts have managed to obtain advanced weaponry and have begun to terrorize some Jiivahar talins. Time has yet to tell how this will affect Jiivahar society.

Home Planet: Carest 1

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+1

PERCEPTION 2D/4D

STRENGTH 1D/3D

TECHNICAL 1D/3D

Special Abilities:

Delicate Build: Due to the jiivahar's fragile bone structure they suffer a -2 modifier to all Strengthrolls to resist damage.

Produce Sarvin: The Jiivahar can secrete an adhesive substance, sarvin, from the pores in their hands and feet. This substance gives them a +1D bonus to the climbing skill. In addition, it also gives them a +1D bonus to any Strengthrolls for the purposes of clutching objects or living creatures. The Jiivahar cleanse themselves of the sarvin through controlled perspiration; it takes one round to do this.

Story Factors:

Curiosity: Jiivahar have an inherent curiosity of the world around them. They will actively seek out any new experiences and adventures.

Move: 10/12 (running), 12/14 (climbing)

Size: 1.55-1.85 meters tall

Kadri'Ra

The Kadri'Ra are a species of immense sentient beings; it's possible that they are distantly related to the Duinuogwuin (or "Star Dragons"). Capable of freely existing in space for limited amounts of time, the Kadri'Ra have a reported life span of 1,000 to 1,500 standard years. However, as they are often enslaved, their average life expectancy is now only about 70 to 500 years.

They are gigantic, leviathan-like creatures who continue to grow throughout their lifetimes, protected by a hardened exoskeleton that cracks and expands with each growth cycle. At some juncture during their lives, they become so large as to be a danger to themselves. This is the time when the Kadri'Ra answer a natural instinct and take residence in a deep cavern or asteroid cave where they continue to grow, their exoskeletons conforming to the restraints of their surrounding habitation.

The Kadri'Ra are great thinkers and wise beings of exceptional sensitivity; many of them speak Basic and scores of other languages. They often express themselves in creative venues such as art, poetry, debate, and philosophy. Some have shown Force-sensitivity, but they must hide their ability lest they be targeted for termination by slavers or those within the Empire.

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 3D/6D
MECHANICAL 1D/3D
PERCEPTION 1D+2/5D
STRENGTH 2D/7D
TECHNICAL 1D/4D
Special Abilities:

Ramming: When threatened, Kadri'Ra may ram people or objects, even small spacecraft. A toughened exoskeleton and cranium gives them STR+2D damage.

Space Survival: Kadri'Ra can survive in the vacuum of space for up to eight days.

Attribute Bonus: For every 50 years of life, Kadri'Ra may add +1D to any attribute (but may not exceed species maximums).

Natural Body Armor: The thick hide of the Kadri'Ra provides +3D against physical attacks and +1D+1 against energy attacks.

Trampling: The bulky Kadri'Ra can inflict STR+1D in trampling damage.

Story Factors:



Enslaved: Because of their size and strength, Kadri'Ra have been prime targets of slavers. They are often forced to work as living earth-movers or as laborers in large-scale construction projects. Because they can exist in space for limited periods of time, they have also been used as laborers in space docks. They are not considered sentient by the Empire and are not protected by any type of law. During the time of the Old Republic, there were an estimated 140,000,000 Kadri'Ra living on their adopted homeworld, Arapia. By contrast, when Emperor Palpatine dissolved the Imperial Senate, there were less than 14,000 remaining Kadri'Ra.

Move: 8 (decreases with age)

Size: 5-200 meters long

Ka'hren

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 2D/4D
MECHANICAL 2D/3D+2
PERCEPTION 2D/4D
STRENGTH 2D/4D+2
TECHNICAL 1D+2/3D+1
Special Abilities:

Natural Armor: Due to their thick flesh, Ka'hren receive +1 to Strength to resist physical damage.

Story Factors:

Lawful: The Ka'hren are very honorable and can be trusted to keep their word. The concept of "betrayal" prior to their contact with outside cultures was but an abstract.

Move: 10

Size: 2-2.3 meters tall



Kalduu



The Kalduu are native to Ropagi II. They have transparent, hemispherical bodies and four tentacles streaming from underneath. They float on air and often travel in groups of three, moving in complete silence. Kalduu eat airborne bacteria as well as germs and viruses from their hosts, and breathe in carbon dioxide and exhale oxygen. Lacking vocal chords, the Kalduu communicate by telepathy. Reproduction is done by fission. The average Kalduu lives for about 500 years.

Kalduu harness their mental powers by placing their tentacles on the temples and back of the neck of the recipient. They can then manifest their mental partner. They can also form a group mind if two or more of the creatures are within 60 meters of one another. This benefit extends to their hosts as well. A group mind shares their thoughts in seconds, no words or gestures need be included.

The near human Ropagu and the Kalduu are long-standing friends, enjoying a symbiotic relationship in which the Ropagu gain the benefit of the Kalduu intellect and medicinal services, and the Kalduu consume the harmful viruses in the Ropagu's bodies (this is done when they use their tentacles to physically contact others).

Home Planet: Ropagi II

Attribute Dice: 12D

DEXTERITY 3D/5D

KNOWLEDGE 4D/6D

MECHANICAL 1D/2D

PERCEPTION 2D/6D

STRENGTH 1D+2

TECHNICAL 1D/4D

Special Abilities:

Mental Powers: use perception for skill checks. Two groups internal and external, as a rule each Kalduu has one power from each. Line of sight 10 meters max.

Internal Manifestations:

Intention Sense: User may attempt to sense the nature of any action the target intends to take (natures are Parlay, attack, flee, wait) Diff: moderate or targets perception

Mindlink: Allows two-way mental communication, even if recipient has no mental powers. Those contacted only tell what they want to. Diff: easy

Memory Probe: Allows user to search memories of target. Age of memories determines the difficulty. less than 1 hour ago: very easy, Less than a day: easy, less than week ago: difficult. Target may resist with a Perception roll getting +2D bonus.

External Manifestations:

Injure: Target is hit with bolt of psychic energy doing 4D stun damage, may resist with perception. Difficulty: Moderate

Healing: Allows the Kalduu to speed up healing. success allows target to roll 2 natural healing rolls in a day. Difficulty: Easy.

Defensive Shield: A mental shield is erected in a 2 meter radius around the Kalduu. Strength code is increased by +2D if successful. Difficulty: difficult

Hints: quiet no vocal cords, communicate by telepathy, helpful, great intelligence, peaceful.

Move: 2/5

Size: 0.5 meters

Kamarian

Homeworld: Kamar

Attribute Dice: 10D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D/4D+2

PERCEPTION 1D+1/5D

STRENGTH 2D/4D+2

TECHNICAL 1D/3D+2

Special Abilities:

Isolated Culture: Kamarians have limited technology and almost no contact with galactic civilization. They may only place beginning skill dice in the following skills: Dexterity: archaic guns, bows, brawling parry, firearms, grenade, melee combat, melee parry, missile weapons, pick pocket, running, thrown weapons, Knowledge: cultures, intimidation, languages, survival, willpower, Mechanical: beast riding, ground vehicle operation, hover vehicle operation, Perception: bargain, command, con, gambling, hide persuasion, search, sneak, all Strengths skills, Technical: computer programming/ repair, demolition, first aid, ground vehicle repair, hover vehicle repair, security.

High Stamina: Kamarians can go for weeks without water. Kamarians need not worry about dehydration until they have gone 25 days without water. After 25 days, they need to make an Easy stamina roll to avoid dehydration; they must roll once every additional four days, increasing the difficulty one level until they get water. Beginning Kamarian characters automatically get +1D to survival: desert (specialization only) as a free bonus (does not count toward beginning skill dice and Kamarian characters can add another +2D to survival or survival: desert at the time of character creation).

High-Temperature Environments: Badlanders can endure hot, arid climates. They suffer no ill effects from high

temperatures (until they reach 85 degrees Celsius).

Story Factors:

Clan Rivalries: Kamar's various *tk'squas* often engage in feuds and warfare.

Cult of the Varn: A religion has risen among the Badlanders around the holofeature "Varn, World of Water". Varn has come to symbolize the place where good Badlanders go when they die, unless tempted by the evil Solohan and furry demon pal. Originally a messenger of the gods, Solohan



brought first word of Varn, but to the great consternation of the Badlanders, was later flung up into the burning heavens after blaspheming against Varn. A new prophet, Sonnioid, has forsworn his friendship with Solohan the Deceiver, and has carried on the word of Varn.

Move: 11/15

Size: 1.3-1.7 meters tall; Badlanders are 1.1-1.4 meters tall.

Source: Han Solo and the Corporate Sector Sourcebook (pages 133-135)

Kaminoan



Average Kaminoan: *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 1D+1, Strength 2D+1, Technical 2D+1.*

Home Planet: Kamino

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D+2/4D

MECHANICAL 1D/4D

PERCEPTION 1D/3D+1

STRENGTH 1D+2/4D+1

TECHNICAL 2D/4D+1

Special Abilities:

Hardy: Due to their innate hardiness, Kaminoans gain a permanent +2 pip bonus to Survival and Stamina skill checks.

Story Factors:

Cloners: Kaminoans are known as clone technicians. Kaminoans turned to cloning early in their history, to better assist in the survival of their species.

Move: 10/12

Size: 2.3-2.6 meters

Source: Ultimate Alien Anthology (page 82)

Kari

The Kari are an insect-like species native to Karideph. They stand approximately one meter tall, with a black exoskeleton covering much of their body. Kari have two very powerful rear legs which enable them to make the impressive leaps which are their primary mode of locomotion. They also have two front limbs that serve as secondary appendages. Their vision is far from acute, but they have a phenomenal sense of hearing.

Kari society is a great deal like most other galactic cultures, with the same system of leaders and workers, complex hierarchies, and religious structures common to so many other societies. The base group in Karian society is a "Hatch," which is a family of 20 to 30 Kari. Hatches each have unique personalities; they are the individuals of Kari. All members of a Hatch share a single name.

The Kari live in extremely dense populations; Karideph is essentially one huge population center; shot through with millions of warrens, tunnels and caverns. Many of the Kari have never seen the light of day, living and working entirely within the teeming warrens. The Kari have dug some of their tunnels as far as 12 kilometers in depth, nearly breaking through the planet's crust to its mantle.

The surface of Karideph is covered by endless rows of carefully tilled gardens, filled with tightly crowded plants. There is neither wilderness nor any wildlife left anywhere: every meter of land is in some way cultivated.

The Empire has barred the Kari from developing or purchasing space technology, fearing that with their extremely high birth rate, they would eventually overwhelm human space. The Kari bitterly resent this, and have a very strong desire to expand beyond the gravity well of their planet.

Home Planet: Karideph

Attribute Dice: 7D



DEXTERITY 1D/3D+2
KNOWLEDGE 1D/2D
MECHANICAL 1D/3D+2
PERCEPTION *
STRENGTH 1D/4D+2
TECHNICAL 1D/2D+2

Special Skills:

Perception: Kari Perception depends upon the size of the hatch.

Size of Hatch	Perception
1-5	+1
15	+2
30	1D
75	1D+2
150	2D
500	3D
1,000	4D
100,000	5D

Story Factors:

Hive Society: An individual Kari is little more than a mindless animal. Small groups of 10 individuals can think well enough to tend a farm; groups of around 100 individuals can solve fairly complicated mathematical equations; the entire planet's population can think through problems of abstract philosophy at a far deeper level than most other species.

Move: 12/15 (leaping)

Size: 1 meter tall

Karran

The Karrans are large, lumbering beings indigenous to the planet Karra. Their bodies are roughly cone-shaped, starting with narrow, slender snouts, and steadily increasing in mass until they end in thick, legs and hindquarters. Karrans are covered with thick, dark-brown or black hair. They wear no clothing, but do decorate their fur with stripes of white clay for festivals and other special occasions.

The Karrans are capable of using tools, but the dexterity of their four-fingered, thumb-less hands is limited by the long, sharp claws that extend from the tip of each finger. They are further limited by the resources available to them on Karra's plateaus: grass, clay and small stones. The primary craft in which the Karrans participate is pottery (at which they are relatively proficient). The grasses of the plateau, which are the most

accessible resource, are primarily used for fuel, although fibers from the grasses are occasionally woven into a coarse cloth.

The Karrans live in small villages in which residential huts surround a central common area. The headman's hut is located at the head of this circle. The common area is used by craftsmen in making and repairing tools. In the evening, village juveniles use the area to play soli, a catch-and-toss game involving three brightly colored balls of differing sizes. The huts themselves are constructed of sun-dried brick made from clay and shedded blades of grass, making them the same light-brown color as the surrounding plain. The typical village is surrounded by a wall of dense grasses, broken only by the well-traveled paths. Surrounding the village are fields where the karrans grow tubers - the basis of their diet.

Karran warriors fight until dead, because they are not fighting for themselves - they are fighting for their village and their species. Their individual deaths are of no consequence. The Karrans speak an oddly accented dialect of Basic, apparently introduced to them by the original human settlers who came to Karra centuries ago.

Home Planet: Karra

Attribute Dice: 12D

DEXTERITY 2D/5D

KNOWLEDGE 1D/4D

MECHANICAL 0D/3D

PERCEPTION 1D/3D

STRENGTH 2D/6D

TECHNICAL 0D/2D

Special Abilities:

Technological Ignorance: The Karrans know almost nothing about technology and have a difficult time grasping new concepts. They suffer a -1D penalty whenever they attempt to use any item more advanced than simple stone age-era tools.

Claws: The Karrans can use their foreclaws as weapons doing STR damage.

Story Factors:

Altruism: A Karren's sense of individuality is easily suppressed by its insectoid sense of community survival. The group, whether it be village, tribe or species, is of much greater importance than the individual. As a result, it is not uncommon for a Karren to sacrifice itself, if this sacrifice represents a potential for the group to survive.

Move: 5/10

Size: 2-2.5 meters tall

Kel Dor

Average Kel Dor: *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D+1, Strength 1D+2, Technical 2D.*

Home Planet: Dorin

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+2/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D+1/4D

Special Abilities:





Low Light Vision: Kel Dor can see twice as far as a normal human in poor lighting conditions.

Story Factors:

Atmospheric Dependence: Kel Dor cannot survive without their native atmosphere, and must wear breath masks and protective eye wear. Without a breath mask and protective goggles, a Kel Dor will be blind within 5 rounds and must make a Moderate Strength check or go unconscious. Each round thereafter, the difficulty increases by +3. Once unconscious, the Kel Dor will take one level of damage per round unless returned to his native atmosphere.

Move: 10/12

Size: 1.4 to 2 meters tall.

Source: Ultimate Alien Anthology (pages 82-83), Alien Anthology (page 81-82)

Kentra

Kentra are native to Orellon II. They are tall, imposing humanoids with long tails and bat-like wings. Short velvet-like fur covers their bodies, including their wings. Their faces have a feline cast. They are capable of flying and gliding, and resemble swift marine mammals swimming as they maneuver in the air. Their pelt markings differs from race to race. The spotted folk live on the open plain, the black folk live in the forests, the striped folk dwell in the grasslands, and the brown folk live in the lowland hills and savannas.

The Kentra have a social structure based on “nests”,



the extended family and local village folk. The nests organize themselves into a “clan” (regional) and then into a “flock” (racial). The Kentra have a king who rules with the aid of a representative council. Each major city has a lord who holds position on the council.

The Kentra are a very subtle species, so the “truth” does not always come readily. They place a high value on honor. Honor is more than simply social grace or character; it is the measure by which a Kentra is deemed worthy of life or death on a savage planet. To be considered “without honor” by your family or clan is to be banished forever and marked for death in the wilderness.

In the villages, the Kentra dwell among the branches of the colossal brunta trees, which often grow in groups where the limbs intertwine. They have tree houses made of wood and mud, but may have stone houses on the ground as well. The city of Kariish is built into a mountain ridge, offering upper terraces accessible by air, as well as a lower ground wall with a gate. Their technology level is late-feudal.

Home Planet: Orellon II

Attribute Dice: 12D

DEXTERITY 3D/5D

KNOWLEDGE 1D/4D

MECHANICAL 1D/2D

PERCEPTION 2D/3D

STRENGTH 3D/5D

TECHNICAL 1D/2D

Special Abilities:

Jungle and Plains Survival: Kentra have an innate sense of survival in their native terrains. They get a +1D when making survival rolls regarding either jungle or plains.

Flight: Kentra can fly using their large, furred wings.

Move: 8/10 (walking), 12/16 (flying)

Size: 1.8-2.4 meters tall

Kerestian



Home Planet: Kerest
Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D+1
MECHANICAL 1D/2D+2
PERCEPTION 2D/4D
STRENGTH 2D/4D+2
TECHNICAL 1D/2D+2

Special Skills:

(A) *Darkstick:* Time taken: one round. This skill is used to throw and catch the Kerestian darkstick. The character must have thrown weaponsof at least 4D to purchase this skill. The darkstickskill begins at the Dexterityattribute (like normal skills. Increase the difficulty to use the darkstick by two levels if the character is not skilled in darkstick. The weapon's ranges are 5-10/ 30/ 50 and the darkstick causes 4D+2 damage. If the character exceeds the difficulty by more than five points, the character can catch the darkstick on its return trip.

Move: 10/12

Size: 1.8-2.5 meters tall

Source: Ultimate Alien Anthology (pages 83-84)

Ketton

The Ketton are a nomadic and solitary species indigenous to the Great Dalvechan Deserts of Ket. They are resilient beings with carapaces ranging in color from white to dark brown (most carapaces are light brown to tan). Though they have a chitin-like shell similar to many insects, they are mammalian creatures.

Their eyes are little more than slits in their heads, designed to avoid the harsh sandstorms that rage across the deserts. Though they are by nature solitary individuals, they have a strong sense of community and will go out of their way to aid a fellow Ketton.

Due to the Ketton's arid native environment, the species have long hollow fangs with which they suck the liquid reservoirs of various succulent plants native to their deserts. Though the Ketton are a generally peaceful people, their fangs make them appear to be dangerous. They prefer not to use their fangs in combat however, feeling it soils them.

Home Planet: Ket

Attribute Dice: 12D

DEXTERITY 2D/3D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 2D/4D+1

STRENGTH 1D+2/4D+1

TECHNICAL 1D/3D

Special Abilities:

Natural Body Armor: Ketton have a carapace exoskeleton that gives them +1D against physical damage and +1 against energy weapons.

Fangs: The Ketton's hollow fangs usually used to extract water from various succulent planets, can be use in combat inflicting STR+2 damage.

Move: 10/12

Size: 1.3-1.7 meters tall



Khil

Home Planet: Belnar

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D 4D

PERCEPTION 1D/4D

STRENGTH 1D/3D

TECHNICAL 1D+1/4D

Move: 8/10

Size: 1.2-2.0 meters tall

Source: Ultimate Alien Anthology (pages 84-86)



Khommite

Average Khommite. *Dexterity 2D, Knowledge 2D, Mechanical 2D+1, Perception 1D+2, Strength 2D+1, Technical 2D+2.*

Home Planet: Khomm

Attribute Dice: 13D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 2D/4D

PERCEPTION 1D/3D+2

STRENGTH 1D+1/4D+1

TECHNICAL 2D/5D

Special Abilities:

Clone: Each Khommite represents generations of perfection in one particular field, and each is at the end of a long line of identical Khommite clones that all share the same expertise. When created, a Khommite character can apply two free skill dice to any single Knowledge, Perception, or Technical skill. These bonus dice do not count against the character's limit when buying skills during character creation.

Story Factors:

Narrow-Minded: Khommites come from a strict conformist society, where creativity and free thought are undesirable qualities. Although this should be role-played, it also gives any Khommite character a -2D penalty on any skill roll that requires creative action or long-term planning.

Move: 10/12

Size: Unlisted (Small)

Source: Ultimate Alien Anthology (page 86)



Kian'thar



Home Planet: Shaum Hii

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D+1

PERCEPTION 2D/4D+1

STRENGTH 2D/4D

TECHNICAL 1D/3D

Special Abilities:

Emotion Sense: Kian'thar can sense the intentions and emotions of others. They begin with this special ability at 2D and can advance it like a skill at double the normal cost for skill advancement; emotion sense cannot exceed 6D. When trying to use this ability, the base difficulty is Easy, with an additional +3 to the difficulty for every meter away the target is. Characters can resist this ability by making Perception or Control rolls: for every four points they get on their roll (round down), add +1 to the Kian'thar's difficulty number.

Story Factors:

Reputation: People are often wary of the Kian'thars' ability to detect emotions. Assign modifiers as appropriate.

Move: 9/12

Size: 1.8-2.1 meters tall

Source: Ultimate Alien Anthology (pages 86-88)



Kitonak

Home Planet: Kirrdo III

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D+1/4D

TECHNICAL 1D/3D

Special Skills:

Strength skills:

Burrowing: This skill allows the Kitonak to burrow through sand and other loose materials at a rate of 1 meter per round.

Special Abilities:

Natural Armor: The Kitonak's skin provides +3D against physical attacks.

Story Factors:

Interminable Patience: Kitonak do not like to be rushed. They resist attempts to rush them to do things at +3D to the relevant skill. In story terms, they seem slow and patient - and stubborn - to those who do not understand them.

Move: 4/8

Size: 1-1.5 meters tall

Source: Ultimate Alien Anthology (pages 88-89), Alien Anthology (pages 82-83), Galaxy Guide 4: Alien Races (pages 61-63)



Klatooinian

Home Planet: Klatooine

Attribute Dice: 12D

DEXTERITY 2D/4D+1

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 1D/3D+2

STRENGTH 2D/4D

TECHNICAL 2D/4D

Move: 10/12

Size: 1.6-2.0 meters tall

Source: Ultimate Alien Anthology (page 89), Alien Anthology (pages 83-84)

Kluuzot



Krann orbits an ancient red sun, and is bathed in a crimson light. The entire ecology is based on the presence of the red light; the jungle vegetation that covers most of Krann's land masses is jet black, the better to absorb all available light. The rainy season on Krann lasts for several months. During that time, the jungles are lashed by powerful typhoons. The Kluuzot of Krann are lemur-like creatures, with softly glowing, amber eyes and body coloring which, though drab in the red sunshine, seems almost fluorescent under white light. They can see very well in the dim light, but light set at typical human levels of intensity all but blinds them.

For centuries, the Kluuzot lived under a complex feudal system, and their urban centers were linked by an intricate system of flagstone roads. Portions of the jungles were parceled out to barons by kings, and great wars raged in the trees and on the forest floors for resources and land.

The wars stopped when the humans came to Krann. The Kluuzot hoped to learn advanced science and culture from the aliens, but the Imperial scouts were not interested in opening dialogues. They were interested in

the huge nova crystal deposits in the lowland plains and jungles - a veritable fortune in precious ore.

The Imperials swooped down on Krann and established a series of mines to exploit the natural resource. They enslaved the Kluuzot to serve as manual labor. The stubborn Kluuzot did not surrender willingly, and in the process of resisting enslavement, saw their entire civilization destroyed.

Attribute Dice: 10D

DEXTERITY 1D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 1D/2D

TECHNICAL 1D/2D

Special Abilities:

Night Vision: Consider darkness "normal" daylight, adding +1D to per, search and related activities.

Claws: +1D climbing.

Move: 8/12

Size: 1.1-1.5 m

Kolac

Home Planet: Valador

Attribute Dice: 12D

DEXTERITY 2D+1/4D+2

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D+1/4D+1

STRENGTH 2D/4D

TECHNICAL 1D+2/3D+2

Special Abilities:

Claws: Kolac have claws that add +2D to their climbing skill and cause STR+1D damage, but will only be used in defense.

Story Factors:

Humid Environment: Kolac are arboreal creatures that eat leaves from trees that exist in humid environments due to their high water content. If the Kolac eats normal vegetable matter it must also consume extreme amounts of water. Their small bladders don't help either when they are in civilized environments.

Pacifism: Kolac will only fight to defend themselves or their companions. They will usually hide before defending.

Move: 8/10 (walking), 13/15 (climbing)

Size: 1.0 meters tall



Koorivar



Source: Ultimate Alien Anthology (pages 89-91)

Kowakian Monkey-Lizard



Average Kowakian Monkey Lizard: *Dexterity 4D+1, Knowledge 1D, Mechanical 1D, Perception 1D+1, Strength 1D+1, Technical 1D.*

Home Planet: Kowak

Attribute Dice: 10D

DEXTERITY 3D+2/6D+1

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 1D/3D+1

STRENGTH 1D/3D+1

TECHNICAL 1D/3D

Special Abilities:

Bite: Does Strength +2 damage.

Move: 12/14

Size: 50 centimeters tall.

Source: Alien Anthology (page 36)

Krevaaki

Average Krevaaki. *Dexterity 2D, Knowledge 2D+1, Mechanical 2D, Perception 1D+2, Strength 2D, Technical 2D.*

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/4D+1

MECHANICAL 1D/4D

PERCEPTION 1D/3D+2

STRENGTH 2D/4D

TECHNICAL 1D/4D

Special Abilities:

Natural Armor: Krevaaki possess an exoskeleton which provides a +1 pip bonus to any Strength rolls made to resist damage.
Stoic: The face of a Krevaaki is composed of a series of shifting, chitinous plates with a limited range of expression. During face-to-face communication, it is difficult (if not impossible) for anyone who is not a Krevaaki to read their facial expressions. Krevaaki gain a +2 pip bonus when attempting to make *Con*, *Intimidation*, or *Persuasion* skill rolls against non-Krevaaki.

Tentacles: Krevaaki use their tentacles in the same way as bipeds use their arms and legs. Krevaaki receive a +2 pip bonus on all Climbing/Jumping skill checks that involve climbing, and a further +2 pip bonus to Brawling skill checks made when grappling an opponent. On the flip side, the tips of their tentacles lack the dexterity of a humanoid finger, and Krevaaki suffer a -1D penalty on rolls made to perform intricate work or manipulate small objects.

Story Factors:

Xenophobic: Because Krevaaki are considered a bizarre species by most bipeds, they prefer to conceal their ten-



tacted lower bodies.

Move: 10/12

Size: Unlisted (Medium)

Source: Ultimate Alien Anthology (pages 91-92)

Kriek

Kriekaal is a larger-than-average world that boasts a heavy duranium core, giving the planet increased gravitational pull. While Kriekaal was once a collection of metallic oceans like its sister planet, Ahug, the top layers cooled over many centuries, forming a thick "skin." Still moved by the restless metal oceans underneath, protocontinents broke apart and haphazardly floated over the stretches of molten duranium. The planet is still cooling today, albeit rather slowly, and it will be many thousands of years before the molten oceans and floating continents solidify completely.

Despite the intensely hostile conditions, life made its way onto Kriekaal in the form of low-order lichens and reptilian creatures, well-adapted to the planet's toxic atmosphere and intense heat. Only one form of life - reptilian sentients called the Krieks - has developed any kind of civilization.

Kriek culture revolves around the veneration of the goddess Br'lai- who oversees the fiery oceans - and of T'kor- the god of the heat storms that sweep the planet. Small sacrifices of lichens are made before attempting to cross the molten oceans, or in the wake of a heat storm. Wandering Kriek kulai, or shamans, accept a life outside the tribe in exchange for closer communication with the gods. They are known to act as advisors to the tribes, although their advice tends to be very naturalistic and direct. They are respectful and slightly feared by most Kriek - one of the greatest offenses in their society is refusing to offer a kulai hospitality or aid.

Home Planet: Kriekaal

Attribute Dice: 12D

DEXTERITY 2D/3D+1

KNOWLEDGE 2D/4D

MECHANICAL 1D/2D

PERCEPTION 2D/5D

STRENGTH 2D/4D

TECHNICAL 1D/2D+2

Special Abilities:

Voice Box: Due to their unusual voice apparatus, Krieks are unable to pronounce Basic, although they can understand it perfectly well.



Toxic Atmosphere: Krieks live in an atmosphere with amounts of metals and gases considered toxic by most species, and cannot survive without assistance in atmospheres other than Type IV.

Infrared Vision: Krieks can see into the infrared spectrum, giving them the ability to see in complete darkness if there are heat sources to navigate by.

Sense Vibration: Krieks are attuned to movements and vibrations and can sense approaching objects in contact with the ground up to 60 meters away on their homeworld. Using this ability a Very Easy Perception roll. If a Kriek is removed from his natural environment this sense still functions, but requires a Perception roll with a difficulty based upon the amount of ground vibrations present in the area (i.e., Moderate for an average city street, Heroic for an area near starship take-offs).

Natural Body Armor: A Kriek's strong shell provides +1D against both physical and energy attacks.

Story Factors:

Primitive: Krieks are capable of fairly complex metalworks, but are still at a tribal stage of society and have not developed the higher learning necessary to achieve many of the "modern" galactic skills. Krieks cannot start with any skills representing anything beyond their homeworld's tech level except for languages and alien species, which they are rapidly learning.

Pacifism: Despite the existence of a warrior class of Krieks, their duties are mostly ceremonial, as the Krieks in general are a very quiet, gentle people. When faced with combat situations, most Kriek withdraw into their shells to wait out the danger. **Move:** 6/8

Size: 1.2-1.5 meters tall, 3 meters long

Krikthasi

The Krikthasi are native to tropical Baralou. They are large marine mollusks, with long, flexible bodies. The Krikthasi have four small, but very well developed eyes, and two openings at the forepart of their bodies. They have four tentacles immediately behind the eyes. One mouth is used for eating, while the other intake forces water into the Krikthasi's body. The water is forced through a series of muscles, and expelled through a



group of vents at the rear of the body, allowing the creature to propel itself at speeds of up to 40 kilometers per hour. The other end of the body also has four tentacles, as well as several pairs of dorsal fins (the exact number varies depending upon ancestry).

The Krikthasi are an aggressive, violent and territorial species. Their society is very fragmented, with several large and powerful chiefdoms controlling the majority of the ocean. Each chiefdom, called a *junieuw*, is ruled by an *osi*, normally the most powerful warrior of the territory. The *osi*'s family controls portions of the territory, directing individual tribes. There are also many independent tribes scattered around the oceans of Baralou.

Many times the *osis* will declare a war in an attempt to capture new hunting territories (the Krikthasi are carnivorous and rely upon schools of fish for food). Border skirmishes are also very common. The Krikthasi are engaged in a perpetual inter-species war with the land-based Multopos.

Home Planet: Baralou

Attribute Dice: 11D+2

DEXTERITY 1D+2/4D+1

KNOWLEDGE 1D/2D+2

MECHANICAL 1D/3D+2

PERCEPTION 1D/4D

STRENGTH 1D/4D+1

TECHNICAL 0D/1D+2

Special Abilities:

Water Sensitive: Krikthasi take 5D damage for every minute they are out of water.

Swimming: At the time of character creation only, Krikthasi receive 2D for every 1D placed in swimming.

Color Change: The Krikthasi can change their skin coloration, with precise control over color, location of change, speed, pattern and fluctuation of color.

Story Factors:

Aggressive: Krikthasi are aggressive and violent.

Move: 3/6 (walking), 12/15 (swimming)

Size: Up to 2.5 meters long

Krish



Home Planet: Sanza

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D+2/3D

MECHANICAL 2D/4D

PERCEPTION 1D/3D

STRENGTH 2D/3D+2

TECHNICAL 2D/3D+2

Story Factors:

Unreliable: Krish are not terribly reliable. They are easily distracted by entertainment and sport, and often forget minor details about the job at hand.

Move: 8/12

Size: 1.5-2 meters tall

Source: Ultimate Alien Anthology (page 92), The Best of the Adventure Journal: Issues 1-4 (page 21)

Krytollak

Many Krytollaks have left Thandruss (with the permission of their nobles) to explore the galaxy and earn glory. A few young Krytollak nobles have become traders and bounty hunters, while others have formed freelance mercenary units. Some workers have found work opportunities at distant spaceports doing menial labor, but most Krytollaks have no technical skills to offer. Some Krytollaks have been pressed into service by the Empire, a duty they are proud to serve. A few Krytollaks have joined the Rebel Alliance, but many of these individuals see their task in terms of informing the Emperor of the criminal actions of his servants rather than actually deposing Palpatine; it's difficult for any Krytollak to shake his beliefs about the need for absolute leaders.



Home Planet: Thandruss

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D

PERCEPTION 2D/4D

STRENGTH 1D/4D

TECHNICAL 2D/3D+2

Special Abilities:

Shell: A Krytollak's thick shell provides +1D+2 physical, +2 energy protection.

Move: 9/11

Size: 1.8-2.8 meters tall

Kubaz



Home Planet: Ku'Bakai
Attribute Dice: 12D
DEXTERITY 1D+2/3D+2
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D+2
PERCEPTION 2D+2/4D+2
STRENGTH 1D/3D
TECHNICAL 2D/4D
Move: 8/10
Size: 1.5 meters tall

Source: Ultimate Alien Anthology (page 93), Alien Anthology (pages 84-85), Galaxy Guide 4: Alien Races (pages 63-64)



Kurtzen

Home Planet: Bakura
Attribute Dice: 10D
DEXTERITY 1D+2/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/2D+2
PERCEPTION 1D/3D
STRENGTH 2D/4D
TECHNICAL 1D/2D+2
Story Factors:

Genetic Disease: Recent generations of Kurtzen have suffered from a degenerative genetic disorder, limiting population growth. While the Bakurans have provided medicine to help overcome some of these disorders, it is unusual for more than two children in a family to live to adulthood.

Loyalty: Kurtzen tend to be fiercely loyal to the humans who have provided them with medical assistance.

Tribal Culture: The Kurtzen are struggling to preserve their traditional tribal culture. Younger Kurtzen no longer remember the days when nomadic tribes roamed Bakura's forests. Elder Kurtzen are attempting to school their children in the traditions of the species, but many are abandoning these teachings in favor of Core World philosophies.

Primitive Culture: Older Kurtzen are still uncomfortable with advanced technology, preferring a more spartan existence. Kurtzen over the age of 60 suffer a -1D penalty on all skill checks that involve atomic, information or space-level technology.

Move: 9/12

Size: 1.2-1.7 meters tall

Kushiban

Average Kushiban. *Dexterity 3D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 1D, Technical 2D.*

Home Planet: Kushibah

Attribute Dice: 12D

DEXTERITY 3D/5D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D/4D

PERCEPTION 1D+2/4D+1

STRENGTH 1D/2D+2

TECHNICAL 1D/4D



Special Abilities:

Nimble: Kushiban gain a +1D bonus to *Climbing/Jumping* skill checks that involve jumping or leaping, as well as a +1D bonus to all *Dodge* skill rolls.

Mood Fur: A Kushiban's fur changes color with its emotional state.

Story Factors:

Cute Appearance: Kushiban are perceived by many species to be cute and cuddly. This leads many to think of them as helpless, or mistake them for pets or vermin.

Move: 6/8

Size: 0.5 meters long

Source: Ultimate Alien Anthology (pages 93-94)

Laboi

Home Planet: Laboi II

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D+2/4D

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D

STRENGTH *

TECHNICAL 1D/3D+2

*The *Strength* of the Laboi varies with its size. It is 1D+1 for Laboi two meters or less in length, then increases by 1D for every 2 full meters of length, up to 5D+1 for the largest Laboi (10 meters). Every two meters of length costs 1D.

Special Abilities:

Teeth: The teeth of the Laboi do damage equal to *Strength*+2D.

Fur: Their fur protects Laboi from extremes of both cold and heat.

Telekinesis: Certain Laboi females can use their minds to move items weighing less than 5 kg. They are limited to manipulating one item at a time (and cannot do

anything else while doing this) and that item must stay within 10 meters of the Laboi. To compensate, Laboi females cannot grow more than eight meters in length.

Story Factors:

Reputation: Most members of the galaxy assume that if they encounter a Laboi, they will be eaten, so they do one of two things: run or attack.

Move: 10/12

Size: 2-10 meters long

Source: Galaxy Guide 4: Alien Races (pages 65-66)

Lafrarian

Home Planet: Lafra

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/4D

MECHANICAL 2D/5D

PERCEPTION 1D/5D

STRENGTH 1D/3D+1

TECHNICAL 1D/4D

Special Abilities:

Enhanced Vision: Lafrarians evolved from avians predators. They add +2D to all Perception or searchrolls involving vision and can make all long-range attacks as if they were at medium range.

Story Factors:

Flightless Birds: Lafrarians lost the ability to fly long before they developed intelligence, but to this day are obsessed with flight. They make excellent pilots.

Move: 9/12

Size: 1.4-2 meters tall

Source: Han Solo and the Corporate Sector Sourcebook (page 135)



Lahsbee / Huhk



Average Lahsbee: *Dexterity 2D+2, Knowledge 1D+2, Mechanical 2D, Perception 2D, Strength 1D+2, Technical 1D.*

Average Huhk: *Dexterity 1D+2, Knowledge 1D+2, Mechanical 2D, Perception 2D, Strength 2D+2, Technical 1D.*

Home Planet: Lahsbane

Attribute Dice: 11D

DEXTERITY 2D/4D+2 (Lahsbee), **1D/3D+2** (Huhk)

KNOWLEDGE 1D/3D+2 (Lahsbee), **1D/3D+2** (Huhk)

MECHANICAL 1D+1/4D (Lahsbee), **1D+1/4D** (Huhk)

PERCEPTION 1D+1/4D (Lahsbee), **1D+1/4D** (Huhk)

STRENGTH 1D/3D+2 (Lahsbee), **2D/4D+2** (Huhk)

TECHNICAL 1D/3D (Lahsbee), **1D/3D** (Huhk)

Story Factors:

Primitive: Because they are a primitive species, beginning Lahsbee/Huhk characters may not place any skill dice in any vehicle operations, starship operations, or repair skills.

Transformation: Huhks are Lahsbees who are fully mature. This change comes about at puberty, but can also manifest under extreme stress or strong physical sensations of pleasure or pain. A Lahsbee character who has transformed into a Huhk must subtract 1D from his Dexterity score, and add 1D to his Strength score. Additionally, the character's Move score is increased by

4 points.

Move: 6/8 (Lahsbee), 10/12 (Huhk)

Size: 0.9 to 1.1 meters tall (Lahsbee), 2 to 2.5 meters tall (Huhk)

Source: Alien Anthology (page 85-86)

Lannik



Average Lannik. *Dexterity 2D+2, Knowledge 1D+2, Mechanical 2D+1, Perception 1D+1, Strength 2D, Technical 2D.*

Home Planet: Lannik

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+2/4D+1

PERCEPTION 1D/3D+1

STRENGTH 1D+1/4D

TECHNICAL 1D+1/4D

Special Abilities:

Fearless: Lannik are not easily frightened. They get a +2 pip bonus to Willpower rolls when resisting Intimidation skill rolls against them.

Move: 6/8

Size: 1.1 to 1.3 meters tall, 35-45 kilograms in weight

Source: Ultimate Alien Anthology (pages 94-95)

Lasat



Lasat are an obscure species from the far reaches of the Outer Rim. Their homeworld, Lasan, is a warm, arid planet with extensive desert and plains, separated by high mountains. The Lasat are well-adapted to this environment, with large, thin, pointed, heat-dissipating ears; a light fur that insulates against the cold desert night, small oral and nasal openings; and large eyes facilitating twilight vision. They are carnivores with canines in the forward section of the mouth and bone-crushing molars behind. They are covered with light-brown fur - longer in males than females. The face, hands and tail are hairless, and the males' heads tend to bald as they grow older.

Lasat tend to be furtive, self-centered, indirect, and sneaky. Though carnivores, they typically capture their food by trapping, not hunting. They always call themselves by name, but only use pronouns to refer to others.

Lasat technology ranges from late stone age to early feudal. More primitive tribes use stick-and-hair traps to catch small game, and nets and spears to catch larger game. The more technologically advanced Lasat keep semi-domesticated herds of herbivores. "Civilized" Lasat are in the process of developing simple metal-working. Lasat chemistry is disproportionately advanced - superior fermentation and, interestingly, simply but potent explosives are at the command of the city-states, under the control of precursor scientists-engineers (although the Lasat word for these professionals would correspond more closely to the Basic word "magician").

Little trade has occurred between the Lasat and the galaxy. Some free-traders have landed there, but have found little to export beyond the finely woven Lasat rugs and tapestries.

Home Planet: Lasan

Attribute Dice: 12D

DEXTERITY 2D/4D+1

KNOWLEDGE 1D+2/3D+2

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D

STRENGTH 2D+2/4D

TECHNICAL 1D/3D

Special Abilities:

Mistaken Identity: Lasat are occasionally mistaken for Wookiees by the uninformed - despite the height difference and Lasat tail - and are sometimes harassed by local law enforcement over this.

Move: 10/12

Size: 1.2-1.9 meters

Lepi



Average Lepi. *Dexterity* 2D+2, *Knowledge* 1D+1, *Mechanical* 2D, *Perception* 1D+2, *Strength* 2D, *Technical* 1D+1.

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+1/4D

PERCEPTION 1D/3D+2

STRENGTH 1D+1/4D

TECHNICAL 1D/3D+1

Special Abilities:

Feet of Fury: A Lepi's feet make effective weapons. Lepi who use their feet to make brawling/kicking attacks get +2 to hit, and add +2 to any damage they inflict. In addition Lepi add +1D to any Climbing/Jumping skill rolls they make that involve jumps.

Alertness: Due to their sight and hearing, Lepi characters get a +2 pip bonus to Search rolls.

Move: 10/12

Source: Ultimate Alien Anthology (pages 95-96)

Lorrdian

Home Planet: Lorrd

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D/4D

PERCEPTION 3D/5D

STRENGTH 2D/4D

TECHNICAL 1D/4D

Special Skills:

Kinetic Communication: Time to use: One round to one minute. This is the ability of Lorrdians to communicate with one another through hand gestures, facial tics, and very subtle body movements. Unless the Lorrdian trying to communicate is under direct observation, the difficulty is Very Easy. When a Lorrdian is under direct observation, the observer must roll a Perception check to notice that the Lorrdian is communicating a message; the difficulty to spot the communication is the Lorrdians's kinetic communication total. Individuals who know telekinetic conversation are considered fluent in that "language" and will need to make rolls to understand a message only when it is extremely technical or detailed.

Body Language: Time to use: One round. Traditionally raised Lorrdians can interpret body gestures and movements, and can often tell a person's disposition just by their posture. Given enough time, a Lorrdian can get a fairly accurate idea of a person's emotional state. The difficulty is determined based on the target's state of mind and how hard the target is trying to conceal his or her emotional state. Allow a Lorrdian character to make a body language or Perception roll based on the difficulties below. These difficulties should be modified based on a number of factors, including if the Lorrdian is familiar with the person's culture, whether the person is attempting to conceal their feelings, or if they are using unfamiliar gestures or mannerisms.

Difficulty	Emotional State
Very Easy	Extremely intense state (rage, hate, intense sorrow, ecstatic).
Easy	Intense emotional state (agitation, anger, happiness).
Moderate	Moderate emotional state (one emotion is slightly significant over all others).
Difficult	Mild emotion or character is actively trying to hide emotional state (must make a willpower roll to hide emotion; base difficulty on intensity of emotion; Very Difficult for extremely intense emotion, Difficult for intense emotion, Moderate for moderate emotion, Easy for mild emotion, Very Easy for very mild emotion).
Very Difficult	Very Mild emotion or character is very actively trying to hide emotional state.

Special Abilities:

Kinetic Communication: Lorrdians can communicate with one another by means of a language of subtle facial



expressions, muscle ticks and body gestures. In game terms, this means that two Lorrdians who can see one another can surreptitiously communicate in total silence. This is a special ability because the language is so complex that only an individual raised fully in the Lorrdian culture can learn the subtleties of the language.

Story Factors:

Former Slaves: Lorrdians were enslaved during the Kanz Disorders and have a great sympathy for any who are enslaved now. They will never knowingly deal with slavers, or turn their back on a slave who is trying to escape.

Move: 10/12

Size: 1.4-2 meters tall

Source: Han Solo and the Corporate Sector Sourcebook (pages 132-133)

Lurrian

Home Planet: Lur

Attribute Dice: 12D

DEXTERITY 1D+2/4D

KNOWLEDGE 2D/4D+2

MECHANICAL 2D/4D

PERCEPTION 1D/3D

STRENGTH 1D/2D+2

TECHNICAL 2D/4D

Special Skills:

Genetic Engineering (A): Time to use: One month to several years. Character must have genetics at 6D before studying genetic engineering. This skill is the knowledge of genetics and how to manipulate the genetic code of creatures to bring about desired traits. Characters with the skill can use natural substances, genetic code restructuring and a number of other techniques to create "designer creatures" or beings for specific tasks or qualities.

Genetics: Time to use: One day to one month. Lurrians are masters of genetic engineering. This skill covers the basic knowledge of genetics, genetic theory and evolution.

Special Abilities:

Technological Ignorance: While the Lurrians have a highly advanced culture, it is based on engineered life forms rather than technology. They suffer a penalty of -2D when operating machinery, vehicles, normal weapons, and other items of technology. This penalty is incurred until the Lurrian has had a great deal of experience with technology.

Story Factors:

Genetics: Lurrians



have highly developed knowledge of genetics. Lurrian characters raised in the Lurrian culture must place 2D of their beginning skill dice in genetics, (they may place up to 3D in the skill) but receive double the number of dice for the skill at the time of character creation.

Enslaved: Many Lurrians have been enslaved in recent years. Because of this, the Lurrians are fearful of humans and other aliens.

Move: 6/8

Size: 0.6-1.1 meters tall

Source: Han Solo and the Corporate Sector Sourcebook (pages 135-136)

Lutrillian



Mantellian Savrip

Average Mantellian Savrip: *Dexterity 1D+2, Knowledge 1D, Mechanical 1D, Perception 1D+2, Strength 4D+2, Technical 1D.*

Home Planet: Ord Mantell

Attribute Dice: 11D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 1D/3D+2

STRENGTH 4D/6D+2

TECHNICAL 1D/3D

Special Abilities:

Bite: A Mantellian Savrip's bite does Str+1D+1 damage.

Claw: A Mantellian Savrip can claw for Str+1D damage.

Intimidating Bellow: Mantellian Savrips gain a +2D+2 bonus to their Intimidation skill checks when bellowing.

Keen Sight and Hearing: +2D bonus to Perception checks to notice things that involve either sight or hearing.

Low Light Vision: Mantellian Savrips can see twice as far as a normal human in poor lighting conditions.

Poison: Savrips inject a paralytic poison with their bite. Anyone successfully bitten by a Mantellian Savrip must make a Difficult Strength check. Failure indicates that they take poison damage equal to the Savrip's Str+1D+1, and are paralyzed and unable to move for 4D6 rounds.

Reach: Due to their extended reach, they can attack targets up to 4 meters away with their claws.



Story Factors:

Primitive: Because they are a primitive species, beginning Mantellian Savrip characters may not place any skill dice in any vehicle operations, starship operations, or repair skills. Savrip characters who are primitive gain a +2D+2 bonus to Survival skill checks, and a +2 bonus on Sneak skill checks. Upon learning any technical skills, however, the Savrip is considered to have been "civilized." Civilizing a Savrip results in a loss of the Sneak skill bonus, and a reduction of the Survival bonus to +1D+1.

Move: 12/14

Size: Up to 4 meters tall.

Source: Alien Anthology (pages 86-88)

Marasan

Like Yaka and the mysterious Iskalloni, the Marasans are a species of cyborged sentients. The Marasans come from the Marasa Nebula, an expanse of energized gas that effectively cut the species off from the rest of the galaxy for thousands of years. The Marasans turned to technology to free them from their dark, chaotic world, and venture into the universe. However, technology has also led them to be subjugated by the Empire.

There are 12 billion Marasans held in captive by the Empire in the Marasa Nebula. Only a few hundred Marasans have escaped from their home, and most of them are engaged in seeking aid for their people.

Home Planet: Marasai

Attribute Dice: 12D

DEXTERITY 1D/2D

KNOWLEDGE 2D/5D

MECHANICAL 2D/4D+1

PERCEPTION 1D/2D

STRENGTH 1D+2/4D

TECHNICAL 2D/4D+2

Special Abilities:

Cyborged Beings: Marasans suffer stun damage (add +1D to the damage value of the weapon) from any ion or DEMP weaponry or other electrical fields which adversely affect droids. If the Marasan is injured in the attack, any first aid or medic rolls are at +5 for a Marasan healer and +10 for a non-Marasan healer.

Computerized Mind: Marasans can solve complex problems in their minds in half the time required for other species. In combat round situations, this means they can perform two Knowledge or two Technical skills as if they were one action. However, any complex verbal communications or instructions take twice as long and failing the skill roll by any amount means that the Marasan has made a critical mistake in his or her explanation. Marasans can communicate cybernetically over a range of up to 100 meters; to outside observers, they are communicating silently.



Cybernetic Astrogation: Marasans have a nav-computer built into their brains, giving them a +1D bonus to astrogation rolls when outside Marasa Nebula, and a +2D bonus when within the nebula. They never have to face the "no nav-computer" penalty when astrogating.

Move: 6/8

Size: 1.4-2.3 meters tall

Massassi

Average Massassi. *Dexterity 2D+1, Knowledge 1D+2, Mechanical 2D, Perception 1D+2, Strength 3D, Technical 1D+1.*

Home Planet: The Sith homeworld

Attribute Dice: 12D

DEXTERITY 1D+2/4D+1

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+1/4D

PERCEPTION 1D/3D+2

STRENGTH 2D+1/5D

TECHNICAL 1D/3D+1

Special Abilities:

Low Light Vision: Massassi can see twice as far as a normal human in poor lighting conditions.

Warrior Culture: Massassi are trained from birth to be efficient soldiers. As such, Massassi characters gain a



permanent +1D bonus to Search and Intimidate skill rolls.

Story Factors:

Thought to be Extinct: Most scholars believe the Massassi were driven to extinction prior to the Rise of the Empire, though it is possible that some survivors exist on remote worlds that the Sith may have inhabited.

Move: 10/12

Size: 1.8 meters tall (average)

Source: The Dark Side Sourcebook (pages 114-115)

Melodie



Melodies are an amphibious humanoid species who dwell in the caverns and deep, mountain lakes of Yavin Eight's equatorial Mountains. Like many amphibians, they have two distinct phases of life, water-dwelling and land-dwelling. Unlike most amphibians, however, the Melodies hatch on dry land from eggs, and then move to the water as adults.

Young Melodies are small humanoids with yellow eyes and human-like hair. They breathe via conventional lungs which are capable of retaining air long periods of time, allowing the young to go for long dives underwater. The hands of the young are slightly webbed, allowing them to move underwater with great ease.

Adults, known as "elders," look much like their younger counterparts above the waist, but have long fish-like tails with blue, green, purple, pink, and orange striping. They breathe through gills, by extracting oxygen from the water. Middle-aged adults can still survive in the open air for limited periods, but the elderly cannot surface at all.

Melodies make the transition from one form to the other when they reach maturity, in about their twentieth year. This "Changing Ceremony," as it is called, takes place in a shallow, underground pools coated in a special algae which allows the Melodies to breathe while undergoing the transition. The algae cannot grow in deeper water, forcing the Melodies to dwell in these less-defensible pools for several days or weeks.

The changing Melodies are helpless during the change, and must be guarded by the young. Predators of the planet, like purellas, rells, and raiths, know when the changing season has come, and attempt to devour the changing Melodies. The children can only drive off so many of the invaders with their rocks, and many Melodies do not survive.

Home Planet: Yavin 8

Attribute Dice: 12D

DEXTERITY 2D/3D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D/2D+1

PERCEPTION 2D/4D

STRENGTH 1D/3D

TECHNICAL 1D/2D

Special Abilities:

Swimming: Young Melodies gain a +3D bonus to their swimming skill. Adults do not need this skill to swim.

Gills: Adult Melodies can breathe underwater. This ability does not apply to the young.

Move: Young: 10/8 (underwater), Adult: 10/12 (underwater)

Size: 1.0-1.6 meters tall

Menahuun

Average Menahuun. *Dexterity 2D+2, Knowledge 2D, Mechanical 2D, Perception 2D+1, Strength 1D+2, Technical 1D+1.*

Home Planet: Lamaredd

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+2/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D/3D+1

Special Abilities:

Darkvision: Menahuun can see up to 20 meters in total darkness.

Good Climbers:

Menahuun characters get a +2D bonus to all Climbing/Jumping skill checks made when climbing.

Good Swimmers:

Menahuun characters get a +1D bonus to all Swimming skill checks.

Heightened Senses:

Menahuun get a +2 pip bonus to all Search skill checks.

Move: 6/8

Size: 1.2 meters tall

Source: Ultimate

Alien Anthology (pages 96-97)



Meri

The Meris are denizens of Merisee in the Elrood sector. A Meris is humanoid, with dark-blue skin, a pronounced eyebrow ridge and a conical ridge on the top of the head. The webbed hands have both an opposable thumb and end finger, giving them greater dexterity. Inward-spiraling cartilage leads to the ear canal and several thick folds of skin drape around the neck. Meris move with a fluid grace and have amazing coordination.

The Meris share their homeworld with another species called the Teltiors. Separated by vast and violent seas, the two species grew without any knowledge of the other, and when contact came, it resulted in bloody conflict lasting hundreds of years.

While once a true race of warriors, the Meris have learned how to peacefully coexist with the Teltiors. Many Meris have applied their intelligence to farming and healing, but there are many others who have gone into varied fields, such as starship engineering, business, soldiering, and numerous other common occupations. Merisee is a major agricultural producer for Elrodd Sector.

The Meris are a friendly people, but do not blindly trust those who haven't proven themselves worthy. Like most other species, Meris have a wide range of personalities and behaviors - some are extremely peaceful, while others are quick to anger and fight. The Meris are a hard-working people, many of whom spend time in quiet contemplation playing mental exercise games like holochess.

Home Planet: Merisee

Attribute Dice: 12D



DEXTERITY 3D+2/6D
KNOWLEDGE 1D/4D
MECHANICAL 1D/4D
PERCEPTION 1D/4D
STRENGTH 2D/4D
TECHNICAL 2D/4D

Knowledge skills:

Weather Prediction: Time to use: one minute. This skill allows Meris to accurately predict weather on Merisee and similar worlds. This is a Moderate task on planets with climate conditions similar to Merisee. The task's difficulty increases the more the planet's climate differs from Merisee's. The prediction is effective for four hours; the difficulty increases if the Meri wants to predict over a longer period of time.

Agriculture: Time to use: five minutes. Agriculture enables the user to know when and where to best plant crops, how to keep the crops alive, how to rid them of pests, and how to best harvest and store them.

Special Abilities:

Skill Bonus: Meris can choose to focus on one of the following skills: *agriculture*, *first aid* or *medicine*. They receive a bonus of +2D to the skill, and advancing that skill costs half the normal amount of skill points.

Stealth: Meris gain a +2D bonus when using *sneak*.

Move: 10/12

Size: 1.5-2.2 meters tall

Mimbanite



Average Mimbanite. *Dexterity* 1D+1, *Knowledge* 2D+1, *Mechanical* 2D, *Perception* 1D+2, *Strength* 1D, *Technical* 2D+2.

Home Planet: Mimban

Attribute Dice: 11D

DEXTERITY 1D/3D+1

KNOWLEDGE 2D/4D+1

MECHANICAL 1D/4D

PERCEPTION 1D/3D+2

STRENGTH 1D/3D

TECHNICAL 2D/4D+2

Special Abilities:

Stealthy: Mimbanites gain a +2 pip bonus when making *Hide* or *Sneak* skill rolls.

Move: 10

Size: 1.5

Source: Rebellion Era Sourcebook (page 84)

Miraluka

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D/5D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

Force Sight: The Miraluka rely on their ability to perceive their surroundings by sensing the slight force vibrations emanated from all objects. In any location where the force is some way cloaked, the Miraluka are effectively blind.

Move: 10

Size: 1.6-1.8 meters tall

Source: Ultimate Alien Anthology (pages 97-98), Tales of the Jedi Companion (pages 101-102)



Mon Calamari

Home Planet: Mon Calamari

Attribute Dice: 12D

DEXTERITY 1D/3D+1

KNOWLEDGE 1D/4D

MECHANICAL 1D+1/3D+1

PERCEPTION 1D/3D

STRENGTH 1D/3D

TECHNICAL 1D+1/4D

Special Abilities:



Moist Environments: In moist environments, Mon Calamari receive a +1D bonus for all *Dexterity*, *Perception*, and *Strength* tasks.

Dry Environments: In dry environments, Mon Calamari receive a -1D penalty for all *Dexterity*, *Perception*, and *Strength* tasks.

Amphibious: Mon Calamari can breathe both air and water and can withstand the extreme pressures of the ocean depths.

Story Factors:

Enslavement: Most Mon Calamari not directly allied with the Rebel Alliance are enslaved by the Empire, and the Empire has placed a high priority on the capture of any "free" Mon Calamari.

Move: 9/12 (walking); 8/10 (swimming)

Size: 1.3-1.8 meters tall

Source: Ultimate Alien Anthology (pages 98-99), Core Rulebook (pages 214-215), Galaxy Guide 4: Alien Races (pages 67-68)

Morodin

Home Planet: Varonat

Attribute Dice: 14D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 0D/1D+2

PERCEPTION 2D/4D

STRENGTH 3D/6D

TECHNICAL 0D/1D+1

Special Abilities:

Nutrient Slime: The Morodins' prime agent for implemen-



ting their biochemical agriculture is the nutrient slime secreted from a gland in their underbellies and spread in their path. Their slime - which changes in nutrient value depending on the Morodin's diet - encourages growth and mutation of plant life.

Biochemical Agriculture: Morodins have extensive knowledge of

Varonat's plant life, and modify it through their own biological niche in Varonat's ecosystem. By digesting certain plants and spreading their nutrient slime over other plants, Morodins produce new strains of plant food, some more nutritious than others.

Story Factors:

Hunted Species: Because the Morodin have no established cities, farms or other signs of a civilization, they are mistaken for wild beasts and are often hunted.

Move: 12/15

Size: 15 meters long

Source: The Best of the Adventure Journal: Issues 1-4 (pages 21-22)

Morseerian

Average Morseerian: *Dexterity* 2D, *Knowledge* 2D, *Mechanical* 2D, *Perception* 2D, *Strength* 2D, *Technical* 2D.

Home Planet: Unknown.

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+1/4D

STRENGTH 1D+1/4D

TECHNICAL 1D+1/4D

Special Abilities:

Ambidextrous: Morseerians can use any of their four hands with equal skill, and suffer no off-hand penalties.

Multi-limbed: Morseerians have four arms and can use them all at the same time. Penalties for multiple actions still apply.

Sharp-Eyed: Morseerians gain a +2 bonus to all Search skill checks involving sight.

Story Factors:

Methane-breather: If removed from a methane-rich atmosphere for more than six rounds, a Morseerian must make a Moderate Strength check or go unconscious. Each round thereafter, the difficulty increases by +3.



Once unconscious, the Morseerian will take one level of damage per round unless returned to a methane-rich atmosphere.

Secretive: Morseerians will never, under any circumstances, reveal the location of their homeworld, nor have many been seen outside of an environment suit, making their appearance a matter of conjecture.

Move: 10/12

Size: 1.5 to 1.7 meters tall

Source: Ultimate Alien Anthology (pages 99-100), Alien Anthology (pages 88-89)

Mriss



Home Planet: Mrisst

Attribute Dice: 7D

DEXTERITY 1D/2D+1

KNOWLEDGE 2D/5D+1

MECHANICAL 0D/3D

PERCEPTION 1D/3D+2

STRENGTH 1D/3D

TECHNICAL +1/3D+1

Special Abilities:

Technical ability: The vast majority of Mrissi are scholars and should have the scholarskill and a specialization. Mrissi can advance all specializations of the scholarskill at half the normal Character Point cost.

Story Factors:

Enslaved: The Mrissi were subjugated by Imperial forces. During that time, many Mrissi left their planet and most continue roaming the space-lanes. Some are refugees, but most are curious scholars.

Move: 4/8

Size: 0.3-0.5 meters tall

Source: The Thrawn Trilogy Sourcebook (page 147)

Mrissi

Home Planet: Mrisst

Attribute Dice: 12D

DEXTERITY 1D+2/2D+1

KNOWLEDGE 3D/4D+2

MECHANICAL 3D/5D

PERCEPTION 1D+1/3D

STRENGTH 1D/1D+2

TECHNICAL 2D/4D

Special Abilities:

Teaching Ability: The vast majority of Mrissi are scholars and should have the scholar skill and a specialization. Mrissi can advance all specializations of the scholar skill at half the normal Character Point cost.

Story Factors:

Enslavement: The Mrissi were subjugated by Imperial forces. During that time, many Mrissi left their planet and most continue roaming the space lanes. Some are refugees, but most are curious scholars.

Move: 5/8

Size: 0.3-0.5 meters tall

Source: Ultimate Alien Anthology (pages 100-101), Alien Anthology (page 89), Lords of the Expanse Sector Guide (pages 15-16)



M'shinn

M'shinni (singular: M'shinn) are a species of humanoids who are immediately recognizable by the plant covering that coats their entire bodies, leading to the nickname "Mossies." Skilled botanists and traders, they are known for their close-knit, family-run businesses and extensive knowledge of terraforming.

The M'shinni sector lies along the Celanon Spur, a prominent trade route that leads to the famed trade world of Celanon. The sector is an Imperial source of food for nearby sectors.

While several of the Rootlines realize a steady profit by doing business with the Empire, others are wary lest the Empire march in and claim their holdings as its own. Already, the Empire has forbidden the M'shinni from trading with certain planets and sectors that are known to sympathize with the Rebel Alliance.

For now, the M'shinni live in an uneasy state of neutrality. Some of their worlds welcome Imperial starships and freighters into their starport, while others will deal with the Empire only at arm's length. This is leading to increasing friction within the Council of the Wise.

Home Planet: Genassa

Attribute Dice: 12D

DEXTERITY 1D/2D+1

KNOWLEDGE 2D/4D+2

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 1D/2D+1

TECHNICAL 2D/4D

Special Skills:

Weather Prediction: This skill identical to the weather predictionskill described on page 158 of the The Star Wars Planets Collection.

Ecology: This skill is identical to the ecologyskill described on page 75 of the Star Wars Sourcebook (under Ithorians).

Agriculture: This skill is identical to the agricultureskill described on page 75 of the Star Wars Sourcebook (under Ithorians).

Special Abilities:

Skill Bonus: M'shinn characters at the time of creation onlyreceive 3D bonus skill dice (in addition to the normal number of skill dice), which may only be used to improve the following skills: agriculture, business, ecology, languages, value, weather prediction, bargain, persuasion first aid.

Natural Healing: If a M'shinn suffers a form of damage that does not remove her plant covering (for example, a blow from a blunt weapon, or piercing or slashing weapon that leaves only a narrow wound), the natural he-



aling time is halved due to the beneficial effects of the plant. However, if the damage involves the removal of the covering, the natural healing time is one and a half times the normal healing time. Should a M'shinn lose all of her plant covering, this penalty becomes permanent. A M'shinn can be healed in bacta tanks or through standard medicines, but these medicines will also kill the plant covering in the treated area. The M'shinni have developed their own bacta and medpac analogs which have equivalent healing powers for M'shinn but do not damage the plant covering; these specialized medical treatments are useless for other species.

Move: 8/11

Size: 1.5-2.2 meters tall

Multopos



The Multopos are tall, muscular amphibians that populate the islands of tropical Baralou. They have a thick, moist skin (mottled gray to light blue in color), with a short, but very wide torso. They have muscular legs and thin, long arms. Trailing from the forearms and legs are thick membranes that aid in swimming. Each limb has three digits.

The most important function of the tribe is to raise more Multopos. Because of their amphibious nature, Multopos can only mate in water, and their eggs must be kept in water for the entire development period. The water-dwelling Krikthasi steal eggs for food.

The Multopos have had many positive dealings with offworlders and are peaceful in new encounters unless attacked first. They approach curious visitors and attempt to speak with them in a pidgin version of Basic.

The Multopos have quickly adapted to the galaxy's technology. About the only off-world goods Multopos care for are advanced weapons, such as blasters. While generally not a warring people, they understand the need

for a good defense. The traders were more than happy to trade blasters for precious gemstones. Some Multopos tribes with blasters have actively begun hunting down Krikthasi beneath the sea.

Home Planet: Baralou

Attribute Dice: 12D

DEXTERITY 2D/4D+1

KNOWLEDGE 1D/4D

MECHANICAL 0D/3D

PERCEPTION 2D/4D

STRENGTH 1D/4D

TECHNICAL 0D/1D+2

Special Abilities:

Aquatic: Multopos can breathe both air and water and can withstand the extreme pressures found in ocean depths.

Membranes: Multopos have thick membranes attached to their arms and legs, giving them a +1D to swimming.

Dehydration: Any Multopos out of water for over one day must make a Moderate staminacheck or suffer dehydration damage equal to 1D for each day spent away from water.

Webbed Hands: Due to their webbed hands, Multopos suffer a -1D penalty using any object designed for the human hand.

Move: 7/9 (walking), 11/14 (swimming)

Size: 1.6-2 meters tall

Muun



Source: Ultimate Alien Anthology (pages 101-102)

Myneyrsh

Source: Ultimate Alien Anthology (page 102)



Nagai



Average Nagai. *Dexterity* 2D+2, *Knowledge* 1D+2, *Mechanical* 2D+1, *Perception* 2D, *Strength* 1D+1, *Technical* 2D.

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+2/4D+1

PERCEPTION 1D+1/4D

STRENGTH 1D/3D+1

TECHNICAL 1D+1/4D

Special Abilities:

Soothing Voice: Nagai gain a +1D bonus to any use of the Bargain, Command, Con, and Persuasion skills.

Move: 10/12

Source: Ultimate Alien Anthology (pages 103-104)

Najib



Najib come from the remote world Najiba, in the Faj system. They are a species of stout, dwarf humanoids with well-muscled physiques and immense strength. While not as powerful as Wookiees or Houk, Najib are, kilogram for kilogram, just as strong. Najib have long manes on their whiskered, short-snouted heads, and a narrow ridge grows between their eyes. Najib mouths are filled with formidably sharp teeth.

The Najib are a dauntless, hard-wroking species, suspicious but hospitable to strangers and loyal to friends. Members of the species are jovial, and quite fond of good drink and company. They adapt quickly and are not easily caught off-guard. They are easily angered, especially when friends are threatend; enraged, Najib make ferocious opponents.

Najiba is isolated from nearby systems by an asteroid belt known as "The Children of Najiba." During half of its orbit around the sun, the planet passes through the belt, making space travel very dangerous. The irregular orbit, along with low axial tilt, provides a state of almost perpetual spring. Storms, both rain and electrical, are common occurances.

Najiba was discovered in the early days of the Old Republic, but, due to the nearby asteroid field, it was not visited until a few centuries ago. First contact with the Najib was marginally successful; the Najib were eager to learn about the outsiders, but were suspicious as well. Eventually the Najib agreed to join the galactic government.

Home Planet: Najiba

Attribute Dice: 12D

DEXTERITY 1D+1/3D+2

KNOWLEDGE 1D/3D

MECHANICAL 2D+1/4D+1

PERCEPTION 1D/3D+2

STRENGTH 3D/4D+2

TECHNICAL 2D+2/4D+2

Story Factors:

Carousers: Najib love food, drink and company. They often find it hard to pass by a cantina without buying a few drinks.

Move: 8/10

Size: 1-1.5 meters tall

Nalrithian

Nalrithians are an insectoid species from an unknown system in the Outer Rim Territories. Little information is available about their societies or customs. They



do not speak their own language, but communicate telepathically among themselves. Although it is unknown whether Nalrithians have any gender, it is assumed that they resemble insects in that regard. Several Nalrithians share one egg before birth, and those eggmates have a special telepathic link that can allow them to share thoughts and memories.

Attribute Dice: 11D

DEXTERITY 2D/5D

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D+1

PERCEPTION 1D/3D+2

STRENGTH 1D+1/4D+1

TECHNICAL 1D/4D

Special Abilities:

Body Armor: Nalrithians have a chitinous outer skeleton which provides them with +1D+1 protection from physical damage.

Enhanced Senses: Nalrithians have a very acute sense of smell. They receive a +1D bonus to Perception to notice smells and identify known scents. The gamemaster can make a secret check using Perception+2 to see if the character notices a scent, such as a familiar species or element, to the character.

Mindlink: All Nalrithians share a special link with their eggmates, which makes them a limited hive society. Usually, eggmates work very closely together, sharing everything, including Force Points. Eggmates can share thoughts, experiences and Force Points voluntarily, or they can withhold them by passing a Difficult Knowledge check. If an eggmate tries to link to these hidden thoughts or take a Force Point, they must have physical contact and pass a Knowledge check with a higher result. Force Points gained this way can be saved for later use. Mindlink normally has a range of approximately 12 meters, though can be used over long distances (the mental equivalent of shouting).

Resist Mind Control: A side effect of their mindlink ability, Nalrithians have a +1D against any attempt to take control of their minds. If the Nalrithians are currently mindlinked, use the highest resistance among the group and add +1D per Nalrithian.

Telepathy: Nalrithians communicate using a combination of scents and electromagnetic field manipulation. Devices that affect energy fields have no effect on Nalrithians, unless they are within 10 meters of the character. Generally, Nalrithians can only communicate with their own species and others who use scents and electromagnetic fields (such as Weequay and Jedi). Each species, however, usually has its own language, which must be learned as such.

Story Factors:

Xenophobia: The Nalrithians are feared by many other species due to their close resemblance to insects. Average beings generally avoid Nalrithians because of their appearance. As a result, most Nalrithians are bitter toward all other species, often choosing not to associate with them. Nalrithians in general, neither trust nor are trusted.

Move: 8/11

Size: 1.2-1.6 meter tall

Nalroni



The Nalroni, native to Celanon, are golden-furred humanoids with long, tapered snouts and extremely sharp teeth. They have slender builds, and are elegant and graceful in motion.

The Nalroni have turned their predatory instincts toward the art of trade and negotiation. They have an almost instinctive understanding of the psychology and behavior of other species, and are able to use this to great advantage no matter what the situation. The Nalroni are extremely skilled negotiators and merchants, and their merchant guilds and trading consortiums are extremely wealthy and influential throughout the sector. Just about anything can be bought, sold or stolen in Celanon City.

Celanon City is a large, sprawling walled metropolis, and the sole location on the planet where offworlders are allowed to mingle with the Nalroni. The Nalroni regulate all trade through Celanon Spaceport and derive tremendous revenues from tariffs and bribes. They are deeply sensitive to the possibility their native culture might be contaminated by outsiders, and rarely allow foreigners beyond the city walls.

Home Planet: Celanon

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D+2/4D+2

MECHANICAL 1D/4D

PERCEPTION 2D/4D+2

STRENGTH 1D+2/4D

TECHNICAL 1D/3D+2

Move: 9/12

Size: 1.5-1.8 meters tall

Nautolan

Average Nautolan: Dexterity 2D, Knowledge 1D+2, Mechanical 1D+2, Perception 2D, Strength 2D+1, Technical 1D+1.

Home Planet: Glee Anselm

Attribute Dice: 11D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+2

PERCEPTION 1D/4D

STRENGTH 2D/4D+1

TECHNICAL 1D/3D+1

Special Abilities:

Good Swimmers: Nautolans, being amphibious, gain a permanent +1D bonus to all Swimming skill rolls.

Low-light Vision: A Nautolan can see twice as far as a normal human in poor lighting conditions.

Pheromone Detection: Nautolans possess tendrils which act as their major sensory organs, and they barely function outside of water. The tendrils are so sensitive that they can sense odors and pheromones, which can allow an observant Nautolan some idea of a target's emotional state. Because of this, Nautolans gain a +1D bonus to all skills rolls involving interpersonal relations (ie, Bargain, Command, Con, Intimidation, Investigation, or Persuasion) when in water. When outside of water, this bonus is reduced to a mere +1 pip.

Story Factors:

Language: The Nautolan language is only fully pronounceable when the speaker is under water.

Move: 10/12 (swimming & walking)

Size: 1.8-2 meters

Source: Ultimate Alien Anthology (pages 104-105)



Nazzar

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 2D/5D

TECHNICAL 2D/4D

Story Factors:

Fanaticism: Nazzar have a profound sense of loyalty to any relationships they enter, either as a friend, ally or member of an organization. They fiercely defend anyone and anything toward which they have made such a form of vow.

Move: 12/14

Size: 1.5-2.1

Source: Ultimate Alien Anthology (pages 105-106), Tales of the Jedi Companion (pages 102-103)



Neimoidian



Average Neimoidian: *Dexterity 1D+2, Knowledge 2D+1, Mechanical 2D, Perception 2D+2, Strength 1D+1, Technical 2D.*

Home Planet: Neimoidia

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D+2/4D+1

MECHANICAL 1D+1/4D

PERCEPTION 2D/4D+2

STRENGTH 1D/3D+1

TECHNICAL 1D+1/4D

Special Abilities:

Skill Bonus: At the time of character creation only, Neimoidian characters gain 2D for every 1D placed in either the Value or Con skills.

Move: 10/12

Source: Ultimate Alien Anthology (pages 106-107)

Neti

Average Neti. *Dexterity 1D, Knowledge 2D+2, Mechanical 1D+1, Perception 2D+1, Strength 2D+1, Technical 2D+1.*

Home Planet: Unknown (Neti were first encountered on the planet Ryyk)

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D+2

MECHANICAL 1D/3D+1

PERCEPTION 2D/4D+1

STRENGTH 2D/4D+1

TECHNICAL 1D/4D+1

Special Abilities:

Metamorph: Neti can alter their size and shape considerably, though this has little game effect. This includes the ability to change form into a rough humanoid shape, a squat quadruped shape, or a solid, tree-like shape. In quadruped form, Neti receive a +1D bonus to Brawling Parry skill rolls made to resist trips and tackles, but it can neither run nor charge. This bonus is increased to +4D to Brawling Parry when a Neti is in a stationary tree-like form. Changing shape takes 1 round.

Photosynthesis: Neti are plants and have no need for food as long as they have regular access to broad-spectrum light.

Move: 10/12

Size: Varies; when at rest, 5 meters tall, but can morph between 2 and 9.5 meters tall

Source: Ultimate Alien Anthology (pages 107-108)



Nikto



Home Planet: Kintan

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 2D/3D

MECHANICAL 1D/3D

PERCEPTION 1D/3D+2

STRENGTH 2D/4D+1

TECHNICAL 2D/3D

Special Abilities:

Esral'sa'Nikto Fins: These Nikto can withstand great extremes in temperature for long periods. Their advanced hearing gives them a +1 bonus to search and Perception rolls relating to hearing.

Kadas'sa'Nikto Claws: Their claws add +1D to climbing and do STR +2 damage.

Kajain'sa'Nikto Stamina: These Nikto have great stamina in desert environments. They receive a +1D bonus to both survival: desert and stamina rolls.

Vision: Nikto have a natural eye-shielding of a transparent keratin-like substance. They suffer no adverse effects from sandstorms or similar conditions, nor does their vision blur underwater.

Move: 10/12

Size: 1.6-1.9 meters

Source: Ultimate Alien Anthology (pages 108-111)

Nimbanel



Homeworld: Nimban
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D+1
MECHANICAL 1D/3D+2
PERCEPTION 2D/4D+1
STRENGTH 2D/4D
TECHNICAL 1D/4D

Special Abilities:

Skill Bonus: At the time of character creation only, Nimbanel characters place only 1D of starting skill dice in Bureaucracy or Business, but receive 2D+1 dice for the skill.

Move: 10/12

Size: 1.6-1.9 meters tall

Source: Ultimate Alien Anthology (pages 111-112)

Noehon

Home Planet: Noe'ha'on

Attribute Dice: 12D



DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/4D
PERCEPTION 1D+2/4D
STRENGTH 2D/4D
TECHNICAL 1D/3D+2

Special Abilities:

Multi-Actions: A Noehon may make a second action during a round at no penalty. Additional actions incur penalties - third action incurs a -1D; the fourth a -2D penalty, and so on.

Move: 9/11

Size: 1-1.25 meters tall

Source: Ultimate Alien Anthology (pages 112-113)

Noghri

Home Planet: Honoghr

Attribute Dice: 16D



DEXTERITY 2D+1/5D+2
KNOWLEDGE 1D+1/3D+2
MECHANICAL 1D/3D+2
PERCEPTION 2D+2/4D+2
STRENGTH 2D+2/5D+2
TECHNICAL 1D/3D+2

Special Skills:

Strength: Brawling: martial arts: Time to use: one minute. This specialized form of brawling combat employs techniques that the Noghri are taught at an early age. Because of the deceptively fast nature of this combat. Noghri receive +2D to their skill when engaged in brawling with someone who doesn't have brawling: martial arts. Also, when fighting someone without this skill, they also receive a +1D+2 bonus to the damage they do in combat.

Special Abilities:

Claws: Noghri have powerful claws (add +1D to damage in brawling combat.) and sharp teeth (add +2D to damage in brawling combat.)

Stealth: Noghri have a natural ability to be stealthy that they receive a +2D when using their hide or sneak skills.

Enhanced Senses: Because the Noghri have a combination of highly-specialized senses, they receive a +2D when using their search skill.

Ignorance: Noghri are almost completely ignorant of galactic affairs. Noghri may not place any beginning skill dice in any Knowledge skills except for intimidation, survival or willpower.

Story Factors:

Enslavement: Noghri are indebted to Lord Darth Vader and the Empire; all Noghri are obligated to serve the Empire as assassins. Any Noghri who refuse to share in their role is executed. After discovering Luke, Leia, and the Solo children are descendants of Vader, the Noghri have extended total loyalty to them as well.

Strict Culture: The Noghri have a very strict tribal culture, Noghri who don't heed the commands of their dynasts (tribal leaders) are severely punished or executed.

Move: 11/18

Size: 1.3 meters

Source: Ultimate Alien Anthology (pages 113-114)

Nosaurian



Average Nosaurian. *Dexterity* 2D+1, *Knowledge* 2D, *Mechanical* 2D+1, *Perception* 1D+2, *Strength* 1D+2, *Technical* 2D.

Home Planet: New Plympto

Attribute Dice: 12D

DEXTERITY 2D/4D+1

KNOWLEDGE 1D/4D

MECHANICAL 2D/4D+1

PERCEPTION 1D/3D+2

STRENGTH 1D/3D+2

TECHNICAL 1D/4D

Special Abilities:

Horns: Nosaurians possess six horns on the tops of their heads that they can employ as weapons. Goring an opponent with these horns inflicts the Nosaurian's Strength +1 in damage.

Internal Clock: Nosaurians attuned to the planet they are living on instinctively know when the sun is setting. They usually accompany the setting sun by braying at the top of their lungs. This is largely involuntary, and any Nosaurian wishing to resist the urge to "sing it [the sun] down" must succeed at a Very Difficult *Willpower* skill roll.

Story Factors:

Color Blind: Nosaurians only see in black and white. While they are not typically effected by this, they may have difficulty interpreting color-coded computer displays or vehicle controls that they are unfamiliar with.

Phosphorescent Mouth Lining: A Nosaurian can make the lining of his mouth phosphorescent at will. Although many animals on New Plympto use similar abilities to attract prey, it grants no appreciable bonus to Nosaurian characters.

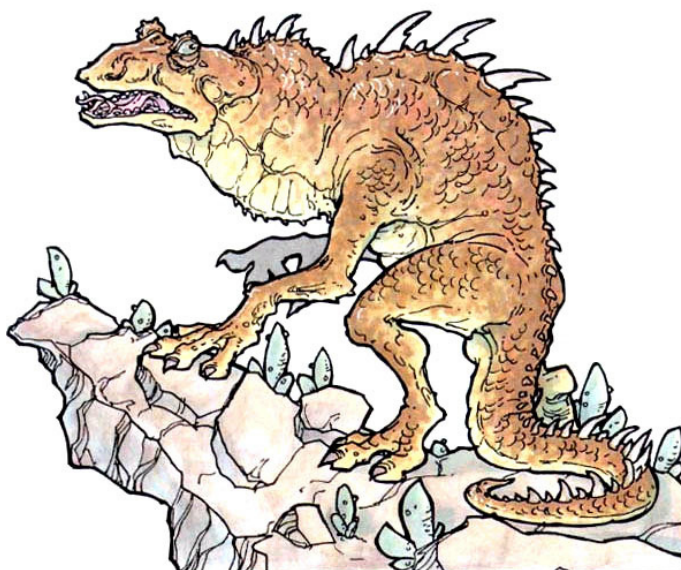
Resentful of Humans: Nosaurians blame Republic politicians (and humans in general) for financial problems suffered on their homeworld of New Plympto. These feelings were further compounded by a heavy-handed Imperial subjugation of their planet.

Move: 10

Size: 1.2 to 1.55 meters tall

Source: Ultimate Alien Anthology (pages 114-115)

Nuiwit (Altorian Lizard)



Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 1D+1/3D+1
TECHNICAL 2D/4D

Special Abilities:

Detachable Tails: If a Nuiwit's tail is grasped by an attacker, the Nuiwit can escape by making an Easy Strength roll. Success means that the Nuiwit's tail has detached from its body. After this occurs, the Nuiwit will not be able to walk up right for the four standard weeks that it will take the tail to regrow.

Story Factors:

Pacifism: The Nuiwit are extremely vocal about their pacifism. If they witness an instance of violence (and this includes the consumption of any nonfrugivorous food-stuffs), they will not shy away from questioning the morality of the perpetrator.

Move: 5/7(bipedal); 10/12(quadrupedal)

Size: 1.3-1.5 meters tall (standing)

Source: Galaxy Guide 4: Alien Races (pages 10-12)

Nuknog



Source: Ultimate Alien Anthology (pages 115-116)

Odenji

The Odenji of Issor are medium-sized bipeds with smooth, hairless heads, and large, webbed hands and feet. Odenji skin color ranges from dark brown to tan. Members of the species have gills on the sides of their necks so they can breath freely in and out of water. Where the Issori have olfactory wrinkles, the Odenji have four horizontal flaps of skin that serve the same purpose: facilitating the sense of smell.

The Odenji are a sad and pitiable species. After the melanncho, very few Odenji publicly express joy, pleasure or humor. This sadness manifests itself through the Odenji's apathetic attitude and unwillingness to assume positions of leadership.

The Odenji developed as a nomadic, underwater society that existed until the Odenji and Issori met for the first time. The Issori somehow persuaded the Odenji that life on the Issori surface was better than underwater, and the Odenji eventually relocated their entire culture to the land.

Forming a new Issori-Odenji government, the two species made rapid technological progress. Eventually, as the result of an Issori-Odenji experiment, Issor made contact with a space-faring culture, the Corellians. The Issorians gained access to considerably more advanced technology.

Several centuries ago, the Odenji entered into a period known as the melanncho. During this time, the amount of violent crime increased and depression among the species was at an all-time high. Eventually the period passed, but today many Odenji experience personal melanncho. Odenji do not intentionally try to be sad; most Odenji want very much to be happy and experience joy like members of other species. Unfortunately, they are unable to bring themselves to a happy emotional plateau.

No cause has been discovered for this strange, species-wide sadness, though several theories exist. Some scientists hypothesize that the melanncho was caused

by a virus or strain of bacteria, one to which the Issori were immune. Imperial scientists, on the other hand, insist that the melanncho is simply a genetic dysfunction and that the Odenji would have eventually become extinct from it had they not had access to "human" medicine. A theory gaining much support among the Odenji themselves is that the melanncho, both species-wide and personal, is the result of the migration of the Odenji from their aquatic home to the land above. Many Odenji who believe this theory have created underwater communities, much to the dismay of their land-dwelling brethren.

The Odenji have access to the space-level technology they developed with the Issori and offworlders. They allow the Issori to han-



dle most of Issor's trade, but do help produce goods for sale. The groups of Odenji returning to the ocean shun this technology and have returned to the feudal devices used by their ancestors before leaving the oceans.

Home Planet: Issor

Attribute Dice: 12D

DEXTERITY 2D+1/4D+1

KNOWLEDGE 2D/5D

MECHANICAL 1D/3D

PERCEPTION 2D+2/4D+2

STRENGTH 1D+2/3D+2

TECHNICAL 2D/4D

Special Abilities:

Swimming: Due to their webbed hands and feet, Odenji gain +3 to their Move score and +1D+2 to dodge in underwater conditions.

Melanncho: When ever something particularly disturbing happens to an Odenji (the death of a friend or relative, failure to reach an important goal), he must make a Moderate willpower roll. If the roll fails, the Odenji experiences a personal melanncho, entering a state of depression and suffering a -1D penalty on all rolls until a Moderate willpower roll succeeds. The gamemaster should allow no more than one roll per game day.

Aquatic: The Odenji possess both gills and lungs and can breath both in and out of water.

Story Factors:

Melanncho: Even when not in a personal melanncho, Odenji are sad or apathetic at best. They rarely show happiness unless with very close family or friends.

Move: 10/12

Size: 1.5-1.8 meters

Omwati



Average Omwati: *Dexterity* 2D, *Knowledge* 2D+1, *Mechanical* 2D, *Perception* 2D, *Strength* 1D+1, *Technical* 2D+1.

Home Planet: Omwat

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+2/4D+1

MECHANICAL 1D+1/4D

PERCEPTION 1D+1/4D

STRENGTH 1D/3D+1

TECHNICAL 1D+2/4D+1

Special Abilities:

Technical Aptitude: Omwati have a permanent +2 bonus to any use of Technical skills.

Move: 10/12

Size: 1.6 to 2.1 meters tall

Source: *Ultimate Alien Anthology* (pages 116-118), *Alien Anthology* (pages 89-90)

Ongree



Orfite

Home Planet: Kidron

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D+2

MECHANICAL 1D/4D

PERCEPTION 2D/5D+1

STRENGTH 1D/2D+1

TECHNICAL 1D/3D

Special Abilities:

Olfactory Sense: Orfites have a well-developed sense of smell. Add +2D to *search* when tracking someone by scent or when otherwise using their sense of smell. They can operate in darkness without any penalties. Due to poor eyesight, they suffer -2D to *search*, *Perception* and related combat skills when they cannot use scent. They also suffer a -2D penalty when attacking targets over 5 meters away.

Light Gravity: Orfites are native to Kidron, a light gravity world. When on standard gravity worlds, reduce their Move by -3. Without a power harness on such worlds, reduce their *Strength* and *Dexterity* by -1D (minimum of +2; they can still roll, hoping to get a "Wild Die" result).

Move: 11/14

Size: 1.0-2.0 meters



Orgon

Orgons are the dominant life forms on Gorsh, a world dominated by shallow saltwater seas and great stretches of briny swamp. These intelligent and mobile plants have two distinct sections of their bodies. The brain and vital organs are in a round, hardened shell, normally about half of a meter in diameter. The shell is a deep-green or yellow color. Trailing away from the shell are anywhere from six to eight tendrils, up to four meters long (the number is dependant upon the age of the individual Orgon).



Each limb is used for mobility as well as absorption of vital nutrients. The limbs are soft and flexible, but incredibly strong through the use of alternating hard, armored cells (which provide protection), and softer cells that perform the same function as muscles in animals. By constricting or loosening these soft cells, the creatures can drag themselves through the swamps or use tools. In order to absorb nutrients, the limbs must be buried in the soil. Each limb is also equipped with a very complex nervous system that constantly relays tactile data to the brain. Because of the nature of the hard shells and flexibility of their bodies, Orgons can better resist damage from blunt (non-bladed) attacks, such as clubs.

They are sensitive to light, and while they don't have vision in the traditional sense of most other carbon-based sentient life forms, they can "see" light and reflected light within a large area around them.

Orgons are almost always found alone. Because of the slow movement rate of the Orgons, the development of intelligence as the only thing that saved them from extinction. Since they cannot "catch" prey through normal hunting methods, they have learned to make very

potent posions and adhesives, as well as traps. They can then lumber over to the site and consume the creature at their leisure (their limbs also secrete digestive fluids). Orgons need to only eat about three kilograms of meat per standard year.

The creatures communicate with one another by very precise movements of their limbs. The Genetech research scientists based on Gorsh have not yet learned how intelligent the Orgons are. Many of the "wonder chemicals" that Genetech has discovered have actually been Orgon compounds.

The Orgons have learned to shy away from contact with humans. They have also developed a very potent posion which they have liberally applied to plants and berries in the vicinity of Genetech encampments. Exposure to its toxins leads to a screaming, insane death in only a few short minutes unless appropriate medicines are applied quickly.

Home Planet: Gorsh

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/4D+2

MECHANICAL 0D/3D

PERCEPTION 2D/4D

STRENGTH 2D/4D+2

TECHNICAL 0D/1D+2

Special Skills:

Biochemistry: Time to use: Several days. Biochemistry is the skill the Orgons use to create new chemical compounds for their own use. Creating new compounds can take days, months or even years.

Special Abilities:

Posion: The Orgon can produce a red goo which is filled with a deadly posion (6D damage upon initial contact, 4D damage per turn thereafter, for a maximum of 10 turns). It only affects exposed skin.

Resistance to Blunt Weapons: The shell of the Orgon provides +1D against physical attacks from blunt weapons.

Natural Camouflage: Orgons get +2D to sneakin jungle terrain.

Move: 3/5

Size: Up to 1.5 meters tall

Gamemaster Notes:

It is strongly suggested that players not be allowed to play Orgon characters.

Ortolan

Home Planet: Orto

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D

PERCEPTION 2D+1/4D+1

STRENGTH 2D+2/5D

TECHNICAL 2D/4D

Special Abilities:

Foraging: Any attempt at foraging for food (whether as a survival technique or when looking for a good restaurant) gains +2D.

Ingestion: Ortolans can ingest large amounts of different types of food. They gain +1D to resisting any attempt at poisoning or indigestion.



Story Factors:

Food: The Ortolans are obsessed with food and the possibility that they may miss a meal. While members of other species find this amusing, the Ortolans believe that it is an integral part of life. Offering an Ortolan food in exchange for a service or a consideration gains the character +2D (or more, if it is really good food) on a persuasion attempt.

Move: 5/7

Size: 1.5 meters tall

Source: Ultimate Alien Anthology (pages 118-119), Alien Anthology (pages 91-92), Galaxy Guide 4: Alien Races (pages 69-70)

Ossan



Home Planet: Ossel II
Attribute Dice: 10D
DEXTERITY 1D/3D
KNOWLEDGE 0D/2D
MECHANICAL 1D/3D
PERCEPTION 0D/2D
STRENGTH 2D+2/4D+2*
TECHNICAL: */1D

* An Ossan who has left Ossan II within the last six months may have a Strength of up to 5D, but they lose 1 pip after they have been off-planet for longer than this.

Story Factors:

Superiority: Ossans feel they “know better” in any situation involving trade or barter. They sometimes do, but they can be taken advantage of fairly easily by anyone with a decent con.

Disposition: Ossans tend to be foolish, but they are almost unfailingly cheerful and agreeable, a combination that accounts for their propensity to innocently create trouble.

Move: 5/7

Size: 1.4-1.6 meters tall

Source: Galaxy Guide 4: Alien Races (pages 71-72)

Pacithhip



Home Planet: Shimia
Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 2D/4D+1
MECHANICAL 1D/3D+2
PERCEPTION 2D/4D+2
STRENGTH 3D/6D+1
TECHNICAL 1D/3D

Special Abilities:

Natural Body Armor: The Pacithhip’s thick hides provides +1D against physical attacks. It gives no bonus against energy attacks.

Tusks: The sharp teeth of the Pacithhip inflict STR+1D damage on a successful brawling attack.

Move: 5/8

Size: 1.3-1.7 meters tall

Source: Ultimate Alien Anthology (page 119)

Pa’lowick



Home Planet: Lowick
Attribute Dice: 10D
DEXTERITY 1D/4D
KNOWLEDGE 1D+2/4D+2
MECHANICAL 2D/4D
PERCEPTION 2D/4D+2
STRENGTH 2D/4D
TECHNICAL: 1D / 4D

Move: 7/10

Size: 1.2-1.8 meters

Source: Ultimate Alien Anthology (pages 119-120)

Phindian



Source: Ultimate Alien Anthology (pages 120-121)

Pho Ph'eahian

Home Planet: Pho Ph'eah

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D

PERCEPTION 1D+2/4D+1

STRENGTH 1D/4D

TECHNICAL 2D/5D

Special Abilities:

Four Arms: Pho Ph'eahians have four arms. They can perform two actions per round with no penalty; a third action in a round receives a -1D penalty, a fourth a -2D penalty and so forth.

Move: 9/2

Size: 1.3-2.0 meters tall

Source: Ultimate Alien Anthology (pages 121-122), Han Solo and the Corporate Sector Sourcebook (page 136)



Phuii



Polydroxol

Home Planet: Sevetta

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 2D/4D

PERCEPTION 1D/3D+2

STRENGTH 3D/7D

TECHNICAL 1D/4D+1

Special Skills:

Strength skills:

Shape-shifting: Time to use: Varies, depending on shape; generally 1-10 minutes. Consider this skill advanced for advancement purposes. This skill allows the Polydroxol to assume complex shapes. Simple geometric shapes, like cubes or spheres, are Very Easy or Easy to replicate. A basic humanoid form is Difficult to replicate, additional details add more modifiers to the difficulty. Polydroxol roll this skill when assuming the new form. They don't have to roll to maintain the new form. This skill can be used in place of a sneak attempt, with a +2D bonus if in an environment where a metallic object is likely to be found.

Special Abilities:

Shape-shifting: A Polydroxol can alter its shape. It cannot alter its mass. It cannot assume a form smaller than 10 centimeters in total width, although it can slim its "limbs" down to centimeter-width. A shape-shifter that makes an Easy shape-shifting roll can produce a weapon from its form, with added blades, which increases brawling damage by up to +3D.

Surface Altering: A Polydroxol can alter its surface texture to match most metals. It does not draw the properties of that metal, just the surface texture. It can reproduce lettering and complex patterns.

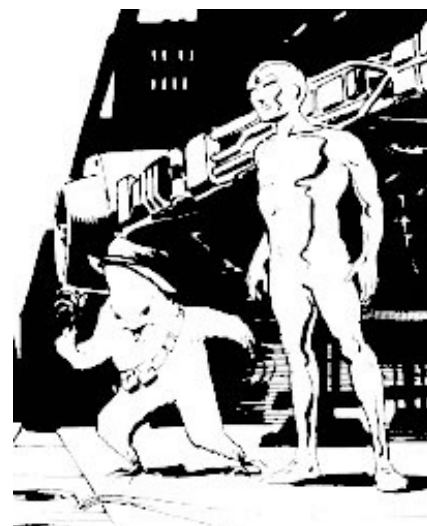
Segmenting: A Polydroxol can reduce its Strength by 1D to produce a segment. This segment, which shares all of the Polydroxol's attributes and skills except Strength, is under the control of the Polydroxol. The segment can operate within a 35-meter radius of its host. It can "see" and "feel," transmitting sensory information to the host. It can suffer damage, with a Strength attribute of 1D. If the segment is wounded, the host is also wounded until it breaks contact. If the segment is incapacitated or killed, the host suffers a wound and contact is broken. Maintaining contact with a segment counts as an action, as do any actions taken by the segment.

Story Factors:

Rare: Polydroxol are rare, and their abilities are largely unknown to the rest of the galaxy.

Move: 6/11

Size: 80 to 200 kilograms



Poss'Nomin



Somewhat larger than an average human, the Poss'Nomin - native to Illarreen - have a thick build that is due more to their sizable bone structure than muscular bulk. Their skin is almost uniformly red, though some races have black or brown-spotted forearms. They have wide faces with angular cheek bones rimmed with cartilage knobs, and a broad, flat nose. They have great, shovel-like jaws filled with a mixture of flat and sharp teeth that betray their omnivorous nature.

Certainly the most striking aspect of the Poss'Nomin's physical appearance is his three eyes; they are positioned next to one another horizontally, giving him a wide arc of vision. The large eyes are orange except for the iris, which ranges from dark blue to yellow. Each eye has two fleshy eyelids, the outer one used primarily when sleeping.

The Poss'Nomin evolved along the eastern shores of Vhin, an island continent in the northern hemisphere of Illarreen. The area was rich in resources, but due to sudden and intense climate changes - possibly the result of a solar flare - that took place within the span of a few centuries, the place became an uninhabitable wasteland.

Having few options, the Poss'Nomin left the shores for better lands beyond. They quickly spread throughout the continent, eventually building boats that could take them to new regions. Civilizations blossomed throughout the world and society prospered.

Within a few millennia, several powerful nations had emerged, each with differing priorities and forms of government. Conflicts began that soon led to war on a global scale, something the Poss'Nomin had never before experienced.

It was during this period, scarcely a century ago, that Illarreen was discovered by a party of spice traders. As the planet was previously unexplored, the traders decided to investigate. What they found was a fully deve-

loped species engaged in massive global warfare.

The Poss'Nomin immediately ceased their fighting in order to comprehend the nature of their visitors. Less than a decade after their initial contact with outsiders, the warring nations put aside their grievances and united in an effort to adopt the galaxy's more advanced technology and become part of the galactic community. Today approximately one-third of the population has adopted galactic-standard technology.

Since they were discovered, many Poss'Nomin have taken to the stars, in search of the adventure and riches to be found within the rest of the galaxy. Many have traveled to the uncharted regions at the edge of the galaxy and even beyond.

Home Planet: Illarreen

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D+2

STRENGTH 1D+1/4D

TECHNICAL 1D/3D+1

Special Abilities:

Wide Vision: Because of the positioning of their three eyes, the Poss'Nomin have a very wide arc of vision. This gives them a +1D bonus to all Perception and search rolls based on visual acuity.

Move: 10/12

Size: 1.7-2.1 meters tall

Protean



Proteans are silicon-based lifeforms native to Nathas I - a cold, airless world in the Questal sector. They appear as amorphous blobs of clay-like matter, approximately 80 to 150 kilograms in mass depending on maturity. They ingest all essential elements by surrounding their meal and absorbing it into their matter. There it is broken down into constituent molecules that the Proteans need to survive. Waste particles are exuded in a fine liquid slime that gradually evaporates.

Like many lifeforms, Proteans use oxygen to help fuel their metabolism. On their airless world, they synthesize the oxygen trapped in the rocks, using their great strength to crack open

and grind the stones into a fine powder. Proteans use this absorption technique to both “breathe” and feed.

While they can survive in a vacuum, Proteans cannot do so indefinitely. They require gravity to maintain their shape. A Protean stranded in space will eventually expand beyond its limits, tearing apart its nerve and circulatory cluster in a slow organic explosion.

The Proteans were studied briefly by Imperial scientists when the world was first surveyed, but since Nathas I has no strategic value or emarkable ores, it was soon passed over.

Home Planet: Nathas I

Attribute Dice: 13D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/2D+2

MECHANICAL 1D/2D+2

PERCEPTION 3D/4D+2

STRENGTH 3D/5D

TECHNICAL 1D/2D+2

Special Skills:

Shape-Shifting (A): Time to use: Varies, depending on the shape; generally 1-10 minutes. This is an advanced skill (A). The Protean can assume complex shapes. Simple geometric shapes, like cubes or spheres, are Very Easy to replicate. A basic humanoid form is Difficult to replicate, additional details add more modifiers to the difficulty. Proteans roll this skill when assuming the new form. They don’t have to roll to maintain the new form or to resume their normal state.

Special Abilities:

Chemical and Tactile Communication: Although they can vocalize, Proteans communicate through touch and chemical exchange. They cannot communicate to non-Proteans.

Shape-Shifting: A Protean can alter its shape. It cannot alter its mass. It can reform its shape to fit into a space as small as 30 centimeters wide. It can mimic most rocky materials. A shape-shifter that performs an Easy shape-shifting can produce a weapon from its form, with added spikes, which increase brawling damage by +2D. When a Protean conceals itself as a rock-like form, passers by must make successful Perception or search rolls against the Protean’s shape-shifting to detect it. The Protean receives bonus modifiers if the searchers are unfamiliar with the nature of the Protean or the native rocks.

Story Factors:

Primitive: Beginning Protean characters cannot place any dice in Mechanical or Technical skills. They are limited in their selection of Knowledge skills as well.

Move: 9/10

Size: 80-150 kilograms in mass

Notes:

A favorite attack of a hungry Protean is the smother attack. The Protean typically hides as a rock form, lying in wait for unwitting prey. If a potential meal comes within reach, the Protean strikes, enveloping it. To simulate this tactic, have the Protean make a successful brawling attempt against a character’s dodge. If it succeeds, the Protean does no damage, but has trapped the prey. It then smothers the character, who must make three Difficult Strength attempts to break free. If the victim fails the three attempts, the Protean begins dealing STR damage. If the Protean is having difficulty subduing the enveloped prey, it will grow “teeth” (Easy shape-shifting).

groll), increasing it damage by +2D. Note that the enveloped victim will eventually suffocate if he doesn’t break free. A difficult Strength or Dexterity is needed to draw any weapons. An Incapacitated total against the Protean forces it to release its victim.

Gamemaster Notes:

It is recommended that player characters do not play Proteans.

Psadan



Source: Ultimate Alien Anthology (pages 122-123)

Pulra



The Pulras are indigenous to the unexplored world of Kuras III. The Pulras is an amorphous life form that roams the surface of the planet. Pulras are brown, green or black, gelatinous and shape-changing creatures.

They have a highly flexible body structure, allowing them to assume a countless variety of forms. This is the evolution of a sophisticated attack and defense system: they can use this ability to change color and shape to hide from predators or lay traps for their prey. They are omnivores, eating plants and small animals.

They have no sensory organs. Their prime sense is a form of sonar: they broadcast ultrasonic signals, then determine their surroundings around them based on the echo of the signals. Pulras, while most commonly about 50 cubic centimeters, can reach sizes upwards of 150 liters. These creatures can also manipulate their genetic code so that several Pulras can form one entity, called a "bind."

Pulras, while not perfectly harmonious, generally get along with one another peacefully. All disputes are normally settled by the colony as a whole. There are few inter-tribal conflicts. The Pulras are curious about the Aganof, the other sentient species of Kuras III; they know they are intelligent, but have had no luck establishing effective communications with them.

Home Planet: Kuras III

Attribute Dice: 6D

DEXTERITY 1D/3D

KNOWLEDGE 1D/3D

MECHANICAL 1D/2D

PERCEPTION 1D/3D

STRENGTH 1D/2D

TECHNICAL 1D/3D

Special Abilities:

Echo Location: Pulras sense the outside world by sonar echo location at ultrasonic frequencies.

Bind: Several Pulras can join shape to create a larger creature. See page 82 of the Star Wars rulebook for details on handling combined actions.

Amorphous: Pulras can change their shape. This process takes a few minutes. They can form appendages for combat (doing STR+1D damage), or other forms for a variety of tasks (such as turning into a wheel to roll down a hill).

Added Strength: Pulra can grow to enormous sizes; they gain a bonus of +1D to their Strength when they reach 100 liters and gain another 1D for every 10 liters thereafter.

Move: 2/5

Size: 20 cubic centimeters to 150 liters

P'w'eck

The P'w'ecks are a brown-scaled saurian species native to Lwhekk. They are similar in appearance to the Ssi-ruuk, although their smaller size, drooping eyes, short tails, and lower intelligence clearly distinguish them as a different species.

The Ssi-ruuk have long dominated the P'w'ecks, enslaving them and controlling their breeding. Any spark of creativity and initiative has been bred out of the species. The Ssi-ruuk treat the P'w'ecks like work animals: useful but expendable.



When the P'w'ecks reach the equivalent of 15 standard years of age - just old enough to mate but prior to maturing as an adult - they are "enteched" (a process in which life essence is transferred into computers). P'w'ecks who are allowed to live to full adulthood become unstable and violent, and often injure themselves and those around them. They are genetically incompatible with the Ssi-ruuk.

P'w'ecks perform a number of menial tasks in Ssi-ruuvi society; they are servants, beasts of burden and guard creatures. They cannot be trusted, but the Ssi-ruuk use training, punishment, torture, and traps to force the smaller aliens to perform their duties. By relying on large crews of P'w'ecks, the Ssi-ruuk need to send only a few of their own kind into space. Enteched life energy from P'w'ecks is a vital energy source in Ssi-ruuvi civilization and by enteching these creatures as they reach adulthood, the Ssi-ruuk do not have to contend with stronger, smarter and more rebellious adult P'w'ecks.

Home Planet: Lwhekk

Attribute Dice: 10D

DEXTERITY 2D/3D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 1D/2D+1

STRENGTH 2D/4D

TECHNICAL 1D/2D

Special Abilities:

Enhanced Sense (Smell): P'w'ecks have a highly developed olfactory senses. They receive +2 to search rolls if the search attempt is scent-based (maximum range of 20 meters)

Poor Vision: P'w'ecks have poor vision compared to humans. They suffer a -1D penalty for actions involving vision at a range of greater than 50 meters.

Natural body armor: the thick hide and scales of a P'w'eck offer +2D against physical and +1D against energy attacks.

Tail: A P'w'eck can use its tail as a weapon to do STR +2 damage.

Claws: P'w'ecks claws inflict STR+1D damage.

Move: 10/14

Size: 1.8 to 2.0 meters

Qieg

The Qieg are small, insect-like humanoids native to the remote world of Lan Barell. Their bodies have three segments: a head, upper abdomen, and lower abdomen. The Qieg have six limbs - two arms and four legs. The feet on the first set of legs are jointed so they may also be used as hands if needed.

There are several races of Qieg, some having rusty-red shells, while others have yellow, light-blue, or dusky-orange shells. Males and females are very similar in size and appearance, and, unlike many other sentient insect species, have relatively equal roles to play in society. All females lay eggs, which are fertilized by many males. Qieg do not consider it important to claim offspring as one's own, and make no effort to determine whether a given infant is their child.

There is no family unit - offspring are raised communally. Loyalty to the hive, however, is deeply ingrained in each Qieg, and the present Barellian system of industrial mining cooperatives owes a lot to the Qieg culture. Indeed, the Qieg use the word "hive" to describe both their home nests and the cooperative in which they are a number.

Qieg culture de-emphasizes the importance of the individual and emphasizes racial and tribal pride. The various races of Qieg get along fine, though there is definitely a feeling of competition between them. The Qieg religion is one of predestination and acceptance of the status quo.

Qieg are very adept at solving mechanical and technical problems. Though they were in a feudal tech state when humans first came to the Lan system, they had already developed electronics and had a complex mining infrastructure in place. They quickly absorbed the new technologies the humans brought with them, and begun to upgrade their economy to more closely approximate the galactic standard.

The Qieg communicate with one another in a series of clicks, chirps and mandible motions, and by waving their antennae about in certain patterns. Due to the similarity in sound, some Qieg can speak droid binary. Those Qieg dealing regularly with humans wear electronic masks that reproduce the vocal ranges of the human voice box. Some Qieg live in the mining towns and in Shulell, but most Qieg live in the forests, in nests fashioned from great hollowed-out cacti.

Home Planet: Lan Barell



Attribute Dice: 12D

DEXTERITY 2D/3D

KNOWLEDGE 1D/2D

MECHANICAL 2D/3D

PERCEPTION 2D/3D

STRENGTH 1D/2D

TECHNICAL 4D/5D

Special Abilities:

Natural Body Armor: The Qieg's chitinous shell provides +1D against physical attacks. It gives no bonus against energy attacks.

Move: 12

Size: 1 meter tall

Qiraash



Quarren



Home Planet: Mon Calamari

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D+1/4D+1

STRENGTH 2D+1/2D+1

TECHNICAL 1D+2/3D+2

Move: 9/11

Size: 1.4 to 1.9 meters tall

Source: Ultimate Alien Anthology (pages 123-124), Alien Anthology (page 92)

Quermian



Average Quermian: *Dexterity 2D+1, Knowledge 2D, Mechanical 2D+1, Perception 2D, Strength 1D, Technical 2D+1.*

Home Planet: Quermia

Attribute Dice: 12D

DEXTERITY 1D+2/4D+1

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+2/4D+1

PERCEPTION 1D+1/4D

STRENGTH 1D/3D

TECHNICAL 1D+2/4D+1

Special Abilities:

Short-Range Telepathy: Quermians can communicate with other Quermians, as well as with Force-users who have the Sense skill. To use the ability, the Quermian must make eye contact with the person he wishes to contact and roll a successful Difficult Willpower skill check. This only works in person, and is not effective through video or holonet transmissions. If the subject

of the communication is unwilling, they must roll a Very Difficult Control or Willpower skill check in order to block the thought transmission. Quermians can transmit only simple phrases and emotional impressions, and contact must be renewed each round with another Willpower check.

Move: 10/12

Size: 1.6 to 2.3 meters tall

Source: Ultimate Alien Anthology (pages 124-125), Alien Anthology (pages 92-93)

Quockran

The affairs of Quockra-4 seem to be populated and managed entirely by various types of alien droids. Many of the droids are Imperial manufacture, but some are of unknown design. Some of the Imperial models can speak with the visitors, but will not be able to tell them much about the world except that they really don't like it much. The other droids speak machine languages. In reality, the droids are merely the servants of the true masters of Quockra-4 - enormous black-skinned slug-like creatures which live deep underground.

At one time, when the world had more moisture, the Quockrans lived on the surface. Then the climate changed becoming hotter and drier, and the delicate-skinned beings were forced to move underground. They only emerge on the surface at night, when the air is cool and damp.

Naturally xenophobic, the Quockrans intensely dislike dealing with aliens. They are completely indifferent to the affairs of the galaxy, and will not, in any imaginable circumstances, get involved in alien politics (e.g., the Rebellion). Their most basic desire is to be left alone. It was this desire to avoid dealing with outsiders that moved the Quockrans to engineer an entire society of droids to liaison with other species.

Home Planet: Quockra-4

Attribute Dice: 12D

DEXTERITY 2D/3D

KNOWLEDGE 2D/3D+2

MECHANICAL 1D/3D

PERCEPTION 3D/4D+2

STRENGTH 1D/3D

TECHNICAL 3D/6D+1



Special Abilities:

Internal Organs: The Quockrans have no differentiated internal organs; they resist damage as if their Strength is 7D.

Story Factors:

Xenophobia: The Quockrans truly despise offworlders, though they are generally not violent in this dislike. However, a non-Quockran who meddles in Quockran affairs is asking for trouble.

Move: 10/12

Size: 1.4-1.7 meters tall

Qwohog



Homeworld: Hirsi

Attribute Dice: 10D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/2D+2

MECHANICAL 1D/3D

PERCEPTION 1D/3D+2

STRENGTH 1D/3D+2

TECHNICAL 1D/3D

Special Abilities:

Amphibious: Qwohog, or Wavedancers, are freshwater amphibians and breathe equally well in and out of water. Retractable webbing on their hands and feet adds to their swimming rate. They gain an additional +1D to the following skills while underwater: brawling parry, dodge, survival, search, and brawling.

Move: 8/10 (land), 14/16 (swimming)

Size: 1-1.3 meters tall

Source: Ultimate Alien Anthology (pages 125-126)

Rakaan

Rakaans are large, predatory creatures from Rakaa IV - a warm jungle and forest world on the edge of the Core. The creatures are rarely encountered away from their homeworld.

Rakaans can shoot webs to trap prey. The webs are created in a small sac on top of the abdomen, and are propelled out of the top side of the abdomen segment. Normal webs can last for about two hours. Rakaans who chew on the nargok root native to their world can mix its juices with their saliva to produce a preservative adhesive that can last for many weeks without losing strength. This adhesive is used to cocoon victims for later feeding. A pair of glands inside a Rakaan's mouth produce an acidic substance that dissolves the webs.

Rakaans have five life phases, which also correspond to unique sexes - child, neuter, female, male, andro. Each Rakaan normally experiences at least three phases during its lifetime. There is no steady cycle of the life phases: on average, a Rakaan is in child phase for the first 30 years of its life, but it may stay in this phase for as few as five or as many as 60 years. Likewise, the retention of the other sexes is highly variable. A rakaan might retain a sex for as little as three months or for as long as 80 years. A Rakaan in Transition - as the biological change from one sex to another is called - is very violent and ravenously hungry.

Home Planet: Rakaa IV

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 2D/4D+2

MECHANICAL 1D/3D+1

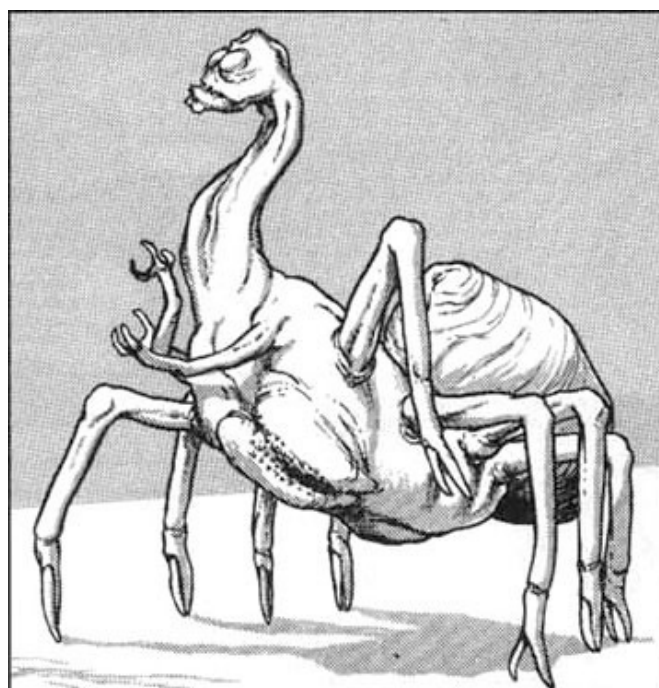
PERCEPTION 1D/5D

STRENGTH 2D+2/5D

TECHNICAL 1D/2D+1

Special Skills:

Webs: Time to use: One Round. This is the skill used to shoot the Rakaan's webs.



Special Abilities:

Phases: Rakaans have several unique life cycle/ sex phases that affect their die codes. They are child, neuter, male, female, and andro.

Child: -1D to Strength, -2 to Dexterity, -3 to Move.

Neuter: No change to die codes.

Male: +1D to Perception, +1 to Strength.

Female: +2 to Strength, +2 armor to abdomen area, -1 to Move.

Andro: -3 to Move.

Webbing: Rakaans can shoot up to two webs every round; their bodies can produce three webs per standard hour (assuming the Rakaan is well fed), and the abdominal sac can hold up to 10 webs. Breaking out of the webbing is a Very Difficult Strength or lifting task. Normal webbing lasts up to two hours, although with preservative saliva Rakaans make, a web can last for several weeks. The webs have ranges of 3-4/ 8/ 12.

Fangs: The fangs of the Rakaan inflict STR+1D damage.

Move: 11/15 (walking), 11/14 (swimming)

Size: 1.5-3 meters tall, 2-4 meters long

Rakririan

Home Planet: Ballikite

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D+2/5D

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D+2

STRENGTH 1D/4D+2

TECHNICAL 1D/4D

Move: 8/10

Size: 1.8-3.6 meters long

Source: Han Solo and the Corporate Sector Source-book (pages 136-137)



Ranat



Home Planet: Aralia

Attribute Dice: 9D

DEXTERITY 2D/4D

KNOWLEDGE 0D+2/2D

MECHANICAL 0D+2/2D+2

PERCEPTION 1D/3D

STRENGTH 1D+2/3D+2

TECHNICAL 0D/1D+2

Special Strength Skills:

Tunneling: Time to use: three rounds. This ability allows the Ranats to use their teeth and claws to dig through one meter of solid rock (adjust the distance accordingly for softer or denser materials).

Special Abilities:

Teeth: Ranat teeth can cause damage equal to the Ranat's strength +1D.

Story Factors:

Annoying: Most sentient species consider the Ranats to be little more than vermin, and are annoyed by the Ranats' insistence that they are a superior species. In addition, on many planets, semi-intelligent species such as the Ranats may be killed almost with impunity.

Underestimated: No one thinks of Ranats as sapient, so those that can use technology and intelligence have the advantage of surprise.

Learning curve: Ranats learn primitive skills (non-tool using, non-interactive skills) at 2D for every 1D spent (and one Character Point buys twice as much skill), but when they try to learn other skills, they only progress half as fast and they should not be allowed to learn really high-tech skills (any space skill, for example) at all.

Move: 5/7

Size: 1 meter tall

Source: Ultimate Alien Anthology (pages 127-128), Galaxy Guide 4: Alien Races (pages 72-74)

Ranth

Home Planet: Caaraz

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D/3D+1

PERCEPTION 1D+2/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D+1

Special Abilities:

Sensitive Hearing: Ranth can hear into the ultrasonic range, giving them a +1D to sound-based search or Perception rolls.

Move: 11/14

Size: 1.4-1.9 meters tall

Source: Ultimate Alien Anthology (pages 128-129)



Rellarin

The Rellarins, a species indigenous to Relinas Minor, are a humble, driven people whose strong ethics and inter-tribal unity have earned them great respect among those who know of them. Relinas Minor, the only moon of the gas giant Relinas (the sixth planet of the Rell system), is home to multiple environments. The Rellarins inhabit the frigid polar regions of the moon's Kanal island chain and the Marbaral Peninsula.

Often likened to Ithorians for their reverence of nature, the Rellarins are a peaceful people known primarily for their work ethic and their wish to excel in every pursuit. Rellarin competitiveness is well-known in sporting circles, and particularly admired for its good nature: though nearly all Rellarins wish to do the very best job possible, they are not usually spiteful of those that

best them. They are very humble people who gain more satisfaction from besting personal records than from defeating others.

The Rellarins do not partake in much of the high technology. They prefer to dress in leather, furs and simple woven cloth. They have been exposed to galactic technology, but prefer their stone-age level of existence. Only a small number have left Relinas Minor.



Home Planet: Relinas Minor

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D+1

PERCEPTION 1D/4D+1

STRENGTH 2D/4D

TECHNICAL 1D/2D+2

Move: 8/12

Size: 1.7-2.3 meters tall

Revwien

Revwiens in the galaxy are usually just curious wanderers. They need very little to survive, and as such they are often willing to work for passage to other systems. They are reliable, but generally unskilled laborers. The majority of Revwiens are curious and open to new ideas and concepts. They enjoy learning, and some species find their childlike enthusiasm amusing.

Revwiens try to seek peaceful solutions to conflicts.



They find death unsettling. If pushed to battle, Revwiens conduct themselves with honor and dignity and refuse to take unfair advantage of an opponent. Revwiens also tend to be unswervingly honest beings, even when a bit of fact and "creative interpretation" might make their lives easier.

Home Planet: Revyia

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D+2

MECHANICAL 1D/3D

PERCEPTION 1D/4D

STRENGTH 1D/3D+2

TECHNICAL 1D/3D+2

Move: 10/12

Size: 1-2 meters tall

Ri'Dar



Home Planet: Dar'Or

Attribute Dice: 10D

DEXTERITY 3D/ 5D

KNOWLEDGE 1D/ 2D+1

MECHANICAL 1D/ 3D

PERCEPTION 2D/ 4D

STRENGTH 1D/ 2D+1

TECHNICAL 1D/ 3D

Special Abilities:

Fear: When faced with dangerous or otherwise stressful situation, the Ri'Dar must make an Easy *willpower* roll. Failing this roll means that the Ri'Dar cannot overcome fear and runs away from the situation.

Flight: On planets with one standard gravity, Ri'Dar can easily glide (they must take the *Dexterity* skill *flight* at least 1D). On planets with less than one standard gravity, they can fly under their own power. Ri'Dar cannot fly on planets with gravities greater than one standard gravity.

Story Factors:

Paranoia: Ri'Dar see danger everywhere and are constantly alarming other beings by overestimating the true dangers of a situation.

Move: 5/7 (walking), 15/20 (flying)

Size: 1 meter tall, 3 meter wingspan

Source: Galaxy Guide 4: Alien Races (pages 75-76)

Riileb

Riileb are tall, gray-skinned bipeds with thin limbs and knobby hides. They are insectoid and have four nostrils (two for inhalation and two for exhalation), pink eyes and sensitive antennae. The antennae - hold-overs from their ancestry - can be used by Riileb to detect changes in biorhythms, and therefore alert the Riileb of other being's moods. Except for their heads, Riileb are hairless. Unmarried females traditionally shave all but one braid of their head hair.

The Riileb were first encountered when their world, located on what was then the fringes of Hutt Space, was discovered by a group of Nimbanese scouts. The Nimbanese, who were on a mission to find more slaves for their Hutt masters, tried to talk the Riileb into voluntary servitude to the slug-like beings. The Riileb refused, however, choosing to remain independent. The Hutt forces, led by Velrugha the Hutt, made several attempts to force the Riileb into submission, but the resourceful insectoids repeatedly turned back the invaders. Eventually the Hutts gave up and began searching for easier marks. As a result, the planet Riileb is now an island in the depths of Hutt Space.

The Riileb have full access to galactic technology but had only advanced to feudal levels before they were discovered by outsiders. The Riileb homeworld does not see much interstellar traffic. Many traders do find it worthwhile, however, to transport heklu - native amphibious beasts - from the world; the meat is considered a delicacy on many Core Worlds. Because Riileb is in the midst of Hutt Space, it often serves as a temporary haven for those seeking to evade the Hutts.

Home Planet: Riileb

Attribute Dice: 12D

DEXTERITY 1D+2/4D

KNOWLEDGE 1D+2/4D

MECHANICAL 2D/4D

PERCEPTION 2D+2/4D+1

STRENGTH 1D/3D

TECHNICAL 1D/3D

**Special Abilities:**

Biorhythm Detection: The Riileb's antennae give them a unique perspective of other species. They can detect changes in blood pressure, pulse rate and respiration. A Riileb may attempt a Moderate Perception roll to interpret this information for a given character or creature. If the roll succeeds, the Riileb receives a +1D bonus to intimidation, willpower, beast riding, bargain, command, con, gambling, persuasion, and sneak against that character or creature for the rest of the current encounter.

Move: 10/12

Size: 2-2.75 meters tall

Rishii

Home Planet: Rishii

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 2D/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D/3D

Special Skills:

Flight: Rishii characters use this skill to fly, much like humans and other land-based creatures use running. Their Move is 13/18, or 37/52 Km/h and may be improved in the same manner as ground movements.

Thrown weapons: sling: This skill allows a Rishii to use his individually built sling (STR+1D; ranges: 3-5/10/15).

Special Abilities:

Ignorance: Rishii can only place beginning skill dice in the following Knowledge, Mechanical, or Technical skills: *Knowledge:* languages, survival; *Mechanical:* beast riding; *Technical:* first aid. They may not place any beginning skill dice in the following Dexterity skills: blaster, firearms, grenade, lightsaber, or vehicle blasters.

Enhanced Senses: Because of their keen eyesight and hearing, Rishii receive a +1D when using the search skill.

Learn Languages: Rishii receive a +2D when checking to see if they understand a new language; they need only make five Very Difficult language checks to learn a new language.

Move: 7/9 (walking), 13/18 (flight)

Size: 1.6 meters

Source: The Thrawn Trilogy Sourcebook (pages 147-148)



Rodian

Home Planet: Rodia
Attribute Dice: 12D
DEXTERITY 1D+2/4D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D+2
PERCEPTION 1D/3D+2
STRENGTH 1D/4D+1
TECHNICAL 1D/2D+1

Story Factors:

Reputation: Rodians are notorious for their tenacity and eagerness to kill someone in cold blood for the sake of a few credits. They are almost universally distrusted except within criminal circles, where they are valued employees.

Move: 10/12

Size: 1.3-1.8 meters tall

Source: Ultimate Alien Anthology (page 129), Core Rulebook (page 215), Galaxy Guide 4: Alien Races (pages 77-79)



Roonan



Ropagu



The Ropagu are a frail people, tall and thin, thanks to the light gravity of their homeworld Ropagi II. The average Ropagu is 1.8 meters tall, of relatively delicate frame, wispy dark hair, pink eyes, and pale skin. Many of the men sport mustaches or beards, a badge of honor in Ropagu society. Ropagu move with a catlike grace, and talk in deliberate, measured tones.

The Ropagu carry no weapons and only allow their mercenary forces to go armed. Ropagu would much rather talk out any differences with an enemy than fight with him. But the pacifistic attitude of the Ropagu is not as noble as it at first might seem. Long ago, the Ropagu realized that they simply had no talent for fighting. Hence, they developed a fear of violence based on enlightened self-interest. The Ropagu thinkers took this fear and elevated it to an ideal, to make it sound less like cowardice and more like the attainment of an evolutionary plateau.

The Ropagu hire extensive muscle from offworld for all of the thankless tasks such as freighter escort, Offworlders' Quarter security and starport security. The Ropagu pay well, either in credits or services rendered

(such as computer or droid repair, overhaul, etc.) They don't enjoy mixing with foreigners, however, and restrict outsiders' movements to the city of Offworlder's Quarter.

The importation of firearms and other weapons of destruction is absolutely forbidden by Ropagu law. Anyone caught smuggling weapons anywhere on the planet, including the Offworlder's Quarter, is imprisoned for a minimum of two years.

The near-humans of Ropagi II share an unusual symbiotic relationship with domestic aliens known as the Kalduu.

Home Planet: Ropagi II

Attribute Dice: 12D

DEXTERITY 1D/2D

KNOWLEDGE 2D/5D

MECHANICAL 1D/2D

PERCEPTION 2D/5D+1

STRENGTH 1D/1D+2

TECHNICAL 2D/5D

Special Abilities:

Skill Limitation: Ropagu pay triple skill point costs for any combat skills above 2D (dodge and parry skills do not count in this restriction).

Skill Bonus: At the time of character creation only, Ropagu characters get an extra 3D in skill dice which must be distributed between Knowledge, Perception and Technical skills.

Move: 7/9

Size: 1.7-1.9 meters tall

Rybet



Average Male Rybet: *Dexterity* 2D+1, *Knowledge* 2D, *Mechanical* 2D+1, *Perception* 1D+2, *Strength* 1D+2, *Technical* 2D.

Average Female Rybet: *Dexterity* 1D+2, *Knowledge* 2D, *Mechanical* 2D, *Perception* 2D, *Strength* 2D+1, *Technical* 2D.

Home Planet: Varl

Attribute Dice: 12D

DEXTERITY 1D+2/4D+1 (male), 1D/3D+2 (female)

KNOWLEDGE 1D+1/4D (male), 1D+1/4D (female)

MECHANICAL 1D+2/4D+1 (male), 1D+1/4D (female)

PERCEPTION 1D/3D+2 (male), 1D+1/4D (female)

STRENGTH 1D/3D+2 (male), 1D+2/4D+1 (female)

TECHNICAL 1D+1/4D (male), 1D+1/4D (female)

Special Abilities:

Amphibious: Rybet can survive both on land and in water, and gain a +1D+1 bonus to their Swim skill.

Spacer: Rybet gain a +2 bonus to all Piloting and Astro-gation skill rolls.

Story Factors:

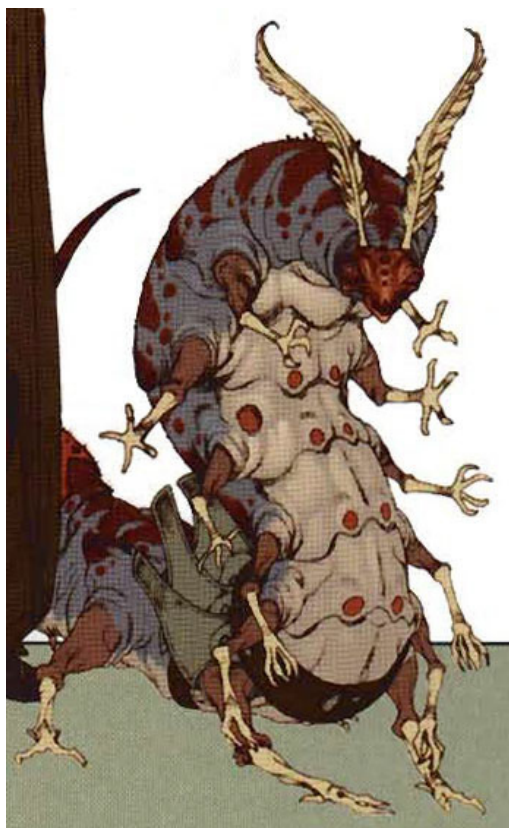
Solitary: Rybet males hate females, and only associate with them in order to mate and raise young.

Move: 6/8 (male), 10/12 (female)

Size: 1.2 to 1.5 meters tall (male), 1.5 to 1.9 meters tall (female)

Source: Ultimate Alien Anthology (pages 132-133), Alien Anthology (pages 94-95)

Ruurian



Source: Ultimate Alien Anthology (pages 130-132)

Ryn

Average Ryn. Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D.

Home Planet: Unknown (believed to be somewhere in the Core)

Attribute Dice: 12D

DEXTERITY 1D+2/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D/4D

PERCEPTION 2D/4D

STRENGTH 1D/4D

TECHNICAL 1D/4D

Special Abilities:

Musical Beak: The Ryn can play their perforated beaks like musical instruments. Some Ryn become so adept that they can imitate the tonal languages of many droids (R2 units, etc.). This requires a Moderate Perception: Musical Instrument skill check, though a Ryn will be unable to communicate unless he knows the droid's binary language.

Musical Aptitude: Ryn have a talent for music, and gain a +2 pip bonus to any skill rolls that involve music (singing, playing instruments, etc.).

Prehensile Tail: A Ryn can use its long, strong tail to grip items or individuals with both Strength and Dexterity attributes equal to the Ryn's own -1D. Supporting heavy weights with their tails is painful, and requires a Moderate *Strength*: Stamina skill roll each round past the first when they are supporting the weight of themselves or another being.



Story Factors:

Bad Reputation: Ryn are almost universally despised as thieves and con-men.

Odor: Ryn have superstitions regarding personal hygiene, which leads them to possess a characteristic odor that others find unpleasant.

Move: 10/12

Size: Unlisted (Medium)

Source: Ultimate Alien Anthology (pages 133-134)

Sakiyan

Average Sakiyan: Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 1D+2, Technical 2D+1.

Home Planet: Saki

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+1/4D

STRENGTH 1D/3D+2

TECHNICAL 1D+2/4D+1

Special Abilities:

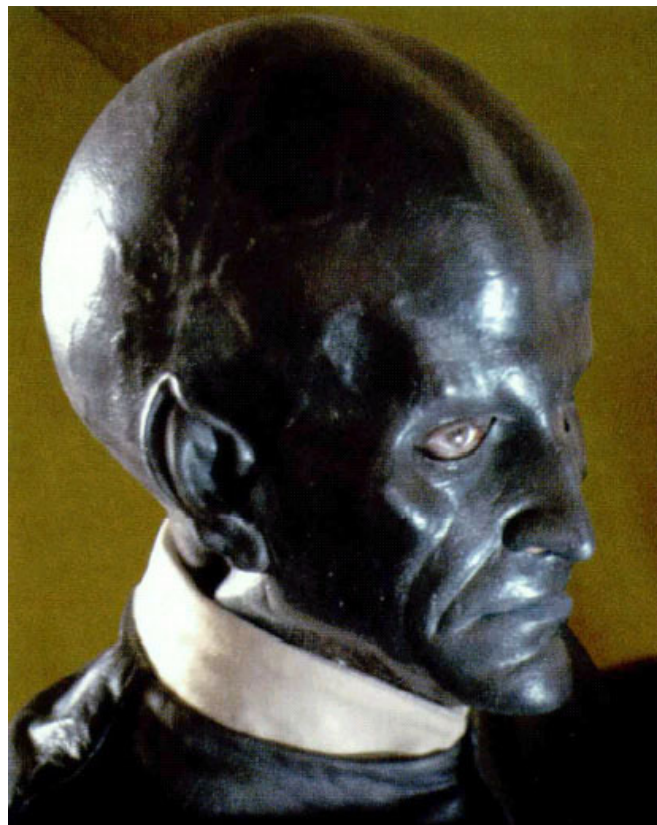
Quick Reflexes: Sakiyans gain a +1D bonus to all Perception rolls made to determine initiative.

Repulsorlift Aptitude: Sakiyans have developed several advanced repulsorlift technologies, and most Sakiyans have some passing familiarity with repulsorlift systems. As such, Sakiyans gain a +2 bonus to all Repulsorlift Repair rolls they make.

Move: 10/12

Size: 1.6 to 2.1 meters tall.

Source: Ultimate Alien Anthology (pages 134-136), Alien Anthology (pages 95-96)



Sanyassan

Average Sanyassan. *Dexterity 1D+2, Knowledge 1D+1, Mechanical 1D+2, Perception 2D, Strength 3D, Technical 1D+1.*

Home Planet: Sanyassa

Attribute Dice: 11D

DEXTERITY 1D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D+2

PERCEPTION 1D+1/4D

STRENGTH 2D+2/5D

TECHNICAL 1D/3D

Special Abilities:

Leathery Skin:

Provides a +1 pip bonus to Strength rolls made to resist physical damage.

Story Factors:

Bad Temper:

Sanyassans are best known for their foul tempers. If provoked, the Sanyassan in question must succeed at a Difficult *Willpower* skill roll or fly into a rage. While raging, Sanyassan characters gain +2 pips to their Strength attribute, a -2 pip penalty to any defensive skill rolls (*Dodge*, *Brawling Parry*, etc.) and are only interested in beating the offending party to a pulp.

Move: 10/12

Size: Unlisted (Medium)

Source: Ultimate Alien Anthology (page 136)



Home Planet: Sarka

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 2D/4D+1

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D+2

STRENGTH 3D/6D+1

TECHNICAL 1D/3D

Special Abilities:

Cold-Blooded: Sarkans are cold-blooded. If exposed to extreme cold, they grow extremely sluggish (all die codes are reduced by -3D). They can die from exposure to freezing temperature within 20 minutes.

Night-Vision: The Sarkans have excellent night vision, and operate in darkness with no penalty.

Tail: Sarkans can use their thick tail to attack in combat, inflicting STR+3D damage.

Story Factors:

Sarkan Protocol: Sarkans must be treated with what they consider "proper respect." The Sarkan code of protocol is quite explicit and any violation of established Sarkan greeting is a severe insult. For "common" Sarkans, the greeting is brief and perfunctory, lasting at least an hour. For more respected members of the society, the procedure is quite elaborate.

Move: 4/7

Size: 1.9-2.2 meters tall

Source: Ultimate Alien Anthology (pages 136-137), The Thrawn Trilogy Sourcebook (page 148)

Saurin



Sarkan



Saurton

Essowyn is a valuable, but battered world that is home to the Saurton, a sturdy species of hunters and miners. The world has become a base of operations for many mining companies, exporting metals and minerals to manufacturing systems throughout the Trax Sector.

Due to the continual meteorite impacts upon the surface of the world, these people have developed an entirely subterranean culture. The underground Saurton cities are dangerous, overcrowded and a health hazard to all but the Saurton. Most cities were established thousands of years ago, and grew out of deep warrens that had existed for many more centuries before then. The cities are breeding grounds for many dangerous strains of bacteria because of the squalor and filth that the



Sauvox

Home Planet: Leritor

Average Sauvox. *Dexterity 1D+2, Knowledge 2D, Mechanical 1D+2, Perception 1D+2, Strength 3D, Technical 2D.*

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D+1/4D

MECHANICAL 1D/3D+2

PERCEPTION 1D/3D+2

STRENGTH 2D+1/5D

TECHNICAL 1D+1/4D

Special Abilities:

Amphibious: Sauvox can survive both on land and in water, and gain a +1D bonus to their *Swimming* skill.

Enhanced Senses: Sauvox characters have a permanent +2 pip bonus to all *Search* skill rolls.

Natural Armor: Sauvox characters possess a thick shell which provides a +1D bonus to all Strength checks made to resist physical damage.

Move: 10/12

Size: Unlisted (Medium)

Source: Ultimate Alien Anthology (pages 137-138)

Saurton are willing to live in.

With the abundance of metals, the Saurton have developed advanced technology, including radio-wave transmission devices, projectile weapons and advanced manufacturing machinery. Since being discovered by an Old Republic mining expedition several centuries ago, they have adapted more advanced technologies, and are now on par with most galactic civilizations.

Because of the high population density and the warlike tendencies of the Saurton, there has arisen a seemingly irreconcilable conflict between two groups of people: the Quenno (back-to-tradition) and the Des'mar (forward-looking). The planet is on the brink of civil war.

Home Planet: Essowyn

Attribute Dice: 12D

DEXTERITY 1D+2/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D/2D+2

PERCEPTION 2D/4D

STRENGTH 1D+2/4D

TECHNICAL 1D/3D+2

Special Abilities:

Disease Resistance: Saurton are highly resistant to most known forms of disease (double their stamina skill when rolling to resist disease), yet are dangerous carriers of many diseases.

Story Factors:

Aggressive: The Saurton are known to be aggressive, pushy and eager to fight. They are not well-liked by most other species.

Move: 6/10

Size: 1.75-1.9 meters tall



Sedrian



Home Planet: Sedri
Attribute Dice: 10D
DEXTERITY 1D+1/3D+1
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 1D+1/3D+1
STRENGTH 2D/4D
TECHNICAL 1D/3D

Special Abilities:

Separation Anxiety: Sedrians encountered away from Sedri will be easily agitated and unpredictable because of their separation from Golden Sun. This can usually only be cured by returning the Sedrian to Sedri.

Move: 15/20 (swimming underwater)

Size: 3 meters long, 1 meter tall (torso)

Source: Galaxy Guide 4: Alien Races (pages 79-81)

Seikoshan



Home Planet: Seikosha

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/3D

MECHANICAL 1D/2D

PERCEPTION 2D+2/3D

STRENGTH 2D+1/3D

TECHNICAL 1D/3D

Move: 10/12

Size: 2-2.5 meters tall

Sekct



The only sentient life forms native to Marca are a species of reptilian bipeds who call themselves the Sekct. They are small creatures, standing about one meter in height. They look like small, smooth-skinned lizards. Their eyes are large, and set into the front of the skull to provide stereoscopic vision. They have no external ears.

They walk upright on their hind legs, using their long tails for balance. Their forelimbs have two major joints, both of which are double-jointed, and are tipped with hands each with six slender fingers and an opposable thumb. These fingers are very dexterous, and suitable for delicate manipulation.

Sekct are amphibious, and equally at home on land or in the water. Their hind feet are webbed, allowing them to swim rapidly. Sekct range in color from dark, muddy brown to a light-tan. In general, the color of their skin lightens as they age, although the rate of change varies from individual to individual.

The small bipeds are fully parthenogenetic; that is all Sekct are female. Every two years, a sexually mature Sekct lays a leathery egg, from which hatches a single offspring. Theoretically, this offspring should be genetically identical to its parent; such is the nature of parthenogenesis. In the case of the Sekct, however, their genetic code is so susceptible to change that random mutations virtually ensure that each offspring is different from its parent. This susceptibility carries with it a high cost - only one egg in two ever hatches, and the Sekct are very sensitive to influences from the outside environment. Common environmental byproducts of industrialization would definitely threaten their ecology.

Sekct are sentient, but fairly primitive. They operate in hunter-gatherer bands of between 20 and 40

individuals. Each such band is led by a chief, referred to by the Sekt as "She-Who-Speaks." The chief is traditionally the strongest member of the band, although in some bands this is changing and the chief is the wisest Sekt. The Sekt are skillful hunters.

Despite their small size, Sekt are exceptionally strong. They are also highly skilled with the weapons they make from the bones of moskr'teck and thunder lizards.

The creatures have no conception of writing or any mechanical device more sophisticated than a spear or club. They do have a highly developed oral tradition, and many Sekt ceremonies involve hearing the "Ancient Words" - a form of epic poem - recited by She-Who-Speaks. The Ancient Words take many hours to recite in their entirety. Their native tongue is complex (even very simple concepts require a Moderate languageroll). Sekt have learned some Basic from humans over the years, but have an imperfect grasp of the language because they tend to translate it into a form more akin to their own tongue.

The Sekt have a well-developed code of honor, and believe in fairness in all things. To break an oath or an assumed obligation is the worst of all sins, punishable by expulsion and complete ostracism. Ostracized Sekt usually end up killing themselves within a couple of days.

Home Planet: Marca
Attribute Dice: 12D
DEXTERITY 2D/5D
KNOWLEDGE 1D/4D
MECHANICAL 0D/3D
PERCEPTION 1D/4D
STRENGTH 2D/5D
TECHNICAL 0D/2D
Move: 10/12
Size: 0.8-1.2 meters tall

Selonian



Home Planet: Selonian

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D+2

PERCEPTION 1D/2D+1

STRENGTH 2D+1/5D

TECHNICAL 1D/3D+1

Special Abilities:

Retractable claws: Selonians receive a +1D bonus to *climbing* and *brawling*.

Tail: Used to help steer and propel a Selonian through water, adds a +1D bonus to *swimming* skill. Can also be used as additional weapon as a club, STR+2D damage.

Swimming: Swimming comes naturally to Selonians, they gain +1D+2 to *dodge* in underwater conditions.

Story Factors:

Hive-mind: Selonians live in underground dens like social insects. Only sterile females leave the den to interact with the outside world.

Agoraphobia: Selonians are not comfortable in wide-open spaces. They suffer a -1D penalty on all actions when in large-open spaces.

Move: 10/12 (upright), 12/14 (all fours), 13/16 (swimming)

Size: 1.8-2.2 meters tall

Source: Ultimate Alien Anthology (pages 138-139), Alien Anthology (pages 96-97)

Serkath



Shard

The Shards are a unique non-humanoid species allied with the Rebellion against the Empire. The unique physiology and abilities of the Shards make them an unexpected surprise for anyone who considers droids to be just a part of the background of the galaxy.

Shards are silicone-based life forms. They are 30-40 centimeters in length, up to 10 centimeters in diameters, and appear as irregularly faceted and roughly cylindrical crystals. The silicate structure of the Shard makes up for the molecular "circuitry" or their brains. Faint energy pulses can be seen glimmering inside their body. Each Shard also has a unique electromagnetic "signature" that others of its race can recognize.

The Shards developed on the planet Orax, a world known for its beautiful rock and mineral formations, and natural hot springs. They form from an interaction between the ion-charged atmosphere of the planet and the natural crystals and mineral-rich water, "growing" energy-sensitive crystalline lattices in lusters along the rocks near the numerous hot springs. When a Shard has reached its full size and "adult" energy signature, the accretion of crystal begins to produce a new Shard. A large colony contains hundreds or even thousands of individual Shards.

Some of these Shard clusters can grow to enormous size, towering like giant trees formed from multicolored crystal. Shards are immobile all of their lives, and some of the oldest Shard clusters have existed for several millennia. Over time, natural erosion causes some Shard to dissolve back into the environment they came from, but otherwise Shards live for thousands of standard years.

Early settlers were slow in recognizing the Shards' sentience. When they did, they devised translators that converted the Shard energy pulses into speech and back again, allowing the Shards to communicate directly with the humans. When the Shards expressed a great curiosity about other worlds, engineers developed a droid-control interface that took advantage of the Shards' abilities. Several Shards were voluntarily disconnected from their "growth-rocks" and placed inside droid bodies, giving the crystals mobility and sensory input for the first time.

Dozens of Shards fanned out to explore the galaxy in the latter days of the Old Republic, returning occasionally to their homeworld to share their experiences with the other Shards. When the New Order inherited the reins of power, the Shard "ambassadors" were cut off from their homeworld. Many were killed, while others went into hiding masquerading as ordinary droids. Aggressive mining of Orax's mineral



resources began with sources of labor that the Shards could not interfere with - slaves. The crystal entities watched helplessly as their world was looted and Shard colonies were destroyed. Some expatriate Shards made attempts to return to their world, but the Empire kept all droids away from Orax, foiling the attempts.

Some Shards have decided to ally themselves with the Rebellion as a means of freeing their homeworld from the domination of the Empire. With their ability to naturally affect computers and their droid guises allowing them to go many places undetected, the Shards became valuable spies and covert agents of the Rebellion. Few Rebels even know of the existence of the Shards or their abilities.

Home Planet: Orax

Attribute Dice: 12D

DEXTERITY 0D*

KNOWLEDGE 2D/5D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 0D*

TECHNICAL 3D/6D

Special Abilities:

Telecommunication: Shards can emit and receive electromagnetic transmissions as a means of communication. This allows them to detect any operating technological device or droid within a 100 meters with an Easy Perception roll. Their signals can reach out to about one kilometer individually, but are enough to reach anywhere on their homeworld when the Shard is part of the group-mind. Shard transmissions can be picked up on standard comlinks and other devices turned to detect them. Shards can also affect droids equipped with restraining bolts as if they had a control wand by making a moderate Technical or droid programming roll.

Computer Mind: Shards have an instinctive understanding of computers and droid brains and gain +1D with the computer programming/ repair and droid programming skills as well as any other skill that involves computer programming or operation such as astrogation or security (versus computerized locks and devices). Shards can interact directly with comlink-equipped computers using their telecommunication ability.

Story Factors:

Fragile: Shards have no Strength attribute dice and gain only 1D to resist damage in their natural state. A damage result that kills a Shard shatters its body into fragments. Normal medical treatment is ineffective on Shards, they must heal naturally unless they can be returned to Orax to receive treatment in the mineral hot-springs on the planet. Force abilities such as accelerate healing and transfer Force do affect Shards, as they are still living creatures.

Sessile: Shards are incapable of movements on their own. They have no natural Dexterity or Strength dice. They can learn Dexterity or Strength based skills and use them in conjuncture with a droid body, if the body is capable of performing that skill. They can only move inside a droid "vehicle" or by being carried by a droid or another creature. In their natural state, Shards also have no senses apart from their electromagnetic sense.

Move: 0, or the Move of the droid body the Shard controls

Size: 30-40 centimeters

Gamemaster Notes:

Shard characters provide a way of including “droids that aren’t really droids” in the campaign, as well as providing “droid” characters that have a bit more free will and autonomy than ordinary droids. Gamemasters should work with the player of a Shard character to design an appropriate droid body using the droids given in the Star Warsrulebook as a guideline. All of the skills of the droid are provided by the Shard “driving” it. Shard characters with more than one droid body should be quite rare, and the gamemaster will want to limit the abilities of any droid body so they are not too powerful. Shards, especially those operating during the period of the Rebellion, prefer to inhabit droids that are more common and likely to go unnoticed, like 3PO and R2 units. Their goal is to remain undetected by the Empire, so they avoid droid-bodies that were likely to get them in trouble, like assassin droids.

Shashay

Shashay are descended from avians, with thick, colorful plumage and vestigial wings. As they evolved into an intelligent species, they came to rely less on flight, and now their wings are useful only for gliding. Their “wing feathers” are retractable from elbow to wrist.

Shashay are known for their grace and elegance of movement, and their fiery tempers. Most Shashay are content to remain on their homeworld, living among their “Nestclans.” However, a few have taken to the star lanes as traders, seeking adventure and excitement.

For many years the ships of the Shashay traveled the trade routes of the Old Republic and the Empire without notice, exploring nearby systems, gathering small quantities of natural resources, and surreptitiously trading with smaller and less established settlements. Their status changed when the galaxy learned what beautiful singers the Shashay are. Ever since then, Shashay have been in great demand as performers throughout the Empire.

The Shashay have also proven themselves to be excellent astrogators, and are often called “Space Singers.” Their avian brains easily made the transition from the three-dimensional patterns of terrestrial flight to the intricacies of hyperspace.

The Shashay are very secretive about the location of their homeworld of Crystal Nest, rightfully fearing the Empire would exploit them should it be discovered. Crystal Nest’s coordinates are never written down, but kept in memory of Shashay navigators. So strong is a Shashay’s communal ties with his homeworld, that every Shashay would die before divulging its



location.

Home planet: Crystal Nest

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D+2/5D

PERCEPTION 1D/3D

STRENGTH 1D/2D

TECHNICAL 1D/3D

Special Abilities:

Singing: Shashay have incredibly intricate vocal cords that allow them to sing musical compositions of unbelievable beauty and complexity.

Natural Astrogation: Time to use: One round. Shashay gain an extra +2D when making astrogation skill rolls, due to their special grasp of three-dimensional space.

Gliding: Shashay can glide for limited distances, roughly 10 meters for every five meters of vertical fall. If a Shashay wishes to go farther, he must make a Moderate stamina roll; for every three points by which the Shashay beats the difficulty number, he may glide another three meters that turn. Characters who fail the stamina roll are considered Stunned (as per combat) from exertion, as are characters who glide more than 25 meters. Stun results are in effect until the Shashay rests for 10 minutes.

Feet Talons: The Shashay’s talons do STR+2D damage.

Beak: The sharp beak of the Shashay inflicts STR+1D damage.

Story Factors:

Language: Shashay cannot speak Basic, though they can understand it.

Loyalty: A Shashay is fiercely loyal to others of its species, and will die rather than reveal the location of his homeworld.

Move: 5/8 (walking), gliding (see below)

Size: 1.3-1.6 meters tall

Shatra

The Shatras are a bipedal, reptilian species hailing from Trascor. They are, on average, slightly taller than most humans, and despite their relatively gaunt build, are a strong species. Their narrow hands are clawed and



their talon-like feet are powerful; their bites are savagely painful. The Shatras' skin is smooth and skin-covered. Only around the joints and down the back do small scales reveal their reptilian heritage. The Shatras has a very long and flexible snake-like neck that possesses amazing dexterity and enables him to rotate his head nearly 720 degrees. The flattened head has four elongated bulbous eyes, two located on each side.

There are five distinct races of Shatras, though only the Shatras or those heavily educated in their physiology can distinguish the differences between them. The races which have the greatest numbers are the Y'tras and the Hy'tras. Of the two, the Y'tras is the most often encountered. The Y'tras travel the space lanes and can be found inhabiting planets in thousands of star systems. They are estimated at approximately 87 percent of the Shatras population.

The second-most common race, which constitutes approximately 10 percent of the Shatras population, is the Hy'tras. They are only found on the large island continent of Klypash on the Shatras homeworld. They are believed to have once been as technologically advanced as the Y'tras, but after the vast race wars amongst the Shatras, they rejected their technological ways and reverted to a simpler lifestyle. The Y'tras agreed to leave them alone in return for all the Hy'tras' wealth. When the Hy'tras submitting to this demand, the Y'tras held up their end of the bargain and have since left them alone. The other three races live on other portions of the planet.

As a species, the Shatras are deeply loyal to one another, regardless of past wars. If ever a Shatras is persecuted by a non-Shatras, his kind - no matter what race - will come to his or her defense. There are no exceptions to this loyalty.

Home Planet: Trascor

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 1D/3D+2

STRENGTH 1D+2/4D+1

TECHNICAL 1D/2D+1

Special Abilities:

Neck Flexibility: The Shatras neck can make two full rotations, making it very difficult for an individual to sneak up on a member of the species. The Shatras receive a +2D to search to notice sneaking characters and a +1D Perception bonus to any relevant actions.

Infrared Vision: The Shatras can see in the infrared spectrum, giving them the ability to see in complete darkness if there are heat sources to navigate by.

Fangs: The bite of the Shatras inflicts STR+1D damage.

Story Factors:

Species Loyalty: All Shatras are loyal to one another in matters regarding non-Shatras; no Shatras will ever betray his own kind, no matter how much the two Shatras may dislike one another.

Move: 9/12

Size: 1.7-1.9 meters tall

Shawda Ubb



Shawda Ubb are diminutive amphibians from Manpha - a small, wet world located on the Corellian Trade Route in the Outer Rim Territories. The frog-like aliens have long, gangly limbs and wide-splayed fingers. Their rubbery skin is a mottled greenish-gray, except on their pot-bellies, where it lightens to a subdued lime-green. Well-defined ridges run across the forehead, keeping Manpha's constant rains out of their eyes. The females lay one to three eggs a year - usually only one egg "quicksens" and hatches.

Shawda Ubb feel most comfortable in small communities where everyone knows everyone. Hundreds of thousands of small towns and villages dot the marshlands and swamps of Manpha's single continent. Life is simple in these communities; the Shawda Ubb do not evidence much interest in adopting the technological trappings of a more advanced culture, though they have the means and capital to do so.

There are exceptions. Many of these small communities engage in cottage-industry oil-refining, pumping the rich petroleum that bubbles up out of the swamps into barrels. They sell their oil to the national oil companies based in the capital city of Shanpan. There, factories process the oil into high-grade plastics for export. A large network of orbital transports and shuttles have sprung up to service these numerous community oil cooperatives. Shanpan hosts the only spaceport on the planet.

Shawda Ubb subsist on swamp grasses and raw fish. Industries have grown up all around transporting foodstuffs from place to place (particularly to Shanpan), but they do not take well to cooked or processed food.

Home Planet: Manpha

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D/2D+1

PERCEPTION 2D/4D+2

STRENGTH 1D/3D

TECHNICAL 1D/3D

Special Abilities:

Marsh Dwellers: When in moist environments, Shawda Ubb receive a +1D bonus to all Dexterity, Perception, and

Strength attribute and skill checks. This is purely a psychological advantage. When in very dry environments, Shawda Ubb seem depressed and withdrawn. They suffer a -1D penalty to all Dexterity, Perception, and Strength attribute and skill checks.

Acid Spray: The Shawda Ubb can spit a paralyzing poison onto victims. This powerful poison can immobilize a human-sized mammal for a quarter-hour (three-meter range, 6D stun damage, effects last for 15 standard minutes).

Move: 5/8

Size: 0.3-0.5 meters tall

Shi'ido

Home Planet: Lao-mon

Attribute Dice: 12D

DEXTERITY 2D/3D+2

KNOWLEDGE 1D/4D

MECHANICAL 1D/3D+1

PERCEPTION 2D/4D+2

STRENGTH 3D/4D+1

TECHNICAL 3D/4D

Special Skills:

Shape-Shifting (A): Time to use: One round or longer. This skill is considered advanced (A) for advancement purposes. Shape-shifting allows a Shi'ido to adopt a new humanoid form. The Shi'ido cannot appear shorter than 1.3 meters or taller than 2.1 meters. Adopting a new but somewhat smaller form is a Moderate task. Assuming a form much taller or smaller, or a body shape considerably different from the Shi'ido is a Difficult or Very Difficult task.

Mind-Disguise: Time to use: One round or longer. This skill is used to shroud the mind of those perceiving the Shi'ido, thereby concealing its appearance. Each person targeted by the skill counts as an action. A character



may resist this attempt with Perception or sense.

Special Abilities:

Mind-Disguise: Shi'ido use this ability to complete their disguise, projecting their image into the minds of others. This can be resisted by opposed Perception or sense rolls, but only those who actively suspect and resist. The mind-disguise does not affect cameras or droids.

Shape-Shifting: Shi'ido can change their shape to other humanoid forms. Skin color and surface features do not change.

Story Factors:

Reputation: Those who have heard of Shi'ido know them as thieves, spies, or criminals.

Size: 1.3-2.1 meters tall

Move: 8/12

Source: Ultimate Alien Anthology (pages 139-141)

Shistavanen



Home Planet: Uvena Prime

Attribute Dice: 12D

DEXTERITY 1D/5D

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D

PERCEPTION 1D/5D

STRENGTH 1D/4D

TECHNICAL 1D/3D

Special Abilities:

Night Vision: Shistavanens have excellent night vision and can see in darkness with no penalty

Move: 10/13

Size: 1.3-1.9 meters

Source: Ultimate Alien Anthology (page 141), Alien Anthology (pages 97-98)

Sic-Six

Home Planet: Sisk

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D+1/3D+1

PERCEPTION 2D/4D+2

STRENGTH 1D/2D+2

TECHNICAL 1D/3D

Special Abilities:

Webbing: Sic-Six can make very fine webs, which they often use as “prey detectors”: they are strung across a lair, or between trees (in wilderness; they sometimes string them across corridors). A being must make a Moderate Perception total to notice the webbing. If the being fails the check, it may blunder into the web, which is very light and will give, but the vibrations on the web will alert the Sic-Six if it is still attached to the web strand.

Hearing: Sic-Six have incredible hearing and get a +3D bonus to any Perception checks involving hearing. However, Sic-Six are extremely susceptible to loud noises: any explosions within 20 meters of a Sic-Six cause upwards of 6D sound damage to them.

Sight: Sic-Six can see in the ultraviolet and infrared ranges, and therefore can see in all conditions except complete darkness.

Poison: Beings injected with Sic-Six poison must make a Moderate Strength roll or be paralyzed for 1D+2 rounds.

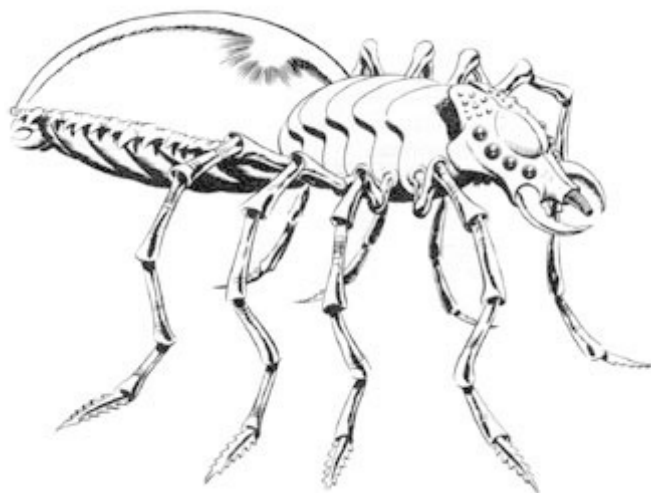
Story Factors:

Poison: The poison of the Sic-Six is extremely popular in the galaxy and can often command prices higher than that of the best Corellian spice. Because of this, crime lords often on the lookout for Sic-Six who they might be able to “employ.” A Sic-Six will get many of these offers, some of which will be “impossible” to turn down.

Move: 10/12

Size: 1.2-2.1 meters long

Source: Galaxy Guide 4: Alien Races (pages 81-82)



Silika

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 2D/5D

MECHANICAL 2D/5D

PERCEPTION 2D/4D

STRENGTH 3D/5D

TECHNICAL 2D/5D

Special Abilities:

Rocky Body: Due to their rocky physiology, Silika get +2D for resisting melee combat damage only.

Move: 8/13

Size: 1.1-1.6 meters tall



Siniteen



Skakoan



Source: Ultimate Alien Anthology (pages 141-143)

Skrilling



Home Planet: Agriworld-2079

Attribute Dice: 12D

DEXTERITY 1D+1/3D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D+1

Special Abilities:

Persuasion: Skrillings are, by nature, talented at persuading other characters to give them things; they gain a +1D bonus when using the *bargain* and *persuasion* skills.

Acid: Skrilling digestive acid causes 2D stun damage [note: they shoot the acid out of the tops of their heads]

Vice Grip: When a Skrilling wants to hold on to something (such as in tug of war with another character), they gain +1D to their *lifting* or *Strength*; this bonus applies only to maintaining a grip and does not apply towards trying to lift something heavy.

Move: 8/10

Size: 1-1.9 meters tall

Source: Ultimate Alien Anthology (pages 143-144), Alien Anthology (pages 98-99)

S'kytri



Average S'kytri. *Dexterity 2D, Knowledge 2D, Mechanical 1D+2, Perception 2D, Strength 2D+2, Technical 1D+2.*

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D/3D+2

PERCEPTION 1D+1/4D

STRENGTH 2D/4D+2

TECHNICAL 1D/3D+2

Special Abilities:

Flight: S'kytri have wings, and are able to fly at their normal walking movement rate.

Willpower Bonus: S'kytri gain a permanent +1D to their Willpower skill at character creation.

Move: 10/12

Source: Ultimate Alien Anthology (pages 144-145)

Slith



The Slith are a limb-less, reptilian species that travel across their homeworld of Yavin Thirteen as nomads, neither setting up permanent settlements nor cultivating an established society. Their intelligence has been confirmed through their hunting techniques, communal ceremonies, and form of communication, all of which is too highly sophisticated to be attributed to simple instinct. They do not have much to do with Yavin Thirteen's other sentient species, the Gerbs.

These intelligent reptilians skim over the fine sand and over the rocky plains, using a twisting, snake-like method of locomotion. They can attain greater speeds, however, by traveling sideways. Moving sideways, Slith can speed along, making quick spurts to catch prey or escape hazards. When hunting prey, Slith attack with venomous fangs. The venom paralyzes their prey, allowing the hunters to bring them back to the rest of the tribe. Slith prefer to eat their prey alive.

Home Planet: Yavin 13

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D+1/2D+1

MECHANICAL 1D+1/3D

PERCEPTION 1D+1/3D+2

STRENGTH 1D+2/3D+2

TECHNICAL 1D+1/2D+2

Special Abilities:

Venom: Does STR+1D damage in stun damage only.

Story Factors:

Language: Slith do not have vocal chords and cannot speak human languages.

Move: 8/10 (normal), 12/15 (side-winding)

Size: 3-5 meters long

Sljee

Home Planet: Sljee

Attribute Dice: 10D

DEXTERITY 1D/1D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D/4D

PERCEPTION 1D/3D

STRENGTH 1D/5D

TECHNICAL 1D/4D

Special Abilities:

Blindness: Sljee, who rely on scent to find their way, are blind. In certain circumstances, they can sense prey from great distances, but once off their homeworld, the bewildering scents confuse them. Sljee are at -2D to all Perception skills when they encounter a specific alien for the first time, as well as any skills involving sight over a long distance. After five encounters, an Easy Perception roll means the Sljee has learned enough to only be at -1D penalty when meeting new members of this species. It takes a Moderate Perception roll to learn an alien's scent well enough to eliminate the penalty.

Move: 7/10

Size: 1.4-2 meters long, 1 meter tall when upraised

Source: Han Solo and the Corporate Sector Sourcebook (pages 137-138)



Sludir



Home Planet: Sluudren

Attribute Dice: 13D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 3D/5D

TECHNICAL 1D/3D+2

Special Abilities:

Natural Body Armor: A Sludir's tough skin adds +1D against physical attacks.

Move: 8/10

Size: 1.5-2 meters tall, 1.5-2.5 meters long

Source: Ultimate Alien Anthology (pages 145-146)



ty to get genuinely upset or excited sometimes infuriates other species.

Move: 8/10

Size: 1.5-1.8 meters

Source: Ultimate Alien Anthology (pages 146-147), Alien Anthology (page 99), The Thrawn Trilogy Sourcebook (page 149)

Sluissi

Home Planet: Sluis Van

Attribute Dice: 13D

DEXTERITY 1D/2D

KNOWLEDGE 1D/3D+1

MECHANICAL 2D/3D

PERCEPTION 1D+1/3D+2

STRENGTH 1D+2/3D+2

TECHNICAL 2D/5D

Special Abilities:

Technical Aptitude: Sluissi receive an extra 4D beginning skill dice, all of which must be placed in Technical. They may place up to 4D in beginning Technical skills. Unfortunately, whenever a Sluissi uses a Technical skill, the action always takes twice as long for other species.

Story Factors:

Relaxed: Sluissi, in general, are a very calm bunch. Nothing excites them. Their patience and seemingly inability

Sneevel



Average Sneevel: *Dexterity 3D+2, Knowledge 1D+1, Mechanical 2D+1, Perception 1D+1, Strength 2D, Technical 1D+1.*

Home Planet: Sneeve

Attribute Dice: 12D

DEXTERITY 3D/5D+2

KNOWLEDGE 1D/3D+1

MECHANICAL 1D+2/4D+1

PERCEPTION 1D/3D+1

STRENGTH 1D+1/4D

TECHNICAL 1D/3D+1

Special Abilities:

Mood Musk: Sneevels give off strong scents that indicate their moods. Non-Sneevels within melee range must succeed at Moderate Stamina rolls or suffer a -1D penalty to all Dexterity and Strength-related rolls for as long as they are exposed to the odor.

Story Factors:

Lust For Adventure: Sneevels crave adventure and excitement. Few species are as reckless as they are, and they are often drawn to pursuits that lead to certain death. If given an opportunity to do something dangerous and exciting, a Sneevel character must participate enthusiastically unless he can succeed at a Moderate Willpower skill check.

Move: 10/12

Size: 1.6 to 2.1 meters tall

Source: Alien Anthology (page 100)

Snivvian



Home Planet: Cadomai

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D

PERCEPTION 2D+1/4D+2

STRENGTH 2D/4D

TECHNICAL 1D/4D

Story Factors:

Strife-Torn History: The Snivvians never seem to get a break. From the genetic problems with the Blood Code, to the period of slavery by the Thalassians, the Snivvians have undergone hardship after hardship. Now that the Blood Code may have returned, the Snivvians are bracing themselves for more troubles. Despite such adversity (or perhaps because of it), the Snivvians are respected artists and writers.

Blood Code: The genetic flaw that has led to much violence in Snivvian history has also caused the Snivvians to be very distrustful of twins of any species. As families, Snivvian brothers tend to be very distant.

Special Abilities:

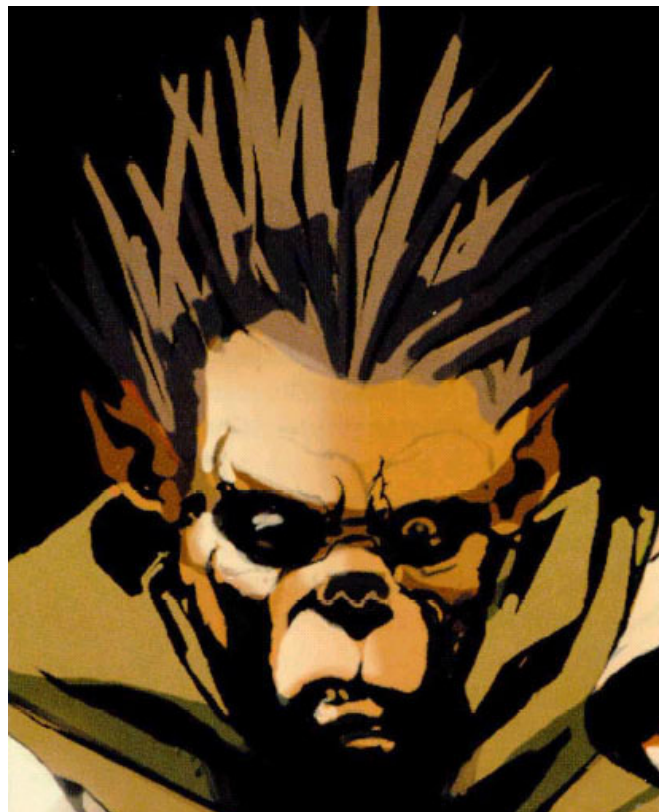
Adaptive Skin: Snivvian can survive in temperature extremes of minus 30 degrees standard, to temperatures up to 45 degrees standard without harm or protective gear. They do wear clothing for cultural reasons. The Snivvian's tough skin give them +1D armor bonus to resist physical damage.

Move: 10/12

Size: 1.2-1.8 meters tall

Source: Ultimate Alien Anthology (pages 147-149), Alien Anthology (pages 101-102)

Spinner



Average Spinner: *Dexterity 2D, Knowledge 1D+2, Mechanical 2D, Perception 1D+2, Strength 2D+2, Technical 2D.*

Home Planet: Worxer (destroyed)

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+1/4D

PERCEPTION 1D/3D+2

STRENGTH 2D/4D+2

TECHNICAL 2D/4D

Special Abilities:

Quills: Spinners can launch a burst of quills at a target using their Thrown Weapons: Quills skill (range: 2/5/10m, damage 2D). The quills grow back, but a Spinner is only able to make 4 such attacks within a single 24 hour period.

Story Factors:

Dying Race: Spinners suffer from a genetic flaw that prevents them from reproducing anywhere but their homeworld. As their homeworld was destroyed by a supernova, their species will inevitably disappear.

Move: 10/12

Size: 1.7 to 2.2 meters tall.

Source: Ultimate Alien Anthology (page 149), Alien Anthology (pages 102-103)

Squib

Home Planet: Squab

Attribute Dice: 12D



DEXTERITY 2D+2/4D+2

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 1D/3D

TECHNICAL 1D/3D

Story Factors:

Haggling: Squibs are born to haggle, and, once they get started, there is no stopping them. The surest way to lure a Squib into a trap is to give it the chance to make a deal.

Move: 8/10

Size: 1 meter tall

Source: Ultimate Alien Anthology (pages 150-151), Alien Anthology (pages 103-104), Galaxy Guide 4: Alien Races (pages 83-84)

Srrors'tok

The Srrors'tok of Jankok are a felinoid, bipedal species. Their massive build and pronounced fangs mark them as predators. Their bodies are covered in a golden pelt of short fur. Most Srrors'tok eschew clothing in warm climates, preferring to wear only pouches sufficient to hold tools and weapons. Srrors'tok are very susceptible to cold, however, and, unlike the Wookiees, must bundle up in frigid climates.



The Srrors'tok language Hras'kkk'rarr, is a combination of sign language and a complex series of growls, snarls, and clicks. They find speaking Basic difficult because of the way their mouths are made. They can manage simple words, and when addressing someone accustomed to the way they speak, even some complex ones.

Jankok is a technologically primitive planet; most Srrors'tok communities are tribal hunting parties held together by familial bonds and common culture. There are no starports on Jankok; other than scouts and the rare trader, few have come to Jankok. Few Srrors'tok have left their world.

The Srrors'tok have an honor-based societal structure. As in Wookiee culture, there is a life-debt tradition in which the saved party must become indentured to his deliverer until the master dies. One may discharge a life-debt by incurring the life-debt from the enemy of one's current master. It is considered dishonorable to deliberately incur a second life-debt, which helps prevent Srrors'tok society from dissolving into a chaos of intertwining life-debts. According to Srrors'tok law,

those who do not or are unable to honor a life-debt must take their own lives.

Home Planet: Jankok

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/3D+2

PERCEPTION 2D/4D

STRENGTH 2D/4D+2

TECHNICAL 1D/3D

Special Abilities:

Voice Box: Srrors'tok are unable to pronounce Basic, although they can understand it perfectly well.

Fangs: The sharp teeth of the Srrors'tok inflict STR+1D damage.

Story Factors:

Honor: Srrors'tok are honor-bound. They do not betray their species - individually or as a whole. They do not betray their friends or desert them. They may break the "law," but never their code. The Srrors'tok code of honor is very stringent. There is a life-debt tradition where a saved party must become indentured to his deliverer until the master dies. According to Srrors'tok law, those who are unable to honor a life-debt must take their own lives.

Sign Language: Srrors'tok have very complex sign language and body language.

Move: 10/13

Size: 1.4-1.7 meters tall

Ssi-ruu

Home Planet: Lwhekk

Attribute Dice: 12D

DEXTERITY 2D/5D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D/3D+2

PERCEPTION 1D/3D+1

STRENGTH 3D/5D

TECHNICAL 1D+2/3D+2

Special Abilities:

Tail: STR+1D damage.

Claws: STR+2D damage.

Enhanced Senses (Smell): Ssi-ruuk have a highly developed olfactory senses. They receive +1D to search rolls if the search attempt is scent-based (maximum range of 20 meters). In addition Ssi-ruuk can tell by scent if a human is lying: if the Ssi-ruu makes a moderate Alien Species: Human roll (the Ssi-ruu must have the specialization), increase the interrogation subject's willpower difficulties by one difficulty level if the Ssi-ruu is actively seeking duplicity.

Poor Vision: Ssi-ruuk have poor vision compared to humans. They suffer a -1D penalty for actions involving vision at a range of greater than 50 meters. (This penalty does not apply for starship or vehicle weapons which have a fire control modifier and similar cases where computers or sensors negate the limitations of their vision.)

Natural Body Armor: The thick hide and scales of the Ssi-ruuk provides +2D against physical and +1D against energy attacks.

Force Blindness: The Ssi-ruuk are incapable of sensing



or using the Force. Ssi-ruuk may not be Force-sensitive, although they may earn, possess and use Force Point and character Points.

Story Factors:

Ssi-ruuvi Religion: Ssi-ruuvi religion states that if a Ssi-ruu dies away from a properly consecrated world, that Ssi-ruu's spirit is doomed to wander the galaxy without rest. Consequently, Ssi-ruuk tend to avoid open conflict away from their own planets, preferring to have droids and P'w'ecks do their fighting for them, while they monitor the battle from a distance. If confronted on an unconsecrated world, they are very likely to flee from battle.

Move: 11/14

Size: 1.9-2.2 meters

Source: Ultimate Alien Anthology (pages 151-153), Alien Anthology (pages 104-105)

Ssither

Home Planet: Jatee

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D+2/4D+2

MECHANICAL 1D/3D

PERCEPTION 2D+1/4D+1

STRENGTH 3D/5D

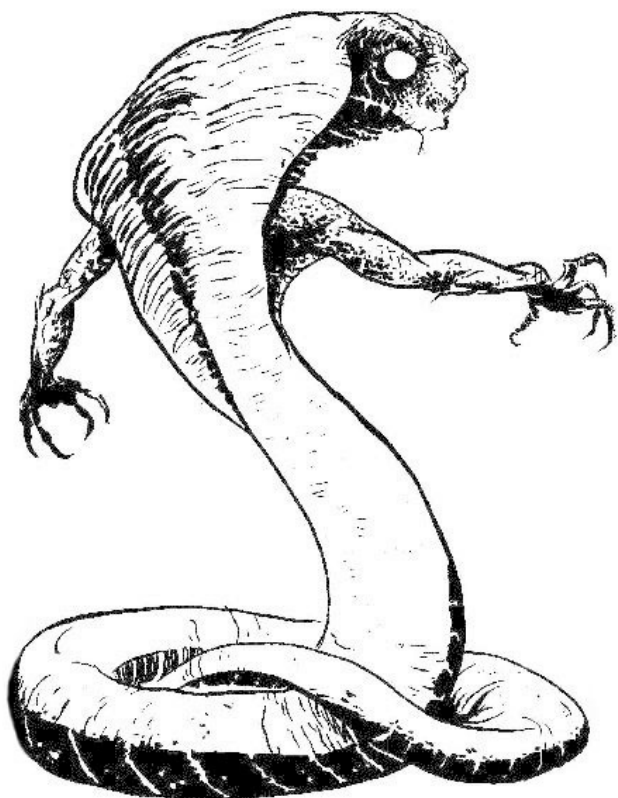
TECHNICAL 1D/3D

Special Knowledge Skills:

Ssither Telepathy: Ssither can communicate with one another and with non-telepaths by sending and receiving thoughts. This skill costs four times the regular number of character points to improve. Non-Ssither may not learn this skill.

Special Abilities:

Telepathy: The Ssither have telepathy and use Ssither Telepathy skill. They can selectively broadcast or receive thoughts and emotions. Ssither can filter out any unwanted communication. Ssither Telepathy must also



be active - they cannot "read minds". The difficulty is Moderate plus double the normal modifiers for proximity and relationship for Force Skills as presented on page 142 of the rulebook. If using Ssither Telepathy on non-Ssither, add +15 to the modifier unless the non-Ssither has the special ability, Ssither Telepathy Familiarity, which costs 10 character points to buy.

Move: 10/12

Size: 1.75-2 meters tall

Stennes Shifter



Home Planet: Stennaros

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D+1/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D+1/4D+2

STRENGTH 2D/4D

TECHNICAL 2D/3D+2

Special Abilities:

Shifting: The Stennes Shifter uses its shifting ability to conceal itself in large

crowds. This counts as an action. In crowds of 20-50 individuals, a Stennes Shifter gains +1D to sneak rolls. In crowds of 51-75 individuals, a Shifter gains +2D. In crowds of 76-100, the bonus increases to +3D. In crowds over 100 individuals, a Shifter gains +4D. This shifting affects everybody, except telepathic-resistant beings like Hutts.

Feed on Force: On a Difficult Perception total, a Stennes Shifter can gain a Force Point if one is spent in its presence. This can be actively resisted by the Force Point's

spender by adding his Perception or control skill to the Stennes's difficulty. Actively resisting this ability counts as an action, and can only be done by those who know of the Stennes's ability. Stennes can also gain spent Character Points by generating an Easy Perception total. It can be resisted as described above.

Tap Force: A Stennes Shifter can steal unspent Force Points or Character Points characters have by making a Very Difficult Perception total for Force Points, or an Easy Perception total for Character Points. If successful, the Stennes gains the Point, and the target character loses it. This can actively be resisted as described above.

Story Factors:

Legendary: Though many people have heard of Stennes Shifters, the existence of the species is considered only a legend.

Move: 8/10

Size: 1.3-1.7 meters tall

Sullustan

Home Planet: Sullust

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D/2D+2

MECHANICAL 2D/4D+1

PERCEPTION 1D/3D+1

STRENGTH 1D/2D+2

TECHNICAL 1D/3D+2

Special Abilities:

Enhanced Senses: Sullustans have advanced senses of hearing and vision. Whenever they make *Perception* or *search* checks involving vision in low-light conditions or hearing, they receive a +2D bonus.



Location Sense: Once a Sullustan has visited an area, he always remembers how to return to the area - he cannot get lost in a place that he has visited before. This is automatic and requires no die roll. When using the *astro-gation* skill to jump to a place a Sullustan has been, the astrogator receives a bonus of +1D to his die roll.

Move: 10/12

Size: 1-1.8 meters tall

Source: Ultimate Alien Anthology (page 153), Core Rulebook (page 216)

Sunesi

The natives of Monor II are called the Sunesis, which in their language means "pilgrims." They are a unique alien species which passes through two distinct physiological stages, the juvenile stage and the adult.

This metamorphosis from juvenile stage to adult Sunesi has predisposed these aliens to concepts of life after death. They view their role in the galaxy as pilgrims, traveling along one path to fulfill a destiny before they are uprooted, changed and set along a new path.

To outsiders, Sunesis in the juvenile phase seem to be little more than mindless beasts on the verge on sentience. They are covered in black fur, and have primitive eyes and ear holes with no flaps in their head region. The juvenile's primary function is eating, and they are ravenous creatures. Monor II is covered with lush, succulent plant growth, and the Sunesi juveniles drink nectars and sap from many species of long stringy plants. To tap into these nutritious plants, juveniles have long, curling feeding tubules they thrust through drilling mouthparts. These specially shaped mouths do not allow formation of speech; however, juveniles are intelligent, particularly during the later years in their state.

When juveniles approach adulthood, they enter a metamorphosis stage. Just before late-juveniles enter the change, they begin to excrete a cirrifog-derived "sweat" that hardens like plaster. When they awake from metamorphosis, they must escape the hardened shells on their own, typically without adult assistance.

In the adult phase, Sunesi have hairless, turquoise skin and a vaguely amphibian, yet pleasing appearance. Silvery ridges show through the skin where bone is present just beneath the surface, and muscles are attached to the sides of bony ridges. Their foreheads sport two melon-like cranial lobes which allow them to communicate using ultrasound; it also gives the local Imperials cause to call Sunesi adults "lumpheads." Sunesis have large, round, dark eyes framed by brow crests, and their ears are round and can swivel. They clothe their slender bodies in long-sleeved tunics.



Home Planet: Monor II

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D+2

MECHANICAL 1D/3D+1

PERCEPTION 2D/4D+2

STRENGTH 1D/3D

TECHNICAL 1D/3D

Special Abilities:

Ultrasound: Adult Sunesis' cranial melons allow them to perceive and emit ultrasound frequencies, giving them +1D to Perception rolls involving hearing. Modulation of their ultrasound emissions may have other applications than for communication, but little is known of these at this time.

Move: 8/11

Size: 1.5-2.1 meters tall

Svivreni

Home Planet: Svivren

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/3D

MECHANICAL 2D/3D+2

PERCEPTION 1D/4D+1

STRENGTH 2D/5D

TECHNICAL 1D/3D+1

Special Abilities:

Stamina: Due to the harsh nature of the planet Svivren, the Svivreni receive a +2D bonus whenever they roll their *stamina* and *willpower* skills.

Value Estimation: Svivreni receive a +1D bonus to *value* skill checks involving the value of ores, gems and other mined materials.

Story Factors:

Stubbornness: The Svivreni cannot abide the idea of being conquered, and the Imperial occupation effort only

solidified this resolve. Anyone trying to convince a Svivreni of a position they do not agree with is fighting a losing battle.

Move: 4/8

Size: 0.6-0.9 meters tall

Source: The Thrawn Trilogy Sourcebook (pages 149-150)



Swokes Swokes



Sy Myrth



Talz

Home Planet: Alzoc III
Attribute Dice: 11D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 2D+1/4D+1
STRENGTH 2D+2/4D+2
TECHNICAL 1D/3D
Story Factors:



Enslavement: One of the few subjects which will drive a Talz to anger is that of the enslavement of their people. If a Talz has a cause that drives its personality, that cause is most likely the emancipation of its people.

Move: 8/10

Size: 2-2.2 meters tall

Source: Ultimate Alien Anthology (pages 153-154), Alien Anthology (pages 105-106), Galaxy Guide 4: Alien Races (pages 85-86)

Tarasin

Average Tarasin. Dexterity 2D, Knowledge 2D+1, Mechanical 2D, Perception 2D+1, Strength 1D+2, Technical 1D+2.

Home Planet: Cularin

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 2D/4D+1

MECHANICAL 1D/4D

PERCEPTION 2D/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D/3D+2

Special Abilities:

Camouflage: Because of their chameleon-like scales, Tarasin can blend in with their



surroundings. This provides them with a permanent +1D bonus to all Hide skill checks.

Force Bonus: When using such Force powers as Life Detection, Sense Force, and Sense Force Potential, Force-sensitive Tarasin characters gain a +2 pip bonus to their Sense skill rolls.

Heat Resistance: Tarasin characters may add +1D to their Strength roll when resisting damage caused by a heat source.

Silent Communication: Tarasin can use their color-changing scales to communicate silently with other members of their species within 10 meters. This language can be learned by non-Tarasin, who can understand it but not speak it.

Story Factors:

Concealing Emotions: Because of their color-changing scales and their multicolored "head fan," Tarasin characters have difficulty hiding their emotions. Because of this, they suffer a -2 pip penalty to all Con skill rolls, as well as a further -2 pip penalty to all Willpower skill rolls made to detect deception.

Move: 10/12

Size: 1.6-1.7 meters tall

Source: Ultimate Alien Anthology (pages 154-155)

Tarc



The isolationist Tarc live on the arid planet Hjaff - they are a species of land-dwelling crustaceans that have removed themselves from the rest of the galaxy. These fierce aliens attack anyone who dares to enter their "domain of sovereignty," even the Imperials, who have recently mounted a military campaign against them.

The Tarc expanded to settle several systems near their homeworld. The Tarc's technology level is roughly comparable to that of the Empire, though its hyperspace technologies are less developed because the Tarcs do not travel beyond their territory. When they encountered aliens, they immediately sealed their borders to outsiders, afraid alien societies would infect their cul-

ture. With the creation of their domain, the Tarc formed a large, highly trained navy to police its borders. This navy, the Ivlacav Gourn, has followed a policy of zero tolerance for intruders. They ferociously attack any who enter. This policy has resulted in recent skirmishes with Imperial scouts trying to cross the borders. The Empire has yet to respond decisively, but when it does, the Tarc are not expected to fare well.

The Tarc rarely venture outside of their realm - it's a capital crime to leave Tarc space without permission. Only a few have left their home, and they are outcasts or criminals. As such, most Tarc outside their home territory are employed by various criminal organizations where they make excellent enforcers, assassins, and bounty hunters. Some are employed as body-guards, where their fierce appearance alone is often enough to change the mind of any would-be attacker.

Home Planet: Hjaff

Attribute Dice: 13D

DEXTERITY 1D/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+2

PERCEPTION 1D/4D

STRENGTH 1D+2/4D+2

TECHNICAL 1D/3D+2

Special Abilities:

Rage: The Tarc's pent-up emotions sometimes cause them to erupt in a violent frenzy. In this state they attack anyone or anything near them, and they cannot be calmed. These rages can happen at any time, but usually they occur during periods of intense stress (such as combat). To resist becoming enraged a character must make a difficult willpower roll. For each successful rage check a player makes, the difficulty for the next check will be greater by 5. A rage usually lasts for 2D+2 rounds, but for each successful rage check a player makes, the duration of the next rage will be increased by 2 rounds.

Intimidation: The Tarc's fierce appearance and relative obscurity give them a +1D intimidation bonus.

Natural Body Armor: The Tarc's shell and exoskeleton provides +1D+2 against physical and +1D against energy attacks.

Pincers: The Tarc's pincers are sharp and very strong, doing STR+2D damage.

Story Factors:

Language: Due to the nature of their vocal apparatus, the Tarc are unable to speak Basic or most other languages. As the Tarc have so effectively isolated themselves from the galactic community, it is exceedingly rare to find anyone who is able to understand them; even most protocol droids are not programmed with the Tarc's language. As a result, most Tarc who have left (or been banished from) Hjaff have an extraordinarily difficult time trying to communicate with other denizens of the galaxy.

Isolationists: The Tarc are fierce isolationists. They feel that interacting with the galactic community will poison their culture with the luxuries, values, and customs of other societies. If forced into the galaxy, they will look upon all other species and cultures as wicked and inferior.

Move: 7/9

Size: 1.75-2.2 meters tall

Tarong

Curious and wanting desperately to explore, dozens of Tarongs have convinced merchants and Rebel visitors to take them offworld and out into the galaxy. The avians love space travel and can be found in starports, on merchant ships, and on Alliance vessels. Tarongs prefer not to associate with members of the Empire, as the Imperial representatives they have met were not friendly, were not willing to converse at length, and seemed cruel.

The Rebels have discovered that Tarongs make wonderful spies because they are able to see encampments from their overhead vantage points and are able to repeat what they overheard (using the voices of those who did the talking). Several Tarongs have embraced espionage roles, as it has taken them to new and wonderful places in the company of Alliance members willing to talk to them.

Home Planet: Iri and Disim

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D/2D+2

PERCEPTION 2D/4D

STRENGTH 1D/3D+1

TECHNICAL 1D/2D+1

Special Skills:

Flight: Time to use: one round. This is the skill Tarongs use to fly.

Special Abilities:

Claws: Do STR+2 damage.

Vision: Tarongs have outstanding long-range vision. They can increase the searchskill at half the normal Character Point cost and can search at ranges of nearly a kilometer if they have a clear line of sight. Tarongs have well developed infravision and can see in full darkness if there are sufficient heat sources.

Mimicry: Tarong have a natural aptitude for languages and can advance the skill in half the normal Character Point cost.



Weakness to Cold: Tarong require warm climates. Any Tarong exposed to near-freezing temperatures suffers 4D damage after one hour, 5D damage after two hours and 8D damage after three hours.

Move: 8/10 (ground), 14/15 (flying)

Size: 10-20 meter wingspan

Tarro

Home Planet: Tililix

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+1

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D+1

Special Abilities:

Teeth: STR +2 damage

Claws: STR +1D+2 damage.

Story Factors:

Near-Extinct: The Tarro are nearly extinct, as their homeworld was consumed by their star approximately a year ago.

Independence: Tarro are a fiercely independent species and believe almost every situation can be dealt with by one individual. They see teams, groups, or partnerships as a hassle.

Move: 9/12

Size: 1.8-2.2 meters tall

Source: Ultimate Alien Anthology (pages 156-157)



Tasari

Tasari, native to Tasariq, are hairless humanoids with scaly skin. They have large, beaked noses and feathery crests that give their faces a superficial resemblance to those of birds. They tend to be shorter and lighter build than the average human. Their natural life span is about 120 years.

Tasari history and culture both have been shaped by the disaster that altered their world and destroyed their ancient high-tech civilization. Their history is a chronicle of ingenuity as they adapted to life in the deep craters and underground and struggled to rebuild their lost techno-



logy and civilization.

A dark subcurrent of Tasari culture is a resurgence of primitive blood cults. In the centuries after the meteor shower struck Tasariq, the Tasari reverted to barbaric practices. Among these were blood sacrifices to the tassar crystals, as the Tasari believed only by spilling blood could they unlock the mystical potential of the colorful stones. They also believed the sacrifices would appease the dark gods that had sent destruction from the sky.

Although the Tasari outgrew these beliefs as a culture long ago, a few communities of Tasari still hold them. In recent years, a growing number of Tasari have traveled offworld and have seen the treatment the human-dominated Empire has given other alien races, like the Wookiee and Mon Calamari. This in turn has caused many Tasari to grow fearful for the future of their species and world, and they have turned to the old ways in an attempt to make the galaxy safe for themselves; after all, blood sacrifices to the tassar crystals prevented any further meteor strikes.

The Tasari have not developed blaster technology but instead rely on slug-throwing firearms. At present, the Tasari culture uses an odd mixture of their own fairly primitive equipment and off-world devices, partly due to the heavy tariffs imposed by the Empire imports.

Home Planet: Tasariq

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D/3D

PERCEPTION 2D/5D

STRENGTH 1D/3D+2

TECHNICAL 1D/2D+2

Story Factors:

Force-Sensitive: Many Tasari are Force-sensitive.

Move: 10/12

Size: 1.4-1.7 meters tall

Teek



Teltior



The Teltiors are a tall humanoid race native to Merisee in Elrood sector. They share their world with the Meris. The Teltiors have pale-blue to dark-blue or black skin. They have a prominent vestigial tail and three-fingered hands. The three fingers have highly flexible joints, giving the Teltiors much greater manual dexterity than many other species. Teltiors traditionally wear their hair in long ponytails down the back, although many females shave their heads for convenience.

The Teltiors have shown a greater willingness to spread from their homeworld than the Meris, and many have found great success as traders and merchants. Although the Teltiors don't like to publicly speak of this, there are also many quite successful Teltior con men, including the infamous Ceeva, who bluffed her way into a high-stakes sabacc game with only 500 credits to her name. She managed to win the entire Unnipar system from Archduke Monlo of the Dentamma Nebula.

Home Planet: Merisee

Attribute Dice: 12D

DEXTERITY 3D/5D+2

KNOWLEDGE 1D+1/4D+1

MECHANICAL 1D+1/4D+1

PERCEPTION 1D/4D

STRENGTH 2D/4D

TECHNICAL 1D+2/4D

Special Abilities:

Skill Bonus: Teltiors can choose to concentrate in one of the following skills: *agriculture*, *bargain*, *con*, *first aid* or *medicine*. They receive a +1D bonus, and can advance that single skill at half the normal skill point cost.

Stealth: Teltiors gain a +1D+2 bonus when using *sneak*.

Manual Dexterity: Teltiors receive a +1D whenever doing something requiring complicated finger work because their fingers are so flexible.

Move: 10/12

Size: 1.5-2.2 meters tall



Temolak

Source: Ultimate Alien Anthology (pages 157-158)

Tempestro

The forests of Koda's World hide the planet's only sapient life form, the Tempestro. The Tempestro are large, winged reptiles who are able to launch themselves from the trees of the jungle and glide great distances in the upper canopy. Sharp claws allow them to climb the trees of the jungle and bring down prey.

The Tempestro are the warlike remnants of a once gentle and proud species. Millennia ago, they had achieved a great civilization. While they never mastered advanced technologies, the Force was strong in their communities,

and they had vast control over the spiritual world.

This emphasis on the spiritual ultimately lead to their downfall. The planet was struck by a meteor, and because the Tempestro had turned so far inside themselves, they were caught unprepared. Most of the population was destroyed in the dust cloud that was thrown up into the upper atmosphere by the impact. The survivors of the cataclysm spent years erecting a huge stone edifice, where they stored the collected knowledge of their once-proud species.

The Tempestro that survive to this day are pale reflections of their proud ancestors. They are reduced to living in the trees surrounding the shattered remains of their cities. A particularly large community lives near the great stone edifice their forefathers built. They no longer remember the purpose of the building or its significance. They merely protect it and wait.



Home Planet: Koda's World

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/2D

MECHANICAL 1D/3D

PERCEPTION 1D/6D

STRENGTH 3D/5D

TECHNICAL 1D/1D

Special Skills:

Gliding: Tempestro use their powerful wings to glide through the upper canopy of Koda's World.

Special Abilities:

Telepathic Communication: Thanks to their telepathic abilities, Tempestro receive +3D when attempting to communicate with a sentient being. This bonus applies to all communication-based skills such as conor bargain.

Claws: Give +3D in climbingskill checks, and are STR+2D when used as weapons.

Move: 8/10 (walking), 13/18 (gliding)

Size: 1.9-2.5 meters tall

Thakwaash

Average Thakwaash. *Dexterity 1D+2, Knowledge 2D, Mechanical 1D+2, Perception 1D+2, Strength 3D, Technical 2D.*

Home Planet: Thakwaa

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/4D

MECHANICAL 1D/3D+2

PERCEPTION 1D/3D+1

STRENGTH 3D/5D+1

TECHNICAL 1D/4D



Special Abilities:

Multiple Personalities: Prior to making a skill check, a Thakwaash character can attempt to draw upon on of his secondary personality's experience as a free action. This is done by making a *Willpower* skill roll, with a difficulty equal to the number of dice in the character's skill rating times three. For example, a Thakwaash character with a *Space Transports* skill rating of 4D+1 will need to roll a 12 or better (4x3) on his *Willpower* skill roll to draw upon a secondary personality's talents in that skill. If successful, the character gains a +2D bonus to that skill, but suffers a -1D penalty to **all** other skills. This lasts until the character attempts to call upon another personality, is stunned or knocked unconscious, or after one hour of rest or light activity.

Move: 10/12

Size: 3 meters tall

Source: Ultimate Alien Anthology (pages 158-159)

Thisspian

Average Thisspian. Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 1D+1, Strength 2D+2, Technical 2D.

Home Planet: Thisspias

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D

PERCEPTION 1D/3D+1

STRENGTH 2D+1/4D+2

TECHNICAL 1D/4D

**Special Abilities:**

Constrict: On a successful Brawling skill check made to grapple, a Thisspian can wrap its prehensile tail around an opponent. In subsequent rounds, it can inflict its Strength +1D+1 with a constricting attack. An opponent so ensnared can escape, but must do so with an opposed Strength roll.

Prehensile Tail: Thisspians can use their tails to carry objects, leaving their hands free for other activities. When doing so, a Thisspian's Move rating is reduced to 2.

Move: 8/10

Size: Unlisted (Medium)

Source: Ultimate Alien Anthology (pages 159-160)

Tikiarri



Tikiarri are a tribally based, avian species native to Joralla. The Tikiarri have a reputation sufficiently fearsome to keep the faint of heart from visiting Joralla. While the Empire acknowledges no threat from these creatures, many

local systems have had unpleasant experiences with the Tikiarri, who seem to have no respect for the law. Since the Empire has refused to consider requests for an official quarantine of the planet, neighboring systems have found it difficult to control the Tikiarri. On many nearby planets, any ship whose crew mentions it has visited Joralla is promptly searched for Tikiarri, who are either executed or imprisoned, and the ship is forced to depart immediately.

These flying beings can be found throughout the jungles of Joralla. The Tikiarri are perfectly designed for flight - light, hollow bones, large wings, a razor-sharp beak, and excellent eyesight.

They are carrion-eaters, and have come to rely on a predatory animal known as the wulkarsk to provide them with food. The Tikiarri breed the wulkarsk, both for ferocity and for the ability to follow simple commands. The Tikiarri hunt by turning loose a group of wulkarsk, then tracking their progress while gliding on the air currents. Once an animal has been killed by the wulkarsk, the Tikiarri swoop down upon the scene and feast, often bringing scraps back to the nesting area for other members of the tribe.

The Tikiarri are highly competitive both within the tribe and with neighboring clans. Inter-tribal warfare is a constant of life. Tribes are theoretically ruled by the

bravest and most capable male, but in reality the most devious male eliminates all other contenders and assumes control of a tribe by default. Tribal leaders are extremely fortunate if they survive their first year of rule.

Tikiarri have a natural life span of about 30 local years, but most males die in combat or during hunting by age 20, and most females die before age 20 because they are forced to produce young as soon as they are able (between eight and 10 years of age).

What makes the Tikiarri especially dangerous to visitors is their interest in advanced weaponry. Since a foolish trader introduced the wonders of blaster technology, the avians have spent an inordinate amount of time trying to acquire more weapons. In fact, "hunts" will often revolve around trying to kill offworlders for their weaponry. Most tribes have at least one or two blaster weapons, always held by the tribe's leader.

Home Planet: Joralla

Attribute Dice: 11D+2

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/2D+2

MECHANICAL 1D/2D

PERCEPTION 2D/4D+2

STRENGTH 1D/3D

TECHNICAL 1D/2D+2

Special Skills:

Flight: Time to use: one round. This is the skill used for flying. Beginning Tikiarri begin with a flight movement of 15 and may improve their flying Move as described on page 36 of the Star Wars Roleplaying Game.

Story Factors:

Reputation: Most species who know the Tikiarri do not like the avians and execute or imprison any found off Joralla.

Move: 4/6 (walking), 15/20 (flying)

Size: 1.5-1.75 meters

Tinnell

Attribute Dice: 13D

DEXTERITY 2D/3D+2

KNOWLEDGE 1D/2D+2

MECHANICAL 2D/3D+2

PERCEPTION 2D/4D+1

STRENGTH 1D+2/4D

TECHNICAL 3D/5D

Special Abilities:

Claws: Do STR+1D+2 damage.

Story Factors:

Rare: Tinnell are extremely rare. They should be stumbled upon rather than searched for. Tinnell have been treated fairly bad by Humans, so if they know they're being hunted, they disappear and can't be found (at least a Heroic roll to pick up their trail). They function best as



gamemaster characters, coming up with that desperately needed repair roll at just the dramatically appropriate moment.

Move: 10/15

Size: 1.2-1.8 meters tall

Tiss'shar

Home Planet: Tiss'sharl

Attribute Dice: 12D

DEXTERITY 2D+1/4D+1

KNOWLEDGE 1D/2D+2

MECHANICAL 1D/2D+2

PERCEPTION 2D/3D+1

STRENGTH 2D/4D

TECHNICAL 1D/3D+1

Special Abilities:



Vision: Tiss'shar can see in the infrared spectrum, allowing them to see in darkness provided there are heat sources.

Body Armor: The Tiss'shar's thick scales gives them natural armor that provides a +1D bonus against physical attacks and +1 against energy attacks.

Move: 11/14

Size: 1.5-1.8 meters tall

Source: Ultimate Alien Anthology (pages 160-161)

Togorian



Home Planet: Togoria

Attribute Dice: 12D

DEXTERITY 2D/5D

KNOWLEDGE 1D/3D

MECHANICAL 1D/4D

PERCEPTION 2D/4D

STRENGTH 2D/5D

TECHNICAL 1D/4D

Special Abilities:

Claws: The claws of the Togorians do *Strength*+1D damage in combat.

Teeth: The teeth of the Togorians do *Strength*+2D damage in combat.

Story Factors:

Intimidation: Most beings fear Togorians (especially males) because of their large size and vicious-looking claws and teeth.

Communication: Togorians are perfectly capable of understanding Basic, but they can rarely speak it. Many beings assume that the Togorians are unintelligent. This annoys the Togorians greatly, and they are likely to become enraged if they are not treated like intelligent beings.

Move: 14/17

Size: 2.5-3 meters tall (males); 1.6-2.2 meters tall (females)

Source: Ultimate Alien Anthology (pages 161-162), Galaxy Guide 4: Alien Races (pages 86-88)

Togruta



Average Togruta. Dexterity 2D+2, Knowledge 2D+1, Mechanical 2D, Perception 2D+1, Strength 1D+2, Technical 2D.

Home Planet: Shili

Attribute Dice: 13D

DEXTERITY 2D/4D+2

KNOWLEDGE 2D/4D+1

MECHANICAL 1D/4D

PERCEPTION 2D/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D/4D

Special Abilities:

Camouflage: Togruta characters possess colorful skin patterns which help them blend in with natural surroundings (much like the stripes of a tiger). This provides them with a +2 pip bonus to Hide skill checks.

Spatial Awareness: Using a form of passive echolocation, Togruta can sense their surroundings. If unable to see, a Togruta character can attempt a Moderate Search skill check. Success allows the Togruta to perceive incoming attacks and react accordingly by making defensive rolls.

Story Factors:

Believed to be Venomous: Although they are not poisonous, it is a common misconception by other species that Togruta are venomous.

Group Oriented: Togruta work well in large groups, and individualism is seen as abnormal within their culture. When working as part of a team to accomplish a goal, Togruta characters are twice as effective as normal characters (ie, they contribute a +2 pip bonus instead of a +1 pip bonus when aiding in a combined action; see the rules for Combined Actions on pages 82-83 of SWD6).

Move: 10/12

Size: 1.7-1.9 meters

Source: Ultimate Alien Anthology (pages 162-163)

Toong



Average Toong: *Dexterity 3D, Knowledge 1D+2, Mechanical 2D+1, Perception 1D+1, Strength 1D+2, Technical 2D.*

Home Planet: Toong'L

Attribute Dice: 12D

DEXTERITY 2D+1/5D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+2/4D+1

PERCEPTION 1D/3D+1

STRENGTH 1D/3D+2

TECHNICAL 1D+1/4D

Special Abilities:

Quick Reflexes: Toong gain a +1D bonus to all Perception rolls made to determine initiative.

Story Factors:

Social Anxiety: Toong fear interacting with individuals, and suffer a -1D penalty to all skill rolls involving social interaction.

Move: 10/12

Size: 1.8 to 2.4 meters tall.

Source: Ultimate Alien Anthology (pages 163-164), Alien Anthology (pages 106-107)

Toydarian



Average Toydarian: *Dexterity 3D, Knowledge 2D, Mechanical 2D+1, Perception 1D+2, Strength 1D, Technical 2D.*

Home Planet: Toydaria

Attribute Dice: 12D

DEXTERITY 2D+1/5D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+2/4D+1

PERCEPTION 1D/3D+2

STRENGTH 1D/3D

TECHNICAL 1D+1/4D

Special Abilities:

Force Resistance: Toydarians are resistant to Force

powers that utilize the Sense skill, and receive a +3D bonus to any Perception or Control rolls made to resist these powers. Any Sense powers used against a Toydarian that do not grant a resistance roll have their Sense difficulty increased by +10.

Move: 6/8 (Ground), 18/20 (Flight)

Size: 0.9 to 1.5 meters tall

Source: Ultimate Alien Anthology (pages 164-165), Alien Anthology (pages 107-108)

Trandoshan

Home Planet: Trandosha (Dosha)

Attribute Dice: 12D

DEXTERITY 3D/4D+2

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D

PERCEPTION 2D/4D+2

STRENGTH 2D/4D+1

TECHNICAL 1D/3D+1

Special Abilities:

Vision: Trandoshans see in a different range and can see into the infrared spectrum they can see in darkness with no penalty.

Clumsy: Trandoshans have little manual dexterity, and receive a -2D penalty on any skills regarding precise finger movement.

Story Factors:

Trandoshans are a very warlike species. They have some degree of alliance with the Empire, and have great enmity against Wookiees, for some reason. It was the Trandoshans that suggested putting the Wookiees to slavery. Technology wise, the Trandoshans are rather advanced.

Move: 9/11

Size: Human range

Source: Ultimate Alien Anthology (pages 165-167)



Trianii



Home Planet: Trian
Attribute Dice: 12D
DEXTERITY 2D+1/4D
KNOWLEDGE 2D/4D
MECHANICAL 1D+1/4D
PERCEPTION 2D/4D
STRENGTH 2D/4D+2
TECHNICAL 1D+1/4D+2
Special Strength Skills:

Acrobatics: Time to use: One round. This is the skill of tumbling, jumping and other complex movements. This skill is often used in sports and athletic competitions, or as part of dance. Characters making acrobatics rolls can also reduce falling damage. The difficulty is based on the distance fallen.

Distance Fallen	Difficulty	Reduce Damage By:
3 - 6	Very Easy	-2D
7 - 8	Easy	-2D+2
9 - 12	Moderate	-3D
13 - 15	Difficult	-3D+2
16+	Very Difficult	-4D

Special Abilities:

Prehensile Tail: Trianii have limited use of their tails. They have enough control to move light objects (under three kilograms), but the control is not fine enough to move heavier objects or perform fine manipulation (for example, aim a weapon).

Special Balance: +2D to all actions involving climbing, jumping, acrobatics or other actions requiring balance.

Claws: add+1D to brawling damage.

Dexterous: At the time of character creation, Trianii get +2D bonus skill dice to add to Dexterity skills.

Female Physical Superiority: After allocating attribute dice, female Trianii characters get to add +1 to their Dexterity and Strength at the time of character creation.

Story Factors:

Feud with the Authority: The trianii have a continuing conflict with the corporate Sector Authority. While there

is no open warfare, the two groups are openly distrustful; these intense emotions are very likely to simmer over into battle.

Trianii Rangers: the Rangers are the honored independent space force of the Trianii.

Move: 12 / 14

Size: 1.5 - 2.2 meters

Source: Ultimate Alien Anthology (pages 167-168), Han Solo and the Corporate Sector Sourcebook (pages 138-139)

Triffian



They stand about 1.2 meters tall and have a pair of thermalregulator flaps on their heads.

Troig



Average Troig: *Dexterity 1D+2, Knowledge 2D, Mechanical 2D, Perception 3D, Strength 1D+2, Technical 1D+2.*

Home Planet: Pollillus

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 2D+1/5D

STRENGTH 1D/3D+2

TECHNICAL 1D/3D+2

Special Abilities:

Ambidexterity: Troigs are naturally ambidextrous, and suffer no off-hand penalties.

Hard to Surprise: Because a Troig's heads are constantly looking out for one another, they are difficult to surprise. As such, they gain a +1D bonus to all Search skill checks to detect ambushes.

Multitasking: Due to the fact that their two heads share two arms, Troigs can do two things at once and suffer no penalties. Each head performs separate actions in combat, as well. The two heads can combine actions, as well (refer to the rules for combined actions, SWD6, pages 82-83).

Two Heads: All Troigs have at least two heads, and each head houses a separate mind and personality. The two heads share a limited form of telepathy, and they can understand one another perfectly even if one is speaking a language the other does not know.

Move: 10/12

Size: 1.9-2 meters



Trunsk

Trunsk are stout, hairy bipeds with large, wild-looking eyes. Members of the species are entirely covered in fur except for the facial regions, palms of the hands and soles of the feet. The Trunsk possess four digits on each hand, tipped with sharp fighting claws that can easily make short work of an enemy.

Trunsk is a rocky world in the Colonies region. The ancestors of the Trunsk were clawed predators who hunted the various tuber-eating, hooved creatures that populated the world. As these ancestral Trunsk developed sentience, their paws became true hands with opposable thumbs (though the claws remain), and they began to walk upright.

During Emperor Palpatine's reign, the Trunsk lost their freedom and position in the galaxy. They were declared a slave species, and members were taken away from Trunsk by the thousands. Early Imperial slavers soon learned that the Trunsk were not a species easily tamed, however, and today the Trunsk's popularity among the slave owners continues to dwindle.

The Trunsk are currently ruled by Emperor Belgoa. Belgoa is merely an Imperial figurehead; his appointment as ruler of the world fools the Trunsk into believing that one of their own is in charge. Belgoa publicly denounces the enslavement of his people and assures them that he is doing all he can to stop it, but he is secretly allowing the Empire and other parties to take slaves from Trunsk. In exchange, the local Moff allows Belgoa final say over which Trunsk stay or go. Obviously, Belgoa has few enemies left on the planet.

The Trunsk have access to hyperspace-level technology, but by Imperial law, Trunsk are not allowed to carry weapons or pilot armed starships. Trunsk sees a constant influx of traders, though the selling of weapons is forbidden - a law strictly enforced by the Trunskan police force.

Home Planet: Trunsk

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/3D

MECHANICAL 2D/4D

PERCEPTION 1D/3D

STRENGTH 2D/4D+2

TECHNICAL 1D/3D

Special Abilities:

Claws: The long, retractable fighting claws of the Trunsk inflict STR+1D damage.

Move: 9/11

Size: 1.5-2 meters tall

T'surr



Source: Ultimate Alien Anthology (pages 168-169)

Tuhgri

Home Planet: Ehjenla
Attribute Dice: 11D
DEXTERITY 1D/4D
KNOWLEDGE 1D/3D
MECHANICAL 2D+2/4D
PERCEPTION 1D/4D
STRENGTH 1D/3D
TECHNICAL 1D+2/4D
Special Abilities:

Leap: Tuhgri can leap up to four meters high and eight meters forward.

Story Factors:

Sharing: Tuhgri take any object they require at the time with or without permission. Many species find this behavior disconcerting at best, and many battles have broken out in the aftermath.

Move: 8/10

Size: 1.0-1.25 meters tall



Tulvarees



Home Planet: Pochi

Attribute Dice: 9D

DEXTERITY 1D/5D

KNOWLEDGE 0D+1/1D

MECHANICAL 0D+1/1D

PERCEPTION 1D/3D

STRENGTH 2D/4D

TECHNICAL 0D+1/1D

Special Abilities:

Talons: Tulvarees have razor-sharp talons on their hands and feet, which do STR+2D damage.

Teeth: A Tulvaree's bite causes STR+1D damage.

Move: 7/9 (walking), 15/20 (flying)

Size: 1.5-1.8 meters tall

Tunroth



Home Planet: Jiroch-Reslia

Attribute Dice: 12D

DEXTERITY 2D/4D+1

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+1

PERCEPTION 1D+1/4D+2

STRENGTH 1D+2/4D

TECHNICAL 1D/3D+1

Special Abilities:

Quarry Sense: Tunroth Hunters have an innate sense that enables them to know what path or direction their prey has taken. When pursuing an individual the Tunroth is somewhat familiar with, the Hunter receives +1D to *search*. To qualify as a Hunter, a Tunroth must have the following skill levels: *bows* 4D+2, *melee combat* 4D, *melee parry* 4D, *survival* 4D, *search* 4D+2, *sneak* 4D+2, *climbing/jumping* 4D, *stamina* 4D. The Tunroth must also participate in an initiation rite, which takes a full three Standard Months, and be accepted as a Hunter by three other Hunters. This judgement is based upon the Hunters' opinions of the candidate's skills, judgement and motivations - particularly argumentative or greedy individuals are often rejected as Hunters.

Story Factors:

Imperial Respect: Though they realize the Emperor is for the most part tyrannical, the Tunroth are grateful for the fact the Empire saved the Tunroth from being completely destroyed during the Reslian Purge.

Iotran Hate: All Tunroth have a fierce dislike for the Iotran, a belligerent species inhabiting a nearby sector. It was the Iotran that nearly destroyed the Tunroth people.

Move: 10/12

Size: 1.6-1.8 meters tall

Source: Ultimate Alien Anthology (pages 169-171)

Home Planet: Tatooine

Attribute Dice: 12D

DEXTERITY 1D/4D+1

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D

PERCEPTION 1D/4D

STRENGTH 1D/4D

TECHNICAL 1D/3D+1

Move: 10/12

Size: 1.5-1.9 meters

Source: Ultimate Alien Anthology (page 171), Secrets of Tatooine (pages 10-11)

Twi'lek



Home Planet: Ryloth

Attribute Dice: 11D

DEXTERITY 1D/3D

KNOWLEDGE 1D/4D

MECHANICAL 1D/2D+1

PERCEPTION 2D/4D+2

STRENGTH 1D/3D

TECHNICAL 1D/3D

Special Abilities:

Tentacles: Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a "secret" language that all Twi'leks are fluent in.

Move: 10/12

Size: Up to 2.4 meters tall

Source: Ultimate Alien Anthology (page 172), Core Rulebook (page 216)

Tusken Raider



Tynnann

Home Planet: Tynna
Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D+1/4D+2
MECHANICAL 1D/4D
PERCEPTION 1D/5D
STRENGTH 1D/4D+2
TECHNICAL 1D/3D+2

Special Abilities:

Swimming: Tynnans are excellent swimmers and can hold their breath for as many minutes as their stamina die code.

Low Temperatures: Tynnans are native to near-frigid waters and suffer no penalties while in extreme cold (temperatures equal to or above -50 degrees Celsius).

Story Factors:

Wealth: Most Tynnans are supported by their government and spend their time in recreational pursuits.

Move: 6/9 (11/14 Swimming)

Size: 1.1-1.5 meters tall

Source: Han Solo and the Corporate Sector Sourcebook (page 139)



“True”

Home Planet: Uba IV
Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D+2
PERCEPTION 2D/4D+2
STRENGTH 1D/3D
TECHNICAL 2D/4D

Special Abilities:

Type II Atmosphere Breathing: “True Ubese” require adjusted breath masks to filter and breath Type I atmospheres. Without the masks, Ubese suffer a -1D penalty to all skills and attributes.

Technical Aptitude: At the time of character creation only, “true Ubese” characters receive 2D for every 1D they place in Technical skills.

Survival: “True Ubese” get a +2D bonus to their survival skill due to the harsh conditions they are forced to endure on their homeworld.

Move: 8/11

Size: 1.75-2.25 meters tall

Yrak Pootzck

Home Planet: Uba IV
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D+1/3D+2
MECHANICAL 1D/3D
PERCEPTION 1D+2/4D
STRENGTH 1D+2/3D+1
TECHNICAL 1D+1/4D

Special Abilities:

Increased Stamina: Due to the relatively low oxygen content of the atmosphere of their homeworld, yrak pootzck Ubese add +1D to their stamina when on worlds with Type I (breathable) atmospheres.

Move: 8/12

Size: 1.75-2.25 meters tall

Source: Ultimate Alien Anthology (pages 172-174), Alien Anthology (pages 108-110)

Ubese



Ugnaught

Home Planet: Gentes
Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D/3D
MECHANICAL 2D/4D
PERCEPTION 1D+2/3D+1
STRENGTH 2D/4D
TECHNICAL 1D/3D+2

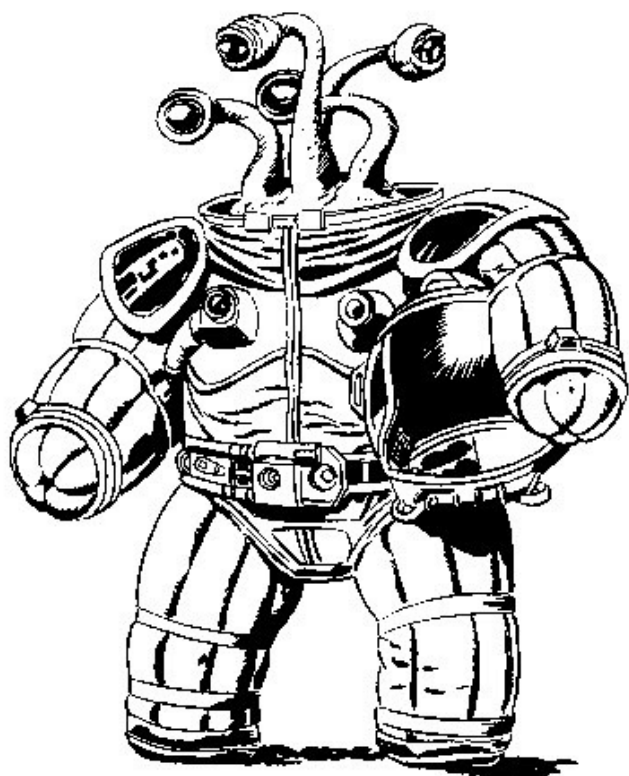
Move: 10/12

Size: 1-1.6 meters tall

Source: Ultimate Alien Anthology (pages 174-175), Alien Anthology (pages 110-111)



Ugor



Home Planet: Paradise System

Attribute Dice: 12D*

DEXTERITY *

KNOWLEDGE *

MECHANICAL *

PERCEPTION *

STRENGTH *

TECHNICAL *

Special Abilities:

**Amorphous:* Normal Ugors have a total of 12D in attributes. Because they are amorphous beings, they can shift around the attributes as is necessary - forming pseudopodia into a bunch of eyestalks to examine something, for example, would increase the Ugor's perception. However, no attribute may be greater than 4D, and the rest must be allocated accordingly. Adjusting attributes can only be done once per round, but it may be done as many times during an adventure as the player wants - but, in combat, it must be declared when other actions are being declared, even though it does not count as an action (and, hence, does not make other actions more difficult to perform during that round). Ugors also learn skills at double their normal costs (because of their amorphous nature).

Story Factors:

Squib-Ugor Conflict: The Ugors despise the Squibs and will go to great lengths to steal garbage from them, since they venerate garbage as a god.

Move: 5/7

Size: 2 meters in diameter (when in circular form)

Source: Galaxy Guide 4: Alien Races (pages 89-90)

Ukian

Home Planet: Ukio

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D/4D+1

MECHANICAL 2D/4D

PERCEPTION 1D/4D

STRENGTH 3D/4D

TECHNICAL 1D/3D+1

Special Abilities:

Agriculture: All Ukians receive a +2D bonus to their agriculture (a Knowledge skill) rolls.

Story Factors:

Fear of the Impossible: All Ukians become very agitated when presented with a situation they believe is impossible.

Move: 5/11

Size: 1.6-2 meters tall

Source: The Thrawn Trilogy Sourcebook (page 150)



Umbaran



Source: Ultimate Alien Anthology (pages 175-176)

Special Abilities:

Medical Aptitude: Uukaablians receive an extra 2D for beginning skill dice which must be applied to the first aid skill.

Story Factors:

Social Graces: Uukaablians have mastered the art of conversation, learning to not let a silent moment slip by. Politeness and diplomacy, they believe, count above all, and they therefore work wonders at political summits, although even after an agreement has been reached, no one can get them to shut up.

Move: 10/14

Size: 2.0-2.5 meters tall

Vaathkree

Home Planet: Vaathkree

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/5D

STRENGTH 2D/4D+2

TECHNICAL 1D/3D+1

Special Abilities:

Natural Body Armor: Vaathkree, due to their peculiar metabolisms, have natural body armor. It provides STR+2D against physical attacks and STR+1D against energy attacks.

Trade Language: The Vaathkree have created a strange, constantly changing trade language that they use to communicate back and forth between each other during business dealings. Since most deals are successful when one side has a key piece of information that the other side lacks, the trade language evolved to safeguard such information during negotiations. Non-Vaathkree trying to decipher trade language may make an opposed *languages* roll against the Vaathkree, but suffer a +15 penalty modifier.

Story Factors:

Trade Culture: The Vaathkree are fanatic hagglers. Most adult Vaathkree have at least 2D in *bargain* or *con* (or both).

Move: 6/11

Size: 1.5-1.9 meters tall

Source: The Thrawn Trilogy Sourcebook (pages 150-151)



Uukaablian



Home Planet: Uukaablis

Attribute Dice: 12D

DEXTERITY 1D/2D+2

KNOWLEDGE 2D/4D+2

MECHANICAL 1D+2/4D

PERCEPTION 2D/4D+2

STRENGTH 1D/3D

TECHNICAL 2D/4D

Veknoid



become skilled investigators on other planets. Others have become wealthy con artists since they have a cheerful, skittish demeanor that lulls strangers into a sense of security.

They are fearful and territorial, but extremely loyal to those who have proven their friendship. Vernols are quite diverse and can be found in many occupations on many worlds. Garnib is the only world where they are known to gather in large ethnic communities. They share Garnib with the Balinaka, but tend to avoid them.

Home Planet: Garnib

Attribute Dice: 12D

DEXTERITY 1D/2D+2

KNOWLEDGE 1D/4D

MECHANICAL 1D/3D+1

PERCEPTION 2D/4D+2

STRENGTH 1D/2D+2

TECHNICAL 1D/3D

Special Abilities:

Foragers: Vernols are excellent foragers (many have translated this ability to an aptitude in investigation). They receive a +1D bonus to either survival, investigation or search (player chooses which skill is affected at the time of character creation).

Move: 8/10

Size: Up to 1.5 meters tall

Vernol

The Vernols are squat humanoids who emigrated to the icy walls of Garnib in great numbers when their homeworld shifted in its orbit and became uninhabitable. Physically, they stand up to 1.5 meters tall and have blue skin with orange highlights around their eyes, mouth, and on the underside of their palms and feet. Many of them have come to Garnib simply to become part of what they feel is a safe and secure society (much of their native society was destroyed when a meteor collided with their homeworld five decades ago).

They are natural foragers adept at finding food, water, and other things of importance. Many of them have



Verpine



Home Planet: Roche Asteroid Field

Attribute Dice: 12D

DEXTERITY 1D+1/3D

KNOWLEDGE 1D+1/3D

MECHANICAL 1D+2/3D+2

PERCEPTION 1D+1/4D

STRENGTH 1D+1/3D

TECHNICAL 2D/3D

Special Abilities:

Microscopic Sight: +1D to search for small objects

Body Armor: The Verpine's natural chitinous plate armor gives them a +1D bonus against physical attacks.

Organic Telecommunication: Because Verpine can send and receive radio waves through their antenna, they have the ability to communicate with other members of their species with specially-tuned comlinks. The range is very limited when they are activating individually (1 km) but greatly increases when in the hive. *Technical Bonus:* All Verpine receive a +2D bonus when using their Technical skills.

Move: 10/13

Size: 1.9 meters

Source: Ultimate Alien Anthology (pages 176-177), Alien Anthology (pages 111-112), Galaxy Guide 4: Alien Races (pages 91-93), The Thrawn Trilogy Sourcebook (pages 151-152)

Viska



Rordak has been part of the galactic society for nearly three centuries, and the stories of the great "blood-sucking fiends of Rordak" (the Viska) are well-known throughout the sector. They are flying carnivores. When fully grown, their bodies are between two and three meters long, with a wingspread of nearly five meters. Two smaller appendages at the base of the torso can manipulate tools, and they have quickly adapted to the use of Imperial technology.

The Viska have long necks, topped by a triangular head. Their eyes are placed back on the skull, so they

have a complete arc vision, including directly behind them. They derive nearly all of their sustenance from the blood of other living creatures due to a very primitive digestive tract. The circular mouth houses a proboscis called a blossug. It is about 40 centimeters long, with several layers of muscle, and a hollow bone with a jagged tip in the center. When a Viska feeds, it extends the blossug, cutting into the flesh of a creature. Through use of the muscles in the snout and a secondary group of muscles beneath the skull, the being withdraws blood from the unfortunate victim.

Individual Viska are controlled by their clan and as such, they constantly seek ways to increase their personal status and the status of their clan. Few Viska have ever attempted to leave their native society; those that did escape had to flee elite Viska warriors and hired bounty hunters. Viska society is known for its callous disrespect of the sanctity of life.

Viska live in clusters of repulsorlift-powered buildings. This tradition came from the need to stay away from the ground, or risk being caught in a volcanic eruption or earthquake. With the advent of modern technology, the Viska began building flying platforms, and have now adapted to a completely aerial society.

Home Planet: Rordak

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/4D

MECHANICAL 1D/3D+1

PERCEPTION 2D/4D+2

STRENGTH 2D/5D

TECHNICAL 1D/3D+2

Special Skills:

Flight: Time to use: One round. This is the skill used for flying. Beginning Viska begin with a flight movement of 12 and may improve their flying Move as described on page 36 of the Star Wars Roleplaying Game.

Special Abilities:

Intimidation: Viska are well-known as "blood-suckers," which terrifies many beings. Viska gain +1D to intimidation rolls.

Restricted Diet: If a Viska feeds from a creature not native to Rordak, the foreign chemical compounds in the blood stream cause 1D damage per feeding session. The damage is cumulative, so a Viska feeding from an alien creature a second time takes 2D damage, and so on.

Infrared Vision: Viska can see in the infrared spectrum, giving them the ability to see in complete darkness if there are heat sources to navigate by.

Blossug Attack: Causes 4D damage; any attack which causes a wound means the Viska's attack has penetrated the target's skin. The Viska's blood-draining attack causes 3D damage each minute.

Story Factors:

Terrifying: Viska are a species that terrifies many other beings. They use this to great advantage (some might say they are even proud of their reputation).

Move: 12/18 (flying), 5/7 (walking)

Size: 2-3 meters long, wingspan up to 5 meters

Vodran



Home Planet: Vodran
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D
PERCEPTION 2D/4D
STRENGTH 2D/4D+1
TECHNICAL 1D/3D

Special Abilities:

Hutt Loyalty: Most Vodrans are completely loyal to the Hutt Crime Empire. Those so allied receive +2D to willpower to resist betraying the Hutts.

Story Factors:

Lack of Individuality: Vodrans have little self image, and view themselves as a collective. They believe in the value of many.

Move: 10/12

Size: 1.6-1.9 meters tall

Source: Ultimate Alien Anthology (pages 177-178)

Vor

Home Planet: Vortex
Attribute Dice: 12D
DEXTERITY 1D/2D+1
KNOWLEDGE 1D/4D
MECHANICAL 1D/2D+2
PERCEPTION 2D/4D
STRENGTH 2D/4D
TECHNICAL 1D/3D



Special Skills:

Strength skills:

Flight: Time use: one round

Move: 5/9 walking, 15/22 flying

Size: 1.4-1.9 m

Source: Ultimate Alien Anthology (pages 178-179)

Vratix



Home Planet: Thyferra
Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D+1
PERCEPTION 1D+2/4D+2
STRENGTH 2D/3D+2
TECHNICAL 2D/4D

Special Abilities:

Pharmacology: Vratix are highly adept at the production of bacta. All Vratix receive a +2D bonus to any (A) Medicine: Bacta Production or, (A) Medicine: Pharmacology skill attempt.

Jumping: Vratix's strong legs give them a remarkable jumping ability. They receive a +2D bonus for their Climbing / Jumping skill.

Bargain: Because of their cultural background, Vratix receive a +2D bonus to their bargain skill.

Mid-Arm Spikes: Vratix can use these sharp weapons in combat, causing STR+1D damage.

Move: 10/12

Size: 1.8-12.6 meters tall

Source: Ultimate Alien Anthology (pages 179-180)

Vulptereen



They have a snout adorned with several long protruding fangs. A row of spiky growths sprout from between their eyes, travelling in a straight path toward their pointed ears. A bizarre single antennae sprouts from their snout and they stand about one meter tall.

Vultan



Attribute Dice: 12D
DEXTERITY 2D/5D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 2D/4D
TECHNICAL 2D/4D

Story Factors:

Technological Curiosity: Most Vultan constantly seek out new forms of technology, often offering outrageous sums to obtain a given device.

Move: 10/12

Size: 1.5-1.8 meters tall

Source: Tales of the Jedi Companion (page 103)

Vurk



Vuvrian



Average Vuvrian: *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D+1, Strength 1D+2, Technical 2D.*

Home Planet: Vurdon Ka

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+2/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D+1/4D

Special Abilities:

Trustworthy: Vuvrians are outgoing and personable, and as such gain a +1D bonus to Bargain, Persuasion, and Investigation skill rolls.

Story Factors:

Pain Sensitivity: Vuvrians are fragile beings, and do not deal well with pain. This is reflected in a -2 penalty to all Strength rolls made to resist damage.

Move: 10/12

Size: 2 meters

Source: Ultimate Alien Anthology (pages 180-181), Alien Anthology (pages 112-113)

Weequay

Home Planet: Sriluur

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D+1/4D

PERCEPTION 1D/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D+2



Special Abilities:

Short-Range Communication: Weequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.

Story Factors:

Houk Rivalry: Though the recent Houk-Weequay conflicts have been officially resolved, there still exists a high degree of animosity between the two species.

Move: 10/12

Size: 1.6-1.9 meters tall

Source: Ultimate Alien Anthology (pages 181-182)

Werbol

Home Planet: Werb

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 1D/2D

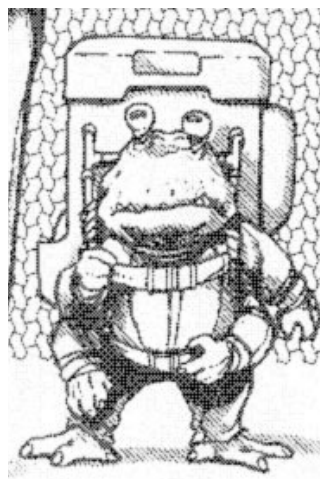
STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

Additional Limbs: Werbols have four arms allowing two manual Dexterity actions before applying multiple action penalties.

Ultraviolet Vision: Werbols



visual spectrum of perception ranges from blue to ultra-violet effectively making them colorblind to most colors. A -2D penalty to all actions that require color differences. ("No! Shoot at the guys in grey. The ones in green are on our side!")

Underwater Vision: Werbols vision is geared for underwater use. They are at -1D to all visual based actions out of water, at a distance of 2 meters or more.

Story Factors:

Social Orientation: Werbols work best in small groups and gain double bonuses from combined actions when working in groups of 2 to 6 Werbols.

Move: 10/12

Size: 0.8-1.0 meters tall

Whiphid



Home Planet: Toola

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 2D/4D+1

STRENGTH 2D/4D+2

TECHNICAL 1D/3D

Special Abilities:

Claws: STR+1D damage.

Move: 9/12

Size: 2.0-2.6 meters tall

Source: Ultimate Alien Anthology (pages 182-183), Galaxy Guide 4: Alien Races (pages 93-94)

Wookiee

Home Planet: Kashyyyk

Attribute Dice: 12D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/2D+1

MECHANICAL 1D/3D+2

PERCEPTION 1D/2D+1

STRENGTH 2D+2/6D

TECHNICAL 1D/3D+1

Special Abilities:

Berserker Rage: If a Wookiee becomes enraged (the character must believe himself of those to whom he has



pledged a *life debt* to be in immediate, deadly danger) the character gets a +2D bonus to *Strength* for purposes of causing damage while *brawling* (the character's *brawling* skill is not increased). The character also suffers a -2D penalty to all non-*Strength* attribute and skill checks.

Due to the Wookiee's great rage, a character must make a Moderate *Perception* total to calm down once all enemies have clearly been controlled - unconscious, captured, killed or somehow otherwise physically restrained or stopped. Close friends of the Wookiee can coordinate with the Wookiee to make this easier.

Climbing Claws: Wookiees have huge retractable climbing claws which are used for climbing *only*. They add +2D to their *climbing* skill while using the claws. Any Wookiee who intentionally uses his claws in hand-to-hand combat is automatically considered dishonorable by other members of his species, possibly to be hunted down - regardless of the circumstances.

Story Factors:

Reputation: Wookiees are widely regarded as fierce savages with short tempers. Most people will go out of their way not to enrage a Wookiee.

Enslaved: Prior to the defeat of the Empire, almost all Wookiees were enslaved by the Empire, and there was a substantial bounty for the capture of "free" Wookiees.

Language: Wookiees cannot speak Basic, but they all understand it. Nearly always, they have a close friend who they travel with who can interpret for them... though a Wookiee's intent is seldom misunderstood.

Honor: Wookiees are honor-bound. They are fierce warriors with a great deal of pride and they can be rage-driven, cruel and unfair - but they have a code of *honor*. They do not betray their friends or desert them. They may break the "law", but never their code. The Wookiee Code of Honor is as stringent as it is ancient.

Atonement for a crime against Honor is nearly impossible - it is usually only achieved posthumously. But Wookiees falsely accused can be freed of their dishonor, and there are legends of dishonored Wookiees "coming back". But those are legends...

Move: 11/15

Size: 2-2.3 meters

Source: Ultimate Alien Anthology (pages 183-185), Core Rulebook (pages 216-218), The Thrawn Trilogy Sourcebook (pages 152-153)

Woostoid



Home Planet: Woostri

Attribute Dice: 10D

DEXTERITY 1D/3D

KNOWLEDGE 2D/5D

MECHANICAL 1D/4D

PERCEPTION 1D/3D

STRENGTH 1D/2D+2

TECHNICAL 2D+2/5D+1

Special Abilities:

Computer Programming: Woostoids have an almost instinctual ability to operate and manage complex computer networks. Woostoids receive a +2D bonus whenever they use their *computer programming/repair* skill.

Story Factors:

Logical minds: The Woostoids are very logical creatures. When presented with situations that are seemingly beyond logic, they become extremely confused, and all die codes are reduced by -1D.

Move: 7/11

Size: 1.6-1.8 meters tall

Source: Ultimate Alien Anthology (pages 185-186), Alien Anthology (pages 113-114), The Thrawn Trilogy Sourcebook (page 153)

Wroonian

Wroonians come from Wroona, a small, blue world at the far edge of the Inner Rim Planets. These near-humans' distinguishing features are their blue skin and their dark-blue hair. They tend to be a bit taller than average humans and more lithe. Wroonians look human in most other respects. Their natural life span is slightly longer than the average human life span.

Wroonian society has always emphasized personal gain and material possessions. Each Wroonian has a different sense of what possessions are valued most in life, and what kind of activities to profit from. Wealth could be measured in credits, land, the number of starships one has, or the number of contracts or jobs a Wroonian completes.

This need to obtain wealth is balanced by the Wroonians' carefree nature. If they were more dedicated and intense in grabbing at their material possessions, they could be called greedy, but the typical Wroonian seems friendly and easy-going. Nothing seems to faze them. They're the kind of people who laugh at danger, scoff at challenges, and have a smile for you whether you're a friend or foe. They always have a cheery disposition about them. Call them the optimists of the galaxy if you want, but Wroonians would rather see the cargo hold half-full than half-empty.

Wroonians have evolved with the growing universe around them - although they haven't chosen to conquer the galaxy or meddle in everyone else's affairs. Wroona entered the space age along with everyone else. They're not big on developing their own technology, they just like to sit back and borrow everyone else's.



Home Planet: Wroona

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D+2

PERCEPTION 2D/4D+2

STRENGTH 2D/3D+2

TECHNICAL 2D/3D+2

Story Factors:

Capricious: Wroonians are rather spontaneous and carefree. They sometimes do things because they look like fun, or seem challenging. Wroonians are infamous for taking up dares or wagers based on their spontaneous actions.

Pursuit of Wealth: Wroonians are always concerned with their personal wealth and belongings. The more portable wealth they own, the better. While they're not overtly greedy, almost everything they do centers around acquiring wealth and the prestige that accompanies it.

Move: 10

Size: 1.7-2.2 meters tall

Xa Fel

Home Planet: Xa Fel

Attribute Dice: 9D

DEXTERITY 1D/3D

KNOWLEDGE 1D/3D

MECHANICAL 1D/4D+1

PERCEPTION 2D/4D

STRENGTH 1D/2D

TECHNICAL 1D/4D+1

Special Abilities:

Mechanical Aptitude: The Xa Fel seem to have a natural aptitude for machinery and vehicles, particularly spaceships. At the time of character creation, they receive 2D for every 1D of beginning skill dice they place in any starship or starship repairs skills.

Story Factors:

Corporate Slaves: The Xa Fel have been virtual slaves of Kuat Drive Yards for decades, subjugated by strict forced-labor contracts. They despise their corporate masters. Due to the depleted nature of their world, and the health problems resulting from the pollution of their environment, they are unable to fight back against the masters they so despise.

Move: 7/10

Size: 1.5-1.8 meters tall

Source: The Thrawn Trilogy Sourcebook (pages 146-147)



Xamster



Xan

The Xan are native to Algara. They are hairless, slender humanoids with large, bulbous heads. Their height averages between 1.5 and 1.75 meters. Skin coloration ranges from pale green to yellow or pink. Their eyes have no irises, and are big, round pools of black.



Xan faces do not show emotion, as they lack the proper muscles for expression. However, like most sentients in the galaxy, the Xan are emotional beings. Their code of behavior is very simple: do good to others, fight when your life is threatened and do not let your actions harm innocents.

The only pronounced difference between Xan physiology and that of normal humans is their vulnerability to cold. The Xan cannot tolerate temperatures below one degree Centigrade. When the temperature ranges between zero and minus 10 degrees Centigrade, Xan fall into a deep sleep. If the temperature goes below minus 10 degrees, the Xan die. As a result, most Xan live in the equatorial regions of Algara.

Life expectancy among the Xan is roughly 80 years. Xan births are single-offspring, and a female Xan can give birth between the ages of 20 and 50. The human Algerian settlers strictly regulate the number of children Xan women can bear.

Algara has been gradually taken over by its human settlers, who now dominate the planet and restrict the Xan to certain professions and social classes. The humans' advanced technology allowed them to quickly dominate the Xan, a condition that has prevailed for 400 years. The vast majority of Xan are classified as Drones, doing unskilled, menial work.

Centuries of Algerian domination has resulted in the virtual extinction of the Xan culture. What little remains must be practiced in secret, in small private gatherings. Unfortunately, most Xan have never heard the history of their people. Instead, they are fed the Algerian version of events, which speaks of Xan atrocities against the peace-loving humans.

Most Xan can speak Basic as well as their own native sign language. A small percentage of the Algerians are also trained in the Xan language, to guard against any attempts at conspiracy among the lower classes.

Their status as second-class citizens has turned the Xan into a sullen, resentful people. They do the work required of them, no more, no less, and waste no time in complaining about their lot. They do, however, nurse a secret sympathy for the Empire. Most believe that the freedom the Rebel Alliance promises each planetary government to conduct its affairs in its own way is tantamount to a seal of approval for Algerian oppression. The Xan do not believe that their lives could be worse under Imperial rule, and believe the Empire might force the Algerians into awarding the Xan equal status.

The Xan are forbidden by Algerian law to travel into space. The Algerians do not want their image to be tarnished in any way by Xan accusations.

Home Planet: Algara II

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

Cold Vulnerability: Xan cannot tolerate temperatures below one degree Celsius. Between zero and -10 degrees, Xan fall into a deep sleep, and temperatures below -10 Celsius kill Xan.

Story Factors:

Oppressed: The Xan are oppressed by the human Algerian settlers which inhabit their homeworld. The Xan are sullen and resentful because of this. Xan are forbidden by the Algerians to travel into space.

Move: 6/8

Size: 1.5-1.75 meters

Xexto

Average Xexto: *Dexterity* 3D, *Knowledge* 1D+2, *Mechanical* 2D+1, *Perception* 2D, *Strength* 1D+1, *Technical* 1D+2.

Home Planet: Troiken

Attribute Dice: 12D

DEXTERITY 2D+1/5D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+2/4D+1

PERCEPTION 1D+1/4D

STRENGTH 1D/3D+1

TECHNICAL 1D/3D+2

Special Abilities:

Four Arms: Xexto have four arms. Separate actions performed by each arm still incur the normal -1D penalty for every action past the first. The arms are specifically suited to climbing, and Xexto characters receive a +1D bonus to all Climbing/Jumping skill rolls that involve climbing.

Quick Reflexes: Xexto gain a +1D bonus to all Perception rolls made to determine initiative.

Story Factors:

Foolhardiness: Though typically mild-mannered and



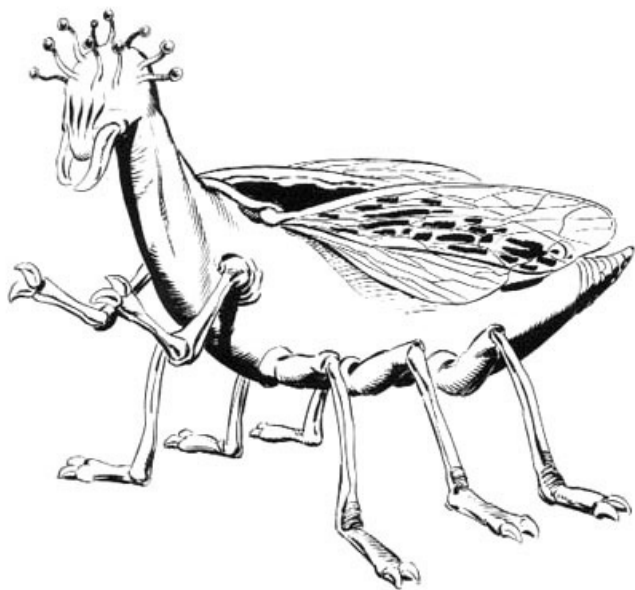
even-tempered, Xexto admire and encourage risk-taking. Other species assume this means that Xexto are foolhardy. One sure way to anger a Xexto is to call him a coward.

Move: 6/8

Size: 1.1 to 1.4 meters tall.

Source: Ultimate Alien Anthology (pages 186-187), Alien Anthology (pages 114-115)

Xi'Dec



Home Planet: Stic

Attribute Dice: 12D

DEXTERITY 1D/5D*

KNOWLEDGE 1D/5D*

MECHANICAL 1D/5D*

PERCEPTION 1D/5D*

STRENGTH 1D/5D*

TECHNICAL 1D/5D*

* These represent a range covering a large number of Xi'Dec species, but the Xi'Dec are incredibly diverse: attributes, special abilities and special skills can have an almost unlimited variety.

Special Skills:

Varies according to sex.

Special Abilities:

Varies according to sex.

Move: 3/15 (Varies according to sex)

Size: .5-10 meters (Varies according to sex)

Source: Galaxy Guide 4: Alien Races (pages 95-96)

Yaga

Home Planet: Yaga Minor

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/2D+2

MECHANICAL 1D+2/4D+1

PERCEPTION 2D/4D

STRENGTH 1D/4D+2

TECHNICAL 2D/5D+2



Story Factors:

Enslaved: The Yagai have been conscripted into Imperial service because of their technical skills. As a result, almost no Yagai are free to roam the galaxy; most that are seen away from their homeworld are escaped slaves (and tend to be paranoid about the possibility of being captured by the Empire) or are workers forced to slave for the Imperial officials away from their homeworld.

Move: 10/12

Size: 1.5-1.8 meters tall

Yaga Drone

Home Planet: Yaga Minor

Attribute Dice: 8D

DEXTERITY 1D/2D

KNOWLEDGE 1D/1D+1

MECHANICAL 1D/4D+1

PERCEPTION 1D/1D+1

STRENGTH 2D/5D+2

TECHNICAL 2D/5D+2

Special Abilities:

Sealed Systems: Once they are full-grown, Yagai Drones require no food, water, or other sustenance, save the solar energy they absorb and occasional energy boosts.

Genetically Engineered: The Yagai Drones have been genetically engineered to survive in harsh environments like deep space. They are extremely sluggish and bulky, and almost never speak. They are trained from birth to be completely loyal to the Empire, but many secretly harbor sympathies with the Alliance.

Natural Body Armor: The Armor of the Yagai Drones provides +2D against energy attacks and +3D against physical attacks.

Move: 8/12

Size: 2.5-3 meters

Source: Thrawn Trilogy Sourcebook (pages 153-154)

Yam rii



Yarkora



Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 1D+2/4D+2
MECHANICAL 2D/4D
PERCEPTION 2D/4D+1
STRENGTH 2D/4D
TECHNICAL 1D/4D

Story Factors:

Species Rarity: Yarkora are only rarely encountered in the galaxy, and often invoke unease in those they interact with.

Move: 7/10

Size: 1.9-2.5 meters

Source: Ultimate Alien Anthology (page 187)

Yevetha



Home Planet: N'zoth

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 1D+2/4D+1

STRENGTH 2D+2/4D+1

TECHNICAL 3D/5D

Special Abilities:

Technical Aptitude: Yevethans have an innate talent for engineering. Yevethan technicians can improve on and copy any device they have an opportunity to study, assuming the tech has an appropriate skill. This examination takes 1D days. Once learned, the technician can apply +2D to repairing or modifying such devices. These modifications are highly reliable and unlikely to break down.
Dew Claw: Yevethan males have large "dew claws" that retract fully into their wrist. They use these claws in fighting, or more often to execute subordinates. The claws do STR+1D damage. The claws are usually used on a vulnerable spot, such as the throat.

Story Factors:

Isolation: The Yevethans have very little contact with aliens, and can only increase their knowledge of alien cultures and technologies by direct exposure. Thus, they are generally limited to 2D in alien-related skills.

Honor Code: Yevethans are canny and determined fighters, eager to kill and die for their people, cause and Victory, and unwilling to surrender even in the face of certain defeat.

Territorial: Yevethan regard all worlds within the Koornacht Cluster as theirs by right and are willing to wage unending war to purify it from alien contamination.

Xenophobia: Yevethans are repulsed by aliens, regard them as vermin, and refuse to sully themselves with contact. Yevethans go to extreme measures to avoid alien contamination, including purification rituals and disinfecting procedures if they must spend time in close quarters with "vermin."

Size: 1.5-2.5 meters

Move: 10

Source: Ultimate Alien Anthology (pages 187-188), Alien Anthology (pages 115-116)

Yinchorri

Average Yinchorri: *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D.*

Home Planet: Yinchorr

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+1/4D

STRENGTH 1D+1/4D

TECHNICAL 1D+1/4D

Special Abilities:

Increased Stamina: Yinchorri characters gain a +1D bonus to all Stamina skill rolls.

Story Factors:

Cold-Blooded: If exposed to extreme cold without the proper equipment, a Yinchorri character suffers an immediate -2 penalty to all Perception rolls made to determine initiative. After ten minutes, the character will suffer an additional -2 to all attributes. After 20 minutes, a Difficult Strength or Stamina roll must be made, with

success indicating no damage. Failure indicates that the character suffers an additional -2 penalty to all attributes. A roll must then be made every 10 minutes, with the difficulty increasing by +3 points each time, and each failed roll results in a further -2 modifier to all attributes. If the penalties ever exceed the Yinchorri's Strength score, he dies. If returned to a warm environment, the Yinchorri will recover fully within 30 minutes.

Move: 10/12

Size: 1.7 to 2.2 meters tall

Source: Ultimate Alien Anthology (pages 188-190), Alien Anthology (pages 116-117)

Yrashu



The Yrashu are very tall, green, bald, primitives who dwell in Baskarn's lethal jungles. Despite their bold and brutish shape, the Yrashu are - with very few exceptions - a very gentle species, at one with their jungle environment. The Yrashu speak a strange language that mostly consists of "mm" and "schwa" sounds.

The jungles of Baskarn are a very rigorous environment that can overcome and kill the unwary within moments. The Yrashu are well-adapted to their environment and are perfectly safe in it. Here, despite their low levels of technology, they are masters.

The Yrashu are sensitive to the Force and as a result have a very open and loving disposition to all things. Taking a life is the worst thing one can do and Yrashu do not kill unless the need is very great. However, some of the Yrashu, called "The Low," are tainted by the dark side of the Force. They are tolerated but looked down upon as delinquents and persons of low character. It is the only class distinction the Yrashu make.

They have not been integrated into galactic society, and have not yet made contact with the Empire. Yrashu will instinctively fight against the Empire because they can sense the Empire's ties to the dark side of the Force. They will also oppose stormtroopers or other beings dressed in white armor, because white is a color which symbolizes disease and death to the superstitious Yrashu.

Home Planet: Baskarn

Attribute Dice: 13D

DEXTERITY 3D/4D

KNOWLEDGE 2D/3D

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 4D/5D

TECHNICAL 1D/2D

Special Skills:

Baskarn Survival: This skill allows the Yrashu to survive almost anywhere on Baskarn for an indefinite period and gives them a good chance of surviving in a jungle on almost any planet. Yrashu usually have this skill at 5D.



Yrashu Mace: Yrashu are proficient in the use of a mace made from the roots of a certain species of tree that all Yrashu visit upon reaching adulthood. Most Yrashu have this skill at 4D. The weapons acts like an ordinary club (STR+1D).

Special Abilities:

Stealth: All Yrashu receive +2D when sneaking in the jungle. They are almost impossible to spot when they don't want to be seen. Naturally, this bonus only applies in a jungle and it would take a Yrashu several days to learn an alien jungle's ways before the bonus could be applied.

Move: 10/12 (walking), 12/15 (jungle movement which involves swinging and climbing)

Size: 2 meters tall

Yuuzahn Vong

Average Yuuzahn Vong: *Dexterity 2D, Knowledge 1D+2, Mechanical 1D+2, Perception 1D+2, Strength 3D+1, Technical 1D+2.*

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+2

PERCEPTION 1D/3D+2

STRENGTH 2D+2/5D+1

TECHNICAL 1D/3D+2

Special Abilities:

Force Immunity: Yuuzahn Vong are immune to all Force powers that involve Sense or Alter.

Move: 10/12

Source: Ultimate Alien Anthology (pages 191-192)

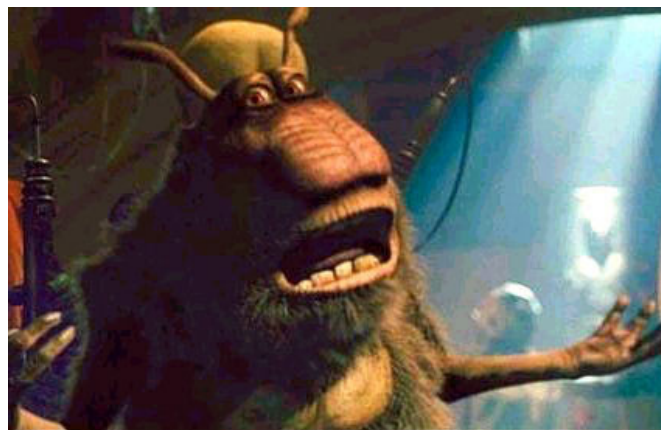


Yuzzem



Source: Ultimate Alien Anthology (pages 193-194)

Yuzzum



Native to the plains and forest floors of Endor, the Yuzzum (or Yuzzumi, plural) are odd-looking bipeds. Yuzzumi have numerous races who differ in outward characteristics. Most have round, furry bodies supported by thin, stilt-like legs. Some have sharp fangs lining their wide mouths, while others have flat teeth. Some have hair-covered faces, while others have faces that are hairless. Yuzzumi fur varies from thick wooly coats to short bristly fur. They have a pair of fleshy antennae whose purpose remains unknown.

Yuzzum are very primitive and semi-intelligent, and spend much of their time hunting rodent-like ruggers in the grasslands of a region called the Dragon's Pelt. Yuzzums sometimes burn narcotic weeds to flush out ruggers. Yuzzum eat ruggers raw, and whole. To the native

Ewoks of Endor, Yuzzumi were ominous beings. The evil Tulgah witch, Morag, had a number of spear-wielding Yuzzum followers. These and other Yuzzumi rode atop large rakazzak beasts — fearsome trained arachnids with clusters of glowing eyes.

Some time in the past, black marketeers kidnapped Yuzzum and sold them throughout the Empire as pets or slaves. A smuggler tried to pass off a cargo-full of Yuzzumi for payment to Jabba the Hutt; the gangster had the smuggler killed. Some Yuzzum were fed to the Rancor, but the Rancor didn't much care for Yuzzum meat. As of Jabba's death, a number of Yuzzum still wandered Jabba's palace.

Although slight, the Yuzzum respiratory system is such that Yuzzumi can have tremendous voices. There have been reports of a number of Yuzzumi actually succeeding as singers.

Home Planet: Moon of Endor

Attribute Dice: 12D

DEXTERITY 2D/4D+1

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D/3D+2

STRENGTH 2D/4D

TECHNICAL 2D/3D+2

Move: 10-12

Size: 2-2.5 meters

Zabrak



Average Zabrak: *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D.*

Home Planet: Iridonia system

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+1/4D

STRENGTH 1D+1/4D

TECHNICAL 1D+1/4D

Special Abilities:

Hardiness: Zabrak characters gain a +1D bonus to Willpower and Stamina skill checks.

Move: 10/12

Size: 1.6 to 2.1 meters tall

Source: *Ultimate Alien Anthology* (pages 194-195), *Alien Anthology* (pages 117-118)

ZeHethbra



Home Planet: ZeHeth

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/4D

MECHANICAL 2D/4D+1

PERCEPTION 1D+1/3D+1

STRENGTH 1D/4D

TECHNICAL 1D+2/3D+2

Special Abilities:

Venom Spray: ZeHethbra can project a stinging spray that can blind and stun those within a three-meter radius. All characters within the range must make a Difficult willpowerroll or take 5D stun damage; if the result is wounded or worse, the character is overcome by the scents and collapses to the ground for one minute.

Move: 9/12

Size: 1.6-1.8 meters tall

Source: *Ultimate Alien Anthology* (page 196), *The Thrawn Trilogy Sourcebook* (page 154)

Zelosian



The natives of Zelos II appear to be of mainline human stock. Their height, build, hair-color variation, and ability to grow facial hair is similar to other typical human races. All Zelosians are night-blind, their eyes unable to see in light less than what is provided by a full moon. In addition, all Zelosian eyes are emerald green.

Though cataloged as near-human, Zelosians are believed to be descended from intelligent plant life. There is no concrete proof of this, but many Zelosian biologists are certain they were genetically engineered beings since the odds of evolving to this form are so low. Their veins do not contain blood, but a form of chlorophyll sap. There is no way to visually distinguish a Zelosian from a regular human, since their skin pigmentation resembles the normal shades found in humanity. Their plant heritage is something the Zelosians keep secret.

Home Planet: Zelos II

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/3D+2

PERCEPTION 2D/4D

STRENGTH 2D/3D+2

TECHNICAL 2D/3D+2

Special Abilities:

Photosynthesis: Zelosians can derive nourishment exclusively from ultraviolet rays for up to one month.

Intoxication: Zelosians are easily intoxicated when ingesting sugar. However, alcohol does not affect them.

Afraid of the Dark: Zelosians in the dark must make a Difficult Perception or Moderate willpower roll. Failure results in a -1D penalty to all attributes and skills except Strength until the Zelosian is back in a well-lit environment.

Move: 8/10

Size: 1.5-2.0 meters tall

Zeltron



Average Zeltron. *Dexterity* 2D, *Knowledge* 1D+1, *Mechanical* 2D, *Perception* 3D, *Strength* 2D, *Technical* 1D+2.

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D+1/4D

PERCEPTION 2D+1/5D

STRENGTH 1D+1/4D

TECHNICAL 1D/3D+2

Special Abilities:

Empathy: Zeltron feel other people's emotions as if they were their own. Therefore, they receive a -1D penalty to ALL rolls when in the presence of anyone projecting strong negative emotions.

Pheromones: Zeltron can project their emotions, and this gives them a +1D bonus to influencing others through the use of the Bargain, Command, Con, or Persuasion skills.

Entertainers: Due to their talents as entertainers, Zeltron gain a +1D bonus to any skill rolls involving acting, playing musical instruments, singing, or other forms of entertainment.

Initiative Bonus: Zeltron can react to people quickly due to their ability to sense emotion, and thus they gain a +1 pip bonus to initiative rolls.

Move: 10/12

Source: Ultimate Alien Anthology (pages 196-197)

Zexx

Home Planet: Prazhi

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/6D

TECHNICAL 1D/3D

Story Factors:

Sense of Ownership: Zexx never allows others to borrow any item for any length of time. They hoard as many possessions as possible, even if the object in question serves absolutely no purpose in their lives.

The Zexx are a fearsome tusked species of brawny humanoid. They use their sharp tusks to gore prey. Their tough skin ranges from off-white to dark blue or gray in color. The Zexx hail from the planet Prazhi, on a major trade route through the Expansionist Region. The Zexx lived in a brutal tribal society before their discovery by the Republic. Now modern facilities such as starports



and cantinas dot the Prazhi landscape, with many Zexx finding employment there. Zexx have a strong sense of ownership and are very territorial.

Move: 12/15

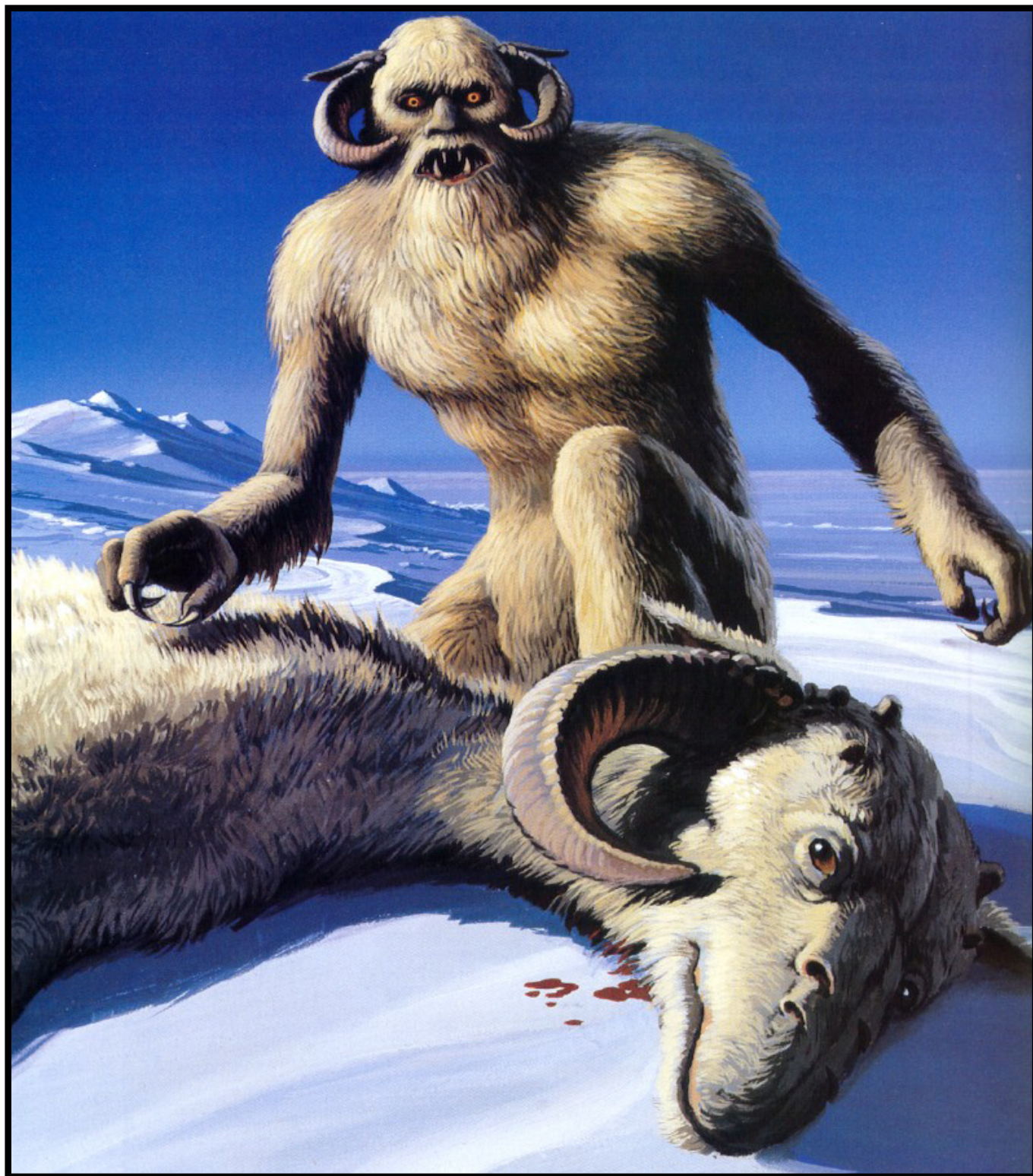
Size: 1.8-2.5 meters tall

Source: Tales of the Jedi Companion (pages 103-104)

Unknown



Creatures



Acklay



DEXTERITY 1D+1
PERCEPTION 2D+1
Search 6D

STRENGTH 7D
Climbing/jumping 8D

Special Abilities:

Armor: The natural armor of the acklay grants it a +2D bonus to Strength when resisting physical damage.

Bite: Does Strength +2 damage.

Claws: Do Strength +1D damage.

Exceptional Reflexes: Acklays gain a +1D bonus to all Perception rolls made to determine initiative.

Resistant to Radiation: Acklays gain a +1D bonus to Strength when resisting the effects of harmful radiation.

Move: 12

Size: 6 meters long (huge)

Armadid



DEXTERITY 3D+1
PERCEPTION 1D+2

Hide 2D+1 (4D+1 in rocky terrain), search 3D

STRENGTH 4D+2

Climbing/jumping 7D+1

Control 2D

Force Powers: Burst of Speed.

Special Abilities:

Camouflage: When in rocky terrain, the armadid's gray armored body blends in with its surrounding. This provides the armadid with a +2D bonus to Hide skill checks made in rocky environments.

Exceptional Reflexes: Armadids gain a +1D bonus to all Perception rolls made to determine initiative.

Force-Sensitive: Armadids are Force-sensitive.

Horns: An armadid can gore a foe with its horns, inflicting its Strength +2 in damage.

Low-light Vision: Armadids can see twice as far as humans in dim light.

Natural Armor: The armadid adds +2D to Strength rolls made to resist physical damage, and +1D to Strength rolls made to resist energy damage.

Tail: The crab-like pincer on the end of an armadid's tail can pinch an opponent for the creature's Strength rating in damage.

Move: 10

Size: 3 meters long

Source: Coruscant and the Core Worlds (page 123)

Bantha



DEXTERITY 2D
PERCEPTION 2D
STRENGTH 8D

Special Abilities:

Horns: STR-1D damage

Trample: STR damage

Move: 5

Size: 2-3 meters at the shoulder

Orneriness: 2D

Source: Alien Anthology (page 22), Core Rulebook (page 222), Galaxy Guide 1: A New Hope (page 22), Galaxy Guide 7: Mos Eisley (page 78), Rules of Engagement: The Rebel Specforce Handbook (page 53)

Battle Hydra



Type: Alchemical Sith creation

DEXTERITY 4D

Brawling parry 5D, dodge 6D

PERCEPTION 2D

Search 3D+2, sneak 4D

STRENGTH 3D+2

Brawling 6D

Special Abilities:

Double Attacks: because the battle hydra has two heads, it gets two attacks per round at no penalty. A third attack causes a -1D penalty to all actions, a fourth causes a -2D penalty, etc.

Jaws: Each head does STR+1D damage when attacking.

Claws: The claws of the battle hydra do STR+2D damage.

Tail Stinger: The hooked tail of the battle hydra delivers a strong and lethal poison. A person stung by a battle hydra will take 3D damage a turn until dead. There is no known natural antidote, though some Jedi can neutralize it with a *detoxify poison* and *detoxify another's poison* powers.

Senses: Because it is in the habit of looking two directions at once, the battle hydra adds +2D to its *Perception* roll when applicable.

Move: 8 (walking), 14 (flying)

Size: 1.0-1.5 meters tall, 3.1-3.6 meters long

Source: The Jedi Academy Sourcebook (pages 119-120), The Dark Side Sourcebook (pages 111-112)

Beck-tori

Medium-Size

DEXTERITY 3D+1

Dodge 4D+2

PERCEPTION 1D+2

Hide 2D+1, search 3D+1

STRENGTH 2D

Brawling 2D+2, swimming 4D

Control 1D+1

Force Powers: Force of Will.

Special Abilities:

Bite: Inflicts Strength +1 in damage.

Breathe Underwater: Being aquatic, a beck-tori can breathe underwater. They also gain a +1D+1 bonus on all *Swimming* skill checks.

Force-Sensitive: The beck-tori is Force-sensitive.

Low-light Vision: A beck-tori can see twice as far as a normal human in poor lighting conditions.

Swallow Whole: A beck-tori can swallow victims less than half its size. It must first make a successful *Brawling* attack to ensnare the victim, followed by another *Brawling* attack on the next turn to swallow it whole. Swallowed creatures take the beck-tori's Strength +1 in damage, and another 3D of damage each following round from the creature's digestive juices.

Spikes: When used to abrade the flesh of a victim, the beck-tori's spikes inflict Strength +1 damage.

Move: 16 (swim), 4 (crawl)

Size: Unlisted (Medium)

Huge

DEXTERITY 2D

Dodge 4D

PERCEPTION 1D+2

Hide 2D+1, search 4D

STRENGTH 5D+2

Brawling 6D+2, swimming 7D+2

Control 1D+2

Sense 1D+2

Force Powers: Combat Sense, Force of Will.

Special Abilities:

Bite: Inflicts Strength +1D in damage.

Breathe Underwater: Being aquatic, a beck-tori can breathe underwater. They also gain a +1D+1 bonus on all *Swimming* skill checks.

Force-Sensitive: The beck-tori is Force-sensitive.

Low-light Vision: A beck-tori can see twice as far as a



normal human in poor lighting conditions.

Swallow Whole: A beck-tori can swallow victims less than half its size. It must first make a successful *Brawling* attack to ensnare the victim, followed by another *Brawling* attack on the next turn to swallow it whole. Swallowed creatures take the beck-tori's Strength +1D in damage, and another 3D of damage each round from the creature's digestive juices.

Spikes: When used to abrade the flesh of a victim, the beck-tori's spikes inflict Strength +1D damage.

Move: 10 (swim), 2 (crawl)

Size: Unlisted (Huge)

Colossal

DEXTERITY 1D

Dodge +6

PERCEPTION 1D+2

Hide 2D+1, search 4D

STRENGTH 9D+2

Swimming 10D+2

Control 3D

Sense 3D+1

Force Powers: Combat Sense, Enhance Attribute, Force of Will.

Special Abilities:

Bite: Inflicts Strength +1D+2 in damage.

Breathe Underwater: Being aquatic, a beck-tori can breath underwater. They also gain a +1D+1 bonus on all *Swimming* skill checks.

Force-Sensitive: The beck-tori is Force-sensitive.

Low-light Vision: A beck-tori can see twice as far as a normal human in poor lighting conditions.

Swallow Whole: A beck-tori can swallow victims less than half its size. It must first make a successful *Brawling* attack to ensnare the victim, followed by another *Brawling* attack on the next turn to swallow it whole. Swallowed creatures take the beck-tori's Strength +1D+2 in damage, and another 3D of damage each round from the creature's digestive juices.

Spikes: When used to abrade the flesh of a victim, the beck-tori's spikes inflict Strength +1D+2 damage.

Move: 10 (swim), 2 (crawl)

Size: Unlisted (Colossal)

Source: Power of the Jedi Sourcebook (pages 77-79)

Bergruutfa

Type: Domestic riding beast

DEXTERITY 1D

PERCEPTION 1D+2

Search 3D+1

STRENGTH 6D

Brawling: head butt 7D, lifting 9D

Special Abilities:

Armored Head: +2D to resist energy and physical damage.

Armored Body: +1D to resist energy and physical damage.

Head Butt: STR+1D damage: for every 2 result points the target is thrown one meter.

Drool: Any being who steps in bergruutfa drool must make a Dexterity roll to avoid slipping.

Move: 15; 42 km/h



Size: Up to 7 meters (at shoulder)

Orneriness: 1D

Source: Rules of Engagement: The Rebel Specforce Handbook (page 53)

B'karr

Type: Scavenger

Planet of Origin: Gorothe

DEXTERITY 2D

Dodge 5D

PERCEPTION 2D+1

Hide 4D, sneak 4D

STRENGTH 1D

Jumping 3D, swimming 1D+2

Special Abilities:

Bite: To save its own life, a b'karr will bite, inflicting STR+1 damage.

Poisonous Saliva: If a b'karr's bite inflicts damage, its saliva inflicts an additional 3D stun damage.

Poison Resistance: When resisting damage from poison, b'karri add +3D to their *Strengh*.

Camouflage: Because of their natural coloration, b'karri get +1D to *sneak* when hiding in broken rock.

Move: 13

Size: 0.3 meters long

Source: Gorothe, Slave of the Empire (pages 91-92)



Bloodsniffer



Type: Predator

Planet of Origin: Kamar

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 3D

Special Abilities:

Blood Drain: Bloodsniffers survive only on the blood of their victims. They must consume their own weight in blood every two days to survive.

Claws: STR+2 damage

Thorny Spur: Bloodsniffers attack by tackling or clawing their victim, then attaching the tongue's spur to the victim. The spur does STR+1D damage, and if a wounded or better result is scored, the bloodsniffer has hit a major vein or artery (Difficult *first aid* total or Moderate *first aid* total with a medpac to stop the victim from bleeding to death.

Move: 16

Size: 1-2.1 meters long

Source: Han Solo and the Corporate Sector Sourcebook (pages 140-141)

Bogey

Type: Kessel energy being

DEXTERITY 5D

Dodge 8D

PERCEPTION 1D

STRENGTH 1D

Move: 14 (flying)

Size: 1 meter wide

Source: The Jedi Academy Sourcebook (page 120)



Boma Beast

Type: Monstruous forest-creature

DEXTERITY 3D+2

Dodge 4D, running 5D+1

PERCEPTION 4D

Hide 6D+2, search 6D, sneak 6D+2

STRENGTH 7D

Brawling 8D+2, climbing/jumping 9D, lifting 8D+2, stamina 9D

Special Abilities:

Claws: STR+2D damage

Spikes: Any attacker making a successful melee strike on a boma beast immediately suffers 6D damage from the creature's razor-sharp spikes.

Move: 18

Size: 2-3 meters tall

Orneriness: 3D

Source: Tales of the Jedi Companion (pages 106-107)



Bonegnawer



Planet of Origin: Tatooine

DEXTERITY 2D+2

PERCEPTION 3D

Search 8D, sneak 5D

STRENGTH 4D+2

Special Abilities:

Bite: Does strength +3D+1 damage.

Exceptional Reflexes: Bonegnawers gain a +1D bonus to all Perception rolls made to determine initiative.

Low Light Vision: A bonegnawer can see twice as far as a normal human in poor lighting conditions.

Slam Attack: A bonegnawer cannot fly with a creature larger than a normal human in its beak. It instead attempts to kill its prey by slamming it into the ground, which is resolved like a normal brawling attack, and which inflicts Strength +1D+2 damage.

Move: 4 (ground), 20 (flying)

Size: 8-10 meter wingspan.

Source: Alien Anthology (pages 23-24)

Boneworm

Planet of Origin: Necropolis

DEXTERITY 3D+2

PERCEPTION 1D

Hide 2D+2, search 3D+1

STRENGTH 1D

Bite/burrowing attack 3D

Special Abilities:

Bite/Burrowing Attack: Boneworms do an amount of damage equal to their Strength +3D when biting and/or burrowing their way into a victim.

Blindsight: Boneworms are blind, and use vibrations to navigate.



Burrow: Boneworms burrow through the ground.

Nematodal Penetration: The boneworm is a type of flatworm that attacks by burrowing into and attacking the internal organs of larger animals. Note that boneworms generally feed on lifeless corpses, but will not hesitate to feed on living creatures that are helpless or unconscious. They tend to retreat into the ground if their potential meal if it shows signs of life.

Move: 6 (burrow)

Size: Between a few centimeters to over one meter long.

Source: Alien Anthology (page 25)

Bordok



Greater

Planet of Origin: Forest Moon of Endor

DEXTERITY 3D+1

PERCEPTION 3D+1

Search 5D+2

STRENGTH 5D

Special Abilities:

Low Light Vision: A greater bordok can see twice as far as a normal human in poor lighting conditions.

Surefooted: Bordoks gain a +3D bonus to their Climbing/Jumping skill when navigating rough terrain.

Move: 28

Size: Up to 3 meters at the shoulder.

Orneriness: 1D

Lesser

Planet of Origin: Forest Moon of Endor

DEXTERITY 4D+1

PERCEPTION 3D+1

Search 6D

STRENGTH 3D

Special Abilities:

Low Light Vision: A lesser bordok can see twice as far as a normal human in poor lighting conditions.

Surefooted: Bordoks gain a +3D bonus to their Climbing/Jumping skill when navigating rough terrain.

Move: 20

Size: Up to 1.5 meters at the shoulder.

Orneriness: 1D

Source: Alien Anthology (pages 25-26)

Bouncebeast

Type: Timid herbivore

Planet of Origin: Duroon

DEXTERITY 2D+1

PERCEPTION 2D

STRENGTH 1D+2

Special Abilities:

Danger Sense: The ball creature is famed for its ability to detect danger. Ball creatures are sometimes used as guard animals for Duroon's insurgent tribes.

Pseudopod Skin: The ball creature doesn't have limbs or sensory organs. Instead, its muscles allow it to form and extrude limbs as needed (a ball creature's skin is extremely flexible). The creature can also extrude some specialized organs, such as mouths and eyestalks.

Attack: Bouncebeasts never intentionally attack. However, in the event that someone is inadvertently hit by a bouncebeast, the creatures cause STR+1D damage due to the force of their springing action.

Move: 5 (bounce), 2 (rolling)

Size: 0.3-0.5 meters diameter

Source: Han Solo and the Corporate Sector Sourcebook (page 140)

Bulfus

DEXTERITY 3D+1

Dodge 4D

PERCEPTION 1D+1

Search 4D+1

STRENGTH 2D+1

Swimming 3D

Special Abilities:

Bite: The bite of a bulfus inflicts its Strength +2 in damage.

Diving Ram: A bulfus can dive-bomb a target, physically ramming it after diving from a height. This attack, if successful, inflicts the bulfus' Strength +1D in damage.

Exceptional Reflexes: Bulfusi gain a +1D bonus to all Perception rolls made to determine initiative.

Move: 20 (flying), 10 (swimming), 6 (ground)

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 79)

Cairnmog

DEXTERITY 3D+1

PERCEPTION 2D

Search 4D

STRENGTH 4D

Special Abilities:

Armor: The cairnmog's armored hide adds +2D to all Strength rolls it makes to resist physical damage, and +1D to all Strength roll it makes to resist energy damage.

Gore: By goring a foe with its spikes, a cairnmog inflicts Strength +1 damage.

Kick: The kick of a cairnmog inflicts Strength +2 damage.

Trample: Cairnmogs can trample a foe smaller than themselves, inflicting Strength +2 damage.

Move: 18

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 68)

Camray Eel



Type: Sea Predator

DEXTERITY 4D

PERCEPTION 2D

Sneak 4D+2

STRENGTH 3D

Swimming 6D

Special Abilities:

Coils: Do 5D constriction damage

Teeth: Do STR+2D damage

Camouflage: Due to coloration, +2D to sneak when moving close to seabed.

Move: 16

Size: 5-5 meters long

Source: The Best of the Adventure Journal: Issues 1-4 (page 70)

Casting Hawk

DEXTERITY 2D+1*Sap attack 3D+1***PERCEPTION 2D+2***Search 5D+2, sneak 4D***STRENGTH 2D+1****Special Abilities:**

Beak: A successful beak attack inflicts the hawk's Strength +1 in damage.

Excellent Vision: Casting hawks gain a +2 pip bonus to Search skill rolls related to their sense of sight.

Exceptional Reflexes: Casting hawks gain a +1D bonus to all Perception rolls made to determine initiative.

Sap Attack: By using broken branches of the liquid thoron tree, the casting hawk is able to ensnare prey by covering them in dripping tree sap. This sap, when dry, is difficult to break, and requires a Difficult Strength check in order to do so. Entangled creatures suffer a -1D penalty to all attack rolls, a -2D penalty to their Dexterity ratings, and can only move at half of their normal Movement scores.

Talons: A successful talon attack inflicts the hawk's Strength in damage.

Move: 16 (fly), 2 (ground)

Size: 1.5 to 1.8 meter wingspan

Source: Coruscant and the Core Worlds (page 132)

Chrysalide Rancor, "Chrysalis Beast"

DEXTERITY 2D+2**PERCEPTION 1D+1***Search 5D+1***STRENGTH 10D***Climbing/jumping 13D+2***Special Abilities:**

Claws: Do Strength +1D+2 damage.

Low Light Vision: A chrysalide rancor can see twice as far as a normal human in poor lighting conditions.

Natural Armor: A chrysalide rancor is gifted with a thick hide, and gets a +2D+1 bonus to Strength rolls made to resist physical and energy damage.

Teeth: Do Strength +1D+1 damage.

Terrifying Presence: Upon first seeing a chrysalide rancor, a character must make a Difficult Willpower or Control roll. Success indicates he can act freely. Failure indicates that he must either flee or attack on his next turn. If this roll is failed by more than ten points, the character in question can do nothing but cower in fear until he succeeds at a Moderate Willpower or Control roll (he gets a roll at the end of every turn past the first).

Move: 30

Size: 5 meters tall

Source: The Dark Side Sourcebook (pages 120-121)

Clawbird



Type: Avian Predator

DEXTERITY 1D*Dodge 4D+2, flight 4D***PERCEPTION 1D****STRENGTH 1D****Special Abilities:**

Poison Spines: Clawbird poisonous spines do STR+1 damage and inject a slow-acting poison into a target. Consider the poison to have a paralysis intensity of 3D (the victim must roll *Strength* or *stamina* to resist the poison). The intensity of the poison increases by +1D for each hour, up to a maximum of 6D; the poison can be counteracted by medicines found in any medpac. When rolling for the poison, if the poison beats the character's roll by 0-3 points, the character is *tunned* (as per page 62 of *Star Wars, Second Edition*). If the poison beats the character by 4-9 points, the character is paralyzed and is incapable of voluntary movement. If the roll beats the character's resistance roll by 10 or more points, the character becomes mortally wounded, and if the roll beats the character by 15 or more points, the character dies.

Move: 15 (flying)

Size: 10 centimeters long, 15-centimeter wingspan

Source: Thrawn Trilogy Sourcebook (pages 155-156)

Clawcat



Type: Cunning mountain predator

Planet of Origin: Goroeth

DEXTERITY 2D

Brawling parry 3D, dodge 3D+1

PERCEPTION 3D

Search 4D+1, sneak 5D

STRENGTH 2D

Brawling 3D

Special Abilities:

Paws: Do STR+2 damage.

Jaws: Do STR+1D damage.

Hunting Cry: When they attack, clawcats emit a piercing, high-pitched scream. This hunting cry is so loud and shrill that it inflicts 2D+2 stun damage on any creature – other than itself or another clawcat – within 10 meters (the cry itself can be heard much further away, but it doesn't do damage). This damage cannot be dodged, any body armor has no effect. A blast helmet gives +1 protection, while a sealed helmet – stormtrooper armor, for example – gives +1D protection. A clawcat can cry once per round.

Move: 16

Size: 0.8-1.0 meters tall at shoulder, up to 2.5meters long

Orneriness: 6D

Source: Goroeth, Slave of the Empire (pages 92-93)

Cliffborer Worm

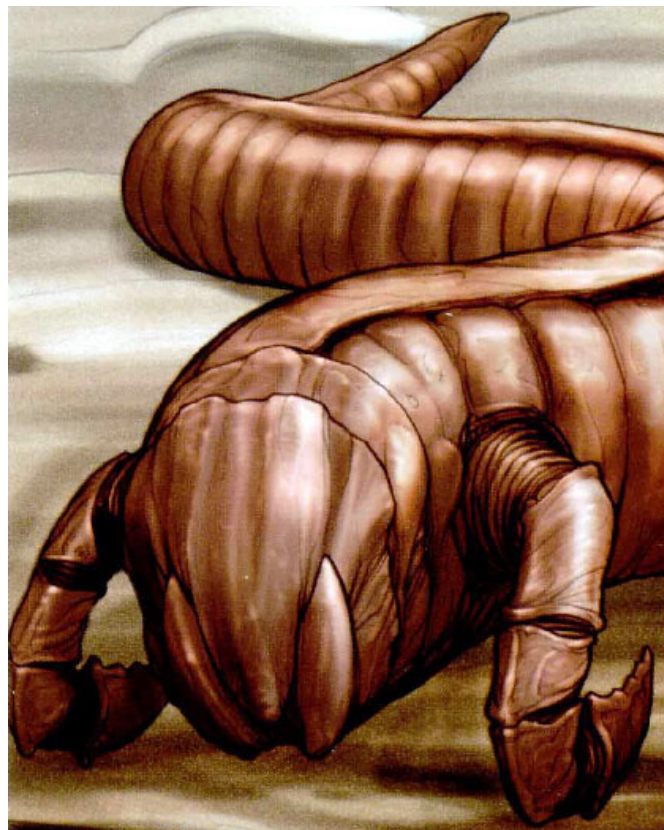
DEXTERITY 3D

PERCEPTION 2D+1

Hide 3D+2, search 4D, sneak 3D+2

STRENGTH 2D+2

Climbing/jumping 5D



Special Abilities:

Armored Hide: +4D to resist physical attacks, and +2D versus energy attacks.

Bite: The cliffborer worm's rock-crushing bite does Strength +4D damage.

Bore: Cliffborer worms can bore through incredibly hard materials. This can be accomplished by rolling the cliffborer's bite damage against the structure rating of the substance it is boring through.

Claw: Does Strength +1D damage.

Move: 10 (land), 6 (burrow)

Size: Up to 10 meters long.

Source: Alien Anthology (pages 26-27)

Clodhopper

DEXTERITY 5D

Dodge 6D

PERCEPTION 1D

STRENGTH 2D

Climbing/jumping 6D

Special Abilities:

Pesticide/Poison Resistance: If a clodhopper successfully resists a given pesticide or poison, all further exposure to that toxin by the clodhopper or his descendants is at a +5D bonus.

Swarm Attack: Clodhoppers do not attack individually, but in swarms. Damage is equal to the swarm's Strength rating plus 1D. The swarm's Strength is equal to 1D, +1 pip for every 20 clodhoppers. For example, a swarm of 200 Clodhoppers would do 4D+1 damage.

Move: 30

Size: 1 meter long (adult)

Source: Secrets of Naboo (page 54)

Colo Claw Fish



Planet of Origin: Naboo

DEXTERITY 4D+1

PERCEPTION 1D

STRENGTH 5D (walker scale)

Special Abilities:

Bite: Does Strength +4D damage (walker scale).

Claws: Does Strength +2D damage (walker scale).

Venom: Anyone bitten by a colo claw fish that survives must succeed at a Moderate Strength check or be paralyzed for thirty-six hours, minus one hour per die in their Strength rating.

Move: 70; 200 km/h

Size: Up to 40 meters long

Source: Secrets of Naboo (page 55)

Colossus Wasp

Type: Giant insect

DEXTERITY 2D

Dodge 2D+2

PERCEPTION 4D

Hide 6D+2, search 4D+2, sneak 5D+2

STRENGTH 7D

Stamina 8D

Special Abilities:

Space Survival: The colossus wasp does not require any type of gas to remain alive and can withstand the pressures of zero gravity.

Move: 1 (space)

Size: 1-1.5 kilometers long

Scale: Starfighter

Source: Tales of the Jedi Companion (page 107)



Corellian Sand Panther



Planet of Origin: Corellia

DEXTERITY 3D+2

PERCEPTION 3D

Hide 7D, search 5D+2, search: tracking 6D+1, sneak 7D

STRENGTH 4D+1

Climbing/jumping 6D+1

Special Abilities:

Bite: Does Strength +1D damage.

Claws: Do Strength +2 damage.

Multiple Attacks: A Corellian sand panther can attack with both claws as a single attack, suffering no penalty for multiple actions.

Poison: The claws of a Corellian sand panther are venomous. Each successful claw attack that inflicts damage forces the victim to make a Moderate Strength roll. Failure indicates that the venom does an additional 7D of poison damage.

Scent: Corellian sand panthers can track by scent.

Move: 16

Size: Unlisted, but likely 2 meters long.

Source: Alien Anthology (pages 27-28)

Coromon Headhunter



DEXTERITY 5D

Dodge 6D+1

PERCEPTION 2D+2

Hide 6D+2, search 3D+1, sneak 6D+2

STRENGTH 4D+2

Climbing/jumping 8D

Special Abilities:

Dew Claw Attack: When hunting prey, a Coromon headhunter will unleash a devastating attack with both of its dew claws upon its prey. This attack is called

shot aimed at the target's neck, adding +1D to the difficulty of the attack (see the rules for Called Shots, SWD6, page 91). This attack inflicts Strength +1D damage, and any damage result of Mortally Wounded or Dead results in the target being instantly decapitated. *Exceptional Reflexes:* Coromon headhunters gain a +1D bonus to all Perception rolls made to determine initiative. *Foreclaw Attack:* A foreclaw attack from a Coromon headhunter inflicts Strength +1 in damage.

Move: 16

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 99)

C'Oron Bel, "Silverjaw"



Type: Fast aquatic predator

Planet of Origin: Goroth

DEXTERITY 2D

PERCEPTION 3D

Search 4D

STRENGTH 2D+2

Stamina 3D+2

Special Abilities:

Jaws: Do STR+2D damage

Charge: The c'oron bel can, with a sufficient "run up", hurl itself rapidly onto the shore, to pursue prey near the water's edge. This "charge" has an effective Move of 18 but can extend no more than two meters from the water's edge.

Armor: The c'oron bel disposes of excess hyperbarides by incorporating metal salts into its scales. As hard as metal, these scales provide +1D against physical attacks, but no protection against energy attacks.

Move: 18 (swimming), 6 (land)

Size: 1.5-1.8 meters long

Source: Goroth, Slave of the Empire (pages 93-94)

Coruscani Ogre



Type: Undercity denizen

DEXTERITY 2D

Brawling parry 4D, dodge 4D+1, melee combat 3D+2, melee parry 4D, thrown weapons 3D

KNOWLEDGE 1D

Survival: Coruscant Undergrcity 5D+2

MECHANICAL 1D

PERCEPTION 3D

Hide 6D, search 6D, sneak 7D+2

STRENGTH 5D

Brawling 7D+1, climbing/jumping 6D+2, lifting 6D, stamina 7D+1

TECHNICAL 1D

Special Abilities:

Smell: The ogre hunts as much by smell as sight. It does not incur any penalties when attempting to use its *Perception* skills in the dark.

Character Points: 2

Move: 11

Equipment: Chains, large club (STR+2D)

Source: Alien Anthology (pages 28-29), The Jedi Academy Sourcebook (page 27)

Cracian Thumper



Planet of Origin: Craci

DEXTERITY 3D

PERCEPTION 3D+2

Sneak 4D+2

STRENGTH 3D

Special Abilities:

Claws: Str+1 damage

Tail: Str+1D+2,

Silent Movement: Thumpers can move very silently, adding 1D+2 to sneak attempts if they move at high speed or slower.

They can carry up to 110 kilos of cargo, or a rider and up to 50 kilos.

Move: 12

Size: 1-1.8 meters at the shoulder

Orneriness: 1D

Source: Core Rulebook (page 222), The Thrawn Trilogy Sourcebook (page 156-157), Rebel Alliance Sourcebook (page 109), Rules of Engagement: The Rebel Specforce Handbook (pages 53-54)

Cthon

DEXTERITY 1D+2

Dodge 3D+1

PERCEPTION 2D+1

Hide 4D+1, search 3D+2, tracking 4D+1, sneak 4D+1

STRENGTH 5D+1

Brawling 7D+1

Special Abilities:

Blindsight: Cthon are blind, but due to their exceptional hearing, can accurately sense their surroundings within 10 meters.

Slam Attack: Cthon inflict their Strength rating in damage on a successful *Brawling* attack.

Move: 10

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 35)

Dewback



DEXTERITY 3D

PERCEPTION 2D

STRENGTH 4D

Brawling 4D+1

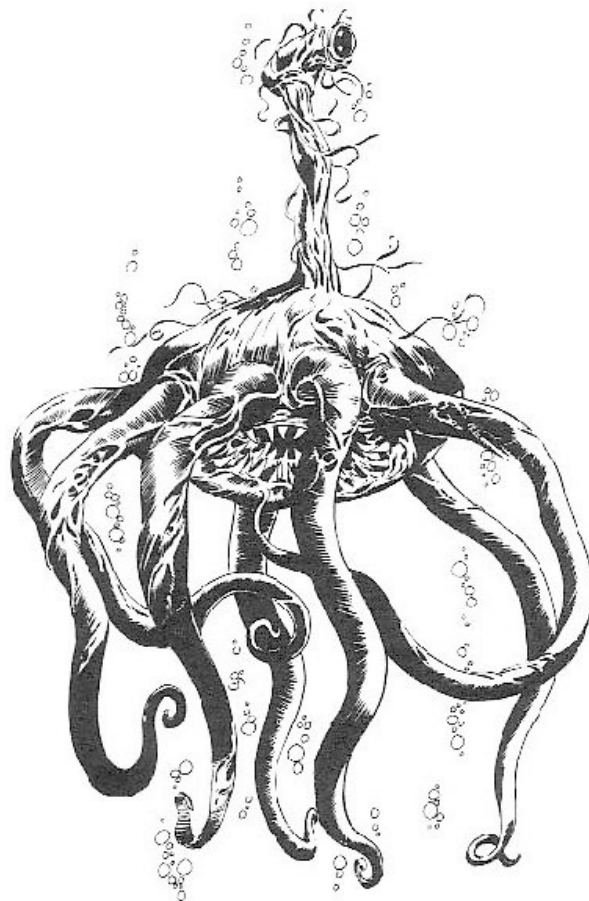
Move: 35; 100 km/h (during day), 7; 20 km/h (at night)

Size: 1.3-2.1 meters tall at shoulder

Orneriness: 3D

Source: Galaxy Guide 7: Mos Eisley (page 24), Rules of Engagement: The Rebel Specforce Handbook (page 54)

Dianoga



DEXTERITY 2D

PERCEPTION 3D+1

STRENGTH 6D

Special abilities:

Colour: Can change colour to match surroundings (+4D to *sneak*)

Tentacles: target must make opposed *Strength* roll to escape and not be dragged along.

Move: 3

Source: Galaxy Guide 1: A New Hope (page 57)

Dimlurker

DEXTERITY 3D

Dodge 4D+2

PERCEPTION 3D

Hide 4D+1, *search* 4D+2, *sneak* 4D+1

STRENGTH 3D+1

Brawling 4D, *climbing/jumping* 8D+1

Special Abilities:

Claws: A successful claw attack by a dimlurker inflicts its *Strength* +1D.

Crushing Attack: If a dimlurker hits a target with two claw attacks, it can attempt a grapple check to pull its victim into a crushing "hug." A successful hug by a dimlurker inflicts the creature's *Strength* +2D. While hugging and grappling, the dimlurker can make no other attacks, though it is capable of moving at its full *Move* allowance.

Darkvision: Dimlurkers have no eyes, but they can "see" out to 20 meters by other means.

Stench: Dimlurkers have a characteristic rotting stench that hangs around them.

Terrifying Presence: When encountering a dimlurker for the first time, characters must make an opposed *Control* or *Willpower* skill check against the dimlurker's *Perception* score. Failure indicates that the character is terrified, and must either make an attack, or flee the creature immediately.

Move: 12 (ground), 12 (climb)

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 155)

Dinko

Type: Scavenger

Planet of Origin: Proxima Dibal

DEXTERITY 3D+1

PERCEPTION 2D+1

STRENGTH 1D+2

Special Abilities:

Stink: The dinko's scent glands secrete a substance that is horribly offensive to most beings. The smell is repulsive and may take weeks to eliminate (even after repeated molecular cleanings).

Bite: Does *Strength* damage and injects toxin. Toxin has a damage value of 3D; victim must make opposed *Strength* or *stamina* roll. If failed, the victim is overcome with nausea.

Source: Han Solo and the Corporate Sector Sourcebook (page 141)



Divto

Type: Predatory serpent

DEXTERITY 3D+2

PERCEPTION 3D+2

Sneak 5D+2, *sneak: forest* 6D+2

STRENGTH 4D

Brawling 5D, *stamina* 5D

Special Abilities:

Teeth; 5D damage



Multiple Attacks: The divto can make three attacks per round (one per head) without suffering any multi-action penalties. Additional attacks incur normal penalties.

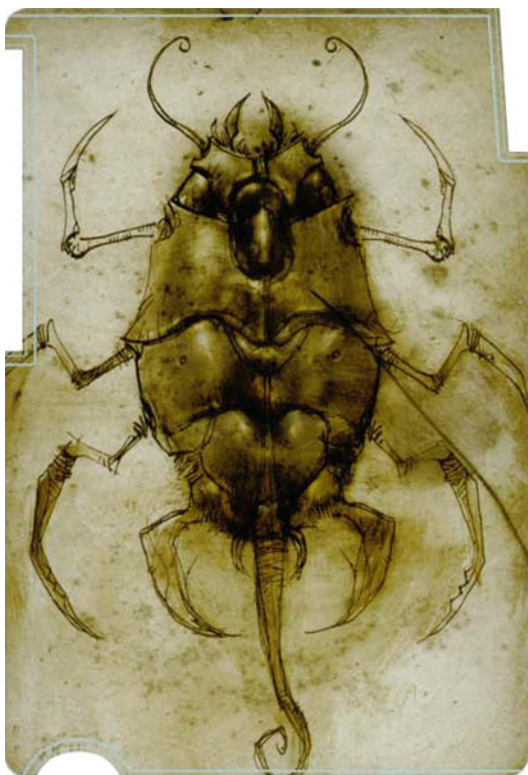
Poison: Once every round (up to three consecutive rounds), the divto can deliver a powerful poison to its prey with a successful bite attack. The poison causes stun damage of 6D+2.

Move: 7

Size: 3 meters long

Source: Alien Anthology (pages 28-29), The Thrawn Trilogy Sourcebook (page 157)

Droch

**DEXTERITY 5D+1**

Dodge 5D+2

PERCEPTION 1D+2

Hide 2D+1, search 3D+1, sneak 2D+1

STRENGTH 0D+1**Special Abilities:**

Affected by Light: When exposed to light, droch become sluggish, and their Dexterity ratings drop to 2D.

Bite: The bite of a droch does its Strength +1 in damage.

Death Seed Plague: This disease, which is contracted through ingestion or inhalation, has an incubation period of 1D days. When initially exposed, a character must succeed at a Moderate Strength check or become infected. If infected, the character loses 1D from his Strength rating once the incubation period ends. Each following day, another Strength check (Moderate difficulty) must be made, with failure indicating a further loss of 1D from the character's Strength rating. If a character's Strength rating falls below 0D, he dies. If cured, the character will recover +2 pips of Strength per week for a number of weeks equal to the number of dice he lost from his rating (ie, 1 pip of each lost 1D is permanent).

Move: 6

Size: Unlisted (Diminutive)

Source: Power of the Jedi Sourcebook (page 78)

Droidbreaker

**DEXTERITY 2D**

Dodge 4D

KNOWLEDGE 2D

Survival 2D+2

MECHANICAL 1D+2**PERCEPTION 2D+2**

Hide 4D+2, search 4D, search: tracking 4D

STRENGTH 4D+1

Brawling 5D+2

TECHNICAL 1D+2**Special Abilities:**

Acid Resistance: When resisting damage from acids, a droidbreaker adds +3D to its Strength checks.

Armor: The thick hide of a droidbreaker provides it with a +2D bonus to Strength checks made to resist physical damage, and a +1D bonus to Strength checks made to resist energy damage.

Energy Sense: Droidbreakers can pinpoint the locations of power outputs by succeeding in a Moderate Search skill check. The range of this ability is 200 meters.

Exceptional Reflexes: Droidbreakers gain a +1D bonus to all Perception rolls made to determine initiative.

Low-light Vision: A droidbreaker can see twice as far as a human in dim light.

Metal Sense: Droidbreakers can track sources of metal within 10 meters. Finding the metal requires a Moderate Search skill check.

Poison Resistance: When resisting damage from poisons, a droidbreaker adds +2D to its Strength checks.

Proboscis: The bone proboscis of a droidbreaker inflicts its Strength +2D damage.

Move: 12

Size: 5 meters tall at the shoulder

Source: Coruscant and the Core Worlds (page 54)

Dxun Tomb Beast

Planet of Origin: Dxun Moon of Onderon

DEXTERITY 4D

PERCEPTION 2D+2

Hide 4D, search 4D

STRENGTH 7D+1

Climbing/jumping 11D, horn attack 8D

Special Abilities:

Claws: Do Strength +1D+2 damage.

Exceptional Reflexes: Dxun tomb beasts gain a +1D bonus to all Perception rolls made to determine initiative.

Horn: Does Strength +1D+1 damage, plus poison.

Low Light Vision: A dxun tomb beast can see twice as far as a normal human in poor lighting conditions.

Poison: Rotting flesh and gore produce a toxic bacterial build-up around the dxun tomb beast's horn. This produces a poison, and anyone struck by the tomb beast's horn must make a Difficult Strength roll or suffer an additional 8D poison damage.

Move: 10 (ground), 12 (climb)

Size: Unlisted (huge)

Source: The Dark Side Sourcebook (pages 112-113)



Size: 2 meters tall

Orneriness: 2D

Notes: For every ten years of age, an eopie's Orneriness rating drops by 1D (minimum 0D).

Edan Tiger



DEXTERITY 3D

PERCEPTION 2D

STRENGTH 4D

Special Abilities:

Claws: Inflict 3D damage

Bite: Inflict 4D damage

Move: 15

Source: Introductory Adventure Game: Adventure Book (page 6)

Eopie

DEXTERITY 1D+2

PERCEPTION 1D+1

Search 3D

STRENGTH 4D+2

Special Abilities:

Bite: Does Strength+2 damage.

Move: 6

Falumpaset



Planet of Origin: Naboo

DEXTERITY 2D+2

PERCEPTION 1D

STRENGTH 6D

Special Abilities:

Headbutt: Does Strength +1D damage.

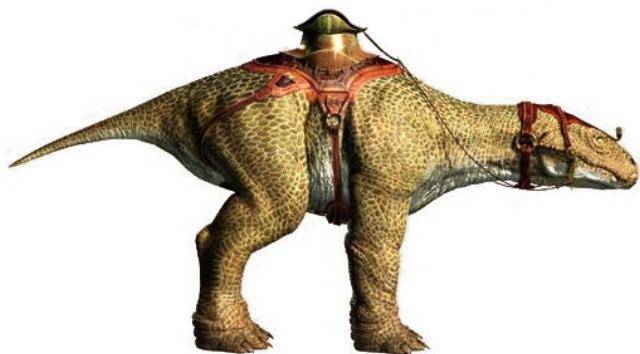
Move: 30

Size: 3 meters high

Orneriness: 2D+1

Source: Secrets of Naboo (page 58)

Fambaa



Planet of Origin: Naboo

DEXTERITY 1D

PERCEPTION 1D

STRENGTH 6D+2

Special Abilities:

Bite: Does Strength +1D+1 damage.

Claw: Does Strength +1D damage.

Move: 20

Size: 5 meters high

Orneriness: 1D

Source: Secrets of Naboo (page 58)

Firehead

DEXTERITY 4D+2

PERCEPTION 2D+1

Search: smell 3D+1

STRENGTH 1D

Swimming 6D

Special Abilities:

Amphibious: Fireheads are equally comfortable in or out of water.

Darkvision: Fireheads are able to see in complete darkness out to 20 meters.

Heat Attack: Fireheads melt their way through glaciers with a heat-generating knobby growth on their upper jaws. They can also ram an opponent with this growth, and this attack inflicts 3D+1 damage.

Scent: Fireheads gain a +1D bonus to all smell-related *Search* skill rolls.

Move: 20 (swim), 4 (ground), 2 (burrowing through ice)

Size: Unlisted (Tiny)

Source: Coruscant and the Core Worlds (page 140)

Garral

Type: Genetically engineered guard beast

DEXTERITY 2D

Dodge 7D

PERCEPTION 3D

STRENGTH 4D+2

Special Abilities:

Claws: STR+1D damage



Teeth: STR+1D damage

Attack Training: Garrals are bred to be easily trained. They will obey and protect their masters, usually Imperial soldiers, who use the beasts on perimeter patrols.

Repulsortift Sensitivity: An active repulsorlift unit within 200 meters will provoke an attack from a garral. The creature will not break off the attack unless killed or ordered to stop the attack by its master.

Move: 16

Size: 2 meters long

Source: The Thrawn Trilogy Sourcebook (pages 157-158)

Gartro

DEXTERITY 3D+1

PERCEPTION 3D

Search 5D+1

STRENGTH 1D+1

Special Abilities:

Bite: The bite of a gartro inflicts damage equal to the creature's Strength rating.

Exceptional Reflexes: Gartros gain a +1D bonus to all Perception rolls made to determine initiative.

Low-light Vision: Gartros can see twice as far as humans in dim light.

Move: 4 (ground), 20 (flying)

Size: Unlisted (small)

Source: Coruscant and the Core Worlds (pages 34-35)

Ghest

Planet of Origin: Rodia

DEXTERITY 1D

PERCEPTION 2D

STRENGTH 7D

Special Abilities:

Teeth: Str+2D damage

Claws: Str+2D damage

Move: 15 (swimming), 8 (walking)

Size: 6 meters long

Source: Core Rulebook (page 223)



Gorm-Worm

Type: Venomous reptile

DEXTERITY 5D

Dodge 6D+2, running 5D+2

PERCEPTION 3D

Hide 4D, sneak 4D+2

STRENGTH 1D

Special Abilities:

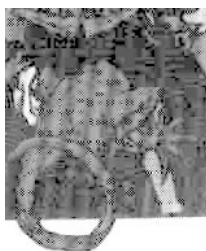
Bite: Does STR+1D damage

Lethal Venom: Any individual bitten by a gorm-worm must immediately make a stamina roll against a Moderate difficulty. Failure means that the victim's wound level instantly drops to Mortally Wounded

Move: 15

Size: 1-1.5 meters long

Source: Tales of the Jedi Companion (pages 107-108)



Granite Slug

Type: Land mollusk

DEXTERITY 1D

PERCEPTION 1D

STRENGTH 1D+1

Special Abilities:

Rubbery hide: The granite slug gets a 1D+2 bonus against physical and energy attacks because of its thick

blubbery hide.

Move: 3

Size: 1.2-2.3 meters tall

Source: The Jedi Academy Sourcebook (page 120)



Grutchin

DEXTERITY 1D

PERCEPTION 2D

Search 4D+2

STRENGTH 7D+2

Climbing/jumping 12D

Special Abilities:

Bite: The bite of a grutchin does the creature's Strength +3D in damage (character-scale).

Blindsight: Grutchin can "see" objects in space up to 2,000 meters.

Darkvision: Grutchin can see up to 20 meters in total darkness.

Environmental Resistance: Able to survive in both vacuum and hyperspace.

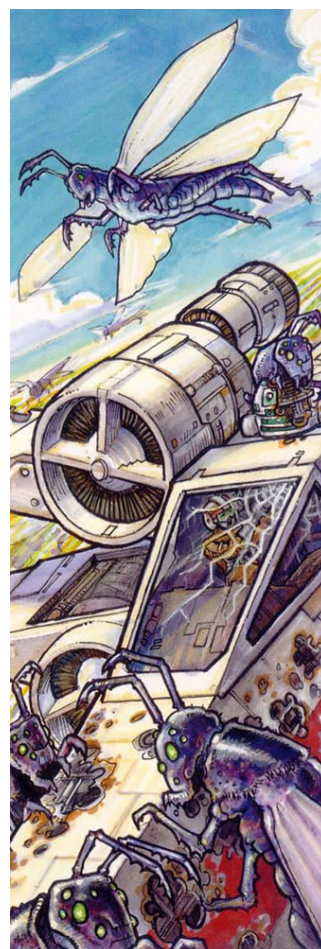
Self-Guiding: When used as a missile weapon, grutchin move at missile-like speeds and guide themselves to their targets. Grutchin attack and maneuver with an effective *Piloting* skill of 5D, and inflict their acid-enhanced bite damage if they are able to strike a ship that has no active shields. On a successful strike, the grutchin will grapple onto the ship it has pursued and begin to attack, once per round, until the ship has been destroyed.

Move: 8 (ground), 210 (fly, 600 km/h)

Space: 1

Size: Large

Source: The New Jedi Order Sourcebook (pages 39-41)



Guardian Spirit

DEXTERITY 1D*Melee combat 2D+2***PERCEPTION 1D***Body swap 2D, search 3D+1***STRENGTH 2D+1***brawling 4D***Special Abilities:**

Body Swap: If a guardian spirit is destroyed, it will attempt to inhabit any other corpse in the vicinity, no matter how fresh. The guardian spirit must succeed in an Easy Body Swap skill check to possess the nearest corpse. If it fails, or no other body is available, the spirit is destroyed. Otherwise, the flesh is stripped from the bones of the guardian's new body, and it rises to fight.

Walking Dead: As they are animated corpses, and immune to disease, cold, and vacuum, as well as being resistant to mind-based Force powers. Any weapon that does piercing or slashing damage has its damage reduced by half against guardian spirits.

Weapons & Armor: Guardian spirits are usually equipped with primitive weapons and armor. The armor provides them with a 1D bonus to Strength rolls to resist physical damage, and a +1 pip bonus to resist energy damage. The weapons are typically archaic, such as swords, axes, and the like.

Move: 6**Size:** Varies**Source:** The Dark Side Sourcebook (page 125)**DEXTERITY 4D+2***Melee 7D***PERCEPTION 3D+2***Hide 5D+2, search 7D***STRENGTH 6D+2***Brawling 8D+1, climbing/jumping 8D***Special Abilities:**

Bite: Does Strength +1D damage.

Crushing Attack: If a gundark successfully grapples an opponent, it will crush for Strength +1D+1 damage on the following round.

Fearless: Gundarks gain a +1D bonus to resist Intimidation and Force powers that cause fear.

Low Light Vision: A gundark can see twice as far as a normal human in poor lighting conditions.

Track by Scent: Gundarks receive a +3D bonus to Search: Tracking if scent plays a part.

Weapons: Gundarks often wield weapons, such as clubs, which inflict Strength +2 damage.

Move: 12**Size:** 1 to 2.5 meters tall, 1.5 meters on average.**Source:** Alien Anthology (page 31)

Hanadak

DEXTERITY 1D+1**PERCEPTION 1D+1***Search 3D+1***STRENGTH 6D***Claw 6D+2***Special Abilities:**

Bite: Does Strength +1D+1 damage.

Claws: Do Strength +1D damage.

Low Light Vision: A hanadak can see twice as far as a normal human in poor lighting conditions.

Move: 10 (ground), 2 (burrow)**Size:** 3 meters tall.**Source:** Alien Anthology (page 32)

Gundark



Highglide

Type: Large avian scavenger**Planet of Origin:** Gorothe**DEXTERITY 1D***Dodge 4D***PERCEPTION 4D***Search 5D, sneak 5D***STRENGTH 2D****Special Abilities:**

Silent Movement: Due to the arrangement of its feathers, a flying highglide is very difficult to hear. When diving, they add +1D+2 to their *sneak* attempts.

Claws: When diving highglides rake with their two taloned feet (separate attacks, but normal multi-action penalties). Each inflicts STR+1 damage.

Beak: Highglides can bite with their powerful hooked beaks, but not when stooping on a target. A bite inflicts STR+1 damage.

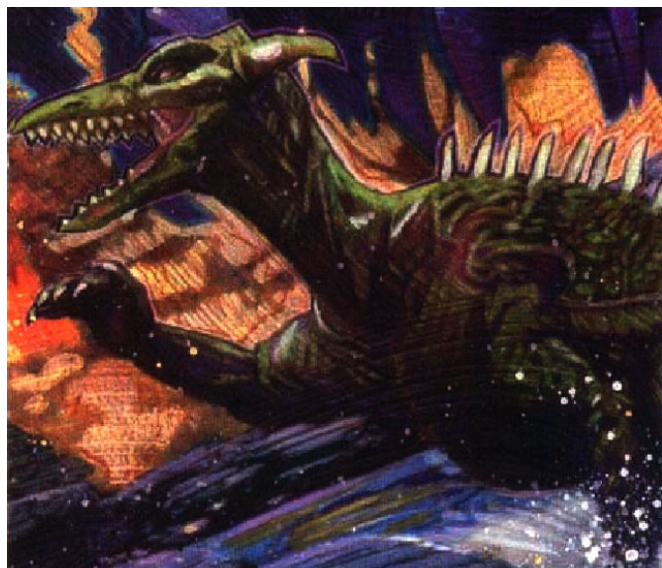
Move: 16 (flying), 8 (walking)
Size: 0.8 meters long, 1.8 meter wingspan.
Source: Goroeth, Slave of the Empire (page 91)

Howlrunner

Type: Pack Hunter
Planet of Origin: Kamar
DEXTERITY 2D+1
PERCEPTION 1D+1
Search: tracking 5D
STRENGTH 3D
Brawling 4D
Special Abilities:
Bite: Does STR+1D damage
Move: 11
Size: 1.1 meters long
Source: Han Solo and the Corporate Sector Sourcebook (page 142)



Hssiss/Dark Side Dragon



Type: Ferocious dark-side reptile
Planet of Origin: Stenness
DEXTERITY 3D+2
Dodge 4D
PERCEPTION 2D+1
STRENGTH 5D+2
Brawling 4D+1, swimming 5D
Special Abilities:
Light-side Disruption: Any being using the Force without spending a Dark Side Point suffers a -2D penalty from all Force skills during that attempt (those Force-wielders with 2D or less in any skill cannot use any power that relies on that skill, i.e., they may not spend a Force or Character Point to use the power).
Move: 8
Size: 1.75-2 meters long
Source: The Dark Side Sourcebook (pages 113-114), Tales of the Jedi Companion (page 108)

Ibbot

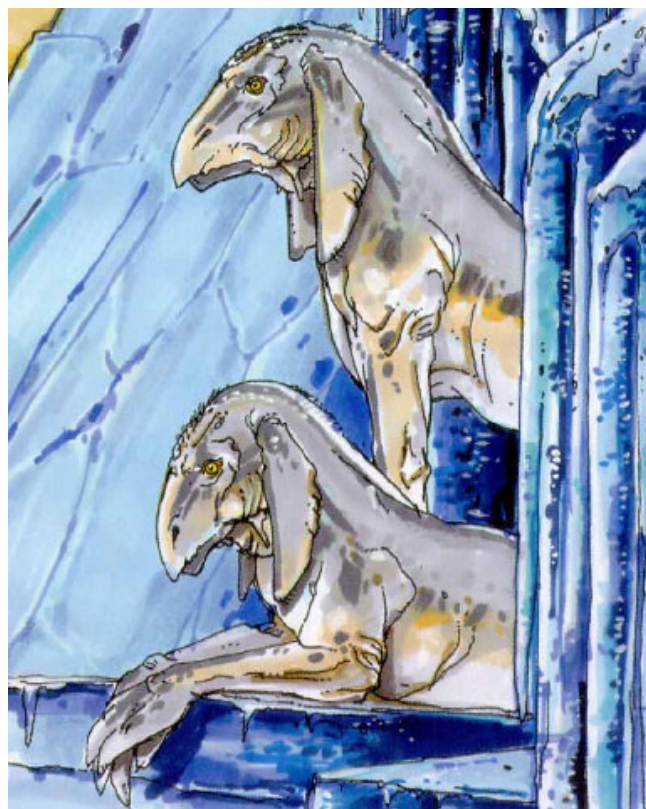
Flame

DEXTERITY 4D
Dodge 4D+2, water jet 4D+1
PERCEPTION 1D+2
Search 4D+1
STRENGTH 2D
Special Abilities:
Bite: Flame ibbots can bite, inflicting strength damage.
Quick Reflexes: Flame ibbots gain a +2 pip bonus to all Perception rolls made to determine initiative.
Scalding Water Jet: Flame ibbots can project a stream of scalding water at opponents. The stream has a range of 1-3/10/20, and inflicts 3D of damage.
Move: 10 (ground), 60 (flying)
Size: 4 meter wingspan

Great

DEXTERITY 3D+1
Dodge 6D
PERCEPTION 1D
Spot 6D+2
STRENGTH 5D+2
Special Abilities:
Bite: Great ibbots can bite for Strength +1D damage.
Quick Reflexes: Great ibbots gain a +2 pip bonus to all Perception rolls made to determine initiative.
Move: 20 (ground), 40 (flying)
Size: 10 meter wingspan
Source: Coruscant and the Core Worlds (page 84)

Ice Scrabbler



Planet of Origin: Hoth VI

DEXTERITY 4D+2

PERCEPTION 2D

STRENGTH 0D+2

Bite 1D+1

Special Abilities:

Bite: Does Strength +2D damage.

Targeted Olfactory Sense: Ice scabblers automatically target the exact location of any food source within thirty meters, even through thick layers of ice or sealed containers.

Move: 8 (ground), 6 (burrow)

Size: 10 to 50 centimeters in length.

Source: Alien Anthology (pages 32-33)

Implanter

DEXTERITY 4D

Pincer attack 4D+2

PERCEPTION 1D

Search 2D+2

STRENGTH 0D+2

Special Abilities:

Implant: The creature can implant a surge-coral seed with a successful pincer attack against a stunned or helpless target. The subject must succeed at Difficult Strength check to resist the implanted surge-coral. Whether the roll succeeds or fails, the character is unable to run. This difficulty increases by +1 for every surge-coral seed that has been implanted past the first, and a separate roll must be made each day. If a roll fails, the subject loses 1 pip from both his Strength and Dexterity ratings. When the subject has lost 2D each from both his Strength and Dexterity ratings, his total Move score is also reduced by half (rounding down). These modifiers are permanent until the surge-coral is surgically removed. Anyone with the *Technical: Medicine (A)* skill can attempt to surgically remove surge-coral from a subject. The difficulty of this skill roll is equal to the number of pips lost from the victim's Strength and Dexterity scores times five, with a maximum difficulty of 30.

Low-Light Vision: An implanter can see twice as far as a normal human in poor lighting conditions.

Stunning Frond: Any living being touched by the implanter's frond must succeed at a Difficult Strength check or be stunned for 1D rounds.

Move: 3

Size: 0.2 meters long

Source: The New Jedi Order Sourcebook (pages 48-49)



Jakobeast



DEXTERITY 2D+2

PERCEPTION 3D

Hide 4D+2, *search* 3D+2

STRENGTH 6D+2

Alter 2D+1

Force Powers: Force Push.

Special Abilities:

Aid Another: A jakobeast may automatically aid another jakobeast's Force Push attempt. The two beasts must be within 20 meters of one another, and up to four jakobeasts may aid the same attempt. Each beast past the first gives a +2 pip bonus (1 aiding beast: +2, 2 aiding beasts: +1D+1, 3 aiding beasts: +2D, 4 aiding beasts: +2D+2).

Camouflage: When in arctic terrain, a jakobeast gains a +1D+1 bonus to *Hide* skill checks.

Force-Sensitive: The jakobeast is Force-sensitive.

Head Butt: A jakobeast inflicts its Strength +1D+1 with a successful head butt attack.

Move: 8

Size: Unlisted (Huge, "...roughly the size of a bantha.")

Source: Power of the Jedi Sourcebook (pages 78-79)

Jer'usk, "Widowmaker"



Type: Gargantuan aquatic predator

Planet of Origin: Goroth

DEXTERITY 1D

PERCEPTION 2D

STRENGTH 2D

Stamina 12D

Special Abilities:

Jaws: Do STR+1D damage.

Tali-Slap: A blow from the creature's huge tail does STR+2D damage (speeder scale).

Broach: By hurling itself almost totally clear of the water, a jer'usk can crash down upon its prey in a punishing impact. A broach inflicts 5D damage (speeder scale).

Armor: Like the c'oron bel, the jer'usk disposes of excess hyperbarides by depositing the material as crystalline matter within its thick skin. This material provides +2D protection against physical attacks, but only +2 protection against energy attacks.

Engulf: A jer'usk can swallow whole any single creature of up to Wookiee sized with a successful bite. Rather than doing damage, the attack engulfs the character. Each turn thereafter, the engulfed victim takes 3D damage (character scale) from digestive juices; this damage cannot be dodged, although armor has normal effects. The character can cut or blast his way out presuming he has a suitable weapon on hand (a blaster, perhaps, or ideally a vibro weapon or lightsaber). A jer'usk has no armor protecting its innards. If the character within – entirely on his own – can inflict a wound on the creature, he has cut his way free.

Move: 21 (swimming)

Size: 75 meters long

Scale: Speeder

Orneriness: 6D

Source: Goroth, Slave of the Empire (page 94)

Kaadu



Planet of Origin: Naboo

DEXTERITY 2D+2

PERCEPTION 1D+2

Search 3D

STRENGTH 3D+2

Climbing/jumping 4D, swimming 5D+1

Special Abilities:

Bite: Does Strength +2 damage.

Kick: Does Strength +1D damage.

Low-Light Vision: A kaadu can see twice as far as a human in dim light.

Move: 20

Size: 2.5-3 meters

Orneriness: 1D

Source: Secrets of Naboo (page 58)

Karstag

Type: Swamp-dwelling predator

Planet of Origin: Rodia

DEXTERITY 2D+1

PERCEPTION 3D+1

Hide 4D+1, sneak 4D

STRENGTH 3D+2

Brawling: tail 4D+2

Special Abilities:

Thick Hide: Hide grants +1D to resist physical damage

Bite: Bite causes STR damage

Tail: To determine how many tail spikes a karstag has,



consult the chart below. Roll 4D to determine its age, number of antlered spikes, and the amount of damage it can inflict with its tail.

4D Roll	Karstagg's Age	Number of Points	Damage
below 8	0-1 years	0	STR
9-14	1-3 years	1D	STR+1D
15-20	3-5 years	1D+6	STR+2D
21-23	5-10 years	1D+12	STR+3D
24+	10+	1D+18	STR+4D

Move: 9, 8 swimming

Size: 1.5 meters at shoulder, 4-5 meters long

Source: Lords of the Expanse: Campaign Guide (page 59)

Katarn

Type: Kashyyyk predator

Planet of Origin: Kashyyyk

DEXTERITY 3D

Dodge 6D+1

PERCEPTION 4D

Search: hunting 7D, sneak 5D

STRENGTH 4D

Special Abilities:

Teeth: STR+1D

Claws: STR+1D

Horns: STR+1

Move: 15

Size: 0.6 - 0.8 meters long

Source: Alien Anthology (pages 33-34), The Thrawn Trilogy Sourcebook (page 158)



Kayven Whistler

Planet of Origin: Kayven

DEXTERITY 4D

Brawling Parry 6D

PERCEPTION 2D

STRENGTH 4D

Brawling 6D

Special Abilities:

Razored Teeth: 6D damage

Move: 15

Size: 1 meter long

Kayven Whistlers are carnivores who resemble a cross between a monkey and a bat and who have voracious appetites. The species is used to nesting high in the tall trees of their native planet of Kayven, and no longer descend to the forest floor. Whistlers are hungry usually about twice a week and there's seldom anything left of their prey after they are done feasting.

Source: Galaxy Guide 7: Mos Eisley (page 49)

Keffi



DEXTERITY 4D+1

Dodge 5D+1

PERCEPTION 3D+1

Hide 3D+2, search 5D+1

STRENGTH 3D

Climbing/jumping 3D+1, stamina 3D+2

Special Abilities:

Bite: The bite of a keffi inflicts damage equal to the creature's Strength rating.

Kick: Keffis can kick opponents, and this does Strength +2 damage.

Move: 20

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 50)

Kell Dragon



DEXTERITY 1D

PERCEPTION 1D+1

Search: tracking 2D

STRENGTH 12D+2

Special Abilities:

Bite: Does Strength +2D+2 damage.

Claws: Do Strength +1D+2 damage.

Move: 15

Size: Unlisted (Colossal)

Source: Power of the Jedi Sourcebook (page 156)

K'lor'slug



DEXTERITY 4D

Dodge 5D

PERCEPTION 4D

Sneak 5D

STRENGTH 2D

Special Abilities:

Pincers: STR+1D+2 damage

Tail: STR+1D damage. If the K'lor'slug makes a Difficult Dexterity roll, the target has been stung and suffers from the effects of the creature's potent neurotoxin. Affected characters must make a Difficult Stamina or Strength roll or be rendered immobile. The poison is effective for 1D minutes.

Move: 10

Size: 2-3 meters long

Source: Alien Anthology (pages 34-35), Core Rulebook (pages 223-224)

Kirithin



DEXTERITY 7D

PERCEPTION 3D

Search 5D+1

STRENGTH 0D+1

Climbing/jumping 2D+1, swimming 4D+1

Special Abilities:

Bite: Does Strength +2 damage.

Darkvision: Kirithin can see up to 20 meters in total darkness.

Low Light Vision: A kirithin can see twice as far as a normal human in poor lighting conditions.

Move: 4 (ground), 10 (swim)

Size: "...the size of a Wookiee's fist..."

Source: Alien Anthology (page 34)

Krakana



Planet of Origin: Mon Calamari

DEXTERITY 2D
PERCEPTION 2D

Sneak 7D

STRENGTH 6D

Special Abilities:

Tentacles: Each tentacle does 4D+1 damage. If more than three tentacles hit a diver, the diver is caught in the tentacles and will be drawn to the mouth the following turn.

Teeth: STR+2D+2 damage

Move: 24 (swimming)

Size: 14.5-25 meters

Scale: Speeder

Source: Alien Anthology (page 37), The Jedi Academy Sourcebook (page 121)

Krayt Dragon

Planet of Origin: Tatooine

DEXTERITY 3D
PERCEPTION 1D+2
STRENGTH 12D

Special Abilities:

Claws: 8D damage

Teeth: 15D damage

Move: 15

Size: 10 Meters Tall, 15 - 30 meters Long



Krendel

DEXTERITY 3D

Dodge 4D+2

PERCEPTION 1D

Search 3D (search: scent 4D)

STRENGTH 3D+2

Bite 4D+2, climbing/jumping 5D, swimming 7D

Special Abilities:

Amphibious: Krendels are equally comfortable in or out of water.

Bite: The sharp, needle-like teeth of a krendel inflict the creature's Strength +2D in damage.

Breath Weapon: A krendel is able to spew a cloud of corrosive gas out to a range of 1-2/5/10, inflicting 5D of damage to anyone caught in it. This attack can be dodged as normal.

Scent: Krendels gain a +1D bonus to all smell-related Search skill rolls.

Move: 10 (ground), 20 (swimming)

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 136)

Kundril

DEXTERITY 6D+2

PERCEPTION 1D

Hide 4D, search 5D+1

STRENGTH 4D+2

Brawling 5D+1

Special Abilities:

Bite: When biting with its mandibles, a kundril inflicts Strength +3D damage.

Quick Reflexes: Kundrils gain a +2 pip bonus to all Perception rolls made to determine initiative.

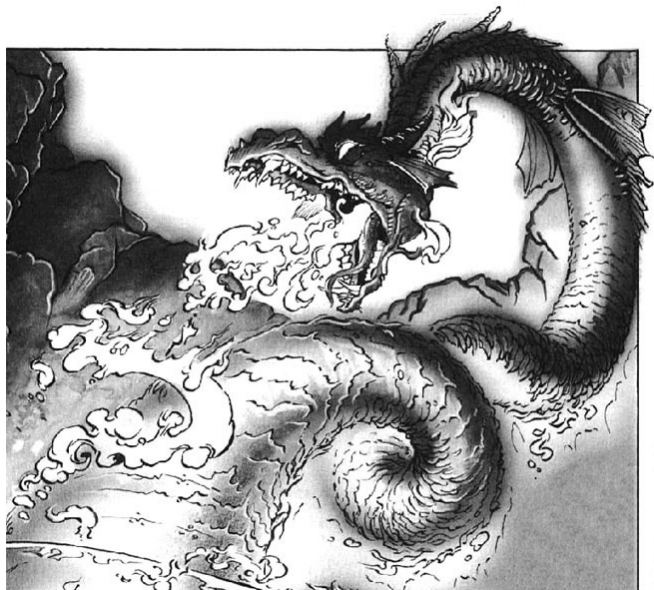
Slam Attack: Kundril can slam opponents for Strength +2D damage.

Move: 6 (ground), 60 (flying)

Size: Unlisted (Colossal)

Source: Coruscant and the Core Worlds (page 59)

Lava Dragon



Type: Reptilian predator

DEXTERITY 3D

Dodge 4D+1

PERCEPTION 5D

Hide 7D, search 6D+1, sneak 6D

STRENGTH 6D

Brawling 8D

Special Abilities:

Armor: The incredibly resilient silicon armor plating of the lava dragon gives it a +4D bonus against physical attacks and a +8D bonus against energy attacks, thanks to its reflective properties. However, if the creature is wounded, it starts suffering damage from the lava (which does 5D damage per round. Lava damage is considered speeder scale).

Teeth: STR+2D

Lava attack: The lava dragon can suck lava down its armored gullet and spew it back out at attackers, doing 10D damage, character scale.

Move: 6 (swimming)

Size: 2.6-5.8 meters tall, 6.6-9 meters long

Scale: Speeder

Source: The Jedi Academy Sourcebook (page 121)

Mantessan Panthac

Type: Small-Game predator

DEXTERITY 3D+2

Dodge 6D

PERCEPTION 4D

Search: hunting 6D

STRENGTH 4D

Special Abilities:

Teeth: Do STR+1D damage.

Claws: Do STR+1D+1 damage

Move: 16

Size: 0.4-0.5 meters long

Source: Alien Anthology (pages 37-38), The Thrawn Trilogy Sourcebook (page 158)



Marsh Haunt



Massiff

**DEXTERITY 2D+1**

Dodge 5D

PERCEPTION 3D+2

Hide 7D+1 (8D+2 in swamp environment), search 5D+1, sneak 4D+2

STRENGTH 7D+2

Climbing/jumping 8D, swimming 8D

Control 3D+1**Sense 2D+2****Alter 2D+1**

Force Powers: Enhance Attribute, Magnify Senses, Waves of Darkness.

Special Abilities:

Camouflage: Marsh haunts gain a +1D+1 bonus to *Hide* skill checks when in a swampy environment.

Exceptional Reflexes: Marsh haunts gain a +1D bonus to all Perception rolls made to determine initiative.

Force-Sensitive: The marsh haunt is Force-sensitive.

Slam Attack: The marsh haunt can physically slam an opponent, inflicting its Strength rating in damage.

Move: 12

Size: Unlisted (Huge)

Source: Power of the Jedi Sourcebook (pages 79-80)

Massassi Abomination

DEXTERITY 5D+1

Melee weapons: Massassi lanvarok 7D+2, melee parry 6D+2, thrown weapons: Massassi lanvarok 7D+2

KNOWLEDGE 2D

Intimidation 2D+2 (4D vs. Force-sensitive, 4D+2 vs. non-Force-sensitive)

MECHANICAL 2D**PERCEPTION 1D+2****STRENGTH 6D**

Brawling 8D+1, climbing/jumping 8D+2

TECHNICAL 2D**Control 1D+1****Sense 3D+2****Alter 1D**

Force Powers: Channel Rage, Combat Sense, Danger Sense, Emptiness, Hibernation Trance, Life Detection, Telekinesis.

Special Abilities:

Abominable Presence: Because they exude the Dark Side of the Force, Massassi abominations add 1D+1 to Intimidation skill rolls versus Force-sensitive characters (who have no Dark Side points), and add 2D to Intimidation skill rolls versus non-Force-sensitive characters.

Force-Sensitive: The abominations are Force-sensitive.

Low Light Vision: A Massassi abomination can see twice as far as a normal human in poor lighting conditions.

Natural Armor: Massassi abominations add +1D to their Strength score for the purposes of resisting damage.

Primitive: Because they are a primitive species, beginning Massassi abomination characters may not place any skill dice in any vehicle operations, starship operations, or repair skills.

Move: 10

Size: Unlisted (man-sized)

Source: The Dark Side Sourcebook (pages 118-119)

DEXTERITY 3D

Running 3D+2

PERCEPTION 2D+2

Hide 3D+2, search 3D+1, search: tracking 4D, sneak 3D+2

STRENGTH 3D+1

Climbing/jumping 5D+1

Special Abilities:

Bite: Does Strength +2 damage.

Resistant to Radiation: Massiff gain a +1D bonus to Strength when resisting the effects of harmful radiation.

Track by Scent: Massiff can track by scent, and gain a +1D bonus to their Search: Tracking skill when doing so.

Move: 10

Size: 2 meters long (medium)

Methnap

Type: Domesticated cretacean

Planet of Origin: Chad

DEXTERITY 2D**PERCEPTION 2D****STRENGTH 3D+2****Special Abilities:**

Sea Singing: Methnaps have a long range form of communication, allowing reasonably complex exchanges of information. With extended exposure, riders can develop understanding of more basic concepts in the methnap "tongue".

Move: 12; 35 km/h

Size: 12-15 meters

Orneriness: 1D

Source: Rules of Engagement: The Rebel Specforce Handbook (page 54)

Mole Serpent



DEXTERITY 1D+1

PERCEPTION 1D+1

Search 4D+1, sneak 4D

STRENGTH 7D

Special Abilities:

Bite: Does Strength +1D+2 damage.

Burrow: The mole serpent can burrow through the ground with a Move score of 10.

Stealth: When a mole serpent burrows through the ground, it can only be detected by an opposed roll between the character's Search skill and the mole serpent's Sneak skill (the mole serpent gains a +15 bonus to its roll due to the fact that it is moving under ground).

Swallow: The mole worm attacks by surfacing, then biting and attempting to swallow its prey. If the initial attack roll is successful, the serpent is assumed to have its target in its mouth (inflicting normal bite damage). The next round, the serpent makes an opposed Strength check against its target. If it succeeds, it swallows the target whole. Once inside the serpent, the target takes 5D acid damage until it is either dead or it somehow breaks out (either by cutting its way out, or climbing out with a successful Climbing/Jumping check that is Very Difficult). Note that climbing back into the creature's mouth isn't sure salvation – the character will still need to succeed in an opposed Strength check with the serpent in order to leave its mouth. If the worm fails in its attack, it will retreat below the ground and wait for another opportunity to strike.

Tremorsense: The mole worm can make Search rolls underground to sense the location of characters within 20 meters on the surface. The difficulty is normally Moderate, but drops to Easy if the character is moving.

Move: 10

Size: 10-18 meters long

Source: Secrets of Tatooine (pages 93-94)

Mutant Fefze Beetle

DEXTERITY 4D

Brawling parry 5D+2, dodge 5D+1

PERCEPTION 0D+2

Hide 1D, search 2D+1

STRENGTH 2D

Brawling 2D+1, climbing/jumping 3D+2

Special Abilities:

Armor: A fefze beetle can add +1D to all Strength rolls made to resist physical damage.

Claw: The claw attack of a mutant fefze beetle inflicts the creature's Strength +1 in damage.

Darkvision: Mutant fefze beetles can see in the dark up to 20 meters.

Scent: Mutant fefze beetles gain a +1D bonus to all smell-related Search skill rolls.

Move: 12

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 87)

Mutated Behemoth

DEXTERITY 3D+2

Brawling parry 4D+2, dodge 4D+1

PERCEPTION 1D

STRENGTH 4D+2

Bite 5D+1, climbing/jumping 6D+2

Special Abilities:

Bite: Mutated behemoths can bite foes, inflicting Strength +2D damage.

Low-light Vision: Mutated behemoths can see twice as far as humans in dim light.

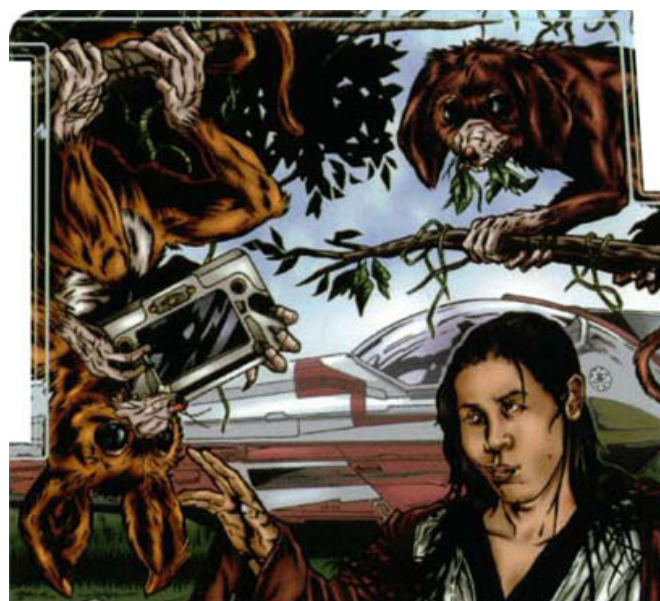
Scaly Hide: The scaly hide of a mutated behemoth adds +1D to all Strength rolls made to resist physical damage.

Move: 12

Size: 4 meters long

Source: Coruscant and the Core Worlds (page 64)

Muttamok



DEXTERITY 4D

Dodge 4D+2

PERCEPTION 2D

Hide 2D+2, search 3D+2, sneak 2D+2

STRENGTH 1D+1

Sense 2D+1

Alter 2D

Force Skills: Friendship.

Special Abilities:

Bite: Does the muttamok's Strength +1 in damage.

Force-Sensitive: Muttamoks are Force-sensitive.

Move: 8

Size: 1 meter tall

Source: Power of the Jedi Sourcebook (page 80)

M'Ven "Swooper"

Type: Small avian

Planet of Origin: Goroth

DEXTERITY 2D

Dodge 6D

PERCEPTION 3D+1

STRENGTH 1D

Move: 18 (flying), 6 (walking)

Size: 0.25 meters long, 0.6 meters wingspan

Source: Goroth, Slave of the Empire (page 91)

Mynock



Type: Scavenger

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

Energy drain: survive by draining energy from starships.

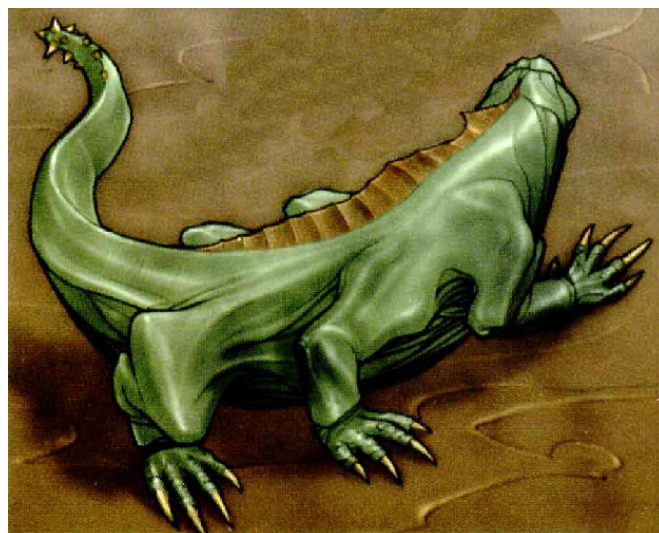
Flight: mynocks who drain enough energy can fly.

Silicon life forms: silicon-based life forms and can survive in the vacuum of space.

Move: 9, 1 (space units per turn)

Size: 1.5 meters wide, 0.5 meters tall

Nashtah/Dravian Hound



Planet of Origin: Dra III

DEXTERITY 2D+2

PERCEPTION 2D+2

Ssearch: tracking venom 7D

STRENGTH 4D+1

Brawling 7D, stamina 10D+2

Special Abilities:

Armor: +1D

Claws: Do STR+2D damage.

Teeth: Do STR +1D+2 damage.

Barbed Tail: Tail swipe does STR +1D damage and marks the prey with tracking venom

Tracking Venom: Once a nashtah has marked its prey with a tailbarb venom or its saliva, it can track the victim unerringly for one month.

Move: 15

Size: 1.1 meters tall at shoulder, 1.5 meters long.

Source: Alien Anthology (page 38), Han Solo and the Corporate Sector Sourcebook (pages 141-142)

Neek

Type: Herbivorous reptile

DEXTERITY 2D+1

Dodge 3D, running 3D+1

PERCEPTION 6D

Search 7D+2

STRENGTH 1D+1

Special Abilities:

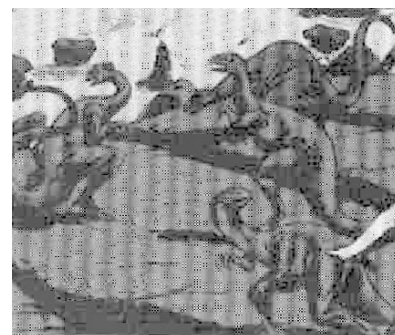
Visual Acuity: Neeks gain a +2D bonus to all search skills involving visual detection.

Audial Acuity: Neeks gain a +1D+2 bonus to all search skills involving audial detection

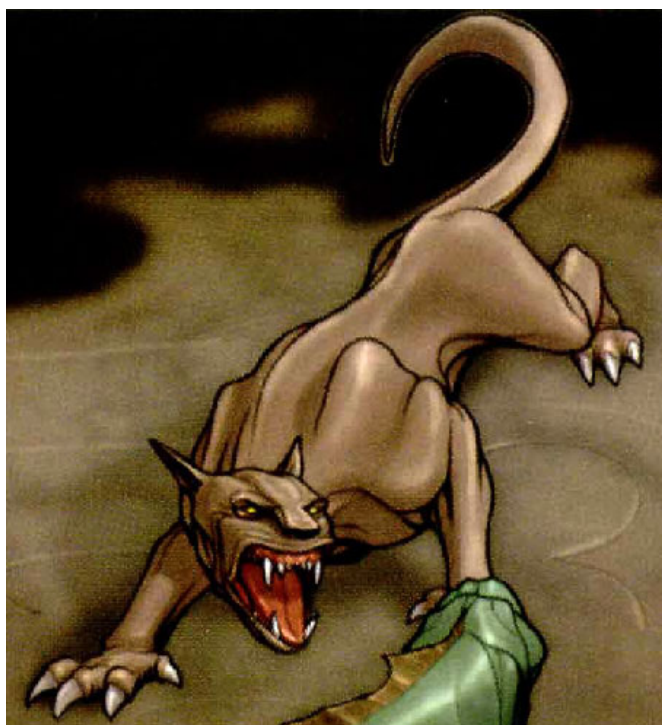
Move: 7

Size: 0.25-0.5 meters

Source: Tales of the Jedi Companion (pages 108-109)



Nek Battle Dog



Type: Trained Attack Animal

DEXTERITY 2D

PERCEPTION 3D

STRENGTH 2D+2

Brawling 4D+2

Special Abilities:

Body Armor: Add +2D to Strength

Teeth: Do STR+2D+1 damage

Claws: Do STR+1D damage

Move: 12

Size: 0.9-1.3 meters long

Source: Alien Anthology (page 38), Dark Empire Sourcebook (page 60)

Nerf

Planet of Origin: Alderaan

DEXTERITY 3D+2

Spit 4D+1

PERCEPTION 2D+1

Hide 4D+2

STRENGTH 2D+2

Special Abilities:

Bite: Does Strength +2 damage.

Head Butt: Does Strength +2 damage.

Kick: Does Strength +2 damage.

Low Light Vision: A nerf can see twice as far as a normal human in poor lighting conditions.

Spittle: If irritated, there is a 3 in 6 chance that a nerf will spit a foul-smelling saliva at targets up to ten meters away (range: 1-3/6/10). Nerf spit emits a foul odor, and is impossible to wash entirely from clothing. Anyone struck by nerf spittle suffers a penalty of -1D to actions involving personal interaction until washed and the



offending article(s) of clothing are removed.

Move: 12

Size: 1 meter long and 0.5 meters tall.

Orderliness: 2D

Source: Alien Anthology (pages 39-40)

Nexu



DEXTERITY 4D+2

PERCEPTION 3D

Hide 4D+1, search 5D, sneak 4D+1

STRENGTH 4D+1

Climbing/jumping 6D+1

Special Abilities:

Bite: Does Strength +2 damage.

Claws: Do Strength +1 damage.

Exceptional Reflexes: Nexu gain a +1D bonus to all Perception rolls made to determine initiative.

Keen Hearing: Nexu have excellent hearing, and gain a +1D bonus to all Search rolls that involve sound.

Move: 16

Size: 2 meters long (medium)

Nightdevil



Type: Semi-intelligent mountain predator

Planet of Origin: Goroeth

DEXTERITY 3D

Brawling parry 3D+2, thrown weapons 3D+2

PERCEPTION 2D

Search 3D, sneak 2D+2

STRENGTH 7D

Special Abilities:

Claws: Do STR+1D damage.

Jaws: DO STR+2 damage.

Low-Light Vision: Nightdevils can see in very dim light (verging on total darkness) at no penalty. If exposed to "bright" light (anything brighter than a typical noon on Goroeth), they suffer a +1D penalty to all actions based on vision.

Smell: Nightdevils have a highly developed sense of smell, getting a +2D to *search* when tracking by scent.

Projectiles: Nightdevils often throw rocks, up to 30 cm in diameter, as projectiles. Range for a typical rock the size of a Human's head is 2-3/5/10, and will do STR+1D damage.

Move: 10

Size: 2.5-2.8 meters tall

Source: Goroeth, Slave of the Empire (page 93)

Nighthunter

DEXTERITY 3D+1

PERCEPTION 4D+1

Hide 5D+1, search 6D+1, sneak 5D+1

STRENGTH 4D

Climbing/jumping 5D+2

Control 2D

Sense 2D+2

Force Powers: Combat Sense, Enhance Attribute (used to enhance the creature's Perception).

Special Abilities:

Bite: The bite of a nighthunter inflicts its Strength +1D in damage.

Claws: A nighthunter's successful claw attack inflicts its Strength +2 in damage.

Energy Resistance: The nighthunter adds +3D to all Strength rolls made to resist damage from fire and blaster weapons.

Force-Sensitive: Nighthunters are Force-sensitive.

Keen Senses: Incredibly sharp hearing grants the



nighthunter a +2D bonus to *Search* skill checks that involve sound.

Scent: Nighthunters can track by following the scent of their prey.

Move: 10

Size: 2 meters long

Source: Power of the Jedi Sourcebook (pages 80-81)

Ngdin

DEXTERITY 0D+2

PERCEPTION 1D+1

Search 2D+2, sneak 2D+2

STRENGTH 0D+2

Special Abilities:

Force Immunity: Ngdin are immune to all Force powers that involve Sense or Alter.

Stinging Cilia: Any creature that is in physical contact with a ngdin must succeed at a Moderate difficulty Strength check or be stunned for 1D rounds. The stings from the cilia cause a numbing effect once the initial stun has worn off, and this can last for about a day.

Move: 1

Size: 10 to 25 centimeters long

Source: The New Jedi Order Sourcebook (page 50)

Nuna "Swamp Turkey"

DEXTERITY 1D+1

PERCEPTION 1D

STRENGTH 1D+1

Special Abilities:

Bite: Does Strength +1 damage

Kick: Does Strength +2 damage

Story Factors:

Allergic Reaction: Rodians and Twi'leks suffer from a



potentially lethal allergy to nuna meat. A member of either species who partakes of nuna meat must succeed at a Moderate Strength check. Failure indicates that the character's throat swells shut, impairing breathing. If not treated with the appropriate anti-toxin, the character will suffocate. Even if the Strength check is successful, the character will be stricken with severe headache and stomach cramps which penalizes all the character's actions by -1D for twenty hours. If the character is a Force user, any use of Force skills within that period of time receives a -2D penalty. This illness can be cured by administering the appropriate antitoxin.

Move: 5

Size: 0.5 meters tall

Source: Secrets of Naboo (page 58)

Opee Sea Killer



Planet of Origin: Naboo

DEXTERITY 2D+2

Tongue attack 3D+1

PERCEPTION 1D

Hide 5D+2

STRENGTH 8D+1

Swimming 9D

Special Abilities:

Bite: Does Strength +3D damage.

Low Light Vision: An opee sea killer can see twice as far as a human in dim light.

Tongue Attack: A target hit by the opee sea killer's tongue can attempt to break free by making a Heroic difficulty Strength/Hull roll, modified by the scale of the target. Failure indicates that the sea killer draws the prey into its mouth and bites on the following turn.

Move: 63; 180 km/h

Size: 20 meters long

Source: Secrets of Naboo (page 59)

Orbalisk

Planet of Origin: Dxun Moon of Onderon

DEXTERITY 0D+1

PERCEPTION 1D+2

Hide 4D+2

STRENGTH 0D+1

Bite 2D+1

Special Abilities:

Force Sensitive: This creature is Force-sensitive.

Parasitic Grip: If an orbalisk successfully bites a character, it does no damage, but latches on. While latched onto a host, an orbalisk has an effective Strength score of 9D to resist being removed. If successfully removed in this manner, an orbalisk inflicts 1D+1 damage to its former host.

Poison: An orbalisk injects venom into its host. When injected into characters with Dark Side Points, this venom has certain properties. Characters who are host to one or more orbalisks must succeed in a Difficult Strength check each day or take 1D+2 poison damage per orbalisk (meaning that anyone host to five orbalisks will take 8D+1 poison damage without a successful roll). Characters with Dark Side Points get a +1 pip bonus to this Strength roll for every 2 Dark Side Points they have, and characters with more than 36 Dark Side Points do not have to roll at all. See the entry on Orbalisk Armor for the beneficial effects of orbalisk venom.

Sense 2D

Force Powers: Life Detection, Life Sense, Sense Force, Sense Force Potential.

Move: 10 cm (ground), 4 cm (burrow)

Size: Unlisted (a full-grown orbalisk weighs 1 kilogram)

Source: The Dark Side Sourcebook (pages 117-118)

Peko Peko



Planet of Origin: Naboo

DEXTERITY 4D+2 (in flight), **1D** (on the ground)

PERCEPTION 1D

Search 4D+1

STRENGTH 1D+2

Special Abilities:

Bite: Does Strength +2 damage.

Flight: The peko peko can fly with a Move score of 30.

Move: 5 (ground), 30 (flying)

Size: 2.5 meters long

Source: Secrets of Naboo (page 59)

Pierceskimmer

Planet of Origin: Drexel II

DEXTERITY 1D+1

PERCEPTION 2D+1

STRENGTH 11D

Special Abilities:

Low Light Vision: A pierceskimmer can see twice as far as a normal human in poor lighting conditions.

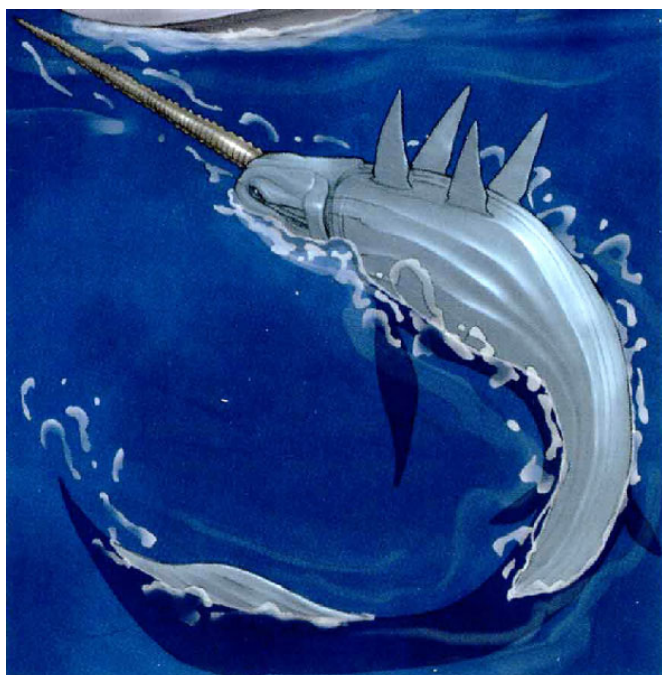
Spike Attack: Does Strength +2D damage.

Spike Scales: Any creature grappling with a pierceskimmer automatically suffers 1D damage each round.

Move: 20 (swim)

Size: 16 to 18 meters long.

Source: Alien Anthology (pages 40-41)



Piranha Beetle

Type: Carnivorous beetle

Planet of Origin: Yavin IV

DEXTERITY 1D

Dodge 3D+1, flight 4D

PERCEPTION 2D

STRENGTH 1D

Special Abilities:

Swarm: When in their madness state*, Piranha Beetles attack as a swarm for 3D+2 damage. They can attack multiple targets and cannot be blocked. Only by eluding or gassing the insects can anyone hope to survive an attack.

Move: 12 (flying)

Size: 5 centimeters long

Source: The Jedi Academy Sourcebook (pages 121-122)

Preducor

Type: Predatory quadruped

Planet of Origin: Moon of Endor

DEXTERITY 4D

PERCEPTION 3D

Sneak: forest 4D

STRENGTH 6D

Stamina 8D

Special Abilities:

Teeth: 7D damage

Claws: 6D damage

Tail: 5D+1 damage

Move: 8

Size: 4 meters tall, 5 meters long

Source: Thrawn Trilogy Sourcebook (pages 158-159)

Rancor

Planet of Origin: Dathomir

DEXTERITY 4D

PERCEPTION 1D

Search: tracking: 3D

STRENGTH 7D

Special Abilities:

Claws: STR+3D damage

Teeth: STR+5D damage



Armor: +3D against physical and energy attacks

Move: 20

Size: 5 meters tall

Source: Core Rulebook (page 224), Galaxy Guide 5: Return of the Jedi (pages 14-15)

Razort



DEXTERITY 5D

PERCEPTION 3D

STRENGTH 4D+2

Special Abilities:

Bite: 3D+1 damage

Razor Tail: 5D damage

Quickness: Because of the razort's quickness, two attacks count as one action.

Source: Battle for the Golden Sun (pages 37-38)

Redcrested Cougar

Planet of Origin: Belkadan

DEXTERITY 3D+1

Dodge 4D+2, *running* 4D

PERCEPTION 3D

Hide 4D+1, *search* 3D+2, *sneak* 4D+1

STRENGTH 5D+1

Climbing/jumping 7D+1

Special Abilities:

Bite: Does Strength +1D+1 damage.

Claws: Do Strength +1D damage.

Exceptional Reflexes: Redcrested cougars gain a +1D bonus to all Perception rolls made to determine initiative.

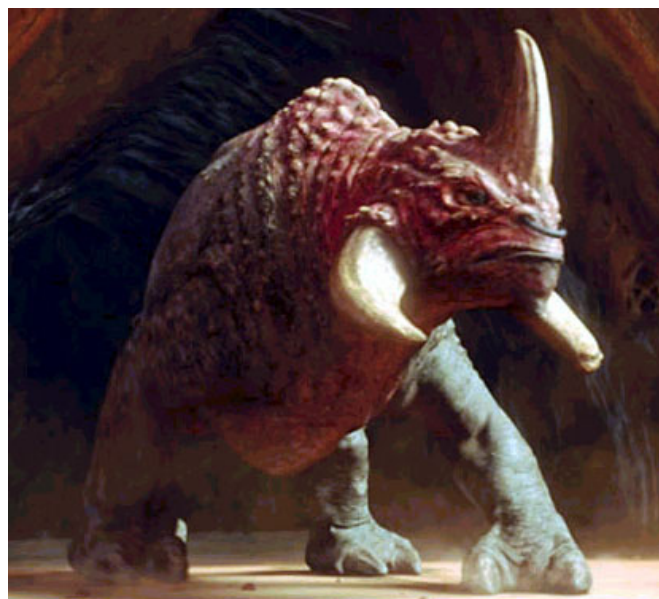
Low-light Vision: A redcrested cougar can see twice as far as a normal human in poor lighting conditions.

Move: 16

Size: 3.8 meters long

Source: The New Jedi Order Sourcebook (pages 24-25)

Reek



DEXTERITY 1D+1

PERCEPTION 1D

Hide 2D, *search* 2D+1

STRENGTH 6D

Special Abilities:

Enraged: When enraged, a reek gains +1D to all Perception rolls made to determine initiative.

Gore Attack: A reek can gore with its horn for Strength +1D damage.

Thick Skin: Due to a reek's thick hide, it gains a +2D bonus to Strength rolls when resisting physical damage, and +1D bonus to Strength rolls when resisting energy damage.

Move: 10

Size: 6 meters long (huge)

Riding Lizard

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 7D+1

Climbing 9D+2

Special Abilities:

Bite: Does Strength +1D damage.

Claws: Do Strength +2 damage.

Force Immunity: Riding lizards are immune to all Force powers that involve Sense or Alter.

Intractable: Any non-Yuuzhan Vong creature attempting to ride one of these creatures suffers a -3D penalty to his Beast Riding skill. Additionally, riding lizards are not trained to fight, and will only do so in self-defense.

Natural Armor: The riding lizard has thick natural armor that grants it a +1D+2 bonus to all Strength rolls made to resist physical damage.

Move: 14

Size: 5.3 meters long

Orneriness: 2D

Source: The New Jedi Order Sourcebook (pages 102-103)

Rikknit

DEXTERITY 3D+1

Dodge 4D

PERCEPTION 1D+2

Search 4D

STRENGTH 2D+1

Claw 2D+2, climbing/jumping 8D+2

Special Abilities:

Armor: Rikkits add +2 pips to all Strength rolls made to resist physical damage.

Bite: The bite of a rikkrit inflicts Strength +2 damage. **Claws:** A rikkrit has two claws, each of which inflicts the creature's Strength +1D damage. A rikkrit may attack with both claws in the same round, and suffers no additional action penalty when doing so.

Darkvision: Rikkits can see up to 20 meters in complete darkness.

Move: 12 (climbing & ground)

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 118)



Move: 12

Size: 4 meters tall.

Source: Alien Anthology (page 41)

Rock Wart

DEXTERITY 3D+1

Bite 4D

PERCEPTION 1D+1

Search 1D+2, sneak 3D+1

STRENGTH 0D+2

Climb 3D+1

Special Abilities:

Venomous Bite: If the rock wart successfully bites a target, it injects a neurotoxin that does 5D damage to its target. If the victim dies (or goes unconscious), the rock wart will make a snack of its victim before laying 4D eggs inside him. After four days, the eggs hatch, and the larval rock warts devour the carcass.

Move: 4

Size: Unlisted (diminutive)

Source: Secrets of Tatooine (pages 14-15)

Rolk-Mangir

Planet of Origin: Yinchorr

DEXTERITY 2D+2

PERCEPTION 2D+2

Hide 3D+2, search 4D, sneak 4D+1

STRENGTH 4D+1

Special Abilities:

Energy Resistant: Any attacks made against a rolk-mangir by energy weapons (blaster, light sabers, lasers, etc.) have their damage rolls reduced by 8 points. If this reduces the total damage below 0, then the shot is considered to have done no damage.

Exceptional Reflexes: Rolk-mangir gain a +1D bonus to all Perception rolls made to determine initiative.

Gore Attack: Does Strength +2D damage.

Good Sense of Hearing: Rolk-mangir get a +1D bonus to Perception rolls made to notice sounds.

Low Light Vision: A rolk-mangir can see twice as far as a normal human in poor lighting conditions.

Ronto

DEXTERITY 2D

Running 3D

PERCEPTION 3D

STRENGTH 5D



Special abilities:

Heat endurance: Rontos are extremely adaptable to desert conditions, though they still need water to survive.

Sense of smell: Rontos have a keen sense of smell. They add +1D to any *Perception* roll involving smell.

Skittish: Rontos are easily upset by any machines that move significantly faster than they. Add +3D to their *Orneriness* when around fast-moving vehicles.

Move: 10

Size: 4.25 metres tall

Orneriness: 1D

Source: *Secrets of Tatooine* (page 15)

Runyip

Type: Pack animal

Planet of Origin:

Tran Mariel

DEXTERITY 4D

Movement 4D+2

PERCEPTION 3D

STRENGTH 3D+2

Lifting 5D

Special Abilities:

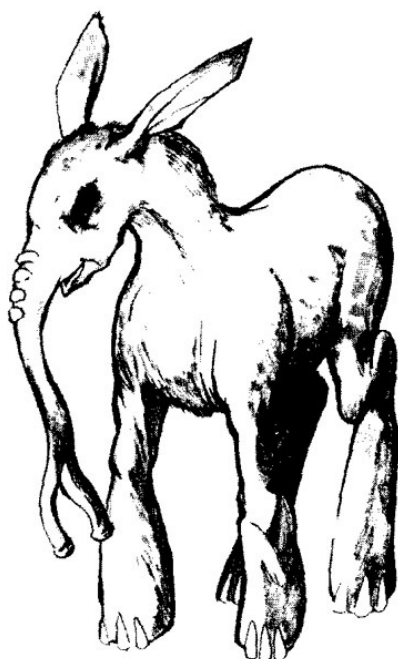
Kick: STR+2D damage.

Move: 9; 27 km/h

Size: 1-1.4 meters (at shoulder)

Orneriness: 4D

Source: *Rules of Engagement: The Rebel Specforce Handbook* (page 54)



Sacorrian Grain Fly

DEXTERITY 5D+1

Bite 6D+1

PERCEPTION 2D

Search 5D+2

STRENGTH 0D+1

Special Abilities:

Bite: A successful bite attack made by a Sacorrian grain fly injects a poison (see below).

Darkvision: Sacorrian grain flies can up to 20 meters in complete darkness.

Poison: The poison of a Sacorrian grain fly produces a painful bite, and anyone bitten must succeed at a Moderate Strength check or be considered to have taken a "Stunned" damage effect. These stuns are cumulative, and failing a number of saves equal to a character's Strength rating will knock the character unconscious (as detailed in SWD6, page 97).

Move: 2 (crawling), 12 (flying)

Size: "...the length of an adult Human's thumb."

Source: *Coruscant and the Core Worlds* (page 144)

Sand Tick

DEXTERITY 7D+1

PERCEPTION 1D+2

Hide 5D+2, search 3D

STRENGTH 0D+1

Climbing/jumping 4D+2

Special Abilities:

Disease: The bite of the sand tick exposes the victim to crazed bantha fever. A bitten character must succeed at a Difficult Strength check, or come down with the disease after 1d6 days. After the incubation period has passed, victims lose one pip each from Knowledge and Perception, and this loss is continuous unless the victim is treated. Lost pips return at a rate of one per day per attribute once the disease has been cured. Characters who are reduced below 1D in an attribute by the disease, but who are later cured, lose 1D permanently from the attribute in question. Characters whose attributes drop to 0D expire.

Numbing Bite: Sand ticks numb a potential host with secretions in their saliva before attaching themselves. A Very Difficult Perception check is required to feel the bite. Characters with one or more attached ticks take 1 point of damage per tick per day (roll Strength versus the total damage each day to determine wounds, with a Stun result indicating no effect).

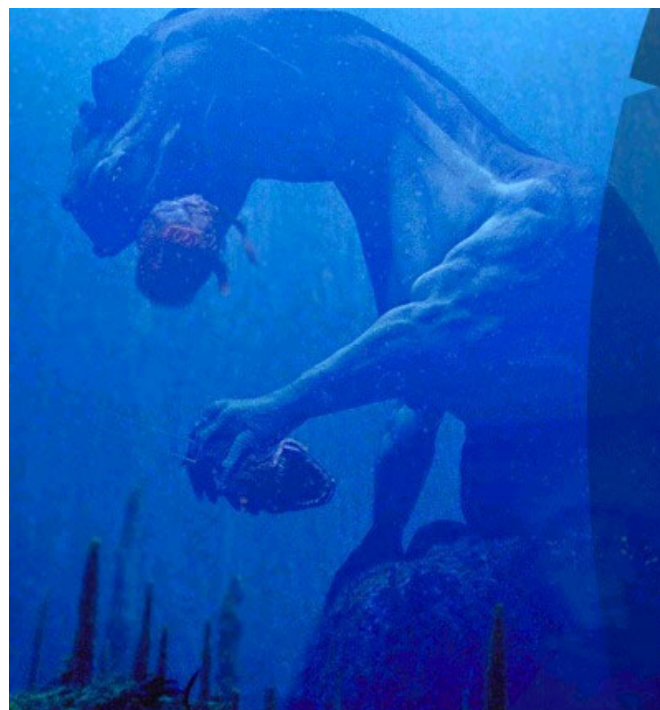
Move: 6

Size: Fist-sized.

Note: The Dexterity score of the sand tick seems, at best, excessive. This being a direct conversion, I've chosen to leave the original amount in the entry. I would suggest reducing the tick's Dexterity to a maximum of 2D+2 (half of 7D+1).

Source: *Alien Anthology* (page 42)

Sando Aqua Monster



Sarlacc



Type: Solitary stationary carnivore

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 6D

Special Abilities:

Tentacles: have a *Strength* of 6D, reach up to four meters outside pit; do not cause damage, but victims must make a successful opposed *Strength* roll to escape.

Bite: 5D damage.

Acid digestion: Any creature dragged into the sarlaac's maw suffers 5D damage from digestive acid until the victim is knocked unconscious and dragged into the sarlaac's digestive tract --- at that point, the victim normally wakes up, but by then it is normally incapacitated by the sarlaac's paralyzing digestive enzymes, 7D stun damage.

Move: 2

Source: Secrets of Tatooine (pages 7-8), Galaxy Guide 5: Return of the Jedi (page 24)

Scurrier



Type: Scavenger/Small Predator

DEXTERITY 3D

Running 4D

PERCEPTION 2D+2

Sneak 3D+2

STRENGTH 2D+1

Climbing/jumping 3D+2

Special Abilities:

Teeth: STR damage

Horns: Males only. STR+1D damage

Manipulation: Forepaws can manipulate small objects or pick apart machinery if it has a TECH or Repair skill of 4D

Move: 15

Size: Up to 1.5 meters long

Source: Secrets of Tatooine (pages 15-16)

Sevarcos Spice Eel



Type: Carnivorous sand-boring slug

DEXTERITY 2D

PERCEPTION 3D

Search 5D

STRENGTH 4D

Brawling 5D

Special Abilities:

Bite: Does STR+1D damage.

Tail Lash: Does STR+1D+2 damage.

Move: 12 (surface), 6 (boring underground)

Size: 10-15 meters long

Note: For giant spice eels, add 1D to the creature's *Strength* and *Perception*.

Orneriness: 5D

Source: The Best of the Adventure Journal: Issues 1-4 (page 48)

Shaak

Planet of Origin: Naboo

DEXTERITY 2D+1

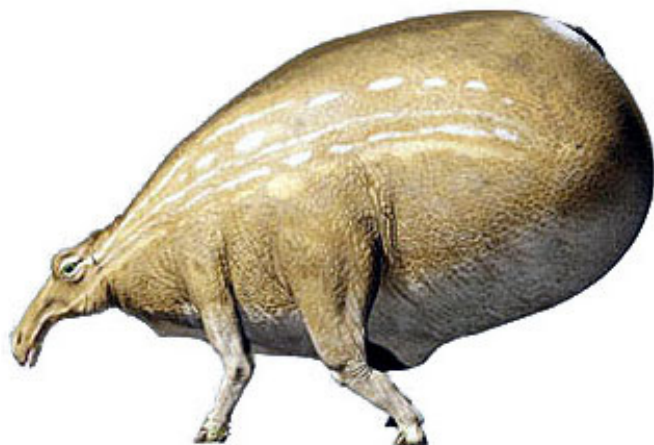
PERCEPTION 1D

Search 3D

STRENGTH 3D+2

Special Abilities:

Kick: Does Strength +2 damage.



Move: 20
Size: 1.8 meters high
Source: Secrets of Naboo (page 59)

Silooth

DEXTERITY 6D+2

PERCEPTION 3D+1

Hide 5D+1, search 6D+1, sneak 5D+1

STRENGTH 6D+2

Claw 8D

Special Abilities:

Acid Spray: Silooth can, instead of attacking with their claws, shoot a stream of powerful acid from its mouth. This acid can reach targets up to 10 meters away (range: 1-3/6/10), and does 7D damage. A silooth can only spray acid once every 5 rounds.

Claws: Do Strength +1D damage.

Crush: A silooth can crush a target in its mandibles. It must first grapple with its victim, rolling a successful Brawling attack to do so. Next, it must make an opposed Strength roll against its target, with failure indicating that the target has broken free. On the next round, the silooth can crush the victim by making another opposed Strength check, inflicting Strength +1D+2 damage on the unfortunate soul. Victims held by the silooth can attempt to escape on their action by succeeding in an opposed Strength check.

Exceptional Reflexes: Silooths gain a +1D bonus to all Perception rolls made to determine initiative.

Low Light Vision: A silooth can see twice as far as a normal human in poor lighting conditions.

Move: 16

Size: 3 meters

Source: The Dark Side Sourcebook (pages 119-120)

Siringana

DEXTERITY 2D+2

Dodge 6D

PERCEPTION 2D+2

Hide 7D, search 3D, sneak 3D+1

STRENGTH 4D+1

Brawling: spiked tail 6D

Special Abilities:

Bite: The bite of siringana inflicts the creature's Strength +1D+1 in damage.

Darkvision: The siringana can see up to 20 meters in complete darkness.

Exceptional Reflexes: Siringana gain a +1D bonus to all Perception rolls made to determine initiative.

Scent: Siringana gain a +1D bonus to all smell-related Search skill rolls.

Spiked Tail: When used as a weapon, the spiked tail of a siringana inflicts Strength +1D damage.

Terrifying Presence: When encountering a siringana for the first time, characters must make an opposed Control or Willpower skill check against the siringana Perception score. Failure indicates that the character is terrified, and must either make an attack, or flee the creature immediately.

Move: 30

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 127)

Sith Hound

Planet of Origin: Korriban

DEXTERITY 4D

PERCEPTION 2D+2

Search 5D+2, search: tracking 6D+1

STRENGTH 3D

Special Abilities:

Bite: Does Strength +1D damage.

Claws: Do Strength +2 damage.

Darkvision: Sith hounds can see up to 20 meters in total darkness.

Exceptional Reflexes: Sith hounds gain a +1D bonus to all Perception rolls made to determine initiative.

Move: 10

Size: Unlisted (man-sized)

Source: The Dark Side Sourcebook (page 118)

Sith Wyrms

Planet of Origin: Yavin IV

DEXTERITY 2D

PERCEPTION 1D+1

Hide 3D+2, search 6D+2

STRENGTH 8D+1

Special Abilities:

Bite: Does Strength +4D+2 damage. If the Sith Wyrms succeeds in its bite attack by more than ten points, it has swallowed its target whole. Victims who are swallowed whole suffer 4D damage per round from digestive acids in the wyrms' stomach.

Darkvision: Sith Wyrms can see up to 20 meters in total darkness.

Walker Scale: Sith Wyrms are considered walker-scale.

Move: 16 (ground), 40 (burrow)

Size: Unlisted (colossal)

Source: The Dark Side Sourcebook (pages 121-122)

Skinwing

Type: Ferocious flying predator

Planet of Origin: Goroth

DEXTERITY 2D

Brawling parry 2D+2, dodge 2D+1

PERCEPTION 3D

STRENGTH 3D

Brawling 4D+1, stamina 4D

Special Abilities:

Claws: Hind claws do STR+1 damage, but only when the creature is airborne.

Bite: A bite does STR+2 damage.

Wing Buffet: A buffet from the creature's large wings does STR+1D stun damage.

Move: 14 (flying), 4 (walking)

Size: 1.8 meters long, 3 meter wingspan

Orneriness: 6D

Source: Goroth, Slave of the Empire (page 91)



Skree-skater

DEXTERITY 5D

PERCEPTION 2D+2

Hide 6D, search 7D

STRENGTH 4D

Jumping 5D+1

Special Abilities:

Exceptional Reflexes: Skree-skaters gain a +1D bonus to all Perception rolls made to determine initiative.

Gelatin: Skree skaters gain a +3D bonus to *Hide* and *Move Silently* skill checks when moving on gelatinous terrain. They are also able to burrow through the gelatin of their homeworld.

Low-light Vision: Skree-skaters can see twice as far as humans in dim light.

Piercing Beak: The piercing beak of a skree-skater inflicts its Strength +1D in damage.

Scent: Skree-skaters gain a +1D bonus to all smell-related *Search* skill rolls.

Move: 10 (ground), 4 (burrowing through gelatin)

Size: Unlisted (Medium)

Source: Coruscant and the Core Worlds (page 104)

in a frenzy have their Strength scores increased to 3D, but have their Dexterity reduced to 3D+2. A frenzy generally lasts six rounds.

Scent: Slashrats gain a +2D bonus to track prey when scent is an issue, and gain a +2D bonus to Perception checks that involve their sense of smell.

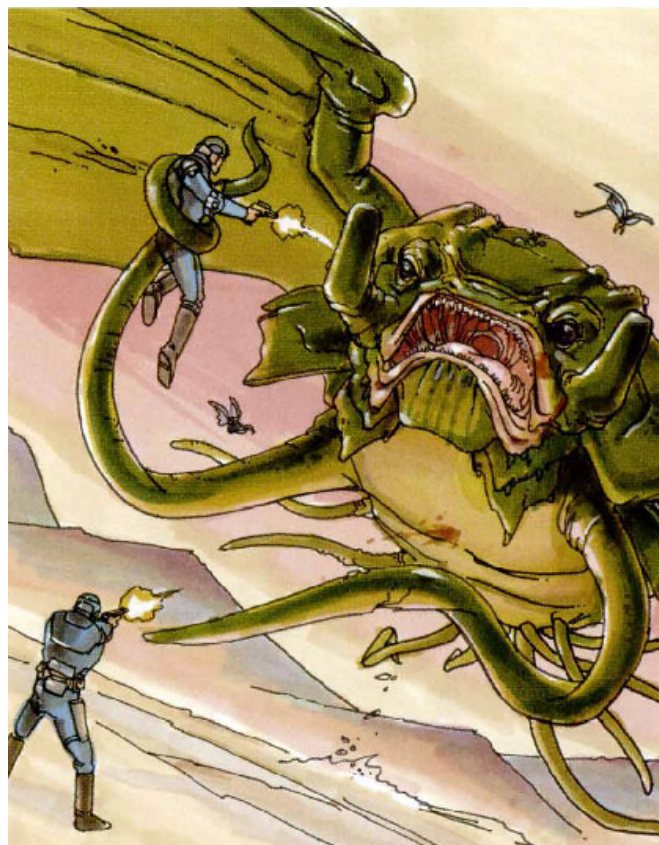
Tail lash: Does Strength +2 damage.

Move: 60 (ground), 60 (burrow)

Size: 1.2 to 1.5 meters long.

Source: Alien Anthology (pages 42-43)

Slivilith



Slashrat

Planet of Origin: Bimmiel

DEXTERITY 4D+1

PERCEPTION 3D

Hide 4D+2, search 5D+2, sneak 4D

STRENGTH 2D+1

Climbing/jumping 3D+1

Special Abilities:

Claws: Do Strength +2 damage.

Darkvision: They see up to 20 meters in total darkness.

Exceptional Reflexes: Slashrats gain a +1D bonus to all Perception rolls made to determine initiative.

Feeding Frenzy: When within 2 meters of a slashrat emitting killscent (see entry in AA, page 43), other slashrats are driven into a feeding frenzy. Frenzied slashrats feed on any living or dead creature they can find. Slashrats

DEXTERITY 3D+1

PERCEPTION 2D+1

Search 4D+1

STRENGTH 8D+1

Special Abilities:

Darkvision: Slivilith can see up to 20 meters in total darkness.

Tentacles: Slivilith have six tentacles which do Strength +2 damage. Each tentacle can attack a separate target, but modifiers for multiple actions apply.

Move: 6 (ground), 30 (flight)

Size: "...the size of small shuttles..."

Source: Alien Anthology (pages 43-44)

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 6D (creature scale)/**5D** (starfighter scale)*

* For a 6-metre-long and 900-metre-long slug respectively; *Strength* varies dramatically by the length of the slug; extremely large slugs are in the starfighter or capital class.

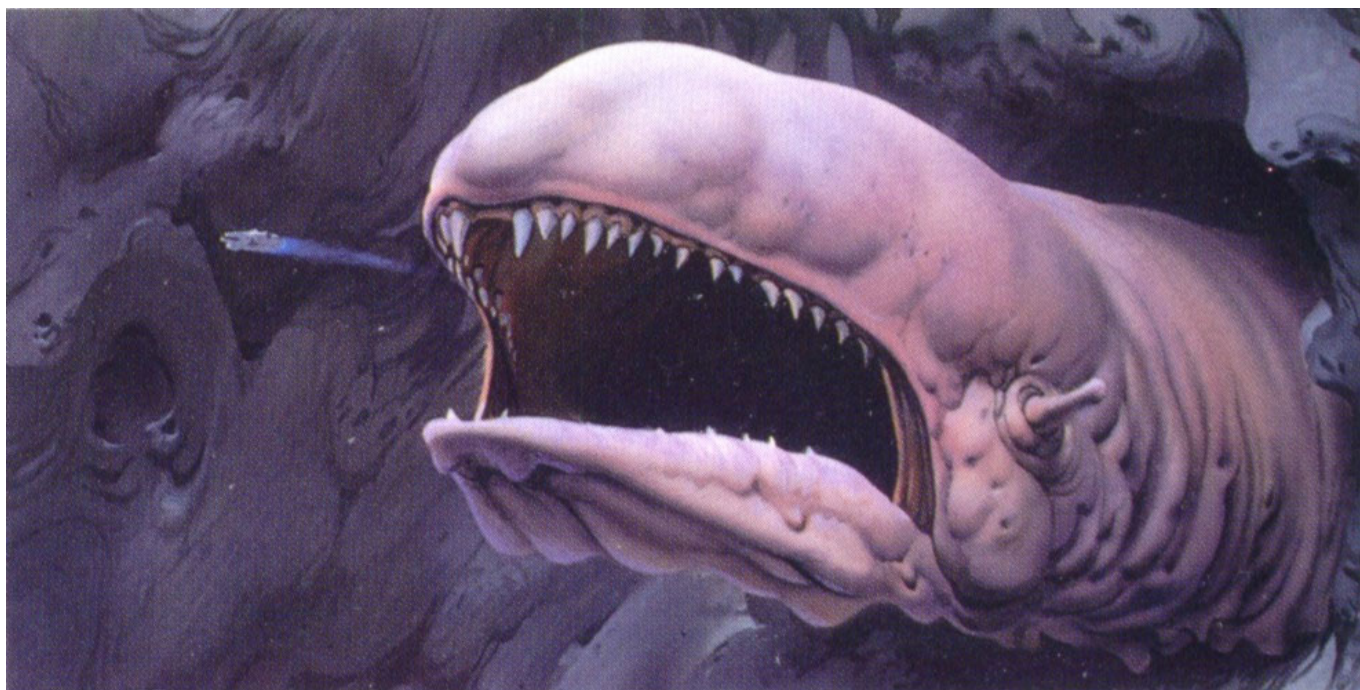
Special Abilities:

Vacuum: Space slugs are native to the vacuum of space and can survive in this environment with no assistance.

Teeth: Strength+1D damage.

Move: 6 (creature-scale slugs only).

Space Slug



Spice Spider

Planet of Origin: Kessel

DEXTERITY 1D

PERCEPTION 8D

Search 9D

STRENGTH 4D

Brawling: impale 5D, stamina 6D+2

Special Abilities:

Impaling: The spice spider can impale its prey on one of its hundreds of dagger-like legs. Each impalement causes STR+1D damage, plus an additional +2 damage per turn from additional jostling. A character must make an opposed *Strength* roll to break free.

Drain Energy: The spice spider feeds by draining energy from living beings. Each impaled character takes 1D damage per turn from having his or her energy drained.

Move: 15

Size: 2.4-6.8 meters wide

Source: Alien Anthology (pages 45-46), The Jedi Academy Sourcebook (pages 123-124)



Spukamas

DEXTERITY 5D+1

Running 6D

PERCEPTION 3D+1

Search 5D, *search: tracking* 5D

STRENGTH 1D

Jumping 2D+2

Special Abilities:

Bite: A spukamas inflicts its Strength +1 on a successful bite attack.

Claw: The claws of a spukamas inflict the creature's Strength in damage.

Exceptional Reflexes: Spukamas gain a +1D bonus to all Perception rolls made to determine initiative.

Move: 12

Size: Unlisted (Tiny)

Source: Coruscant and the Core Worlds (page 75)

Squall

DEXTERITY 4D+2

PERCEPTION 1D+2

Hide 4D, *search* 4D

STRENGTH 1D

Special Abilities:

Bite: A squall can bite for its Strength rating in damage.

Keen Senses: Squalls have exceptional senses, and gain a +1D+1 bonus to all Search skill checks.

Move: 10 (ground), 2 (burrow)

Size: Unlisted (Tiny)

Source: Coruscant and the Core Worlds (page 68)

Staga

DEXTERITY 2D

Dodge 3D+2

PERCEPTION 1D+2

Search 4D+1

STRENGTH 3D+2

Special Abilities:

Bite: The bite of a staga inflicts Strength +1 damage.

Gore: A staga can gore an opponent for Strength +1D damage.

Move: 20

Size: Unlisted (Large)

Orneriness: 1D

Source: Power of the Jedi Sourcebook (page 147)

Steep

DEXTERITY 1D+1

PERCEPTION 2D+2

Search 6D

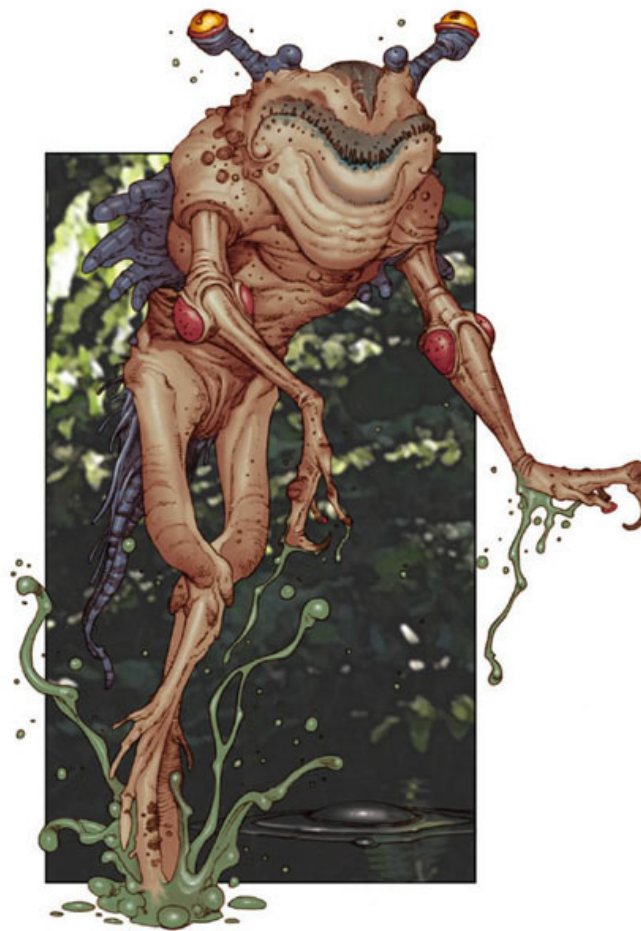
STRENGTH 4D+1

Special Abilities:

Amphibious: Steeps are equally comfortable living in or out of water.

Bite: A steep's bite inflicts Strength +1D damage.

Exceptional Reflexes: Steeps gain a +1D bonus to all



Perception rolls made to determine initiative.

Low-light Vision: Steeps can see twice as far as a human in dim light.

Thick Hide: The thick hide of a steep gives it a +2D bonus to Strength rolls made to resist physical damage, and a +1D bonus to Strength rolls made to resist energy damage.

Move: 8 (ground), 16 (swimming)

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 113)

Stratt

DEXTERITY 4D

PERCEPTION 2D+1

Hide 4D, *search: track* 3D, *sneak* 4D

STRENGTH 4D

Brawling 4D+2, *climbing/jumping* 6D+2

Special Abilities:

Bite: A stratt's bite inflicts Strength +1D damage.

Camouflage: The dark fur of a stratt aids the creature in blending into shadows. In dimly lit environments, stratts receive a +3D bonus to Hide skill checks.

Claws: The claws of a stratt inflict Strength +1D damage.

Move: 16

Size: 2 meters long

Source: Coruscant and the Core Worlds (page 35)

Styanax

DEXTERITY 4D
PERCEPTION 3D

Search 7D, sneak 5D+2

STRENGTH 6D

Ram 6D+2, swimming 10D

Special Abilities:

Battering Ram: Styanax can ram an opponent (usually a watercraft), inflicting Strength +1D damage.

Bite: The bite of a styanax does the creature's Strength +1D damage.

Breathe Underwater: As fish-like creatures that live in water, styanax are able to breathe underwater.

Low-light Vision: A styanax can see twice as far as a human in dim light.

Poison: A successful tail attack made by a styanax that results in any damage rating greater than "Stunned" results in the poisoning of the target. Anyone poisoned in this manner must succeed at a Difficult Strength check, or take 6D poison damage.

Tail Whip: A successful strike from a Styanax's tail does the creature's Strength +1D+1 damage.

Move: 16 (swim)

Size: Up to 14 meters long

Source: Coruscant and the Core Worlds (page 155)

Force Invisibility: Taozin cannot be detected by any uses of the Force.

Lightsaber Diffusion: When struck by a lightsaber, a Taozin's translucent flesh causes the energy from the saber to "splash" outward in all directions. Anyone within 2 meters of a Taozin that is struck by a lightsaber will take 5D of damage, unless they make a Difficult Dodge skill roll.

Web: A taozin can spew an adhesive substance from its mouth with a range of 3-25/50/100. This web-like material covers a 6 meter by 6 meter area, and anyone within the target area may attempt to Dodge the attack as normal. Anyone hit by this attack is considered entangled. Entangled creatures suffer a -1D penalty to all attack rolls, a -2D penalty to their Dexterity scores, and can only move at half of their normal Movement scores. Those wishing to free themselves must roll a Very Difficult Strength check to do so. These webs are flammable, and will burn away within 1D rounds, but anyone caught in the burning webs will take 3D+1 worth of damage each round they are exposed to the flames.

Move: 4 (ground), 4 (climbing)

Size: Unlisted (Gigantic)

Source: Power of the Jedi Sourcebook (pages 81-83)

Taozin

DEXTERITY 1D
PERCEPTION 1D+1

Hide 5D+1 (8D+1 in dark conditions), search 5D

STRENGTH 8D+1

Climbing 13D

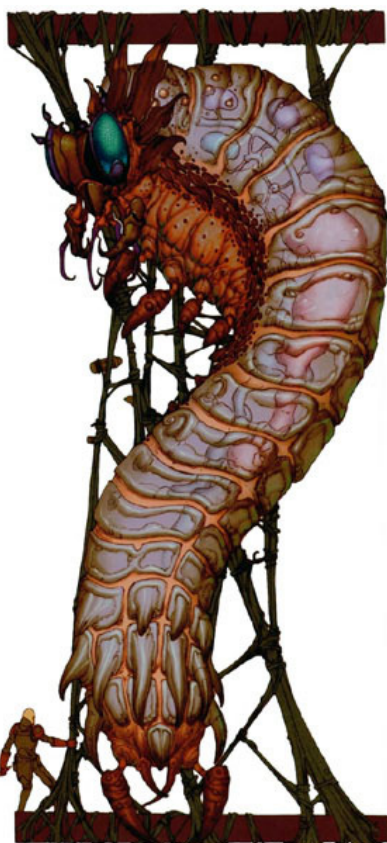
Special Abilities:

Bite: The taozin's bite inflicts its Strength +1D+2 damage.

Blindsight: Taozin are blind and do not "see" by conventional means.

Camouflage: Taozin are naturally translucent. In dark conditions, they gain a +3D bonus to all Hide skill rolls.

Energy Resistance: Taozin are resistant to energy from fire, blasters, and lightsabers. When resisting damage from fire or blasters, a Taozin gets a +2D bonus to its Strength. When resisting damage from lightsabers, this bonus increases to +3D.



Tauntaun



Planet of Origin: Hoth VI

DEXTERITY 2D
PERCEPTION 3D
STRENGTH 4D

Special Abilities:

Charge Attack: STR+1D+1 damage

Arctic Creature: Tauntauns can withstand frigid temperatures that are deadly to most other creatures (although their stamina in the cold is not unlimited).

Move: 16

Size: 1.3-2 meters at the shoulder

Orneriness: 1D

Source: Core Rulebook (page 222), Rules of Engagement: The Rebel Specforce Handbook (pages 54-55)

Tenticulon

DEXTERITY 3D+2*Sting 5D+2***PERCEPTION 2D***Search 4D, sneak 3D+1***STRENGTH 4D***Grapple 6D, swimming 9D***Special Abilities:**

Blindsight: Tenticulons can detect prey out to 80 meters.

Breathe Underwater: As water-born creatures, tentaculons can breathe underwater and will not drown.

Fast Healing: Tenticulons heal twice as fast as is normal.

Grasping Tentacles: If a tentaculon successfully grapple an opponent, it can constrict its tentacle(s), inflicting the creature's Strength in damage each round, +1D per tentacle past the first that is constricting. To escape, the target must succeed in an opposed Strength roll with the tentaculon.

Immune to Heat: Attacks that do damage by producing heat have their damages reduced to zero against tentaculons.

Stinging Tendrils (12): The stings on a tentaculon's tendrils inflict the creature's Strength rating in damage, but they are only effective against an unarmored opponent.

Swallow Whole: If the tentaculon manages to grapple a target with at least five of its tentacles, it can swallow its target whole if it makes a successful grappling attack. Any creature swallowed whole is subjected to the tentaculon's digestive acids, and these inflict 4D acid damage per round.

Move: 12 (swim)

Size: Unlisted (Colossal)

Source: Coruscant and the Core Worlds (page 140)

Thernbee

DEXTERITY 3D*Dodge 4D+2***PERCEPTION 3D+2***Empathy 6D+1, hide 5D, search 5D, sneak 4D+2***STRENGTH 5D+2***Climbing/jumping 7D+2***Special Abilities:**

Anaesthetic Bite: Anyone bitten by a thernbee must succeed in a Very Difficult Strength check or become fatigued. A fatigued character has his Strength and Dexterity ratings reduced by -1D each, his Move score reduced by half, and he cannot run. If the victim is bitten a second time and fails another Strength check, the target's attribute penalties are doubled (to -2D each). If bitten a third time, the target will fall unconscious for an hour. Regardless of the number of times a victim has been bitten, the effects of the venom last for only one hour. Saliva milked from a thernbee loses these properties within minutes.

Bite: A thernbee's bite inflicts the creature's Strength +1D+1 damage.

Claws: The claws of a thernbee inflict its Strength +1D damage.



Empathic: Thernbees are naturally empathic, and this acts as the Receptive Telepathy Force power in all respects with one exception. A thernbee can attempt to empathically communicate their emotions to other creatures, but this requires an opposed roll of the thernbee's Empathy skill and the target's Control or Perception. If the target fails, it gets a vague sense of the creature's emotions.

Gore: A thernbee can gore an opponent for its Strength +2 damage.

Move: 20

Size: Unlisted (Large)

Source: Power of the Jedi Sourcebook (page 83)

Thornsniper Plant

DEXTERITY 0D*Thorns 3D***PERCEPTION 1D+2***Hide 5D***STRENGTH 2D****Special Abilities:**

Camouflage: The thornsniper plant blends in with the plants around it. When in a jungle or wooded environment, thornsnipers may add +2D to their *Hide* skill checks to avoid detection.

Thorns: When it senses vibrations, the thornsniper shoots volleys of thorns in that direction. The plant will continue to fire thorns for up to five rounds after it has "spotted" a victim.

Tremorsense: A thornsniper automatically detects vibrations made by moving creatures in contact with the ground. This sense extends to a range of 20 meters.

Move: 0

Size: Unlisted (Small)

Source: Coruscant and the Core Worlds (page 64)

Tranthebar Mountain Ripper



Type: Avian predator

Dexterity 3D

Perception 1D+2

Search 6D, sneak 5D

Strength 2D+1

Stamina 4D

Special Abilities:

Beak: Rippers have exceptional vision and can spot an object as small as 10 centimeters from a distance of 200 meters (this is reflected in their *search* skill)

Silent Movement: Rippers glide with minimal noise, riding mountain thermal currents to their advantage.

Speed: Rippers can make dives at speeds approaching 200 kilometers per hour.

Talons: Talons do STR+2D damage.

Move: 40 (flying), 70 (diving)

Size: 2.2 meters tall at the shoulder, up to 5 meters wingspan

Orneriness: 5D

Source: Galladinium's Fantastic Technology (page 91)

Tregoth

Dexterity 3D+1

Perception 1D

Hide 2D, search 2D+2

Strength 1D

Special Abilities:

Bite: A tregoth's bite does its Strength score in damage.

Darkvision: Tregoth can see up to 20 meters in total darkness.

Move: 10 (flying)

Size: Unlisted (Tiny)

Source: Rebellion Era Sourcebook (page 102)

Tuggle

Type: Domesticated sledge beast

Planet of Origin: Toola

DEXTERITY 2D

PERCEPTION 1D

STRENGHT 3D

Lifting: pulling 4D, stamina 4D

Special Abilities:

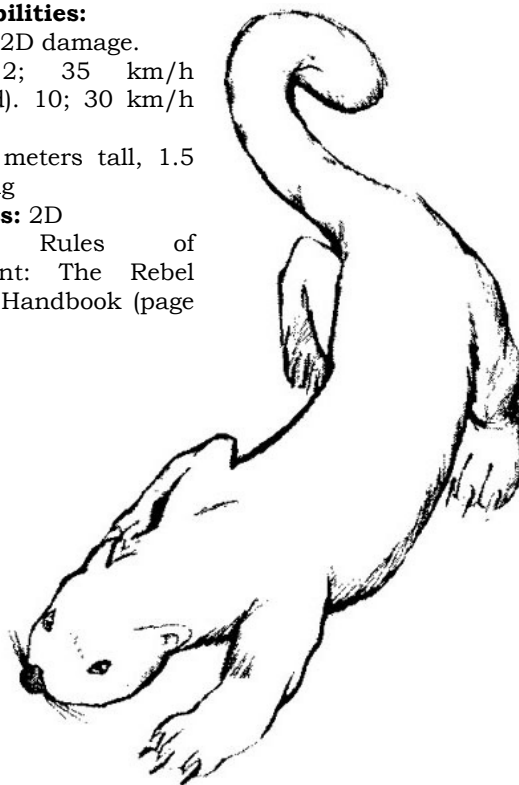
Bite: STR+2D damage.

Move: 12; 35 km/h (unhitched). 10; 30 km/h (hitched)

Size: 0.5 meters tall, 1.5 meters long

Orneriness: 2D

Source: Rules of Engagement: The Rebel Specforce Handbook (page 55)



Tusk-Cat

Planet of Origin: Naboo

DEXTERITY 4D

PERCEPTION 1D

Search 4D+1, search: tracking 4D+1, sneak 2D+2

STRENGTH 4D+2

Special Abilities:

Bite: Does Strength +1D damage.

Claw: Does Strength +2 damage.

Low Light Vision: A tusk-cat can see twice as far as a human in dim light.

Move: 20

Size: Unlisted (large)

Source: Secrets of Naboo (page 59)



Ukian Torbull



Planet of Origin: Ukio

DEXTERITY 2D

Dodge: 3D

PERCEPTION 2D

STRENGTH 2D

Special Abilities:

Tough Hide: +1D protection against physical attacks.

Appetite: The torbull must be fed and watered at least four times a day. A minimum of 20 liters of water and 10 kilograms of grain (or similar food sources) are required to sustain the Torbull. Constant grazing is usually effective, though when operating in desert conditions ample food must be carried. The Orneriness of a torbull that has missed a feeding increases by 3D. A torbull that misses more than two consecutive feedings dies of hunger.

Tame: The Torbull does not have an aggressive nature; when ridden, the rider receives +1D to Beast Riding.

Move: 10 (walking) 15 (swimming)

Size: 2 meters at the shoulder, 5 meters long

Orneriness: 1D

Source: Coree Rulebook (pages 222-223)

Umgullan Racing Blob

Type: Umgullan blob subspecies

Planet of Origin: Umgul

DEXTERITY 2D

"Running" 8D

PERCEPTION 1D

STRENGTH 2D

Stamina 4D

Special Abilities:

Defusion: A blob can detach portions of its body, move them separately to another location, and reform itself once they get there. Each portion of a blob is as intelligent as the main mass.

Move: 15

Size: 1-1.2 meters

Source: The Jedi Academy Sourcebook (page 124)

Umrach



DEXTERITY 3D+2

PERCEPTION 3D

Hide 4D, search 4D, search: track 5D, sneak 5D

STRENGTH 4D+1

Jumping 6D

Special Abilities:

Blindsight: Even though it has no eyes, an umrach can detect its surrounds up to 30 meters distant.

Constrict: If the umrach succeeds in a grappling attack against a foe, it can automatically constrict the foe on subsequent rounds for its Strength rating in damage. While constricting, it can also bite, and receives a +2D bonus to the attack roll. Anyone so constricted can break free by succeeding in an opposed Strength check with the umrach.

Exceptional Reflexes: Umrachs gain a +1D bonus to all Perception rolls made to determine initiative.

Force Absence: Umrachs are immune to all Force powers that involve Sense or Alter.

Mouth Tentacle "Bite": A successful "bite" with the umrach's mouth tentacles inflicts its Strength +1D+2.

Slam Attack: A slam attack by an umrach inflicts the creature's Strength +1 in damage.

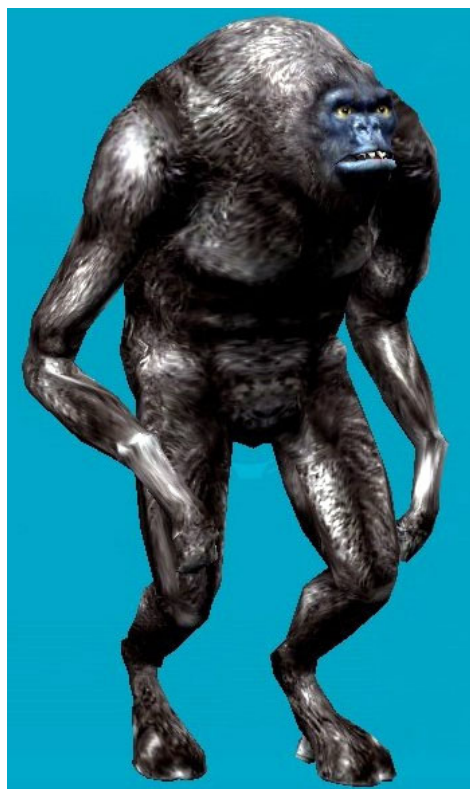
Tail Attack: An umrach can inflict its Strength +1 by striking an opponent with its tail.

Move: 16

Size: Unlisted (Large)

Source: Coruscant and the Core Worlds (page 34)

Veermok



Planet of Origin: Naboo

DEXTERITY 4D+1

Dodge 5D

PERCEPTION 2D+1

Hide 3D+2, search 5D+1, sneak 5D

STRENGTH 2D+2

Jump 5D+1

Special Abilities:

Bite: Does Strength +1D damage.

Claw: Does Strength +2 damage.

Gore: Does Strength +1D damage.

Low Light Vision: A veermok can see twice as far as a human in dim light.

Move: 15

Size: Unlisted (medium)

Source: Secrets of Naboo (page 59)

Velusian Fursnake

DEXTERITY 4D+1

Dodge 5D+1, poisonous sting 5D+2

PERCEPTION 1D

Hide 2D+1, search 3D

STRENGTH 2D

Climbing 3D+1

Special Abilities:

Poisonous Sting: The sting of a Velusian fursnake inflicts the creature's Strength +1 in damage. Any damage result greater than "Stunned" indicates that it has injected a paralyzing poison into its prey. The target must succeed in a Moderate Strength check or else lose 2D pips from his Dexterity rating. A Character whose Dexterity has

been reduced below 0D is paralyzed and unable to move. These effects last 1D hours, after which the victim recovers 1 pip to his Dexterity per hour.

Move: 8 (ground), 4 (climb)

Size: 2 meters long

Source: Coruscant and the Core Worlds (page 159)

Vesuvague Hanging Tree

DEXTERITY 5D+1

PERCEPTION 2D

STRENGTH 4D+2

Special Abilities:

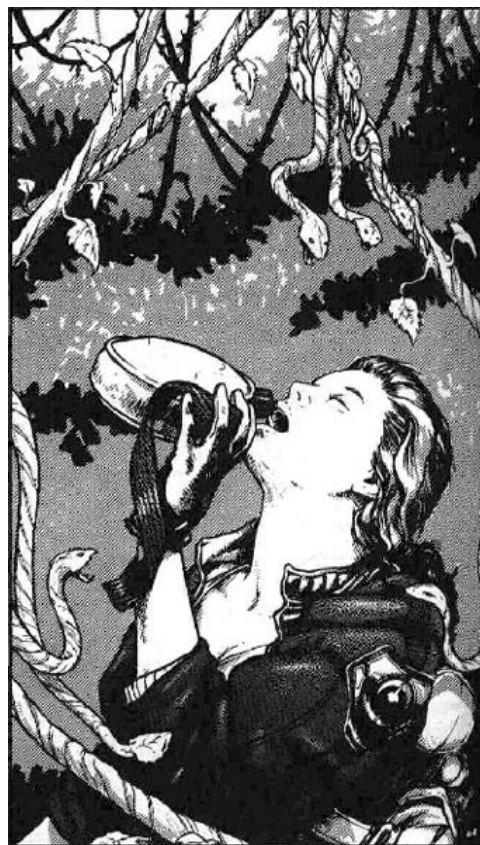
Vines: 4D+2 Damage

Digestive Juices: 6D+1 Damage

Source: Secrets of Tatooine (page 47), Galaxy Guide 7:

Mos Eisley (page 49)

Vine Snake



Type: Camouflaged predator

DEXTERITY 4D

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

Venom: The vine snake's neurotoxin is extremely deadly, inflicting paralysis almost immediately. The poison does 3D damage per round unless an anti-venom is applied by a medpac.

Move: 5

Size: 0.6-0.9 meters long

Source: The Thrawn Trilogy Sourcebook (page 159)

Vornskr



Type: Force-sensitive predator

Planet of Origin: Myrkr

DEXTERITY 4D

PERCEPTION 2D+2

Sneak 5D

STRENGTH 3D+2

Special Abilities:

Teeth: Str+2D damage

Force Sense: Vornskrs can detect Force-users. They are considered to have 3D in this ability. Upon sensing a Force-user, they become very agitated and aggressive: they confuse all Force-users with the ysalamiri. A Force-user within 10 meters can be detected and tracked by a vornskr with a Very Easy roll; 11-25 meters is an easy roll; 26-50 meters requires a moderate roll; and 51-100 meters requires a Difficult roll. Over 100 meters is a Heroic difficulty.

Move: 15

Size: 0.8 meters tall at the shoulder, up to 1.6 meters long(including tail)

Source: Alien Anthology (pages 48-49), The Thrawn Trilogy Sourcebook (page 159-160)

Voxyn



DEXTERITY 3D+1

Dodge 6D, spit acid 7D

PERCEPTION 3D+1

Hide 6D, search 6D, sneak 6D

STRENGTH 3D+2

Sense: 3D

Force Powers: Life Detection, Sense Force, Sense Force Potential.

Special Abilities:

Acid Spit: Voxyn can spit acid with a range of 1-2/4/6. This attack can be dodged just like any other ranged attack. Voxyn acid inflicts 3D+2 damage each round for 1D+2 rounds, and will damage any armor or equipment it comes into contact with (see SWD6, pages 94-95). During a round that a voxyn spits, it can make no other attacks.

Bite: Does Strength +1D damage.

Claws: Do Strength +2 damage, plus disease (see below).

Disease: The claws of a voxyn are rife with harmful bacteria. If a target takes damage from a voxyn's claws, it must also succeed in a Difficult Strength check. Failure means that the wounds are infected, which results in a loss of 1 pip from its Strength rating. After 24 hours, the victim must make another Strength check, with failure resulting in a loss of another 2 pips from Strength. This loss can be healed with proper medical attention.

Force Immunity: Voxyn are immune to all Force powers that involve Sense or Alter.

Force-Sensitive: This creature is Force-sensitive.

Low-light Vision: A voxyn can see twice as far as a normal human in poor lighting conditions.

Nutrient Dependency: Voxyn must ingest a nutrient

compound from the planet Myrkr in order to survive. Without this nutrient, their Strength score is halved after a month, and quartered after two months. After three months without the nutrient, a voxyn will die.

Poison Tail: Anyone struck by a voxyn's tail takes the creature's Strength +1 in damage, and must make a Difficult Strength check. Failure indicates that the target is completely paralyzed for 2D minutes. The poison also causes swelling and redness in most creatures, and this lasts 1D days.

Regeneration: Voxyn heal twice as fast as other creatures.

Sonic Screech: A voxyn can let loose with a compressed-wave screech. All living beings with 10 meters of the screeching voxyn must make a Difficult Strength check or be deafened for 1D+2 days. Voxyn will typically use this attack prior to its initial attack in order to disorient and confuse its opponents. A screeching voxyn can make no other attacks.

Toxic Blood: Any air-breathing creature within 2 meters of a voxyn that has been wounded (or worse) must succeed in a Difficult Strength roll, or suffer 5D of poison damage.

Move: 14

Size: 4 meters long

Source: The New Jedi Order Sourcebook (pages 137-138)

Voxyn Queen

DEXTERITY 3D+1

Dodge 7D+1, spit poison 8D+2

PERCEPTION 4D

Hide 5D+2, search 6D+2, sneak 7D

STRENGTH 5D+1

Sense: 3D+2

Force Powers: Life Detection, Sense Force, Sense Force Potential.

Special Abilities:

Bite: Does Strength +1D damage.

Claws: Do Strength +2 damage, plus disease (see below).

Disease: The claws of a voxyn are rife with harmful bacteria. If a target takes damage from a voxyn's claws, it must also succeed in a Very Difficult Strength check. Failure means that the wounds are infected, which results in a loss of 1 pip from its Strength rating. After 24 hours, the victim must make another Strength check, with failure resulting in a loss of another 2 pips from Strength. This loss can be healed with proper medical attention.

Force Immunity: The voxyn queen is immune to all Force powers that involve Sense or Alter.

Force-Sensitive: This creature is Force-sensitive.

Low-light Vision: A voxyn queen can see twice as far as a normal human in poor lighting conditions.

Nutrient Dependency: The voxyn queen must ingest a nutrient compound from the planet Myrkr in order to survive. Without this nutrient, her Strength score is halved after a month, and quartered after two months. After three months without the nutrient she will die.

Poison Spittle: Rather than making any other attacks, the voxyn queen can spit poison at her opponents with a range of 1-3/6/10. If hit, a target must make a Very Difficult Strength check or suffer a -1D penalty to all

Search skill checks. Additionally, the target treats all opponents as if they have half concealment due to his impaired vision. After an additional minute, another roll must be made. Failure indicates that the target is struck blind for 1D+2 days. If the second roll is successful, the character's impaired vision only lasts 2 days.

Poison Tail: Anyone struck by a voxyn's tail takes the creature's Strength +1 in damage, and must make a Very Difficult Strength check. Failure indicates that the target is completely paralyzed for 2D minutes. The poison also causes swelling and redness in most creatures, and this lasts 1D days.

Regeneration: The queen voxyn heals twice as fast as other creatures.

Sonic Screech: A voxyn can let loose with a compressed-wave screech. All living beings with 10 meters of the screeching voxyn must make a Difficult Strength check or be deafened for 1D+2 days. Voxyn will typically use this attack prior to its initial attack in order to disorient and confuse its opponents. A screeching voxyn can make no other attacks.

Toxic Blood: Any air-breathing creature within 2 meters of a voxyn that has been wounded (or worse) must succeed in a Difficult Strength roll, or suffer 5D of poison damage.

Move: 14

Size: 4.6 meters long

Source: The New Jedi Order Sourcebook (pages 150-151)

Wampa



Planet of Origin: Hoth VI

DEXTERITY 3D

PERCEPTION 4D

Search: arctic tracking 6D, sneak: arctic 7D

STRENGTH 7D

Special Abilities:

Claws: STR+1 damage

Teeth: STR+2 damage

Camouflage: +3D to sneak in arctic climates, heat-diffusing body adding +2D to sneak versus sensors.

Howling: Wampa howls are a rudimentary form of communication that allows Wampas to coordinate attacks. These howls are virtually indistinguishable from the sound of Hoth's winds.

Move: 13

Size: 3 meters tall

Source: Core Rulebook (page 224)

Warbeast

Type: Herbivorous reptile Armored avian

DEXTERITY 3D+1

Dodge 4D+2

PERCEPTION 2D

STRENGTH 7D

Brawling 7D+2, stamina 8D

Special Abilities:

Flight: Warbeasts can sail through the air but not hover

Move: 22 (flying), 3 (walking)

Size: 2-2.5 meters long

Scale: Speeder

Orneriness: 3D+1

Source: Tales of the Jedi Companion (page 109)



Planet of Origin: Tatooine

DEXTERITY 2D

PERCEPTION 1D+1

STRENGTH 2D+1

Special Abilities:

Claws: 2D+2 damage

Teeth: 3D+1 damage

Move: 5

Size: 2,1 meters long

Combat: These vicious Tatooine natives attack in packs of up to five. The hairy carnivores usually circle once, then lunge. They scatter when a total of three wounds has been inflicted on the pack as a whole or an *incapacitated* result has been inflicted upon any single individual.

Source: Alien Anthology (page 50), Galaxy Guide 7: Mos Eisley (pages 90-91)

Woolamander

DEXTERITY 3D

Dodge 4D

PERCEPTION 2D+2

Hide 3D+1, search 6D, sneak 3D+1

STRENGTH 3D+1

Brawling 4D

Special Abilities:

Claws: A successful attack from a woolamander's claws inflicts the creature's Strength +1 in damage.

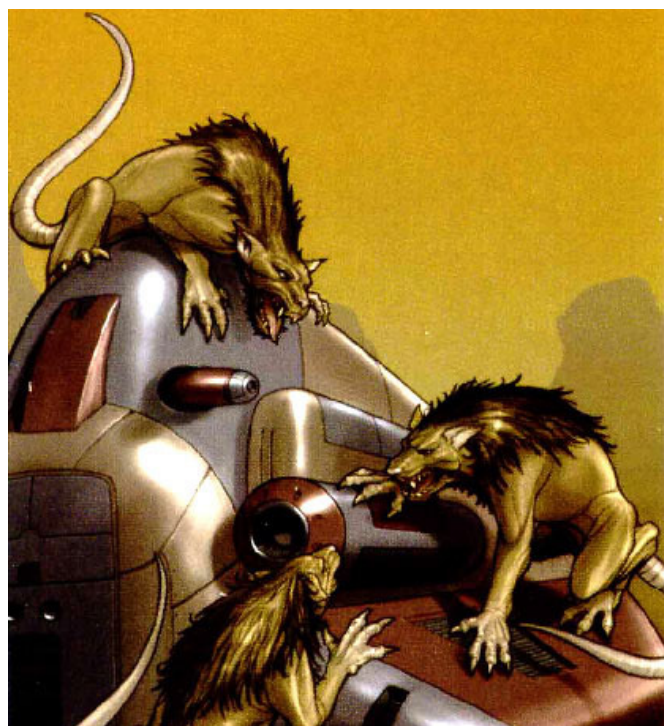
Darkvision: Woolamanders can see up to 20 meters in total darkness.

Move: 10

Size: Unlisted (Medium)

Source: Power of the Jedi Sourcebook (page 140)

Womp Rat



Wooly Veermok



Planet of Origin: Naboo

DEXTERITY 4D+2

PERCEPTION 3D+2

Hide 5D+2, *search* 6D+1, *sneak* 5D

STRENGTH 5D+2

Claw 6D+1, *climbing/jumping* 8D+2

Special Abilities:

Bite: Does Strength +1D damage.

Claw: Do Strength +1D damage.

Gore Attack: Does Strength +2 damage.

Hide Bonus: Wooly veermoks gain a +3D bonus to Hide skill checks in an arctic environment.

Screaming Howl: Wooly veermoks can emit a piercing howl that causes those around them to make Moderate Willpower or Control skill checks. Failure indicates that they can take no action other than to cower or flee.

Move: 20

Size: Unlisted, but larger than the standard veermok listed in "Secrets of Naboo."

Source: Alien Anthology (pages 49-50)

Worrt



Type: Voracious predator

Planet of Origin: Tatooine

DEXTERITY 1D

PERCEPTION +2

STRENGTH 1D

Brawling; tongue attack 4D

Special Abilities:

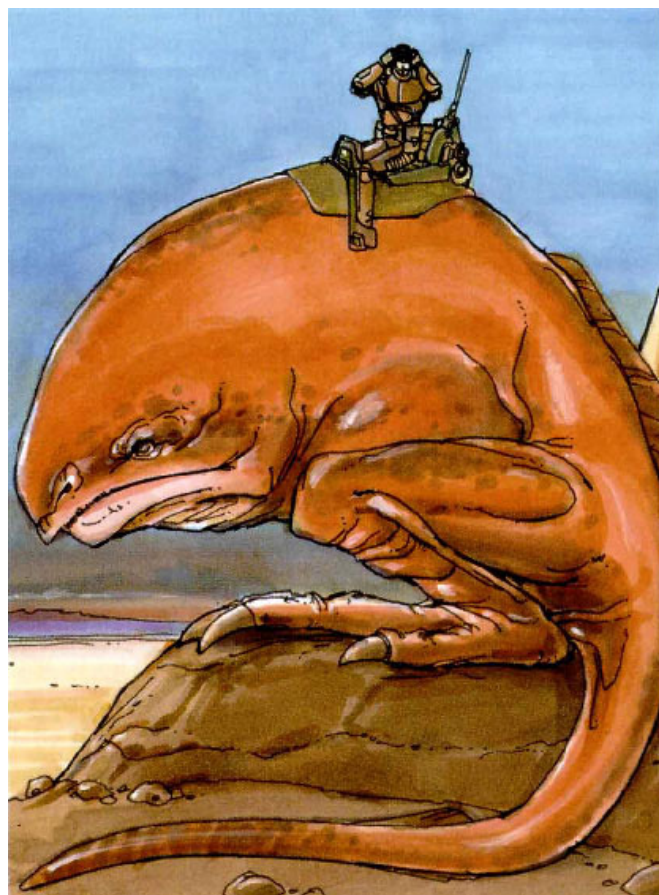
Tongue Attack: The worrt will attack anything that moves that is its size or smaller. The tongue does 1D damage.

Move: 3

Size: 0.5-1.5 meters tall

Source: Alien Anthology (pages 50-51), Galaxy Guide 5: Return of the Jedi (page 10)

Ycaqt



Planet of Origin: Velmor

DEXTERITY 2D+2

Running 3D+1

PERCEPTION 2D

Search 2D+2

STRENGTH 4D+2

Climbing/jumping 6D+2

Special Abilities:

Tail Attack: Does Strength +2 damage.

Trample: Does Strength +1D damage.

Move: 18

Size: Unlisted, but large.

Orneriness: 2D

Source: Alien Anthology (page 51)

Yammosk

DEXTERITY 1D

Dodge 3D+2

KNOWLEDGE 3D+2

Alien species 8D, alien species: Yuuzhan Vong 10D+1, intimidation 9D+2, scholar: physical sciences 6D+2, willpower 10D+1, survival 6D+2

MECHANICAL 2D

Astrogation 5D+1

PERCEPTION 4D+2

Con 7D+1, persuasion 8D+1, search 8D

STRENGTH 11D (starfighter-scale: 5D)**TECHNICAL 4D+2****Special Abilities:**

Atmosphere Generation: The lung capacity of a yammosk allows it to hold enough air to support thousands of oxygen-breathing creatures for several hours. A yammosk can produce a large, transparent bubble of oxygen, but can only do so once every 24 hours.

Bite: The bite of a yammosk inflicts its Strength +1D+2 damage (6D+2 starfighter-scale).

Crew Skill Bonus: A yammosk can assist the crews of all of its assigned Yuuzhan Vong capital ships within 10,000 kilometers. This results in a +2D bonus to all rolls by these crews that involve *Astrogation*, *Gunnery*, *Piloting*, and *Sensors* skills. This bonus does not affect non-capital-scale Yuuzhan Vong ships, nor do multiple yammosks provide additional bonuses. If the link between the yammosk and its fleet is somehow severed, this bonus is lost. Note that this bonus has already been factored into the Crew Skills of all converted Yuuzhan Vong ships that it would normally apply to.

Gravitic Telepathy: Yammosks can both receive and broadcast thoughts, allowing it to treat all of its assigned forces (the crew and troops of any ships, including non-capital-scale coralskipper) as being within sight and voice range. This effect extends to a range of 10,000 kilometers.

Shared Knowledge: Yammosks share their collected memories with their offspring. While a newly-born yammosk will possess these memories, however, it takes time before this knowledge can be applied to the creature's skills.

Starfighter Scale: Due to their size, yammosks are considered starfighter-scale.

Subsensory Awareness: The yammosk has the ability to judge a target's basic state of mind, and is a form of empathy. By making a successful Perception check (difficulty of the target's Control or *Knowledge: Willpower*), a yammosk can gain a +1D bonus on all *Con*, *Intimidation*, *Persuasion*, and *Willpower* rolls made against that target. This effect lasts one minute per use.

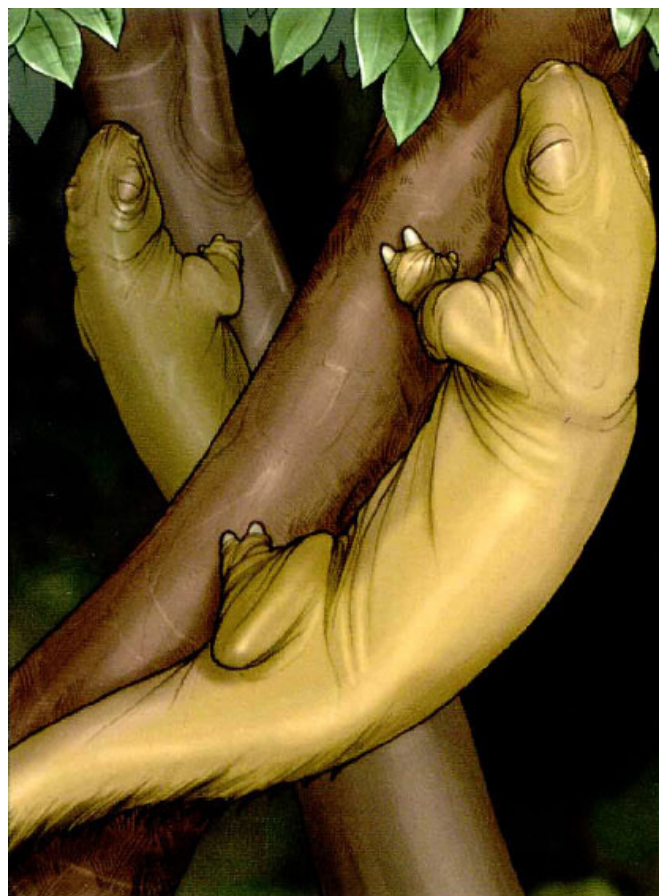
Tentacles: Although the yammosk has six tentacles listed as natural weapons, the damage rating is given as "special," and no other notation is made in the entry's text. As such, assume that the tentacles can be used to grapple and crush opponents using the yammosk's Strength rating as the attack's damage.

Move: 4

Size: Heads can be up to 19 meters in diameter, with tendrils that can span more than 100 kilometers

Source: The New Jedi Order Sourcebook (pages 27-28)

Ysalamiri



Planet of Origin: Myrkr

DEXTERITY +2**PERCEPTION 1D+1****STRENGTH +2****Special Abilities:**

Force Repulsion: Ysalamiri can create "bubbles" in which the Force cannot be manipulated. A single ysalamiri can form a defensive bubble up to 10 meters in radius. Within the bubble, characters cannot use the Force skills, Force Points, or Character Points. Force attacks directed at ysalamiri fade away as they enter the creature's "Force bubble."

Move: 0

Size: Up to 50 centimeters long

Source: Alien Anthology (page 52), The Thrawn Trilogy Sourcebook (page 160)

Yuuzhan Vong Capture Beast



DEXTERITY 2D
PERCEPTION 2D

Search 3D+1

STRENGTH 14D+2 (walker-scale: 10D+2)

Climbing 17D+1

Special Abilities:

Enclose: A capture beast uses its massive bulk to herd ground-based creatures, grappling them with its sucker-tipped legs (see below). It eventually joins its head to its tail, forming a 4 meter-high living “wall” around its prey.

Force Immunity: Capture beasts are immune to all Force powers that involve Sense or Alter.

Legs: The capture beast has a hundred pairs of sucker-tipped legs which it uses to restrain targets. Anyone attempted to escape from a capture beast by climbing over it must resist 1D+2 grapple attempts. The legs are considered to be character-scale for the purposes of attack and damage rolls. Each leg has an effective Strength rating of 7D+1, and this total is used when making grappling attacks against captured creatures.

Walker Scale: Due to its size, the capture beast is considered to be walker-scale.

Move: 8

Size: 200 meters long

Source: The New Jedi Order Sourcebook (pages 87-88)

Yuuzhan Vong Dread Weapon

DEXTERITY 0D+2

PERCEPTION 1D

Search 3D+1

STRENGTH 10D+2 (starfighter-scale: 4D+2)

Special Abilities:

Able To Exist In Zero Atmosphere: The dread weapon can exist in a vacuum with no ill effects.

Inhalation: Any unsecured characters within a 50 meter semicircular radius of the dread weapon’s mouth is at risk of being inhaled by the creature. A character can attempt a Difficult Dexterity check in order to grab onto something, with failure indicating that the character has been drawn 20 meters closer to the dread weapon’s maw. Anyone sucked into the dread weapon cannot attempt to cut its way out of the creature, as its skin is dozens of meters thick. The duration of this inhalation ability is 2 minutes, after which the dread weapon must rest for an equal amount of time. After inhaling victims, the dread weapon typically retreats and delivers them to its Yuuzhan Vong masters before returning for more.

Starfighter-scale: Due to its size, the dread weapon is considered to be starfighter-scale.

Move: 20

Size: 2,000 meters long

Source: The New Jedi Order Sourcebook (pages 85-86)

Yuuzhan Vong Fire Breather

DEXTERITY 1D

PERCEPTION 1D+2

Search 6D+1

STRENGTH 8D+2 (walker-scale: 4D+2)

Special Abilities:

Anti-Laser Aerosol: As long as a fire breather is alive, it generates an anti-laser aerosol. This give fire-breathers an additional +3D (character-scale) bonus to resist damage from laser- and blaster-based weapons.

Fire Breath: As indicated by its name, the creature can breath fire in a 30 meter long, 30 meter wide cone. These flames inflict 5D of walker-scale damage to any targets caught in the blast. This attack can be employed once every 1D rounds.

Force Immunity: Fire breathers are immune to all Force powers that involve Sense or Alter.

Slam Attack: Does Strength +3D+2 damage (walker-scale damage: 8D+1).

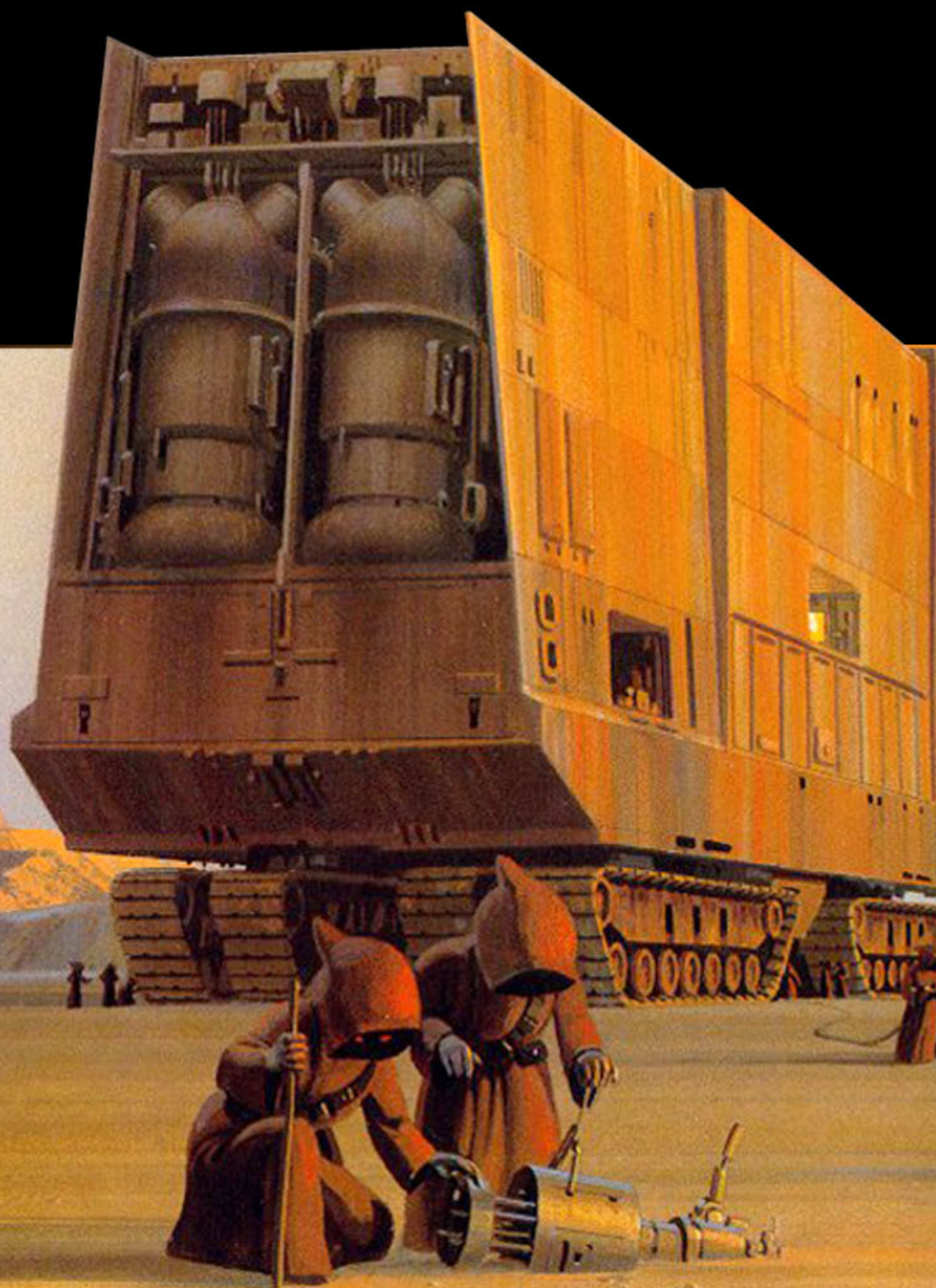
Walker-scale: Due to their size, fire breathers are considered walker-scale.

Move: 6

Size: 30 meters tall

Source: The New Jedi Order Sourcebook (page 86)

I've flown from one side of the galaxy to the other,
I've seen a lot of strange things...



SPECIES
STATS
INCLUDES:

D6
system