

STAR WARS

ROLEPLAYING GAME



ALIEN ANTHOLOGY

STEVE MILLER AND OWEN K.C. STEPHENS

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Introduction

This book contains 100 new creature and alien species for the *Star Wars Roleplaying Game*. The first section explains how to use this book and includes designer's notes on the content. The second section describes methods of making new aliens and creatures unique to your campaign, revealing where some of the details in our designs came from. The Creature Source Section includes nonsentient beings to scatter throughout your adventures, while the Alien Source Section expands on the number of civilized species in the galaxy in game terms.

Species Definitions

A "creature species" in the *Star Wars Roleplaying Game* is a being that possesses ability scores—Strength,

Dexterity, Constitution, Intelligence, Wisdom, and Charisma—but is not a tool-using sentient (an alien) or a mechanical construct (a droid). Examples of creature species in the *Star Wars Roleplaying Game* include dewbacks, mynock, and tauntauns. A creature species always has levels in one of the five "creature classes."

An "alien species" is a group of thinking, civilized, biological creatures. Alien species from the *Star Wars Roleplaying Game* include Bothans, Cereans, Ewoks, Hutts, Mon Calamari, and the Yuuzhan Vong. Alien species can be commoners, belong to a professional class (diplomat, expert, or thug), or have levels in one or more of the eight character classes (scoundrel, scout, fringer, and so on). More details on alien species are offered in the Alien Source Section.

Creature Source Section

Reading the Entries

Both creature and alien species share many of the same characteristics, so much of the following information applies to stat blocks for either type of species. The first three (Climate, Type, and Level) primarily apply only to creature species, however, and many of the special qualities are not available to aliens (aliens-only special qualities are described in the Alien Source Section).

Climate

Creatures that have adapted to a particular climate gain species bonuses when in that environment. The climate listed for a creature corresponds to one of the climate templates list that begins on page 17. Climate template bonuses have already been added to the appropriate skills.

Type and Level

This describes the creature's type, including its level and any templates it may have. Although creatures may be lower level when very young, or be higher level after particularly important experiences, most adult creatures of a particular species are of the listed level. Five types of creatures (or creature classes) are listed below.

Creature Types

Herd Animal: This type of creature gathers in herds. Herd animals are herbivorous or (occasionally) omnivorous. Examples include the bordok and nerf.

Parasite: Parasites survive by drawing sustenance from other beings, but do not destroy those beings in the process. One example would be the sand tick.

Predator: A predator is a creature, usually carnivorous, that survives by destroying other creatures. Examples include the rancor, vornskr, and womp rat.

Scavenger: A scavenger survives by drawing sustenance from destroyed or dead creatures—usually carrion or refuse—but generally does not kill or destroy those creatures itself. An example is the Kowakian monkey-lizard.

Vermin: A creature that possesses the mentality of one or more of the previous creature classes, but has virtually no intelligence aside from instinct, is considered vermin. Examples include cliffborer worms, space slugs, and similar invertebrates.

Initiative (Init)

This lists the creature's modifier to initiative checks. Bonuses generally come from the creature's Dexterity modifier and the Improved Initiative feat (if the creature has it). Some templates also modify the initiative modifier.

Speed (Spd)

This entry gives the creature's tactical speed on land (that is, the distance it can cover with one move action). If the creature has other modes of movement, these are listed after the main entry. Unless noted otherwise, modes of movement are natural.

Burrow: The creature can tunnel through soil and dirt, but not through rock unless the descriptive text says otherwise.



Climb: Creatures with climb speeds have the Climb skill (at no cost) and gain a +8 species bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC greater than 0; however, it can always choose to take 10 (see Checks Without Rolls in the *Star Wars Roleplaying Game*), even if rushed or threatened while climbing. The creature climbs at the listed speed while climbing. If it chooses an accelerated climb (see Climb in the *Star Wars Roleplaying Game*), it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty.

Fly: The creature can fly at the listed speed if carrying no more than a medium load (see Carrying Capacity in the *Star Wars Roleplaying Game*). All fly speeds include a parenthetical note indicating maneuverability, as follows:

Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a Medium-size creature moves over smooth ground.

Good: The creature is very agile in the air (like a sting-fly), but cannot change direction as readily as a creature with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely fly at all.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 10 meters before the attack. A diving

creature can only make claw attacks, but these deal double damage.

Swim: A creature with a swim speed can move through water at the listed speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform a special action or avoid a hazard. The creature can always choose to take 10, even if rushed or threatened when swimming.

Vitality and Wound Points (VP/WP)

This entry details the average vitality points and wound points of a typical creature of this species.

Defense (Def)

The Defense entry gives the creature's Defense rating for normal combat and includes a parenthetical listing of the modifiers contributing to it (usually size, Dexterity, and natural armor). Occasionally a creature gains a natural bonus not related to armor, such as the bonegnawer's +3 natural bonus.

Attacks (Atk)

This entry lists a creature's attacks. These are generally made with natural weapons. Natural weapons include teeth, claws, stingers, and the like. Each listing covers all melee attacks, followed by all ranged attacks (if any). In each section, the primary attacks are listed first. Each attack entry lists the attack bonus, damage, number, and type of attack for each natural weapon. Attack bonuses





include modifications for Strength, size, and species bonuses. Creatures with the Weapon Finesse feat use their Dexterity modifiers for melee attacks instead of Strength modifiers. Each creature also has a listing for a ranged attack modifier, even if it doesn't have a ranged attack.

A creature must always take a full attack action to make more than one attack. (A full attack action is a full-round action.) For instance, the divto's primary attack is listed as +10 melee (2d6+4, 3 bites). The divto may make a single bite attack as an attack action or attempt three bite attacks (each with a +10 attack bonus) as a full attack action.

Secondary attacks are listed after primary attacks. When a creature makes secondary attacks in addition to its primary attack, those secondary attacks have a -5 attack penalty, no matter how many secondary attacks the creature has. This penalty has already been figured into the listed attack bonus. If the creature has no natural ranged attack, the ranged attack is usually calculated as a secondary attack.

Example: A nek battle dog's attacks are listed as Atk +12 melee (1d6+4, bite), +7 melee (2d4+4, 2 claws) or +7 ranged. If the nek takes an attack action to make just one claw attack, the attack bonus would be +12. As a full attack action, it can make one bite attack at +12 melee and two claw attacks at +7 melee each (the claws suffer a -5 penalty as secondary attacks). The nek doesn't have a ranged attack, but if it did, its ranged attack bonus would be +7.

Creatures with the Multiattack feat (see below) only suffer a -2 penalty for secondary attacks. This assumes that the creature takes a full attack action and employs all its natural weapons. If a creature chooses an attack action instead (making a single attack), it can only use its primary attack bonus. In addition, some creatures have a different attack routine they may attempt instead of their normal attacks. These are listed as an option in the attack line after the word "or."

Example: A nashtah's attacks are listed as Atk +8 melee (1d8+4, bite), +6 melee (1d3+4, barbed tail) or +8 melee (1d6+4, 6 claws) or +6 ranged. If the nashtah takes an attack action to make a bite attack, its attack bonus is +8 melee. If it takes a full attack action, it can make a bite attack at +8 and a tail attack at +6. As an alternate attack, it can use its claws at +8. The nashtah's ranged attack bonus is +6.

Natural weapons have proficiency groups just as other weapons do (see the *Star Wars Roleplaying Game*). Unless a creature's descriptive text says otherwise, a creature is proficient with its own attacks, but not with any other weapon group. The most common groups are summarized here.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Rake: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.



Ionization: The creature releases a natural charge of electricity or ionization, dealing energy damage.

Punch, Slap, or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually envenomed.

Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20.

Constructed Weapons: Alien species can use constructed weapons unless otherwise specified. Creature species cannot use weapons other than their natural weapons (unless an entry dictates that they can). The descriptive text of a creature details any weapons it can use. Creatures use all the normal rules for constructed weapons.

Special Qualities (SQ)

This entry lists the special qualities associated with many of the species featured in this book. If the creature or being has no special qualities, this entry does not appear. Details of the most common special qualities are listed below; additional information is in the creature entries. In general, the word “creature” refers the creature or alien using the special quality, while the word “opponent” refers to the target of the creature’s attack. Most of these special qualities apply only to creatures, but a few (low-light vision, for example) apply to aliens as well.

Amphibious: The creature can survive in either air and water normally; it has a +4 species bonus on Swim checks.

Blindsight: Using nonvisual senses—such as sensitivity to vibrations, scent, acute hearing, echolocation, or electrolocation—the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant to this creature. The ability’s range is specified in the creature’s descriptive text.

Camouflage: The creature blends in with its surroundings, granting a circumstance bonus on Hide checks in its native environment. See details with each entry.

Constrict: After a successful grapple check, the creature can crush its opponent (see Grapple in the *Star Wars Roleplaying Game*). The amount of damage done by the grapple is given in the creature’s entry. If the creature also has the Improved Grab ability (see below), it deals constriction damage in addition to its regular natural weapon damage.

Damage Reduction: The creature ignores damage from most weapons and natural attacks. These attacks either bounce off harmlessly or inflict damage that is easily healed. (In either case, the opponent knows the attack was ineffective.) Sometimes a creature’s damage reduction is not effective against a certain type of attack, such as slashing attacks or energy attacks. Such

exceptions are noted in the creature’s descriptive text.

The entry indicates the amount of damage ignored (usually 5 to 25 points). For example, a cliffborer worm has damage reduction 10. Each time an opponent hits a cliffborer worm with an attack, the damage dealt is reduced by 10 points (to a minimum of 0). A creature with damage reduction can deal damage normally to opponents with damage reduction equal to or less than its own.

Darkvision: The creature can see up to 20 meters in total darkness. Darkvision is black and white only, but is otherwise like normal sight.

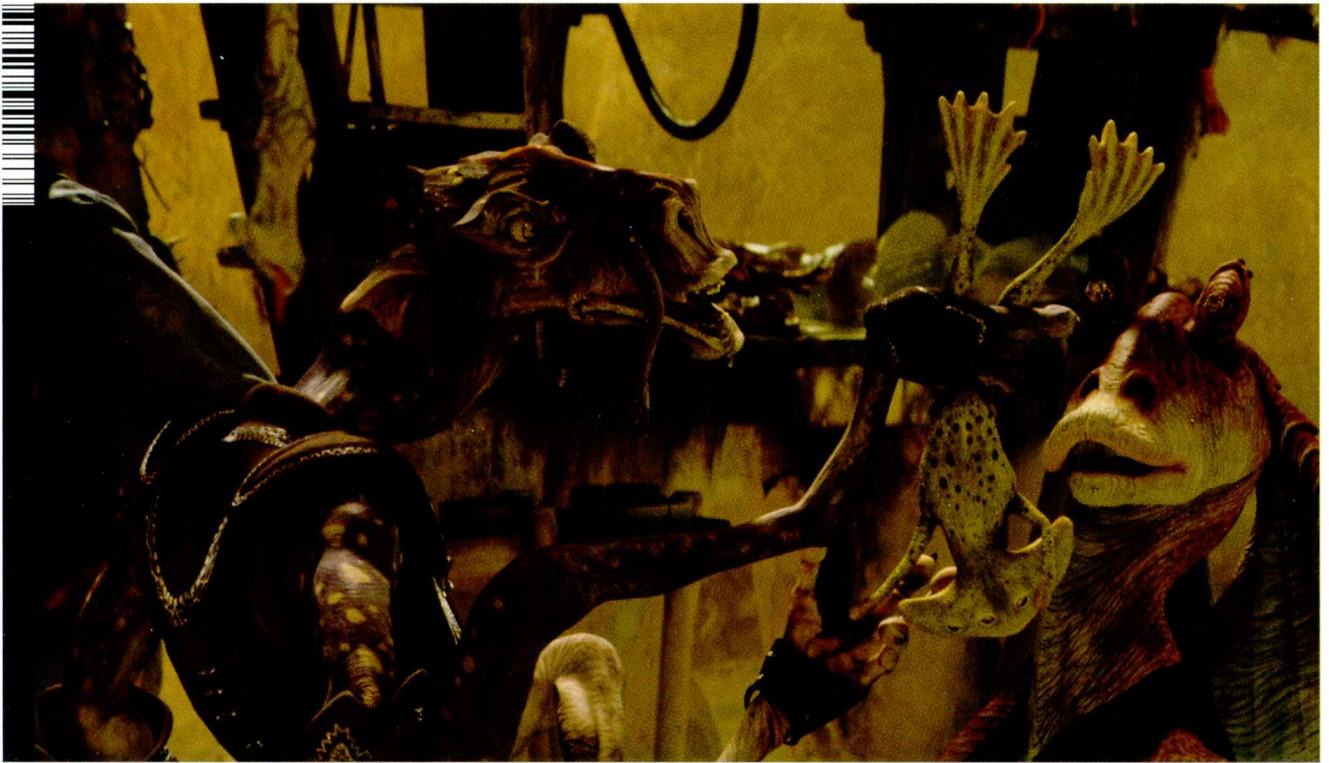
Fast Healing: The creature regains vitality points at an exceptionally fast rate, usually 1 or more vitality points per round, as listed in the entry. Except where noted, fast healing is just like natural healing (see Injury and Death in the *Star Wars Roleplaying Game*). If the creature heals more than 1 vitality point per round, this is listed in the SQ entry. For example, the rancor in the *Star Wars Roleplaying Game* has fast healing 2.

Ferocious Attack: This species is renowned for its fierceness in combat situations. This special quality denotes a species bonus to one or more of the species’s attack forms. This bonus could be to a single attack (the Barabel’s bite attack) or a type of attack (all the Mantellian savrip’s melee attacks). Each entry gives specific information on the attack(s) and the bonus applied to them.

Improved Grab: If the creature hits with a melee weapon (usually a bite or claw attack), it deals normal damage and attempts to start a grapple as a free action (see Grapple in the *Star Wars Roleplaying Game*). Opponents may not move past a creature using improved grab. Unless stated otherwise, improved grab can only be used on opponents at least one size category smaller than the creature. A creature with improved grab draws held opponents toward it (that is, into the 2-meter-by-2-meter space around it).

A creature with improved grab may attempt a normal hold, or it may attempt to hold its opponent only with the part of its body it uses to make an improved grab. To use the latter option, the creature makes a grapple check at a –20 penalty. If this attempt succeeds, the grappling creature grabs and holds its opponent without being grappled in return. The grappling creature does not lose its Dexterity bonus to Defense while grappling, as it would with a normal hold. The grappling creature suffers a –20 penalty on further grapple attempts, but may still use any of its remaining attacks against other opponents while maintaining the hold. The creature may also move, possibly dragging or carrying the held opponent along.





Regardless of the type of hold used, each successful grapple check the creature makes against a held opponent deals normal damage (normally a claw or bite). A successful hold does not deal any additional damage unless the creature also has the constrict ability. If the creature does have the constrict ability, it inflicts its constriction damage in addition to its normal damage (the amount is listed in the creature's descriptive text).

Low-Light Vision: A creature with low-light vision can see twice as far as normal in poor lighting situations (see Darkness and Light in the *Star Wars Roleplaying Game*). The creature can still distinguish colors, even in dim light.

Poison: Poison attacks deal initial damage, such as ability damage, to the opponent on a failed Fortitude save. Unless otherwise noted, if the first saving throw fails, a second one is required 1 minute later to avoid secondary damage. The creature's descriptive text lists the details of its poison. The Fortitude save against poison has a DC of 10 + poisoning creature's level + poisoning creature's Constitution modifier. For each creature, the exact DC is listed in its descriptive text. A successful save negates the damage.

Reach: Some creatures can attack opponents with melee weapons from more than 2 meters away. The reach entry specifies how far away the creature can be from its opponent while making melee attacks. Normally, a creature's reach only applies to its claws or held weapons.

If a creature's reach applies to other weapons, they are outlined in its descriptive text.

Resistance to Energy: The creature ignores some damage of the listed energy type each round (commonly acid, cold, fire/blasters, or electricity/ion energy). The listing indicates the amount and type of damage ignored.

Run-By Attack: Using a run-by attack, a creature can move and attack as a standard charge, then move again (continuing the straight line of the charge). When a creature uses this ability, its total movement in that round can't exceed double its speed.

Scent: This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as Humans recognize familiar sights.

The creature can detect opponents within 10 meters by sense of smell. If the opponent is upwind, the range increases to 20 meters; if downwind, it drops to 6 meters. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as tauntaun stench, can be detected at triple normal ranges.

When a creature detects a scent, the exact location is not revealed. Instead, the creature only knows its quarry is present somewhere within range. The creature can take an attack action to note the direction of the scent. If it moves within 2 meters of the source of the scent, the creature can pinpoint it.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Swallow Whole: After a successful grapple check, the creature can swallow opponents it holds (see Grapple in the *Star Wars Roleplaying Game*). If it makes a second successful grapple check after a grab, it swallows its prey. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Damage is usually bludgeoning, often accompanied by acid damage from the creature's digestive juices. The consequences of being swallowed vary with the creature and are explained in its descriptive text.

Terrifying Presence: The creature has an extremely fierce, intimidating presence—its opponents often freeze in fear. When the creature first attacks, it can make an Intimidate check as a free action to attempt to awe its opponent. The DC for this check is (15 plus the level of the opponent). If the check is successful, the opponent must make a Will save (DC 15). If the opponent fails this Will save, he may only take a move action or attack action on his next turn. If the opponent fails his save by 10 or more, he cowers. (A cowering character loses his Dexterity bonus and may not take an action on his next turn. Foes gain a +2 bonus on attack rolls for hitting cowering opponents; see the *Star Wars Roleplaying Game*.) The opponent continues to cower until he makes a Will save (DC 10), which he may attempt once per round. A creature may only make one free Intimidate check in a given encounter.

Trample: As a full-round action, the creature can literally run over an opponent at least one size category smaller than itself. The creature has to move over the opponent—no attack roll is necessary. A creature making

a trample attack does not have to stop when it moves adjacent to an opponent. When adjacent to an opponent at the beginning of its action, a trampling creature may begin a trample attack and move normally. Trampled opponents can attempt a Reflex save to reduce trampling damage by half. The DC of the save is 10 + trampling creature's level + trampling creature's Strength modifier. For each creature, the exact DC is given in its descriptive text.

Saves (SV)

This entry lists the creature's Fortitude (Fort), Reflex (Ref), and Will saves. These scores depend on its type, ability score modifiers, and special qualities.

Size (SZ)

This entry gives the creature's size category. The eight size categories are briefly described on the table below. A size modifier can apply to a creature's Defense and attack bonuses, as well as to some skills.

Reputation (Rep)

Certain creatures have captured the public's imagination. They're used in slang, common sayings, mythology, heraldry, and legends. For instance, gundarks are rarely encountered, but they're commonly used as examples of strong beasts. (No one ever says that a person looks "Strong enough to pull the ears off a tauntaun.")

Reputation rolls for creatures use the same mechanic as reputation rolls for characters (see the *Star Wars Roleplaying Game*). A successful check means the hero has heard the name of the creature, can recognize its image, and may know one or two pieces of lore or legends about it. It doesn't, however, mean the character knows detailed information. Remembering more specific details usually requires a check against Knowledge (life sciences) or Knowledge (flora and fauna).

Abilities

This entry lists all six of the creature's ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom,

Size Modifiers to Attack and Defense

Size (Example)	Modifier	Dimension	Weight
Colossal (space slug)	-8	More than 19.2 m	113,637 kg or more
Gargantuan (sarlacc)	-4	9.61 to 19.2 m	14,529 to 113,636 kg
Huge (rancor)	-2	4.81 to 9.6 m	1817 to 14,528 kg
Large (Hutt)	-1	2.41 to 4.8 m	228 to 1816 kg
Medium-size (Human)	0	1.21 to 2.4 m	28 to 227 kg
Small (Ewok)	+1	0.61 to 1.2 m	3.61 to 27 kg
Tiny (ysalamiri)	+2	0.31 to 0.6 m	2.21 to 3.6 kg
Diminutive (sand tick)	+4	0.1 to 0.3 m	.28 to 2.2 kg
Fine (stingfly)	+8	Less than 0.1 m	Less than 0.28 kg

and Charisma. Most abilities work exactly as described in Chapter 2 of the *Star Wars Roleplaying Game*, with the following exceptions.

Strength: Quadrupeds can carry heavier loads than bipedal characters can. To determine a quadruped's carrying capacity limits, use Table 6–10: Carrying Capacity in the *Star Wars Roleplaying Game*. Instead of the normal multiple for creature size, use the following modifiers for the creature's size: Fine 1/4, Diminutive 1/2, Tiny 3/4, Small 1, Medium-size 1 1/2, Large 3, Huge 6, Gargantuan 12, and Colossal 24.

Intelligence: Creatures do not use the normal rules for Intelligence. Creatures do not generally speak an intelligible language, although creatures with an Intelligence of 8 or higher may learn to understand one or two languages or imitate the languages of others (at the GM's discretion). A creature's skill points are based purely on its class and level. It does not change its skill points based on its Intelligence modifier.

Nonabilities

Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are listed below.

Strength: Any creature that can physically manipulate items has at least 1 point of Strength. A creature without a Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can act (such as by using Force skills), it applies its Intelligence modifier to initiative checks instead of its Dexterity modifier. The creature fails all Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature without a Constitution score either has no body or no metabolism. It is immune to anything that requires a Fortitude save unless the effect works on objects (disintegration, for example). The creature is also immune to ability damage, ability drain, and energy drain. It always succeeds at Constitution checks.

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is a drone, operating on a simple program or remotely issued instructions. It is immune to all mind-influencing effects and automatically fails Intelligence checks.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of

Wisdom. Anything without a Wisdom score is an object, not a creature. An object without a Wisdom score has no Charisma score, and vice versa.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything without a Charisma score is an object, not a creature. An object without a Charisma has no Wisdom score, and vice versa.

Challenge Code

This lists the creature's Challenge Code, which gives some measure of the difficulties it can present to heroes. For more information on Challenge Codes, see the *Star Wars Roleplaying Game*.

Using Challenge Codes

The *Star Wars Roleplaying Game* uses a very broad Challenge Code system to help the GM build balanced adventures. The codes assigned to the creatures and aliens in this book assume that heroes encounter that creature or alien in its natural surroundings (in the case of a sentient species, of course, this can be a village, town, or city). For example, a slashrat that escapes from a holding pen on a Twi'lek cruiseliner and attacks the heroes in a vacuum-shielded docking bay isn't as challenging as the same slashrat in a sandy desert. Nerfs may not seem like a challenge if the heroes simply attack and kill one—but trying to move several obstinate nerfs aside to allow a landspeeder to pass is a lot more difficult.

GMs can use the creature's description, special qualities, skill set, and type as a general guide for how best to use a creature and reflect its given Challenge Code in an encounter. For example, the nashtah, a six-legged reptilian predator from Dra III, is an excellent tracker with high ranks in Jump, a solitary nature, and a dangerous leap attack. Therefore, a single nashtah is most likely to follow a party of heroes through a wilderness area, and charge toward them for a leap attack as soon as it has a clear line of sight. The rokmangir of Yinchorr, however, has several ranks of Hide, Jump, and Move Silently. The rokmangir is at its most challenging as an ambush hunter, taking the party by surprise with a vicious assault.

Increasing Challenge Codes with Multiple Creatures

The Challenge Code listed for a particular alien or creature species reflects the difficulty of an encounter with one individual. However, the Challenge Code system is intended to be flexible. Aside from templating (covered later in this section), another way to increase the difficulty of an encounter with a particular

species—and the Challenge Code of the encounter—is simply to add more of them. The challenge varies depending on the creature type, but is not an exact science. Don't go overboard: If you feel the need to add 64 Kowakian monkey-lizards to threaten the party, consider using the monkey-lizard in a different way—perhaps it exposes secrets to the enemy or makes off with an important speeder bike component. More than a dozen creatures in one encounter is too time consuming for the GM and players alike. Consider the following guidelines:

Predator: Multiple predators are likely to attack in packs. In most cases, four predators increase the Challenge Code by one rank.

Herd Animal: Multiple herd animals often become more of a challenge when their sheer number obstructs the heroes' movement or increases the danger of being trampled. Adding eight to twelve herd animals usually increases the Challenge Code by one rank.

Parasite: Parasites can be dangerous in large numbers. Four to six parasites generally increase the Challenge Code by one rank.

Scavenger: Like predators, scavengers have been known to move in packs in their search for food. Six to ten scavengers are usually increase the Challenge Code by one rank.

Vermin: Vermin often infest their territory and swarm against any threats. Ten or more vermin increase the Challenge Code one rank in most situations.

Example: Toby is running an adventure set on the planet Coruscant and wants to challenge his players with an encounter with the deadly Coruscanti ogre that dwells in the man-made depths of that world. The ogre, a fifth-level subterranean scavenger with a Challenge Code of C, isn't much of a challenge to Toby's group, though. Looking at the rest of his adventure, he decides that a Challenge Code D would be most appropriate. By increasing the total number of Coruscanti ogres to six, he raises the challenge of the encounter to Challenge Code D, which is a good fit for that session (and doesn't overtax the GM).

Skills

This entry lists the creature's skills and gives each skill's modifier. Skill listings include adjustments for ability scores and any bonuses from feats or species abilities (unless otherwise noted in the descriptive text). All listed skills were purchased as class skills unless otherwise noted in the entry. Treat any skill not listed in the creature's entry as a cross-class skill unless the creature has a character class, in which case it can purchase the skill as any other member of that class. A creature's type and level determine the number of skill points it has. The creature's Intelligence is irrelevant when determining skill points.

Unless otherwise noted, the skill modifiers offered for each creature reflect the optimal environment for that creature: If it gains a Survival bonus in an arctic climate or an Intimidate bonus when howling, for example, those



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bonuses are already added in. If a GM places a creature outside its normal environment, she should check to see if any skills should be reduced.

Feats

This entry lists all the creature's feats. The creature's descriptive text may contain additional information if a feat works differently than described in this section or Chapter 5: Feats of the *Star Wars Roleplaying Game*. Most of the feats used by creatures are available to characters, but two are unique to creatures: Flyby Attack and Multiattack.

Flyby Attack

The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and an attack action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes an attack action either before or after its move, but not during its move.

Multiattack

The creature is adept at using all its natural attacks at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons only suffer a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

Creature Level Advancement

Creatures advance in level the same way heroes do: by gaining experience. However, it is not necessary for Gamemasters to keep track of experience for most creatures. Notable exceptions include a creature that accompanies heroes on adventures or a creature that the heroes encounter more than once. (It would gain experience for surviving an attack by the heroes, for example.) Use the experience point table in the *Star Wars Roleplaying Game* for those rare cases when you need to know if a creature has gained a level. The class features of creature types are described in the Creating Your Own Creature section.

Increasing a creature's level can make it a more dangerous opponent or a more useful ally. GMs should be careful not to increase a creature's level without giving it serious thought. A creature with more levels than is normal for its species is exceptional, and such creatures should be fairly rare. The Challenge Code for such a creature would be higher as well. Although no hard and fast rules exist

for determining Challenge Codes, there are a few general guidelines. Increase the Challenge Code of a predator, scavenger, or vermin by one rank for every two levels it gains above the base for its species. If the creature is a herd animal or parasite, increase the Challenge Code by one rank for every three levels. For example, a krakana is a 7th-level predator with Challenge Code E. A particularly old and cunning krakana that has become a 9th-level predator would probably have Challenge Code F.

Creating Your Own Creatures

In a universe as large as that of *Star Wars*, far more creatures exist than could ever be listed in one book. Every time characters visit a new world, they have the opportunity to run across strange and different beasts, creatures unlike anything they've seen before. For some encounters, you can take the statistics for a creature presented in this book, change its appearance, and introduce it as a new species. Sometimes you may want to use a template to alter a creature's statistics (see page 16). If neither option seems appropriate, you can design a creature from scratch.

Consider ecology and game balance when creating new creatures. Predators tend to be the most dangerous creatures in a natural environment, while herd animals are often the largest. Any creature needs a supply of food (ranging from algae to other creatures), a means of survival (which may be as simple as speed or a large population), and some way to reproduce. While it's possible to run into exceptions to these rules when exploring an entire galaxy, addressing these concerns when designing new creatures helps make them believable.

The starting point for designing a new creature is deciding what kind you want. Is it a giant, ravenous beast that destroys everything in its path? Is it a small, furry flying animal that's popular as a pet among the wealthy elite? Or is it a clever scavenger that can make the heroes' lives unbearable? Questions such as these can help you develop a description of the creature you want to make.

Once you have an idea in mind for what you're making, decide on the creature's type and level. Then refer to the Saves and Attacks table to get save bonuses and attack bonuses for the creature in question. After that, see the description for the creature type and assign other characteristics according to the information therein. A creature's size affects its physical ability scores and the damage it deals with its natural attacks. It's perfectly reasonable to deviate from the information presented here if you have a good reason, especially if you have a strong concept of what you want your new creature to be like. However, extreme deviations should be rare.

Saves and Attacks

Level	Low/High Saves	Attack Bonus (Predators)	Attack Bonus (Scavengers, Vermin)	Attack Bonus (Herd Animals, Parasites)
1	+0/+2	+1	+0	+0
2	+0/+3	+2	+1	+1
3	+1/+3	+3	+2	+1
4	+1/+4	+4	+3	+2
5	+1/+4	+5	+3	+2
6	+2/+5	+6	+4	+3
7	+2/+5	+7	+5	+3
8	+2/+6	+8	+6	+4
9	+3/+6	+9	+6	+4
10	+3/+7	+10	+7	+5
11	+3/+7	+11	+8	+5
12	+4/+8	+12	+9	+6
13	+4/+8	+13	+9	+6
14	+4/+9	+14	+10	+7
15	+5/+9	+15	+11	+7
16	+5/+10	+16	+12	+8
17	+5/+10	+17	+12	+8
18	+6/+11	+18	+13	+9
19	+6/+11	+19	+14	+9
20	+6/+12	+20	+15	+10

Herd Animal

Typical herd animal behavior includes foraging or grazing, organized defense against threats, and formalized mating rituals (in which creatures of the same gender compete against each other for the best mates of the opposite gender). Survival does not preclude sacrificing one or more members of the herd so that the rest may escape. Herd animals do not necessarily feel the herding urge at all times during their lives. Some may congregate only for short times such as during the mating season. Herd animals are not necessarily domesticated. When they are, they are generally used as livestock, beasts of burden, or riding animals.

Game Rule Information

Herd animals have the following game statistics.

Herd Animal Physical Characteristics

Size	Str (Avg)	Dex (Avg)	Con (Avg)	WP	Slam	Bite	Claw	Gore
Diminutive	1d2 (1)	2d8+12 (21)	1d4+6 (8)	Con/4	1	—	1	—
Tiny	1d4 (2)	2d6+12 (19)	1d4+8 (10)	Con/2	1d2	1d2	1	1d3
Small	2d4+2 (7)	2d6+10 (17)	1d4+10 (12)	Con	1d3	1d3	1d2	1d4
Medium-size	2d4+6 (11)	2d6+8 (15)	1d4+12 (14)	Con	1d4	1d4	1d3	1d6
Large	2d4+12 (17)	2d6+5 (12)	2d4+14 (19)	Con	1d6	1d6	1d4	1d8
Huge	2d4+20 (25)	2d6+5 (12)	2d4+20 (25)	Con×2	1d8	1d8	1d6	2d6
Gargantuan	2d4+30 (35)	2d6+4 (11)	2d6+30 (37)	Con×4	2d6	2d6	2d4	2d8
Colossal	2d4+40 (45)	2d4+6 (11)	2d8+40 (49)	Con×8	4d6	2d8	2d6	4d6

Abilities: Strength, Constitution, and Wisdom are the basis of most herd animals' skills.

Vitality: 1d4 per level.

High Saving Throws: Fortitude.

Mental Ability Scores: Int 1d4 (average 2), Wis 2d6+4 (average 11), Cha 1d6 (average 3).

Skill Points at 1st Level: 10.

Skill Points per Additional Level: 1.

Class Skills: Climb, Hide, Listen, Search, Spot, Survival.

Starting Feats: None.

Special Abilities: Emphasis on perception, movement, and hiding.

Physical Statistics and Attacks

A herd animal's size determines its Strength, Dexterity, and Constitution scores, as well as its damage for various attack types. Not every creature has all the listed attack

Parasite Physical Characteristics

Size	Str (Avg)	Dex (Avg)	Con (Avg)	WP	Slam	Bite	Claw	Gore
Diminutive	1d2 (1)	1d6+22 (26)	1d6 (4)	Con/4	—	1	—	1
Tiny	1d4 (3)	1d6+18 (22)	1d6+2 (6)	Con/2	1	1d2	1	1d2
Small	1d4+3 (6)	1d4+15 (18)	1d6+4 (8)	Con	1d2	1d3	1d2	1d3
Medium-size	1d6+6 (10)	1d4+11 (14)	1d4+7 (10)	Con	1d3	1d4	1d3	1d4
Large	1d6+12 (16)	1d4+9 (12)	1d4+11 (14)	Con	1d4	1d6	1d4	1d6
Huge	1d8+17 (22)	1d4+7 (10)	1d6+16 (20)	Con×2	1d6	1d8	1d6	1d8
Gargantuan	1d8+23 (28)	1d6+4 (8)	1d6+21 (25)	Con×4	1d8	2d6	2d4	2d6
Colossal	1d8+31 (36)	1d6+2 (6)	1d6+24 (30)	Con×8	2d6	2d8	2d6	2d8

types. The GM should determine what attacks a creature has based on its size, then use the table below to get its damage for each attack.

Parasite

Typical parasite behavior includes searching for sources of sustenance, favoring flight over defense, and attacking only when the target is perceived as a source of food.

Game Rule Information

Parasites have the following game statistics.

Abilities: Dexterity, Constitution, and Wisdom are the basis of most parasites' skills.

Vitality: 1d6 per level.

High Saving Throws: Fortitude.

Mental Ability Scores: Int 1d4 (average 2), Wis 2d4+4 (average 9), Cha 1d4 (average 2).

Skill Points at 1st Level: 10.

Skill Points per Additional Level: 1.

Class Skills: Hide, Listen, Move Silently, Spot, Survival.

Starting Feats: None.

Special Abilities: Low-light vision or darkvision, emphasis on perception, movement, and hiding.

Physical Statistics and Attacks

A parasite's size determines its Strength, Dexterity, and Constitution scores, as well as its damage for various attack types. Not every creature has all the listed attack types. The GM should determine what attacks a creature has based on its size, then use the table below to get its damage for each attack.

Predator Physical Characteristics

Size	Str (Avg)	Dex (Avg)	Con (Avg)	WP	Slam	Bite	Claw	Gore
Diminutive	1d6 (3)	2d4+20 (25)	1d4+6 (8)	Con/4	—	1d3	1d2	1d2
Tiny	1d6+2 (6)	2d4+16 (21)	1d4+8 (10)	Con/2	1	1d4	1d3	1d3
Small	1d6+6 (10)	2d4+12 (17)	1d4+10 (12)	Con	1d2	1d6	1d4	1d4
Medium-size	2d6+9 (16)	2d4+10 (15)	2d4+12 (17)	Con	1d3	1d8	1d6	1d6
Large	2d6+13 (20)	1d4+9 (12)	2d4+14 (19)	Con	1d4	2d6	2d4	1d8
Huge	2d6+23 (30)	1d4+7 (10)	2d4+20 (25)	Con×2	1d6	2d8	2d6	2d6
Gargantuan	2d8+31 (40)	1d4+5 (8)	2d4+30 (35)	Con×4	1d8	4d6	2d8	2d8
Colossal	2d10+39 (50)	1d4+3 (6)	2d4+40 (45)	Con×8	2d6	4d8	2d10	4d6

Predator

Typical predator behavior includes solitary or pack hunting, displays of aggression, protection of its young, and a "live-and-let-live" policy toward dangerous opponents. Predators do not react well to being startled, but often flee if they do not perceive their opponent as food. Predators can, however, be very territorial, prompting intimidating behavior intended to chase intruders away.

Game Rule Information

Predators have the following game statistics.

Abilities: Strength, Dexterity, and Wisdom are the basis of most predators' skills.

Vitality: 1d8 per level.

High Saving Throws: Fortitude, Reflex.

Mental Ability Scores: Int 1d6 (average 3), Wis 2d8+4 (average 13), Cha 2d8 (average 9).

Skill Points at 1st Level: 12.

Skill Points per Additional Level: 2.

Class Skills: Climb, Hide, Intimidate, Jump, Listen, Move Silently, Spot.

Starting Feats: Improved Initiative, Power Attack, Run, or Track.

Special Abilities: Low-light vision or darkvision; emphasis on perception, movement, and stealth.

Physical Statistics and Attacks

A predator's size determines its Strength, Dexterity, and Constitution scores, as well as its damage for various attack types. Not every creature has all the listed attack types. The GM should determine what attacks a creature

Scavenger Physical Characteristics

Size	Str (Avg)	Dex (Avg)	Con (Avg)	WP	Slam	Bite	Claw	Gore
Diminutive	1d3 (2)	1d6+20 (24)	1d6 (4)	Con/4	—	1d2	—	1
Tiny	1d4+1 (4)	1d6+16 (20)	1d6+2 (6)	Con/2	1	1d3	1	1d2
Small	2d4+1 (6)	1d6+12 (16)	1d6+4 (8)	Con	1d2	1d4	1d2	1d3
Medium-size	2d4+5 (10)	1d8+7 (12)	1d8+5 (10)	Con	1d3	1d6	1d3	1d4
Large	2d4+11 (16)	1d8+5 (10)	1d8+9 (14)	Con	1d4	1d8	1d4	1d6
Huge	2d6+17 (24)	1d6+4 (8)	2d4+20 (25)	Con×2	1d6	2d6	1d6	1d8
Gargantuan	2d6+25 (32)	1d6+2 (6)	2d4+25 (30)	Con×4	1d8	2d8	2d4	2d6
Colossal	2d8+31 (40)	1d6 (4)	2d4+30 (35)	Con×8	2d6	4d6	2d6	2d8

has based on its size, then use the table below to get its damage for each attack.

Scavenger

Typical scavenger behavior includes scrounging for edible substances, “fight-then-flee” defense, and a very patient attitude toward potential food sources. A scavenger frequently waits until an opponent dies, or at least significantly weakens, before it attacks. For this reason, scavengers are often found in locations where potential prey would have difficulty fighting back.

Game Rule Information

Scavengers have the following game statistics.

Abilities: Dexterity, Constitution, and Wisdom are the basis of most scavengers’ skills.

Vitality: 1d6 per level.

High Saving Throws: Fortitude.

Mental Ability Scores: Int 1d3 (average 2), Wis 2d4+4 (average 9), Cha 1d4 (average 2).

Skill Points at 1st Level: 10.

Skill Points per Additional Level: 2.

Class Skills: Hide, Listen, Move Silently, Search, Spot, Survival.

Starting Feats: None.

Special Abilities: Low-light vision or darkvision; emphasis on perception, movement, and stealth.

Physical Statistics and Attacks

A scavenger’s size determines its Strength, Dexterity, and Constitution scores, as well as its damage for various

attack types. Not every creature has all the listed attack types. The GM should determine what attacks a creature has based on its size, then use the table below to get its damage for each attack.

Vermin

Vermin are typically unintelligent omnivores. Having little or no cognitive facility, they receive a +10 bonus on saves against mind-influencing effects. Vermin are usually far more interested in hiding than in fighting. If attacked, they flee until they come to a hiding place—even if that place is actually very near their attacker. A vermin’s “attack” generally involves swarming over a target (when in numbers) or invading the target’s clothing (when solitary) in an attempt to locate food.

Game Rule Information

Vermin have the following game statistics.

Abilities: Strength, Dexterity, and Wisdom are the basis of most vermin’s skills.

Vitality: 1d8 per level.

High Saving Throws: Fortitude, Reflex.

Mental Ability Scores: Int 1d2 (average 1), Wis 2d6+4 (average 11), Cha 1d3 (average 2).

Skill Points at 1st Level: 15.

Skill Points per Additional Level: 1.

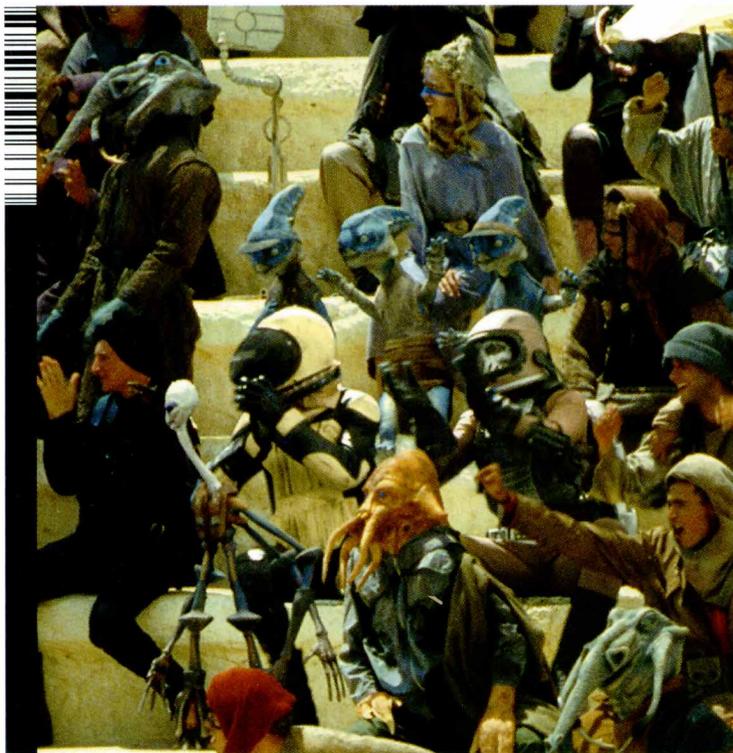
Class Skills: Climb, Hide, Jump, Listen, Move Silently, Search, Spot, Survival.

Starting Feats: None.

Special Abilities: Darkvision (20m); emphasis on perception, movement, and stealth.

Vermin Physical Characteristics

Size	Str (Avg)	Dex (Avg)	Con (Avg)	WP	Slam	Bite	Claw	Gore
Diminutive	1d3 (2)	1d4+17 (20)	1d3 (2)	Con/4	—	1d2	1	1d2
Tiny	1d4 (3)	1d4+15 (18)	1d4+1 (4)	Con/2	1	1d3	1d2	1d3
Small	2d4+1 (6)	1d4+13 (16)	2d4+1 (6)	Con	1d2	1d4	1d3	1d4
Medium-size	2d4+3 (8)	1d6+10 (14)	2d4+3 (8)	Con	1d3	1d6	1d4	1d6
Large	2d6+3 (10)	1d6+8 (12)	2d4+5 (10)	Con	1d4	1d8	1d6	1d8
Huge	2d6+7 (14)	1d4+7 (10)	2d4+9 (14)	Con×2	1d6	2d6	2d4	2d6
Gargantuan	2d8+9 (18)	1d4+5 (8)	2d6+13 (20)	Con×4	1d8	2d8	2d6	2d8
Colossal	2d8+15 (24)	1d4+3 (6)	2d8+31 (40)	Con×8	2d6	4d6	2d8	4d6



Physical Statistics and Attacks

A vermin's size determines its Strength, Dexterity, and Constitution scores, as well as its damage for various attack types. Not every creature has all the listed attack types. The GM should determine what attacks a creature has based on its size, then use the table below to get its damage for each attack.

Filling in the Gaps

Once you have decided on a creature's size, type, and level and determined its attacks, saves, skills, and feats, you can fill in the remaining gaps. A creature's initiative modifier and Defense are mostly a function of its size and Dexterity, although you might also give a particularly tough creature a natural Defense bonus. A creature's speed should be determined by comparing your concept to existing creatures in the game. If you want your creature to be about as fast as a Human does, give it a speed of 10 meters. If you want it to fly faster than a velder, that's fine, but keep in mind that it would be one of the fastest creatures in the galaxy.

Special attacks and special qualities are based purely on your creature's description. Does it have thick armor plates? Maybe you should give it damage reduction or a high natural armor rating. Are its arms 4 meters long? That might call for reach. Look at the list of special qualities and the existing creature write-ups to get a feel for what sorts of special qualities certain types of creatures have. There's nothing wrong with giving a

creature lots of special qualities, but they should all be consistent with your creature's theme. A small, cute furry animal shouldn't have the terrifying presence special quality unless it's capable of becoming very impressive very quickly.

Challenge Codes are difficult to figure exactly. The best method for deciding on a new creature's Challenge Code is by comparing it to existing creatures. In general, predators have higher Challenge Codes because they are more aggressive. Herd animals tend to have fairly low Challenge Codes, even if they are large and powerful, because they're more likely to flee a threat than fight it.

Example of a New Creature

Michelle is the GM for a *Star Wars* game and wants to make a new creature. She needs a riding beast for a group of nomads that live on a swamp world. Her concept is for the creatures to be about the size of a horse and able to carry riders both on land and in the water. She has decided to call the new creatures "muckwalkers."

She begins the design process by looking at the size chart. She decides the new creatures are Large. She then makes muckwalkers 3rd-level herd animals and gives them average statistics. Because muckwalkers have tough, lizardlike hides, she adds on a +10 natural Defense bonus. Michelle doesn't see muckwalkers with claws or sharp teeth, so she figures a slam attack with the tail should be enough. Since herd animals concentrate on perception and movement skills, she divides the muckwalker's skill points between Listen, Spot, Survival, and Swim.

When looking at movement, Michelle considers what she wants muckwalkers to do. They're not extremely fast creatures, but they should be faster than a Human, and they should swim faster than they walk. A move of 12 meters and a swim move of 16 meters fits nicely. Since they swim naturally, she adds 8 to their Swim skill modifier as well.

Finally, Michelle looks at special abilities. Muckwalkers shouldn't have a lot of special attacks, but she decides she wants them to have excellent hearing that allows them to echolocate in the dark, and a keen sense of smell. She picks the darkvision and scent abilities. Muckwalkers are not well known in the galaxy, so she gives them a Reputation of 1. They don't seem particularly dangerous or hard to handle, so muckwalkers receive Challenge Code A. Her new creature's writeup looks like this:

Muckwalker: Herd animal 3; Init +1; Defense 20 (+10 natural, -1 size, +1 Dex); Spd 12m, swim 16m; VP/WP 18/19; Atk +3 melee (1d6+3, tail slap) or +1 ranged; SQ Darkvision, scent; SV Fort +7, Ref +2, Will +1; SZ L;

Rep 1; Str 17, Dex 12, Con 19, Int 2, Wis 11, Cha 3.
Challenge Code: A.

Skills: Listen +3, Spot +3, Survival +3, Swim +14.

Templates

The creature and alien species in this book can be modified by applying one of a standard set of modifiers, called a template, to a normal member of the species. For example, if you wished to create a beast similar to a bantha, but for a frigid environment, you could simply add the arctic template below to the normal statistics for the bantha (see page 22). GMs can use templates to create whole new species, or they can place templates on unique individual creatures to add variety to the game. Although some combinations of creatures and templates may seem unusual, their statistics can still serve as foundations for new creatures. The following two sets of template rules set out the steps for building a templated creature. The primary difference between the two types of templates are easy to remember: Climate templates modify the creature's class, while characteristic templates modify the creature itself.

Climate Templates

Creatures that have adapted to a particular environment often gain bonuses within that environment. Not every creature found in a particular area is suited to live there, but those that are often have a template for that climate. Most creatures only have one such template. It is conceivable for a creature to have two climate templates, either because it has adapted equally well to two environments, or because it is from a mixed environment (such as an arctic forest), but most creatures only have one. The species bonuses to skills granted by a climate template only apply in that climate. For instance, an arctic creature in a desert environment loses its bonus on Survival checks (and likely suffers a -4 penalty instead).

One easy way to modify an existing creature into an entirely new one by giving it a climate template or changing its existing climate template. A seagoing space slug with the aquatic template instead of vacuum, a furred rancor with an arctic template, or a tadpolelike variant on the worrat with a swamp template are all good examples of quick ways to make very different creatures. The climate templates and their associated bonuses are as follows.

Airborne

The airborne template represents creatures with the natural ability to fly. These species spend a large percentage of their time in the skies. Some airborne creatures never land, while others take to the air only to hunt. Airborne creatures tend to be very alert. They are

able to spot airborne opponents from a great distance and can easily find ground-based threats.

Airborne Template Bonuses: +2 species bonus on Spot checks, +2 initiative modifier.

Aquatic

The aquatic template is used for creatures that have adapted to functioning underwater. Not all aquatic creatures are strictly water breathers. Air-breathing creatures that come to the surface to breathe and amphibians that spend different parts of their lives in and out of the water qualify for the aquatic template as well.

Aquatic Template Bonuses: +4 species bonus on Swim checks, low-light vision.

Arctic

The arctic template is placed on creatures well suited to extremely cold environments, such as the ice world of Hoth. Even arctic creatures can freeze to death, however. It's up to a GM to decide how much cold a creature can withstand. Most arctic creatures suffer in warmer environments, taking a -4 penalty on their Survival checks.

Arctic Template Bonus: +4 species bonus on Survival checks in arctic conditions.

Desert

The desert template represents creatures particularly acclimated to hot, dry environments. Desert creatures can survive high temperatures that would kill other animals. They've also evolved to overcome desert threats, such as sandstorms. Many desert creatures can go for days without water, and some can survive weeks without food. However, even desert creatures have limits. A GM must decide how long a creature can withstand thirst and heat before succumbing to the elements. Creatures with the desert template do not do well in cold environments, suffering a -4 penalty on their Survival checks.

Desert Template Bonus: +4 species bonus on Survival checks in desert climates.

Forest

Creatures with the forest template have evolved to thrive in heavily forested areas. They are well equipped to find food and shelter in such environments. Forest creatures develop keen hearing to help overcome the limited line-of-sight common in a terrain filled with trees.

Forest Template Bonuses: +2 species bonus on Listen checks, +2 species bonus on Survival checks in forested environments.

Mountain

The mountain template represents creatures that live almost exclusively in rocky, mountainous regions. Such



creatures are well suited for climbing and generally have good balance. Mountain creatures are used to their home terrain, suffering a -4 penalty on Survival checks if they are not in a mountainous area.

Mountain Template Bonuses: +2 species bonus on Climb checks, +2 species bonus on Survival checks in mountain areas.

Plains

The plains template is used for creatures adapted to flat, grassy, temperate environments. Plains creatures are often colored or even camouflaged to blend in well with their surroundings and have learned to hide in sparse fields. Plains creatures do not do well in other environments or more severe climates, suffering a -4 penalty on Survival checks when placed in surroundings unlike their native habitat.

Plains Template Bonuses: +2 species bonus on Hide checks, +2 species bonus on Survival checks on plains.

Subterranean

The subterranean template is used for creatures that spend most of their time below ground or in caves. Subterranean creatures are often burrowers, but some have adapted to living in underground rivers or in the lower levels of massive city complexes. Any creature that spends the majority of its life in darkness, cut off from the open sky, qualifies for the subterranean template.

Subterranean Template Bonuses: +4 species bonus on Listen checks, darkvision.

Swamp

The swamp template represents creatures that thrive in the harsh environs of swamps and marshes. They are often excellent swimmers, and many spend most of their lives in water. A large number of swamp creatures are amphibious. Swamp creatures are well suited for life in the bogs, finding food and shelter while avoiding predators and natural hazards. Such creatures do not adapt well to other environments, suffering a -4 penalty on Survival checks outside their swampy habitat.

Swamp Template Bonuses: +2 species bonus on Swim checks, +2 species bonus on Survival checks in swamps.

Vacuum

The vacuum template is used for creatures that are capable of surviving unaided in a vacuum. These most unusual lifeforms require no atmosphere to survive (although many can also breathe voluntarily if given the opportunity) and can go months or years between feedings. Many can fly, but some live in asteroid fields and burrow through rocks. Creatures with this template are normally unhindered in other environments, but are

uncomfortable in atmospheres and prefer zero-G. All creatures capable of surviving in a vacuum take the vacuum template.

Vacuum Template Bonuses: Able to exist in zero-atmosphere environments, darkvision.

Characteristic Templates

In addition to climate templates, the following templates can be used to create subspecies of existing creatures, unique aberrations, and whole new creatures.

Armored

Armored creatures have thick hides, dense muscles, and heavy plates covering and protecting their bodies. Armored versions of creatures sometimes evolve as a natural response to harsh environments. More commonly, this template is used to create new creatures similar to existing creatures, but more durable. Along with their heightened defenses, armored creatures have sharper claws and keener teeth, allowing them to overcome the defenses of similarly armored creatures. During the time of the Empire, animals such as nek battle dogs are enhanced with armor plate and cybernetic claws; this can be represented with the armored template.

Creating an Armored Creature

“Armored” is a template that can be added to any nonairborne creature (referred to hereafter as the “base creature”). Flying creatures cannot be armored without losing the ability to fly, due to the increased weight, and do not evolve armored forms naturally. An armored creature uses all the statistics and special abilities except as noted below.

Defense: Add +5 to the creature’s natural Defense bonus.

Attack: Double the number of damage dice for bite and claw attacks. Other forms of attack are unchanged.

Special Qualities: Add damage reduction based on the creature’s size as listed below:

Size	Damage Reduction
Fine	1
Diminutive	2
Tiny	3
Small	5
Medium-size	7
Large	10
Huge	15
Gargantuan	20
Colossal	25

Statistics: Add +4 to the creature’s Constitution.

Challenge Code: Increase an armored creature's Challenge Code by one rank.

Sample Armored Creature

Here is an example of an armored creature using a nek battle dog as the base creature.

Armored Nek Battle Dog: Predator 4; Init +3; Defense 22 (+9 natural, +3 Dex); Spd 40m; VP/WP 28/17; Atk +12 melee (2d6+8, bite), +7 melee (4d4+8, 2 claws) or +7 ranged; SQ Ferocious attack, damage reduction 7, improved grab, low-light vision, scent; SV Fort +7, Ref +4, Will +0; SZ M; Rep 1; Str 18, Dex 16, Con 17, Int 4, Wis 11, Cha 11. Challenge Code: C.

Skills: Listen +6, Spot +6, Survival +6.

Feats: Power Attack.

Carnivorous

Carnivorous creatures are feral, predatory versions of animals that aren't normally predators. Such animals can be examples of devolution to a more primitive type, new creatures with distant ties to the normal version of its species, or the results of genetic engineering.

Creating a Carnivorous Creature

"Carnivorous" is a template that can be added to any creature not of the predator class (referred to hereafter as the "base creature"). Creatures of this type can be considered predators and should take any new levels as predator levels if they grow in size or power (but do not change existing levels into predator levels). A carnivorous creature uses all the base creature's statistics and special abilities except as noted here.

Vitality Points/Wound Points: Increase the creature's vitality points to 1d10 (if the creature's vitality is already higher than 1d10, do not reduce it).

Attack: Increase the creature's attack bonus by +3 and increase all its damage by one die type, to a maximum of d12. If the creature does not have a bite attack, add a bite attack with damage based on the creature's size:

Size	Bite Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Saves: Increase Fortitude and Reflex saves by +2 each.

Statistics: Increase the creature's Strength, Constitution, and Wisdom by 2 each. (This adds +1 to the creature's Fort save.)

Challenge Code: Increase the creature's Challenge Code by one rank.

Feats: Add the bonus feat Track.

Sample Carnivorous Creature

Here is an example of a carnivorous creature using a bantha as the base creature. (The feral banthas of Talasea are very similar.)

Carnivorous Bantha: Herd animal 3; Init +0; Defense 18 (+10 natural, -2 size); Spd 6m; VP/WP 40/58; Atk +12 melee (3d8+10, gore) or +6 melee (2d6+10, bite) or -1 ranged; SQ Climate survival bonus (choose one), trample; SV Fort +15, Ref +3, Will +2; SZ H; Rep 0; Str 31, Dex 10, Con 31, Int 3, Wis 13, Cha 3. Challenge Code: D.

Skills: Listen +6, Survival +6.

Feats: Track.

Domesticated

Sentient beings have cared for domesticated creatures for hundreds of thousands of years. These are not merely tamed versions of wild creatures, but are subspecies that have lost many of their wild instincts and survival skills. Not all domesticated species should use this template. Some particularly hardy species, such as banthas, retain their wild natures even after generations of handling and training.

Creating a Domesticated Creature

"Domesticated" is a template that can be added to any herd animal, predator, or scavenger (referred to hereafter as the "base creature"). Creatures of this type are always easier to handle and train than wild versions of the same species. (Reduce all Handle Animal DCs by 5). A domesticated creature uses all the base creature's statistics and special abilities except as noted here.

Attack: All domesticated creatures lose some of their natural fighting instincts. Subtract 2 from all the base creature's attack bonuses.

Will Save: Due to generations of being bred for complacency, domesticated creatures are not strong-willed. Subtract 2 from the base creature's Will saves.

Charisma: Domesticated creatures are more used to dealing with a variety of sentient and nonsentient aliens. Thus, they've developed more interactive personalities. Increase a domesticated creature's Charisma score by 1d4.

Challenge Code: Reduce a domesticated creature's Challenge Code by one rank.



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Sample Domesticated Creature

Here is an example of a domesticated creature, using a bonegnawer as the base creature.

Domesticated Bonegnawer: Airborne predator 7; Init +7; Defense 13 (+3 natural, -1 size, +1 Dex); Spd 4m, fly 20m (average); VP/WP 59/19; Atk +9 melee (4d8+5, bite) or +4 ranged; SQ Improved grab, keen eyesight, low-light vision, slam dive; SV Fort +9, Ref +3, Will +1; SZ L; Rep 1; Str 20, Dex 12, Con 19, Int 3, Wis 13, Cha 8. Challenge Code: C.

Skills: Listen +7, Move Silently +7, Spot +9, Survival +7.

Feats: Flyby Attack, Improved Initiative.

Highly Evolved

Highly evolved creatures have developed an advanced intelligence (for a creature species), although they may not have much of a culture. This template can be used to represent an unusual new sentient species (such as a group of thinking plants) or a rare mutant that is unique in its self-awareness.

Creating a Highly Evolved Creature

“Highly Evolved” is a template that can be added to any creature with an Intelligence of 4 or less (referred to hereafter as the “base creature”). Creatures of this type add character classes as intelligent alien species, although they keep the original class and level of the base creature. If the highly evolved template is used to create a new alien species, most members of that species are likely to be common class characters. In the case of unique highly evolved creatures, the original class of the creature is likely to determine what classes it adds. Herd animals are likely to be nobles; parasites are usually scoundrels; predators tend to be soldiers; scavengers are generally scouts; vermin are typically fringers. A highly evolved creature uses all the base creature’s statistics and special abilities except as noted here.

Class: A highly evolved creature takes at least one level in a noncreature class, gaining all the normal benefits from that class (whether it’s heroic or professional).

Attack: Reduce all natural weapon damage by one die type, to a minimum of 1d3.

Special Qualities: If the base creature does not have appendages that can manipulate as well as Human hands, the creature gains hands, manipulative tentacles, a prehensile tail, or some other tool-using appendage.

Statistics: Add 2d6+2 to Intelligence, Wisdom and Charisma, to a maximum of 18 for each. Unlike most creatures, highly evolved creatures gain bonus languages and modify their skill points based on their Int modifier.

Challenge Code: Refigure a highly evolved creature’s Challenge Code from its total classes and levels, as with any alien species.

Skills: Add skills appropriate to the creature’s total skill points from Intelligence, class, and level (add or subtract skill points from the creature’s Intelligence modifier only for noncreature levels).

Feats: Add feats appropriate to the evolved creature’s total classes and levels.

Sample Highly Evolved Creature

Here is an example of a highly evolved creature using a worr as the base creature.

Highly Evolved Worr: Desert predator 1/soldier 1; Init +6; Defense 14 (+1 natural, +1 size, +2 Dex); Spd 3m; VP/WP 8/11; Atk +2 melee (1d3, bite) or +4 ranged (tongue); SQ Hands, low-light vision, tongue attack; SV Fort +2, Ref +4, Will +1; FP 0; DSP 0; SZ S; Rep 0; Str 10, Dex 15, Con 11, Int 12, Wis 18, Cha 17. Challenge Code: B.

Skills: Astrogate +3, Hide +6, Intimidate +4, Pilot +4, Spot +9, Survival +13, Treat Injury +8.

Feats: Armor Proficiency (light), Improved Initiative, Weapon Group Proficiency (simple weapons, blaster pistol, blaster rifle, heavy weapons, vibro weapons).

Force-Using

Some creatures, such as vornskrs and ysalamiri, have natural abilities to use or manipulate the Force. Often on planets where one species develops such a power, other species evolve as Force users as well. Occasionally, an individual creature is unusually strong with the Force. Force-using creatures are very limited in the kinds of Force powers they develop.

Creating a Force-using Creature

“Force-using” is a template that can be added to any creature with Intelligence and Wisdom of at least 1 (hereafter referred to as the “base creature”). Creatures of this type gain a few Force feats and skills they use instinctively. They do not gain the ability to take a Force-using character class. Their powers are innate abilities, not the result of study or a true understanding of the Force. A Force-using creature uses all the base creature’s statistics and special abilities except as noted here.

Vitality Points/Wound Points: Add 1d4 vitality points per level of the creature.

Statistics: Add 1d4 to the creature’s Wisdom and Charisma each.

Challenge Code: Increase the Challenge Code of a Force-using creature by one rank.

Skills: The Force-using template adds 2 skill points per level for buying Force skills. It must meet all the normal prerequisites and treat them as class skills. The creature's level is considered its Force-user level. Creatures that have dark side powers are considered dark side Force-users. The Force skills must be chosen from the following list: Battlemind, Enhance Ability, Enhance Senses, Fear, Force Defense, Force Stealth, Friendship, Heal Self.

Feats: A Force-using creature gains the Force Sensitive feat automatically. Every three levels, the creature gains one additional free feat limited to Alter, Control, or Sense. No other Force feats are available to Force-using creatures.

Sample Force-Using Creature

Here is an example of a Force-using creature using a woolly veermok as the base creature.

Force-Using Woolly Veermok: Predator 6; Init +8; Defense 14 (+4 Dex); Spd 15m; VP/WP 51/15; Atk +6 melee (1d4, 2 claws), +4 melee (1d6, bite), +4 melee (1d6, gore); SQ Low-light vision, pounce; SV Fort +7, Ref +9, Will +2; SZ L; Rep 5. Str 10, Dex 18, Con 15, Int 2, Wis 13, Cha 18. Challenge Code: F.

Skills: Hide +8, Intimidate +12, Jump +8, Move Silently +12, Spot +9.

Feats: Dodge, Improved Initiative, Multiattack.

Force Skills: Force Stealth +8, Heal Self +8.

Force Feats: Force Sensitive, Sense, Control.

Maddened Creatures

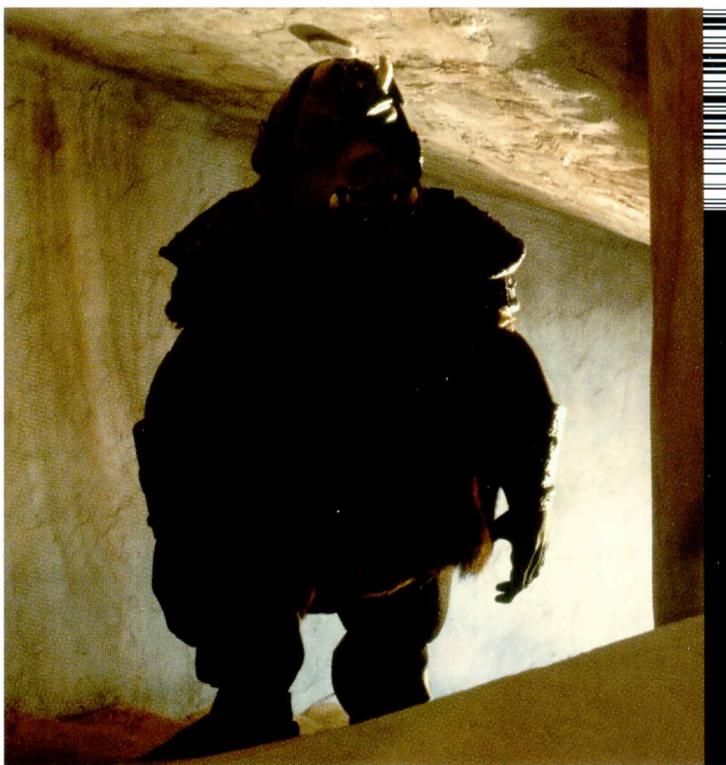
Maddened creatures are crazed beings that have lost the ability to act in accordance with normal instincts. Very few races of creatures in the galaxy seem maddened all the time. Some creatures might become maddened under specific circumstances, such as during mating season or when diseased.

Creating a Maddened Creature

"Maddened" is a template that can be added to any creature with Intelligence and Wisdom of at least 2 (hereafter referred to as the "base creature"). Creatures of this type do not act in a rational manner, acting unpredictably and violently. The Handle Animal skill is useless when facing a maddened creature. A maddened creature uses all the base creature's statistics and special abilities except as noted here.

Initiative: Maddened creatures gain a +3 morale bonus on initiative.

Vitality Points/Wound Points: Double a maddened creature's vitality points.



Attack: Maddened creatures gain a +4 morale bonus on all attacks.

Saves: Give a maddened creature a +4 morale bonus on Will saves.

Challenge Code: Increase the Challenge Code of a maddened creature by one rank.

Skills: A maddened creature cannot use skills effectively, taking a -4 morale penalty on all skills.

Feats: All maddened creatures gain the Power Attack feat if they don't already have it.

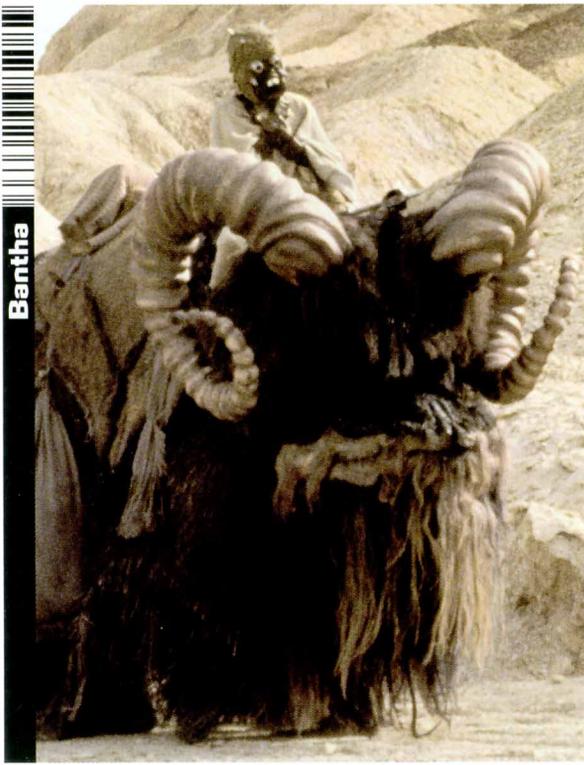
Sample Maddened Creature

Here is an example of a maddened creature using a rancor from the *Star Wars Roleplaying Game* as the base creature.

Maddened Rancor: Predator 5; Init +2; Defense 22 (+13 natural, -2 size, +1 Dex); Spd 20m; VP/WP 104/42; Atk +15 melee (1d6+8, claw), +10 melee (2d6+8, bite) or +6 ranged; SQ Fast healing 2, low-light vision, terrifying presence; SV Fort +9, Ref +3, Will +3; SZ H; Rep 5; Str 26, Dex 9, Con 21, Int 4, Wis 7, Cha 4. Challenge Code: E.

Skills: Climb +10, Intimidate +1, Spot -2.

Feats: Power Attack, Track.



Creatures of the Galaxy

BANTHA

Found on dozens of worlds, the bantha is one of the most adaptable herbivorous creatures in the galaxy. Banthas are able to thrive in almost any climate, surviving for weeks without food or water. Their adaptability makes them superb livestock, especially popular on harsh worlds such as Tatooine. Ranchers throughout the galaxy raise banthas for the lucrative bantha-steak and bantha-hide markets. Nomadic cultures often weave cloth from bantha fur. Bantha-skin cloaks and carrying cases are popular with the upper classes in some parts of the galaxy. Wild bantha herds are less common, but some still roam free on a few untamed worlds.

Bantha calves are born in litters of two to four. The young are capable of walking within hours of birth. Young banthas are raised and protected by their herd as a whole until they reach their full size, five years after birth. A bantha born outside a herd, or one that gets separated from its elders, doesn't often survive to adulthood. If it does, it's likely to become a massive rogue that never seeks out a herd of its own and fears almost nothing. Banthas have a natural life span of thirty to forty standard years.

Although banthas on different worlds have naturally diverged from their baseline ancestors, all fit the same general description: 2- to 3-meter-tall quadrupeds covered in shaggy fur. Males tend to be slightly

larger than females, and both genders grow a pair of long, spiral horns on top of their heads. Known bantha strains include arctic, desert, forest, mountain, plains, and swamp variants, each gaining the bonuses associated with creatures of that type (see the Climate Templates on page 16). Banthas are so widespread that their native planet is unknown, although many worlds where the beasts are common claim this title.

Some cultures have important beliefs centered around banthas. The Sand People of Tatooine have special bonds with their bantha mounts. So strong are these ties that if a Sand Person's mount dies, the rider is sent into the wilds to either die or bond with a new bantha. The priests of the Dim-U are devoted to an unusual religion, believing banthas are holy beasts, messengers of a divine power. Most sentient beings disagree—but not so loudly as to anger the Dim-U priests.

Bantha: Herd animal 3; Init +0; Defense 18 (+10 natural, -2 size); Spd 6m; VP/WP 35/58; Atk +8 melee (3d6+9, gore) or -1 ranged; SQ Climate bonus (choose one), trample; SV Fort +12, Ref +1, Will +1; SZ H; Rep 0; Str 29, Dex 10, Con 29, Int 3, Wis 11, Cha 3. Challenge Code: C.

Skills: Listen +6, Survival +6.

Special Qualities: Trample—A few cultures use banthas as war mounts. Naturally disposed toward fleeing enemies and fighting only in defense of their young, banthas can be trained (Handle Animal DC 18) to trample smaller enemies (deals 4d6+14 points of damage, Reflex save DC 22 for half damage). Ordinarily, a bantha forced to fight uses its long, spiral horns to repeatedly buffet foes. A panicked herd of banthas may also trample any being in the way of a stampede, crushing everything in its path. See the trample entry on page 8 for more details.

BELDON

Beldons are colossal floating beasts found in the clouds of Bespin, although similar creatures live on many gas planets. Essentially living gas bags, beldons grow to a diameter several kilometers across. Their shape is roughly spherical, with a flattened bottom trailing hundreds of hair-thin tentacles. A beldon's internal structure is composed of several concentric layers of flesh, each containing large quantities of buoyant gas. These creatures are so big that they qualify as Colossal.

A beldon sucks in gas through its tentacles and distills elements, nutrients, and chemicals from the gas within its many layers. Rethen, a light gas that allows the beldon to float, is retained in the inner airbags. The creature forces other gases, including Tibanna, through to its outer layers and eventually ejects the gas back into the

atmosphere. Even after a beldon dies, it can retain buoyancy for weeks before finally plummeting into the depths of the clouds. Because beldons produce Tibanna gas as a byproduct, it is illegal to hunt them. Many tourists take air cruises to view the beasts, however, and a few adventurous souls even lead expeditions to land on a beldon and walk about on the beast's vast surface.

Beldons move in huge herds of 500–3,000 (1d6×500), drifting through the atmosphere and feeding on airborne algae. Beldons are capable of attacking with their tendrils, but only against targets beneath them. When attacked, beldons descend deeper into the thick atmosphere of Bespin, where few other creatures can survive the pressure. If this happens, one beldon from the herd moves more slowly than the rest, allowing itself to be attacked to give the herd time to escape. Even the most voracious predators cannot consume a seven-kilometer beldon in less than several days.

So far, efforts to domesticate, herd, or communicate with beldons have all met with failure, largely due to the creatures' great size. Still, entrepreneurs occasionally attempt to find a way to make a working beldon ranch, hoping to reap great profit by harvesting Tibanna gas from the creatures.

Beldon: Airborne herd animal 1; Init +1; Defense 1 (–8 size, –1 Dex); Spd fly 4m (poor); VP/WP 7/128; Atk +8 melee (1d4+16, 8 tendrils) or –1 ranged (ionized spark); SQ Blindsight, explosive, ionized spark; SV Fort +5, Ref –1, Will –3; SZ C; Rep 1; Str 42, Dex 8, Con 16, Int 3, Wis 4, Cha 2. Challenge Code: C.

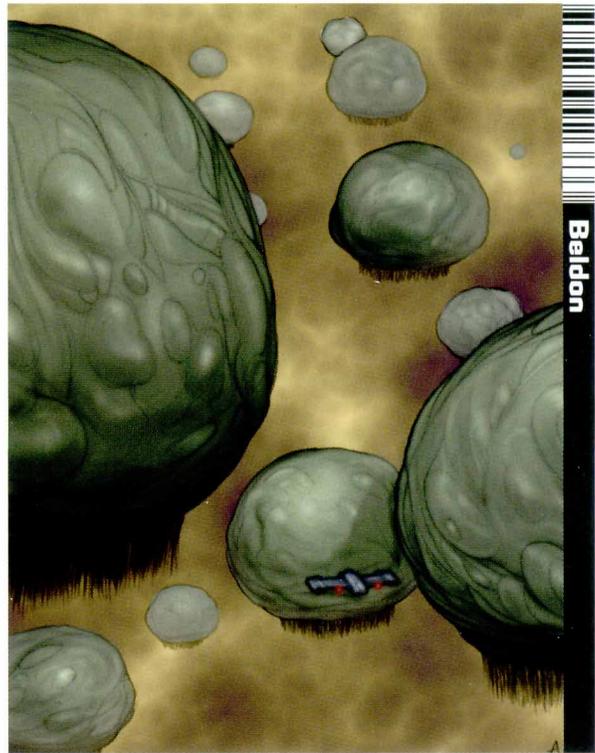
Skills: Spot +4, Survival +2.

Special Qualities: Explosive—On Bespin, attacking a beldon is not just illegal, it's foolish. Many of the gases contained in a beldon are highly flammable. While the creatures are immune to most forms of ionization and electricity, even a single blaster bolt can cause a beldon to explode. Any hit that does wound damage to a beldon forces it to make a Fort save (DC equal to 10 + the number of wound points dealt). On a failed save, the beldon erupts, doing 4d10 points of damage in a blast radius equal to twice its own diameter. Since beldons are invariably floating in the atmosphere, this damage radius also applies above and below the creature. The danger of an accidental beldon eruption increases the danger of even fighting near one of the giants, as misses against a hero could easily strike one of the colossal beasts. For example, if a beldon one kilometer across suffers 4 points of wound damage, and it fails a Fortitude save (DC 14), the gases inside the beldon explode. Anything within two kilometers of the beldon takes 4d10 damage.

Ionized Spark—Beldons sense their environment by creating massive electrical fields around themselves and sensing disturbances within those fields. Herds of beldons join these fields together—a big herd can extend them for hundreds of kilometers. Sometimes the ionization caused by these fields plays havoc with ship and airspeeder sensors and other electronics. A vehicle that gets too close to a beldon may get hit by an ionized spark, which can also disrupt electronics. If a vehicle comes within 10 meters of a beldon, the GM should make an attack roll with a +8 circumstance bonus. On a successful hit, treat the vehicle as if struck by an ion cannon. Fortunately beldons are slow and easily avoided.

BONEGNAWER

Bonegnawers are large birds of prey native to Tatooine. The natives of that world fear and respect the bonegnawers, especially the Sand People, who view them as symbolic of strength and courage. Large avians, bonegnawers have a wingspan of 8–10 meters. They are marked by colorful plumage, and their graceful flight can be spotted from several kilometers away. A male bonegnawer's wings range in hue from deep purple to bright blue. The female has golden or sandy-colored wings. Both genders are marked by a signature crimson crest, breast, and tail. These unmistakable markings are so distinctive that local thrill-jockeys often paint a bonegnawer-inspired symbol on the sides of their speeders, swoops, and skyhoppers. The bonegnawer's shiny, black beak is filled with several rows of tiny teeth. A row of sharp horns runs down its back.





Bonegnawer nests are usually found in rocky regions of the desert wastelands of Tatooine. Since the creatures do not migrate, they only change the location of their roosts when the safety of a nest becomes compromised. Single males are solitary and very territorial, hunting only within their turf and protecting it fiercely from other males and mated pairs. A mated pair is similarly protective of an area, allowing no other avians or large predators near their nest. A bonegnawer's nest is carved from large rocks at the center of its domain. One bonegnawer might control as much as thirty kilometers surrounding its nest, while a pair can claim twice that diameter. Adolescent females travel in flocks and nest together, but make no effort to drive away other creatures. These flocks sleep during the day and early evening, doing their hunting at night. Unmated females hunt in groups of 1d6+2, making them a significant threat to individuals and small groups caught unawares.

Bonegnawers are graceful flyers and frightening hunters. Their diet generally consists of large rodents, young banthas, young cliffborer worms (which they consider particularly tasty), and even humanoids. They have incredible eyesight, enabling them to spot prey from extreme heights. Their wings grant them swift and silent flight, making it impossible for most creatures to outrun them.

A bonegnawer's jaws are so strong that it can actually chew through rock. It often uses this ability to root out burrowing creatures, such as cliffborer worms, that attempt to hide in rock caves. A bonegnawer can eventually chew through any material with a hardness of 15 or less,

although it may take several minutes. The bonegnawer consumes the meat of a kill on the spot, but carries the bones back to the nest, cracking them open, and savoring them over several days. Bonegnawer nests are often littered with shards of broken bones.

Once a male and female become mates, the bond is permanent, and the pair no longer associates with other individuals. Though they remain together for life, one pair only produces young three or four times in the 30 to 40 standard years they live. When a pair does breed, the female lays eight to ten eggs in the coolest part of the summer. The eggs gestate for 14 standard months. During the time of gestation, the eggs can suffer from cold, moving, poachers, and other predators. Usually only two or three survive long enough to hatch.

Young bonegnawers are born blind and silent, covered in fluffy, tan down, and are fed only the marrow gleaned from the bones brought back by their parents. "Gnawlets" gain the ability to make sounds within hours, but sight comes a few days later. They remain with their parents until they are approximately three years old and able to defend themselves. The males find areas not already controlled by another male. The females stay together with any sisters, eventually joining up with other groups of females to form an adolescent flock.

An adult bonegnawer trained from a hatchling gnawlet makes an excellent hunter and guard animal. Bonegnawers fixate on the first creature they see as a parent. Trainers who manage to become surrogate parents can easily domesticate young bonegnawers. One that fixates on its true parents becomes extremely difficult to train (+10 to all Handle Animal DCs). Some hunters also seek to acquire young gnawlets prior to their gaining sight. Although hunting for bonegnawer eggs is dangerous, it is not uncommon. A nest with eggs or hatchlings always has at least one parent to guard it. If a hunter survives the experience, he can make a decent living procuring eggs and selling young hatchlings.

Bonegnawer: Airborne predator 7; Init +7; Defense 13 (+3 natural, -1 size, +1 Dex); Spd 4m, fly 20m (average); VP/WP 59/19; Atk +11 melee (4d8+5, bite) or +7 ranged; SQ Improved grab, +6 species bonus on Spot and Search checks, low-light vision, slam dive; SV Fort +9, Ref +3, Will +3; SZ L; Rep 1; Str 20, Dex 12, Con 19, Int 3, Wis 13, Cha 6. Challenge Code: D.

Skills: Listen +7, Move Silently +7, Search +2, Spot +15, Survival +7.

Feats: Flyby Attack, Improved Initiative (bonus feats).

Slam Dive—The bonegnawer hunts by using its improved grab ability to catch prey in its powerful jaws. If the prey grabbed is larger than Medium-size, the bonegnawer cannot fly while grappling with it. Instead, it tries to kill

the prey by slamming it into the ground. (In addition to bite damage, this deals 2d8+5 points of damage.)

BONEWORM

Boneworms are native to Necropolis, a star system that's described in many galactic tour vids as a "living portal into the ancient funeral rites of the Core worlds."

Located on the fringe of the Core region, Necropolis was settled nearly 15,000 years ago by a religious order that was appalled by the way the cultures of the Core, Human and alien alike, grew more similar to one another since travel and communication between distant stars became more commonplace. This order set aside a part of the world for each Core world culture, and invited any culture to inter its dead on Necropolis according to that culture's native traditions. After a few millennia, terraforming efforts were undertaken on the system's other planets to open up new areas for burial, and soon the entire star system was colloquially known as Necropolis, a word that means "city of the dead." The name became so widely accepted that in the modern galaxy, the system's proper name—Dahrtag—only appears on military star charts.

Boneworms are one of the many lifeforms native to Necropolis, the system's primary world. Subterranean scavengers that feed primarily on the bone marrow of freshly dead beings, they search for food by following movement tremors from in the ground. If those tremors stop for an extended period, the boneworms burrow up through the ground, using their powerful jaws to rend flesh and crack open bones so they can suck the marrow. While the boneworms primarily seek carcasses and usually retreat back into the ground if their victim shows signs of life, they do not care if they are feeding on an unconscious or otherwise immobile but still living being. They feed on the fresh bone marrow and are not choosy about the nature of the flesh that encases it.

Boneworms are presently among the most plentiful native lifeforms on Necropolis; they are, in fact, one of the few members of the original fauna to remain. They range in size from a few centimeters to just over 1 meter in length. Their skin is an off-white color, and they constantly secrete slime in order to more easily move through their burrowed tunnels. Their mouths are lampreylike suction cups, but they can contract muscles and jut forward hard, bonelike spurs that aid them in tunneling, tearing flesh, and cracking open bones or coffins. They are blind and possess no sense of smell, but instead navigate entirely by touch and vibrations in the ground.

While the world's sentient inhabitants were actively exterminating them at one point, boneworms have learned that they can safely dwell under Necropolis' vast cemeteries without being hunted. Necropolis tradition forbids any activity other than the interment of corpses and visitations to grave sites in the cemeteries. Ancient beliefs state that if the dead are not shown proper reverence, they rise from their graves to take revenge on the living. While few Necropolitan citizens believe the legends anymore, they nonetheless encourage visitors to remain on the clearly marked, solidly paved walkways in the cemeteries—otherwise, the boneworms might attack them.

Boneworm: Scavenger 2; Init +2; Defense 14 (+2 Dex, +2 size); Spd burrow 6m; VP/WP 4/5; Atk +3 melee (1d6+2, bite) or +5 ranged; SQ Blindsight, burrow, nematodal penetration; SV Fort +3, Ref +2, Will -2; SZ T; Rep 0; Str 5, Dex 15, Con 10, Int 2, Wis 7, Cha 1. Challenge Code: B.

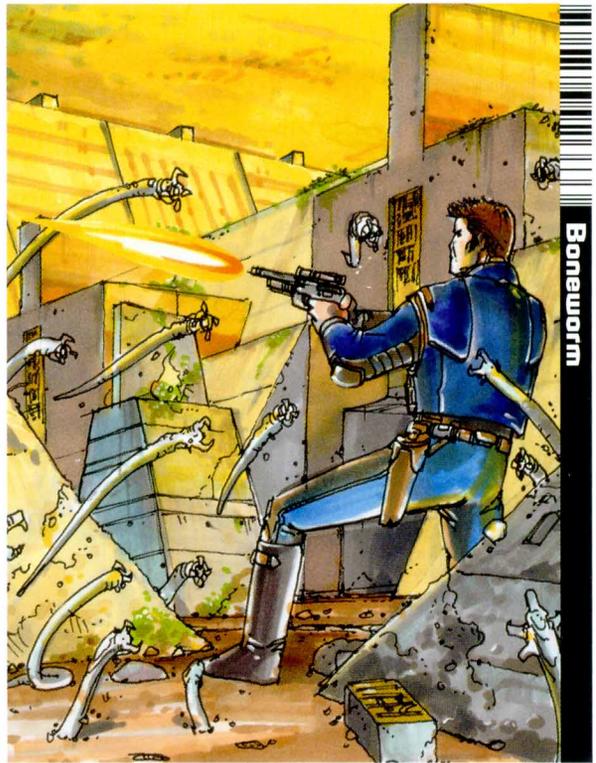
Skills: Hide +7, Listen +5.

Feats: Blind-Fight (bonus feat).

Special Qualities: Nematodal Penetration—The boneworm is a variety of nematode, a family of primitive flatworms that specialize in burrowing into and attacking the internal organs of larger animals. The boneworm gains a +5 bonus on attacks and melee damage, and ignores armor and 3 points of hardness.

BORDOK

Bordoks are beasts of burden found on the forest moon of Endor, although similar creatures exist on many planets throughout the galaxy. These hooved, quadrupedal herd animals are often tamed and trained by Ewoks. Soft, shaggy



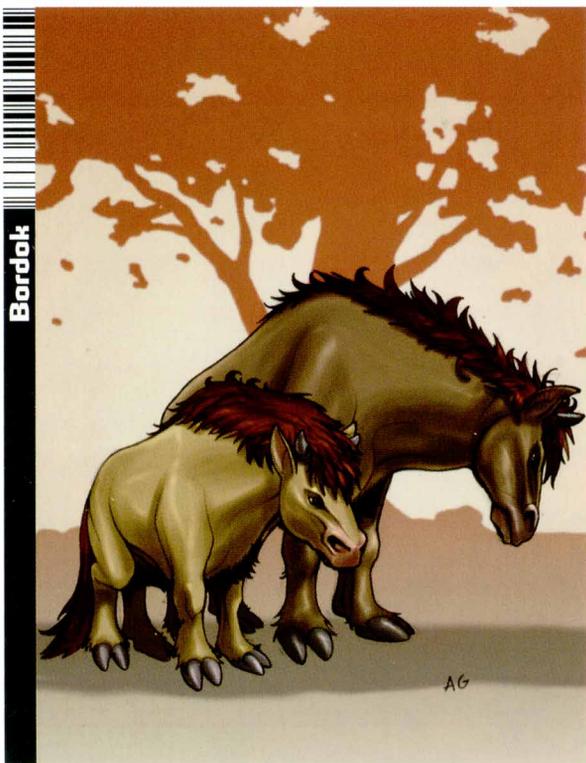
Boneworm

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hair covers their bodies, and long manes run along their backs, blending into their bushy tails. A bordok's front legs are considerably longer than its rear legs, causing its back to slope strongly. Two horns curve upward from a bordok's head. These horns are quite short in young and female bordoks, but can grow to a considerable size on an adult male. Two species predominate. Shorter, lesser bordoks grow to no more than 1.5 meters tall at the shoulder. The rarer greater bordoks can reach twice that size.

Unlike many herd animals, bordoks are a fairly intelligent and steady species. A bordok is not easily spooked or startled. Adult bordoks can be fierce when defending their young, and a well-treated, domesticated bordok may even attempt to defend its master. Young bordoks make excellent pets, sometimes developing lifetime bonds with their owners. Greater bordoks are more likely to exhibit this behavior than their smaller relatives. All bordoks are more skittish at night, however, due to dangerous nocturnal predators on Endor forest moon.

Wild herds of bordoks are suspicious of any creature they do not recognize, but someone who's been trained not to spook the animals can approach them. (Approaching wild bordoks requires a Handle Animal check, DC 15.) If a sentient being manages to befriend a herd of bordoks, they can be convinced to carry large loads and even sleep near the sentient, making excellent companions for trips through the wilderness. However, they do not enter cities or go near large vehicles unless they are actually tamed.

A bordok is capable of carrying an amazing amount of weight for its size. When determining a bordok's carrying capacity, treat them as creatures one size larger than their listing (see Strength on page 9 of this book). They are also remarkably surefooted, gaining a +8 bonus on Balance checks. Although bordoks are not able to climb the trees of Endor's forest moon, they can walk along branches—if lifted into an Ewok village—or run along the tops of fallen logs. The herding instinct is strong in bordoks. Adult males sometimes sacrifice themselves for the good of the herd, attempting to hold off predators long enough for the herd to escape.

When fighting, a bordok either tries to gore opponents with its horns or attempts to kick with its back legs. A bordok can only manage a back kick if it is carrying no more than a medium load. A young or female bordok cannot gore with its horns, leaving it defenseless if heavily burdened. A bordok cannot make gore and back kick attacks on the same round.

Lesser Bordok: Forest herd animal 3; Init +3; Defense 18 (+5 natural, +3 Dex); Spd 20m; VP/WP 12/14; Atk +2 melee (1d6+1, back kick) or +2 melee (1d4+1, horns) or +4 ranged; SQ Low-light vision; SV Fort +5, Ref +4, Will +3; SZ M; Rep 1; Str 13, Dex 17, Con 14, Int 5, Wis 14, Cha 6. Challenge Code: A.

Skills: Listen +9, Survival +9.

Greater Bordok: Forest herd animal 4; Init +2; Defense 16 (+5 natural, -1 size, +2 Dex); Spd 28m; VP/WP 26/19; Atk +5 melee (1d8+6, back kick) or +5 melee (1d6+6, horns) or +3 ranged; SQ Low-light vision; SV Fort +8, Ref +3, Will +3; SZ L; Rep 1; Str 19, Dex 14, Con 19, Int 5, Wis 14, Cha 6. Challenge Code: B.

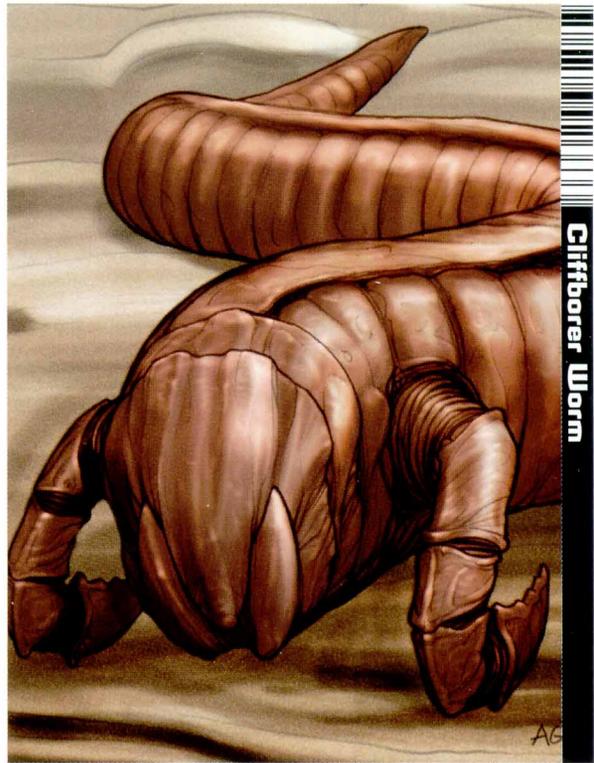
Skills: Listen +10, Survival +11.

CLIFFBORER WORM

The cliffborer worm is a simple, almost mindless, burrowing creature common on many desert and mountainous planets, including Tatooine. This long, armored arthropod feeds on simple plant life, such as razor moss and lichen. Scientists have found cliffborer worms as long as 10 meters, but 3- to 4-meter specimens are far more common. Some xenobiologists claim cliffborers grow throughout their lives and do not die of old age, suggesting that worms reaching lengths of 20 or even 30 meters may exist in the deep desert. Cliffborer worms have two insectoid legs, which they use for both locomotion and attacks. However, the cliffborer's most dangerous feature is a rock-crushing bite.

Cliffborers do not normally attack other creatures except during mating season (which lasts only a few weeks) or in defense of a nest with eggs. A pair of cliffborers guard their nest of two to twelve eggs until hatching time, then leave the young to fend for themselves. Many end up as meals for dewbacks and krayt dragons, since their hide does not toughen up until they reach a size of 1 meter, approximately a month after birth. Cliffborers are equally active day and night, and don't seem to require sleep at all. Although they often lay unmoving for hours at a time, this should not be taken as a safe time to approach them, since they are likely to be fully awake and alert. The worms usually flee rather than attack when confronted, but rarely, one panics and lashes out at any creatures nearby.

Their incredibly tough hide is a popular material for boots. It's also used for the construction of some sail barges and similar vehicles. Efforts have also been made to construct body armor out of their skin, but in general, such equipment is hot and cumbersome. Cliffborers are impossible to raise in captivity at a reasonable cost, due to their ability to tunnel through almost any cage. More than one world has a small cliffborer worm population because of a failed attempt to raise the creatures for their hides. Although some force shield ranches have been built, they are too expensive to maintain; however, hunting the beasts can produce a small profit.



Cliffborer Worm

Cliffborer Worm: Desert mountain vermin 6; Init +1; Defense 23 (+13 natural, -1 size, +1 Dex); Spd 10m, burrow 6m; VP/WP 30/10; Atk +5 melee (5d8+2, bite), +0 melee (1d6+2, 2 claws) or +4 ranged; SQ Damage reduction 10, improved bore; SV Fort +5, Ref +6, Will +2; SZ L; Rep 0; Str 15, Dex 13, Con 10, Int 1, Wis 11, Cha 2. Challenge Code: D.

Skills: Climb +9, Hide +5, Move Silently +5, Spot +5, Survival +6.

Special Qualities: Improved Bore—Cliffborer worms are capable of moving through sand, earth, rock, and even some metals. Any material with a hardness of 8 or lower poses no difficulty to a burrowing cliffborer worm (see Hardness on Chapter 8 of the *Star Wars Roleplaying Game*). A cliffborer can penetrate materials with a hardness of 9 or 10 if they also have a break DC of 30 or lower. The metal walls of a bar or a trading post are fair game for a cliffborer, but military fortifications and starships are too tough for it.

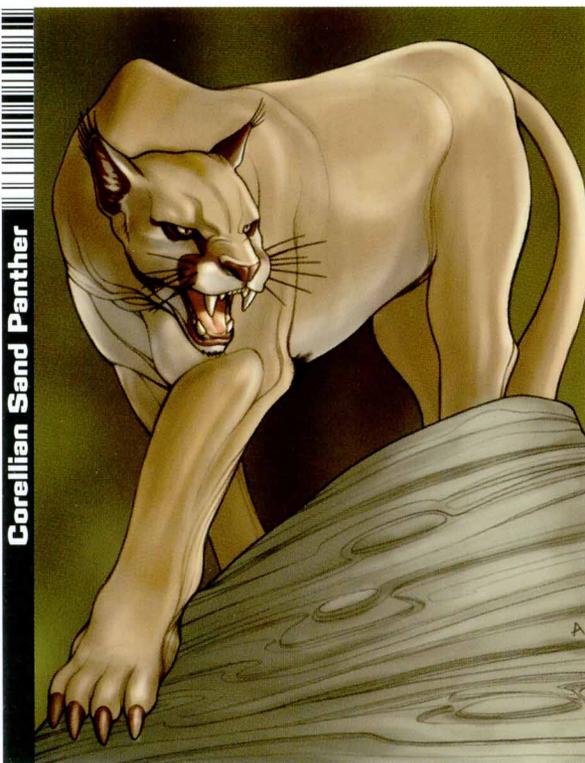
CORELLIAN SAND PANTHER

Corellian sand panthers are feline predators with coats of soft fur, long tufted tails, and large, wide paws. Most sand panthers live in deserts, although some species can be found in more temperate zones. Usually a sand panther has a light yellow coat that blends in well with their sandy surroundings, although a few rare albino and silver-colored panthers have been found. Their coats are coveted by furriers, who make expensive garments and bags from the fine hides. However, sand panther hunting has been illegal for centuries on Corellia, and sand panthers are only found on a few other worlds. Most of these planets are primitive and dangerous. Poachers sometimes manage to take a few pelts from the Corellian wilderness, but the overall rarity of such furs continues to make them very expensive, only worn by the elite of the galaxy's most wealthy.

Sand panthers are very difficult to tame. Increase all Handle Animal DCs by +15 when attempting to manage or train a Corellian sand panther. Although sand panthers are normally solitary hunters, small family units sometimes hunt together. The sand panther is one of the galaxy's quietest stalkers, able to move within centimeters of its prey without alerting it.

Corellian Sand Panther: Predator 4; Init +2; Defense 22 (+10 natural, +2 Dex); Spd 16m; VP/WP 26/14; Atk +13 melee (1d6 +5, 2 claws), +7 melee (1d8 +5, bite) or +6 ranged; SQ Poison, pounce, rake attack, scent, +8 species bonus on Move Silently and Hide checks; SV Fort +6, Ref +6, Will +2; SZ M; Rep 1; Str 21, Dex 15, Con 14, Int 3, Wis 13, Cha 16. Challenge Code: D.

Skills: Climb +10, Hide +14, Jump +10, Listen +8, Move Silently +14, Spot +5.



Feats: Multiattack, Track (bonus feat).

Special Qualities: **Poison**—The powerful claws of the Corellian sand panther are unusually sharp. The panther gains a +4 bonus on claw attacks. Sand panther claws are also envenomed. Any opponent struck by a sand panther's claw must make a Fortitude check (DC 14). On a failed roll, the poison deals 1d6 points of Con damage and forces another save 1 minute later, which deals 2d6 points of Con damage if failed.

Sand panther poison is odorless and tasteless. Assassins sometimes gather it, conceal it in a victim's drink, and then deal a killing blow once the target is debilitated. Sand panther venom forces the same Fort save as a claw attack.

Pounce—When first attacking an opponent, the sand panther pounces, allowing it to make a full attack even though it has already moved. Sand panthers also gain a +4 species bonus on Climb, Jump, and Listen checks.

Rake Attack—Sand panthers often attempt to grapple an opponent with their front-leg claws. If they succeed at this, they use their hind legs to rake (melee attack +8, 1d6 damage per claw). A sand panther can also make a rake attack when pouncing.

CORUSCANI OGRE

The creatures known as Coruscanti ogres are examples of mutation and devolution at their most horrible. Sightings of such creatures have only been recorded in the deep Undercity of Coruscant. However, similar species might well exist in the forgotten recesses of other heavily industrialized or polluted worlds, such as the Ord Mantell junkyard, the Hutt port moon of Nar Shaddaa, or perhaps even one of Kuat's spaceports. Since they are products of artificial environments, it's impossible to predict just where creatures such as the Coruscanti ogre will be found.

No two Coruscanti ogres look the same, but certain similarities are common. They are anthropoids, although the exact species they devolved from cannot be determined. They tend to be tall, ranging from 2–3 meters in height. Most have limbs of differing sizes, shaggy hair covering their bodies in patches, and mouths that seem permanently twisted into lopsided snarls. Some are riddled with sores and tumors, often with patches of skin overgrown with rot or oozing pus. Many have a hunched or maimed appearance. Claws, horns, and fangs are common.

Despite their sickly appearance, Coruscanti ogres are powerful, dangerous creatures. They tend to be sensitive to light, preferring the darkness of night or the dim lower levels of cities. Because they are well adapted to the darkness, they can even see in pitch-black caverns and their sense of smell is excellent. Coruscanti ogres eat fungus and vermin, but also consume larger creatures whenever possible. They're not very particular about what they eat, and view any living thing as a possible meal. Most prefer living food. Some are smart enough to build cages or find deep pits to store live prey in until they're ready to eat it. Teams of construction workers reclaiming ruined city sections have found evidence of such activity in abandoned Coruscanti ogre lairs.

Although only near-sentient, Coruscanti ogres are cunning, laying traps and ambushes both to defend their homes and to catch food. They are territorial, but flee from large amounts of activity. Small groups do not frighten an ogre, however. Hungry ogres have even set upon teams of archeologists, smugglers, and explorers. Coruscanti ogres cannot be reasoned with—they either attack or flee from every being they come across.

The lifecycle of Coruscanti ogres has never been researched, but it is surmised that they mate a few times over the course of their lives and produce infants in live birth. The mortality rate among infants is likely to be very high. Surviving newborns must grow quickly, and likely manage on their own without help from either parent. The life span of an ogre is not likely to exceed 20 standard years. Most die from violence long before that.

In combat, Coruscanti ogres tend to bash with both their arms. Even those that possess horns or claws don't use them in combat. Their rugged fists can do a surprising amount of damage, however. Given time, they can batter down rusting walls or blast doors. Sometimes a Coruscanti ogre is found wielding a crude club or chain as a weapon.

Coruscani Ogre: Subterranean scavenger 5; Init +0; Defense 14 (+5 natural, -1 size); Spd 10m; VP/WP 22/14; Atk +9 melee (1d4+7, 2 fists) or +9 melee (2d8+7, giant club) or +2 ranged; SQ Darkvision, scent; SV Fort +6, Ref +1, Will +2; SZ L; Rep 1; Str 24, Dex 10, Con 14, Int 3, Wis 12, Cha 4. Challenge Code: C.

Skills: Hide +3, Listen +6, Move Silently +3, Search +5, Spot +2, Survival +2.

Feats: Power Attack (bonus feat).

DIVTO

The divto is a three-headed snakelike predator. Native to the forest moon of Endor, divtos have migrated to a few other worlds, perhaps by slithering onto Imperial shuttles that brought supplies to the Empire's base. The divto's three heads are wedge-shaped, with large, slit eyes and each has a mouth full of venomous fangs. Its body thickens slightly where the three necks merge with the torso, but tapers off after that to form a long tail. A mature divto can grow as large as 4.5 meters, although 3 meters is more common. Its hide is covered in hundreds of hard, overlapping scales.

The appearance of divto subspecies varies somewhat on different planets. Most divtos found on Endor's forest moon are either a dull brown color or have bands of red and black stripes along their bodies. Divtos found on different worlds have far more spectacular colors, including gold, blue, and bright green. One variety found on the world of Mimban has a transparent hide and a large hood just behind each head. Divtos molt once every three or four standard years, shedding their old skins as they outgrow them. A divto skin in good condition can be used for numerous pieces of apparel, and many big-game trackers and bounty hunters in particular are fond of divto hide outfits.

A full-grown divto is extremely difficult to kill. Each of its three heads has a small brain of its own. A central brain at the base of a divto's three necks coordinates the body's actions. A divto has some bilaterally symmetrical vital organs both in its main body and in each of its outer two necks. This duplication allows a divto to survive wounds that would kill other creatures its size. Even if one of the side heads is severed, the divto can survive, although the loss of its central head is always fatal.

Era Notes

Divtos were unknown in the galaxy until the Empire began construction of the second Death Star on Endor's forest moon. Similar snakelike predators with only a single head are common on many worlds in all eras. To use divto statistics for such creatures, reduce their number of bite attacks to one and reduce the Challenge Code to B.

Divto: Forest predator 7; Init +5; Defense 15 (+5 natural, -1 size, +1 Dex); Spd 16m, burrow 2m; VP/WP 73/22; Atk +10 melee (2d6+4, 3 bites), +5 melee (1d4+2, tail) or +7 ranged; SQ Poison, scent, night stalker; SV Fort +11, Ref +6, Will +2; SZ L; Rep 1; Str 18, Dex 13, Con 22, Int 3, Wis 11, Cha 7. Challenge Code: C.

Skills: Hide +14, Listen +7, Move Silently +14, Spot +5, Survival +6.

Feats: Improved Initiative (bonus feat).

Special Qualities: Night Stalker—Sleek creatures built for speed and stealth, divtos are extremely dangerous nocturnal hunters. Moving almost soundlessly, they can bury themselves under foliage or a thin layer of dirt to conceal themselves from their prey. Divtos gain a +4 bonus on Hide and Move Silently checks during daylight hours, +8 at night or under nighttime conditions. (The stat block shows the divto during its nocturnal hunting period.)

Poison:—When a target comes within a few meters of a divto in hiding, the divto lashes out in a sudden poisonous strike with all three heads. A target bitten by a divto must make a DC 19 Fort save if bitten by one head, DC 21 if bitten by two, and DC 23 if bitten by three. On a failed save, the target is dealt 2d6 points of Dexterity damage. Six rounds later, the target must make a second save at the same DC or be paralyzed for 4d6 minutes.



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Swallow Whole—Once a divto has paralyzed its prey, it drags the unfortunate creature off to swallow it whole. The middle head can swallow one paralyzed Medium-size target or two Small targets. Swallowing a creature takes 1 minute. Swallowed creatures are dealt 2d6 points of constriction damage and 1d6 points of acid damage each round they are inside a divto's gullet. If a creature recovers from its paralysis before it is dead, it can still use unarmed attacks or Small or Tiny weapons to fight its way free. (A victim can also use a lightsaber, the handle of which is small enough to be used even under cramped conditions.) If the victim kill the divto, it can escape escape the creature's gullet. A divto has Defense 5 against attacks made from inside its body.

It takes an hour for a divto to fully digest a meal. While digesting a swallowed creature, the divto is slow and sluggish. Its Defense drops to 9, and its movement drops to 8 meters. It also becomes less accurate when attacking, suffering a -4 competence penalty on all attacks.

DRAGONSNAKE

The dragonsnake of Dagobah is one of the most powerful predators on that world. Dragonsnakes average 7 meters in length and can weigh up to 50,000 kg. A dragonsnake's basic form is reptilian, with a long, thick body, powerful legs with clawed feet, and a long neck covered in spines. A dragonsnake's head has a short snout—largely taken up by its mouth full of razor-sharp fangs—and large ears sticking out directly behind its narrow eyes. Its tail is long and flat, with broad spines that can be used to attack.

Few things native to Dagobah are a threat to the dragonsnake. Its scales are strong enough to deflect most melee weapons and small arms fire, granting the creature damage reduction 15. Always hungry, dragonsnakes use their superb hearing to find the largest prey available. Although not territorial, they perceive any moving object larger than Medium-size as a threat and attack it. Dragonsnakes do not fear any creature. In fact, unconfirmed reports from pirates and smugglers claim the creatures even attack repulsoflight vehicles.

Dragonsnakes rarely mate more than once every ten standard years. The female lays a clutch of 1d6 eggs, which she buries and leaves to their fate. Normally the predators and scavengers of Dagobah find and consume the eggs long before they hatch, but a few dragonsnake young manage to survive. The hatchlings grow to full size in months and are then fully functional adults. Since dragonsnakes do not seem to age, it is impossible to tell if an adult is one year old or five thousand.

All efforts to capture dragonsnakes have failed. No specimens have ever been found on other worlds.

Dragonsnakes are amphibious reptiles, moving equally well through swampy water channels and marshy sections of land. When swimming, they use their broad, flat tails to propel themselves through the water, and thus rarely attack with them unless they're cornered or completely out of the water. Against most aquatic opponents, dragonsnakes depend on their sharp claws, rising up to slash with both forelimbs. If facing particularly dangerous foes, a dragonsnake may use its long neck to attack without getting close. When on solid ground, a dragonsnake cannot use its claws to attack. Instead, it generally uses both its bite and its tail to down opponents.

Dragonsnake: Swamp predator 10; Init +0; Defense 21(+13 natural, -2 size); Spd 16m, swim 18m; VP/WP 165/70; Atk +20 melee (2d4+12, 2 claws), +15 melee (2d6+12, bite) or +20 melee (1d8+12, tail) or +8 ranged; SQ Amphibious, damage reduction 15, +8 species bonus on Intimidate checks, +4 species bonus on Listen and Search checks, reach 4m (bite), +12 species bonus on Hide checks in dark or underwater surroundings; SV Fort +19, Ref +3, Will +3; SZ H; Rep 1; Str 35, Dex 11, Con 35, Int 6, Wis 11, Cha 5. Challenge Code: G.

Skills: Hide +5, Intimidate +14, Listen +9, Move Silently +5, Search +9, Spot +5, Survival +2, Swim +22.

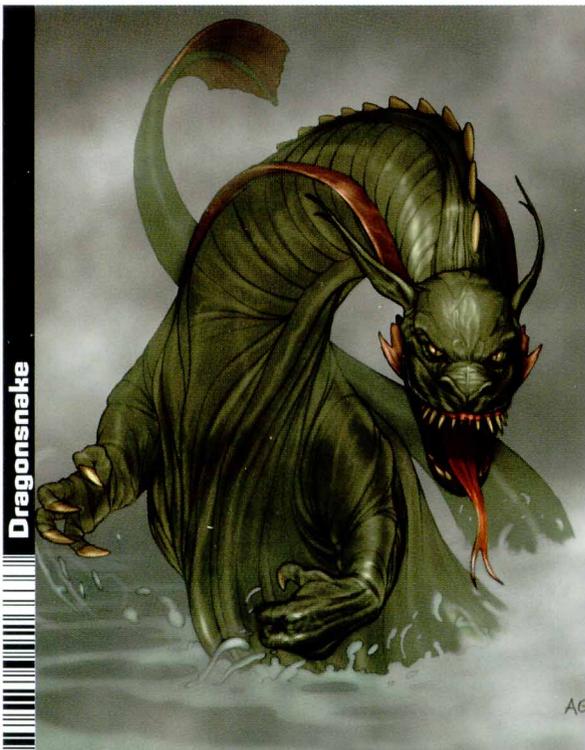
Feats: Power Attack (bonus feat).

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Dragonsnake



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GUNDARK

This powerful, semi-intelligent anthropoid species stands among the most vicious, strong, and aggressive in the galaxy. Adult gundarks have four arms and large ears as wide as their head. Both their broad hands and feet have opposable digits. Subspecies of gundark range in size from 1 to 2.5 meters tall; an average specimen stands at about 1.5 meters. All subspecies are covered in short brown or gray hair. Most gundarks live in temperate climates, but witnesses have reported arctic and desert gundarks.

Gundarks are found on many worlds throughout the galaxy. Most gundark populations are the offspring of escaped slaves or groups moved to new worlds by Old Republic agents attempting to protect them from slavery. Even during the height of the Empire, it is illegal on most worlds to hunt or capture gundarks. However, they are still often captured and sold to underground or illegal gladiatorial arenas. Gundarks have a reputation as fearless combatants. A few big-game hunters consider them the ultimate prey and flaunt laws protecting them.

Though not quite possessed of sentient-level intelligence, gundarks are advanced enough to use simple tools, such as rocks and clubs. They live in organized family units and dwell in hollowed-out trees or in caves. Several gundark families may live together as a tribe, working together for their common survival. Gundark society is matriarchal, with the oldest and most cunning female ruling the tribe. Males build homes and defend them ferociously from all predators and interlopers, attacking anything that enters the vicinity of the nest and even some things that don't. The females are hunter-gatherers, acquiring the food needed by the tribe and training the young gundarks who aren't old enough to go out on their own.

The young are born in single live births with a black coat of fur. Gundarks learn to fight from birth. Parents nip and bite during playtime, teaching early combat techniques to the young. As the young gundark gets older, its hair grows lighter. During adolescence, its ears enlarge and two more limbs grow out. Young gundarks instinctively know that too many pups endangers the family unit. For this reason, rivalry among siblings is very strong, and occasionally lethal. Those that survive are forced out of their home when approximately 5 standard years old. A young gundark immediately searches for a new home, often fighting its way into a new tribe within a few weeks. This keeps the tribal population fairly constant, but also allows a great deal of genetic diversity.

When gundarks hunt, they generally do so as a group. Females hunt for food, while male gundarks protect the tribe's home. This does not make female gundarks "safe," however, since sentient beings may well be considered food by a troop of hunting females. Male gundarks are completely fearless, gaining a +4 bonus on any checks to resist Intimidation checks made against them or saves against the Force skill Fear.

In gladiatorial arenas, the gundark is one of the most dangerous and feared opponents. It is short-tempered and bloodthirsty, attacking without provocation. A battle-scarred gundark is frequently the favored creature of most matches, even against opponents such as the famed rancor and the brutal trompa. Because of the gundark's especially keen senses, some popular contests involve gundarks that have been blinded or blindfolded. Spectators wait to see how long a less formidable creature can stay away from the gundark's lethal embrace. The fearsome and unpredictable nature of the gundark encourages trainers to handle it with extreme caution. A trainer must use a force pike to control a gundark, assign it a special guard detail, and often keep it sedated during transport. Due to the cost of such measures, rarely does a trainer have more than one gundark in his pool of gladiators.

Gundarks normally fight with their bare hands and enormous strength, but they're also capable of using simple bludgeoning weapons. They often ambush opponents, hiding until prey is in range and taking the prey by surprise. If unarmed, a gundark first tries to grapple its foe in an attempt to crush it to death. If it successfully grapples an opponent, it can constrict for 2d6+8 points of damage, following up with bite attack that same round. If the gundark cannot grab its target, it uses its four arms for four punching attacks. A gundark armed with a club or rock generally holds it with two arms and sacrifices two of its punch attacks.

Gundark: Predator 7; Init +4; Defense 19 (+5 natural, +4 Dex); Spd 12m; VP/WP 73/22; Atk +15 melee (1d4+8, 4 punch attacks), +13 melee (1d8+8, bite) or +15 melee (1d6+12, club), +13 melee (1d4+8, 2 punch attacks), +13 melee (1d8+8, bite) or +7 ranged; SQ Constrict, a +6 bonus on Listen, Spot, and Search checks; if scent plays a part, the bonus on Search checks increases to +10, low-light vision, run-by attack, scent; SV Fort +11, Ref +6, Will +4; SZ M; Rep 10; Str 27, Dex 18, Con 22, Int 6, Wis 15, Cha 13. Challenge Code: E.

Skills: Climb +12, Hide +10, Listen +10, Search +8, Spot +10, Survival +8.

Feats: Blind-Fight, Multiattack, Power Attack (bonus feat).



HANADAK

Hanadaks and similar large predators are found in heavily wooded environments, such as the denser portions of Endor's forest moon. Different species of hanadaks grow to different sizes, but the most common type of hanadak reaches a height of 3 meters at adulthood. Thick, coarse hair covers a hanadak's body, except for the face, which is leathery and covered in bands of colored hide. A hanadak's long claws are not retractable, making it unable to manipulate small or delicate objects. Long fangs jut out past its chin when its jaw is shut. Although the creature can move on two legs, it is slightly faster when moving on all four. A hanadak must be on all fours to run or make a double move action.

The hanadak is a rather dim (some say brainless) predator that depends on its strength and vicious nature to survive. It is easily fooled by camouflage—both natural and artificial—and can be scared away by sudden loud noises and fire. The first time a hanadak sees or hears blaster fire, it is likely to run. After it has been exposed to the sound several times, the creature loses its fear of blasters and those who wield them. Hanadaks are not tenacious hunters. In fact, they often abandon prey that is too difficult to catch. Because they have no interest in dead game, it is sometimes possible to escape an attacking hanadak by playing dead. This requires an opposed Bluff check against the hanadak's Spot check.

Despite their preference for heavily forested areas, hanadaks are too clumsy to be good climbers. They can burrow, although slowly, and sometimes dig smaller creatures out of their lairs. Hanadaks like easy

prey, but go out of their way to catch creatures they find particularly tasty. Some become fond of particular species. A hanadak may even gain a reputation as a killer if it develops a taste for an intelligent species, such as Humans, Cereans, or Ewoks. Such creatures can pose a serious threat to a small outpost and generally must be destroyed. A hanadak that is badly injured flees to its lair, remaining there until it is healed.

Hanadaks mate once every three or four years. Female hanadaks give birth to a litter of three to four cubs, which are soon left to fend for themselves. A hanadak reaches adulthood in four years and has an average life span of twenty years. A few that are raised from a very young age have been successfully tamed, but their low intelligence and ill temper makes them unsuitable as guards or hunting creatures. A hanadak's violent and vocal fighting style often makes it popular in many illegal and underground gladiatorial leagues.

Hanadak: Forest predator 3; Init -1; Defense 18 (+10 natural, -1 size, -1 Dex); Spd 10m, burrow 2m; VP/WP 31/22; Atk +10 melee (1d8+6, 2 claws) or +8 melee (2d6+6, bite) or +1 ranged; SQ Ferocious attack, low-light vision, scent, +4 bonus on Intimidate checks; SV Fort +9, Ref -1, Will +0; SZ L; Rep 1; Str 22, Dex 8, Con 22, Int 2, Wis 8, Cha 4. Challenge Code: D.

Skills: Intimidate +6, Listen +4, Spot +4, Survival +4.

Feats: Power Attack (bonus feat).

Special Qualities: Ferocious Attack—In combat, hanadaks are straightforward fighters, swinging their claws at an opponent until it drops. Their great ferocity gives them a +2 species bonus on claw attack rolls.

ICE SCRABBLER

Ice Scrabblers are rodents native to the frigid ice world, Hoth. Until the Rebel Alliance's encounters with the wampa ice creature, they were believed to be the only mammal native to the planet.

As adults, these tiny beings range in length from 10–50 centimeters. Each has sharp claws and a pronounced beak. These features help the ice scabbler burrow into Hoth's ice, build dens, and delve down to the actual rocky crust of the planet, which is sometimes as deep as 25 kilometers under the ice. They are covered in white or dark gray fur, and a bony ridge runs along their spine. The ridge is most pronounced in males, and portions of it can be raised by muscle contractions when two males fight for the attention of females during mating season.

The scouts who first explored the planet Hoth discovered ice scrabblers. The creatures chewed their way into the landing party's food stores, tunneling up into the containers from under the ice. Despite the fact that the

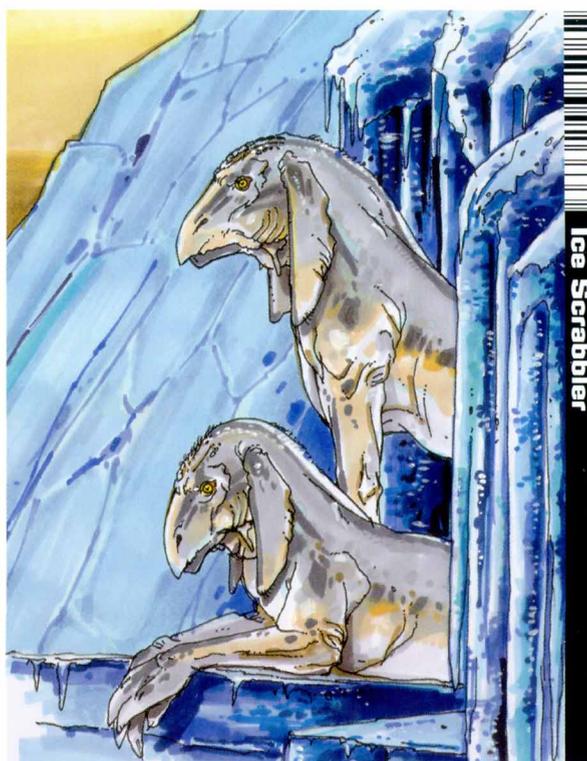
foodstuffs were in individually wrapped and the container was sealed, the highly developed olfactory senses of the ice scrabblers nonetheless detected the presence of the edible substances. An ice scrabblers' sense of smell is so sharp that it can smell the presence of its primary food source—a particularly hardy form of lichen that grows in tunnels and caves deep under Hoth's ice—so it was easy for them to detect the scouts' food. Ice scrabblers were a persistent problem for the Rebel base on Hoth, and it is believed that the concentration of ice scrabblers in and around the Alliance facilities were what likewise drew the fierce wampas there as well.

Ice Scrabblers: Arctic vermin 2; Init +4; Defense 16 (+2 size, +4 Dex); Spd 8m, burrow 6m; VP/WP 4/3; Atk +7 melee (1d3, bite) or +7 ranged; SQ Burrow, targeted olfactory sense, scent, +4 damage on bite attacks; SV Fort -3, Ref +7, Will +0; SZ T; Rep 0; Str 2, Dex 18, Con 5, Int 2, Wis 10, Cha 2. Challenge Code: A.

Skills: Climb +5, Hide +6, Listen +5, Survival +4.

Feats: Weapon Finesse (bite) (bonus feat).

Special Qualities: Targeted Olfactory Sense—Ice scrabblers survive by sensing the exact location of food, even through thick layers of ice or sealed containers. When within 30 meters of any consumable, they automatically target the exact location of the food and begin to burrow toward it.



KATARN

Katarn are arboreal predators from Kashyyyk, the homeworld of Wookiees. They are quadrupeds, weighing about as much as a full-grown Wookiee. Katarn feet have sharp, prehensile claws, allowing them to manipulate simple objects, and a long, rodentlike tail. In addition to their claws, katarn defend themselves with a series of spurs that run along their legs. This combination makes katarn excellent climbers, able to move at a full run along tree limbs or even up or down a trunk. Older katarn are actually skilled enough to climb along the underside of a large branch, and sometimes do this to track prey without being seen.

A katarn's head has a hard, horned crest that protects the face and neck from the attacks of other predators. This crest is made of a tough cartilage. Despite its hardness, it is somewhat flexible. Katarn also have tough hides and dense muscles; this gives them damage reduction 5 against everything except energy attacks. The katarn's mouth is long and narrow, similar in many ways to a toothed beak. This isn't very effective in combat, but it does allow the katarn to root small tree-burrowers, its usual prey, out of their holes.

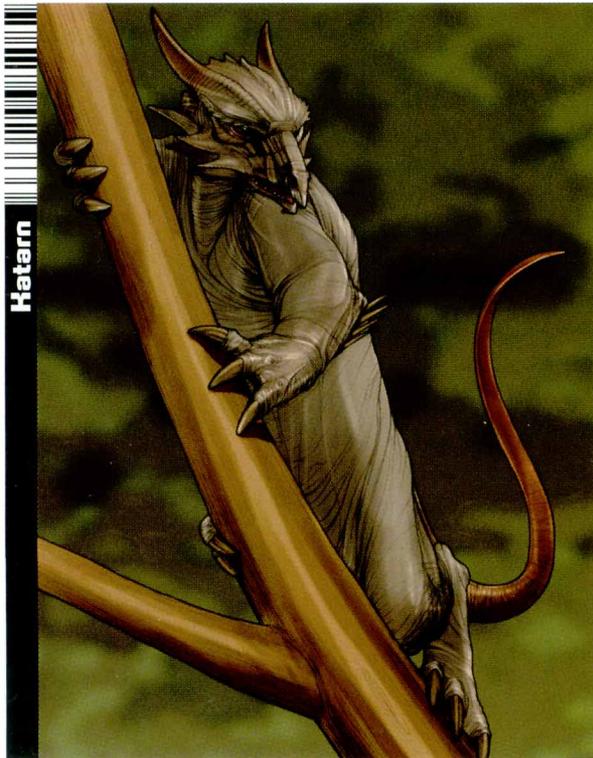
The katarn is one of the most intelligent predators known in the galaxy. It is a fierce and tenacious hunter, often stalking its prey for several days while waiting for the best opportunity to strike. However, a katarn does not attack an opponent that seems larger and stronger than itself. Katarn quickly learn to recognize armor and blasters. Only a young or inexperienced katarn attacks a well-equipped group. Even so, Wookiees who spot a katarn know to give it a wide berth. Katarn are solo hunters, roving over large areas in search of prey. They do not attack each other unless food becomes scarce, in which case they are willing to kill their own kind for sustenance.

Katarn mate only once every few years. A pregnant mother moves away from the father once she is ready to give birth. The offspring is generally delivered higher in the forest canopy than katarn normally travel, taking advantage of the less dangerous ecology in the upper reaches of Kashyyyk's trees. Once the young are close to full size, they leave their mother's side and begin prowling the lower strata of Kashyyyk arboreal ecology.

Very rarely, a katarn befriends another being, becoming a loyal companion and guardian. In the few recorded instances of this happening, it was either after the being saved a wounded katarn from some opponent, or after a female katarn's children have left her and some being stumbled onto her nest. However, in most cases individuals finding themselves alone with a wounded or mother katarn are simply attacked. All efforts to create circumstances where a katarn might bond with someone have failed, usually with serious injuries or fatalities.

Katarn are capable of moving very quietly, often managing to get close to their prey before attacking. Katarn attacks are so sudden that they are often described as "silent, shadowy, and deadly." When a katarn does attack, it





Hatarn

usually does so with its incredibly sharp claws, although it can also bite or gore opponents.

Hatarn: Forest predator 4; Init +4; Defense 19 (+5 natural, +4 Dex); Spd 16m, climb 12m; VP/WP 26/15; Atk +9 melee (1d10+5, 2 claws), +4 melee (1d4+5, bite) or +9 melee (1d10+5, 2 claws), +4 melee (2d4+5, horns) or +8 ranged; SQ Damage reduction 5 (physical attacks only), low-light vision, maternal rage; SV Fort +6, Ref +8, Will +3; SZ M; Rep 0; Str 20, Dex 18, Con 15, Int 6, Wis 15, Cha 9. Challenge Code: D.

Skills: Climb +14, Hide +9, Jump +7, Listen +7, Move Silently +9, Spot +2, Survival +6.

Feats: Power Attack, Track (bonus feats).

Special Qualities: Maternal Rage—A mother katarn fights fearlessly to defend her young, entering a berserk rage if her pups are threatened. This rage gives the mother +4 Strength, +2 vitality points per level, and a +2 bonus on Fort and Will saves, but causes a -2 penalty to Dexterity. The rage lasts a number of rounds equal to 5 + the mother's Constitution modifier. After raging, the mother becomes winded, it is unable to charge and takes -2 to both Strength and Dexterity for 3 rounds.

KIRITHIN

Kirithin are small amphibious predators common on a number of fringe worlds. They resemble fat fish the size of a Wookiee's fist, with clawed flippers they can use to drag themselves along the ground when out of

the water. They have no eyes, instead finding their prey through echolocation. A kirithin's mouth is filled with several rows of needle-sharp teeth. Kirithin do not have scales; instead, they are covered in black or dark green leathery hides. Although edible by most sentient species, kirithin taste unpleasant to all but the Hutts, who consider them to be a delicacy. Kirithin have adapted to numerous water sources and can be found in freshwater rivers, saltwater seas, and even sewers and swamps.

Kirithin normally travel alone, hunting smaller fish and similar creatures to eat. However, they swarm during their mating season, moving in large schools toward their spawning grounds. Any creature found along the way is likely to be attacked and eaten. Kirithin actually spawn on beaches and shoals, dragging themselves out of the water to lay dozens of eggs. Kirithin are most vulnerable when out of the water. The few hunters who acquire kirithin meat are likely to gather at this time.

Whether in water or on ground, a kirithin responds to a perceived threat by hissing and moving to bite its opponent. Kirithin can use their improved grab to grapple with much larger creatures. If a kirithin grapples an opponent larger than itself, the opponent is not considered grappled, even if the kirithin wins the grapple check. Instead, the kirithin locks onto the opponent, doing its bite damage each round until a successful grapple check dislodges it.

Hirithin: Aquatic predator 3; Init +7; Defense 21 (+4 size, +7 Dex); Spd 4m, swim 10m; VP/WP 10/2; Atk +14 melee (1d6-4, bite) or +14 ranged; SQ Darkvision, improved grab, low-light vision; SV Fort +2, Ref +10, Will +2; SZ D; Rep 1; Str 3, Dex 25, Con 8, Int 3, Wis 13, Cha 9. Challenge Code: A.

Skills: Jump +2, Listen +7, Spot +5, Swim +8.

Feats: Weapon Finesse (bite) (bonus feat).

K'LO'R'SLUG

The k'lor'slug is a creature often found in contaminated food cargoes, abandoned city sections, and swamps. Originally from the planet Noe'ha'on, k'lor'slugs have spread throughout the galaxy, hiding in freighters and breeding profusely when introduced to new environments. A single k'lor'slug can lay up to 300 eggs at a time, which hatch into voracious full-grown hatchlings in a few days. More than one freighter has been found dead in space, its entire crew and cargo consumed by an infestation of k'lor'slug hatchlings.

K'lor'slugs can grow up to 2 meters in length, but most are no larger than half that. Each slug has six legs and

two small pincers it uses to climb and move its eggs. A k'lor'slug's carapace is hard and segmented, making it amazingly resistant to bludgeoning and slashing damage. The k'lor'slug has damage reduction 20, but only against physical attacks. It has two compound eyes and numerous heat and scent sensor pits in its slightly bulbous head.

K'lor'slugs seek dark places to live and nest, since they dislike bright lights. They burrow through loose sand and earth, but not hard-packed dirt. Nimble swimmers, they may be most dangerous in swamplands, where they can remain unseen beneath the water's surface. When infesting a ship (usually a large transport or freighter), k'lor'slugs always seek the darkest, coldest area to use as their egg-laying field. Some ship captains install bright lights in every hold and corridor to prevent k'lor'slugs from finding an attractive place to breed, but most spacers consider this too great an expense for such a specific problem.

K'lor'slugs are reviled throughout the galaxy as symbols of gluttony and decay. Poets and songwriters compare particularly vile and greedy officials to k'lor'slugs as the ultimate insult. While a few pirates have taken the symbol of the k'lor'slug as a proud badge of their own lawlessness, most sentient creatures avoid being associated with such creatures in any way.

While a single k'lor'slug is generally a nuisance to well-armed beings, a horde of the creatures is deadly. The creatures swarm over one opponent at a time, poisoning and then consuming them. Physical attacks of all kinds are nearly useless against the swarm, but energy attacks work well. Although mindless, the slugs shy away from a consistent source of unshielded energy, such as a fire or lightsaber. K'lor'slugs do not willingly get within 2 meters of a power source, but instead hover just out of range, waiting for an opportunity to feed.

K'lor'slug: Subterranean vermin 10; Init +3; Defense 18 (+5 natural, +3 Dex); Spd 6m, burrow 2m, swim 12m; VP/WP 25/6; Atk +4 melee (1d6-3, bite), -1 melee (1d4-3, 2 claws) or +12 ranged; SQ Amphibious, damage reduction 20 (physical attacks only), darkvision, poison; SV Fort +5, Ref +10, Will +2; SZ M; Rep 5; Str 5, Dex 16, Con 6, Int 1, Wis 9, Cha 2. Challenge Code: A.

Skills: Climb +1, Hide +6, Jump +1, Listen +6, Move Silently +5, Spot +2, Survival +5, Swim +4.

Feats: Weapon Finesse (bite) (bonus feat).

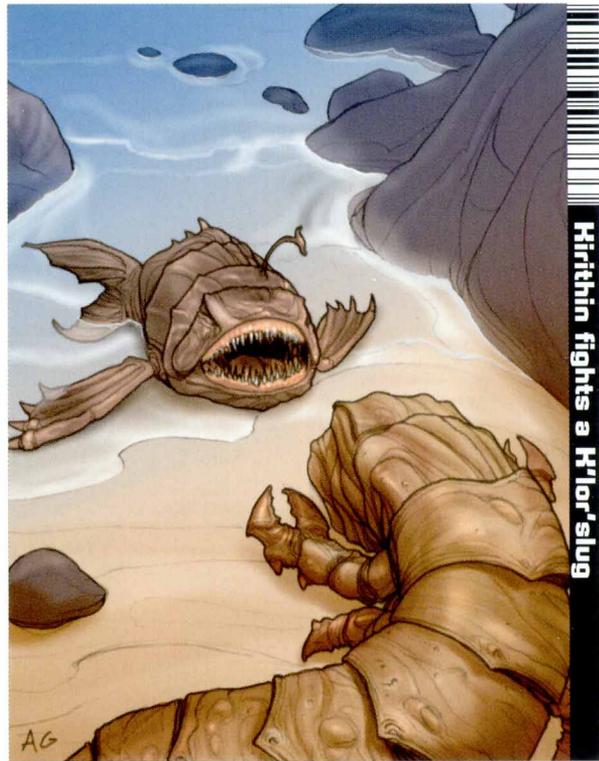
Special Qualities: Poison—The k'lor'slug's bite is both painful and poisonous. A Fort save (DC 13) is required for any opponent bitten by the slug, with failure dealing 1d6 points of Dex damage. A second save is required 2 minutes later, with failure rendering the opponent unconscious for 1d3 hours.

KNobby WHITE SPIDER

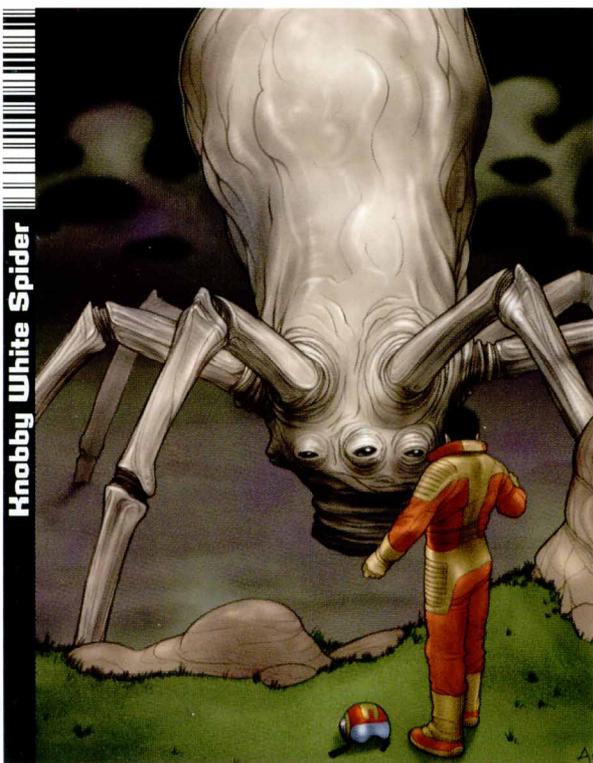
The knobby white spider is an unusual lifeform found exclusively on Dagobah, although similar types of creatures may exist on other worlds. The creature has a formidable appearance, standing between 3 and 5 meters tall on eight strong, narrow legs. The central body is topped by a bulbous sack that is often mistaken for a head, despite its total lack of features or sensory organs. A suckerlike mouth protrudes from the bottom of the creature, surrounded by dozens of shiny black eyes. A hard, white chitinous material covers the entire spider, giving it excellent protection against physical attacks (damage reduction 10, except against energy attacks).

The arachnid appearance of the knobby white spider is misleading, since it is actually the first stage of life for the gnarltree plant. Two or three young knobby white spiders crawl free of a gnarltree once every few standard years to begin their search for food. Essentially mindless, the spiders eat everything they can find and catch. Young knobby white spiders do not back away from anything, fighting to the death rather than fleeing a more powerful opponent. Only the strongest spiders live long enough to grow into mature knobby white spiders.

Once it has grown to a size of 5 meters in height, a knobby white spider is more cautious about what it attacks. At that point, the spider is most interested in finding a suitable spot to set down roots. It fights if attacked, but loses much of its aggressive nature. When it finds an area with plentiful light and water, the mature knobby white



Hirithin fights a k'lor'slug



spider clears all competing vegetation away. It then sinks its eight legs into the soil and begins to sprout true roots. Within a few days of settling down, the spider is no longer able to uproot itself, even if threatened. Its central sack grows into the trunk of a new gnarltree, and its legs and eyes are replaced by an extensive root system.

Both young and mature knobby white spiders have a very simple fighting style. They use up to four of their long spiked legs to stab creatures. Once an opponent stops moving it is sucked up by the mouth and consumed (taking 1d3 points of acid damage each round). The mouth has no real strength. If an unconscious creature is drawn in and awakens, it has no difficulty climbing back out.

Knobby White Spider: Swamp vermin 7; Init -1; Defense 18 (+10 natural, -1 size, -1 Dex); Spd 14m; VP/WP 38/13; Atk +6 melee (1d8+2, 4 leg spikes), +1 melee (1d3, mouth acid) or +3 ranged; SQ Damage reduction 10 (physical attacks only), low-light vision; SV Fort +6, Ref +4, Will +1; SZ L; Rep 1; Str 15, Dex 9, Con 13, Int 1, Wis 9, Cha 1. Challenge Code: D.

Skills: Climb +7, Listen +3, Spot +3, Survival +7, Swim +6.

Feats: Power Attack (bonus feat).

KOWAKIAN MONKEY-LIZARD

Kowakian monkey-lizards are rare creatures native to the world of Kowak, although members of the species can be found throughout the galaxy. Monkey-lizards are tiny bipeds, with flabby, spindly bodies, large floppy ears, opposable thumbs, and a wide beak. They often have small tufts of hair on their head or back. Some subspecies of monkey-lizard have a small tail.

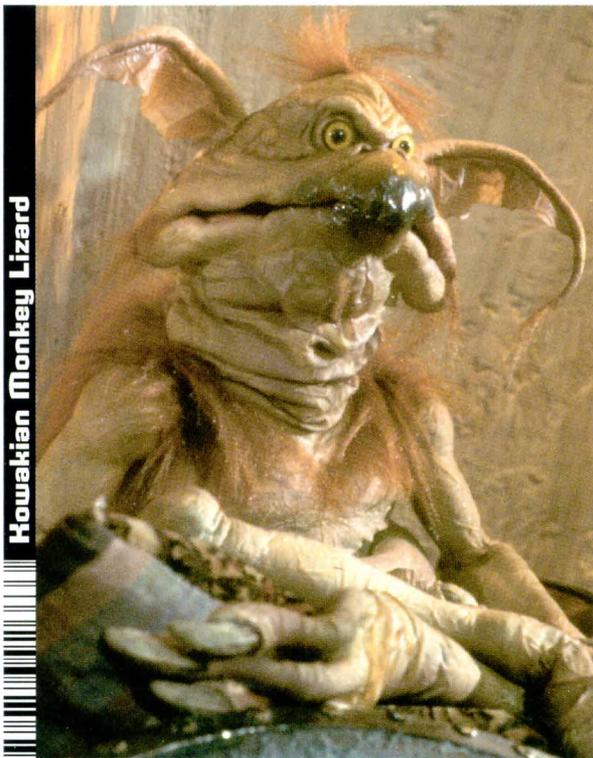
Although monkey-lizards are actually fairly intelligent (and have even led some scholars to classify them as sentient), they also have a reputation for extreme silliness and cruelty. Calling someone a monkey-lizard is a common insult.

In part, this reputation comes from the monkey-lizard's incessant laughter, which in its home environment is used to frighten away predators and other creatures. Many monkey-lizards also mimic the languages of individuals talking around them, often repeating phrases at inappropriate times. These behaviors cause the monkey-lizards to seem smarter than they really are, making them popular as pets in some circles. Hutts seem to have a particular fondness for the annoying creatures, especially the way monkey-lizards tend to parrot out the secret plans of those plotting against their Hutt master.

Monkey-lizards are scavengers and eat almost anything. They prefer flesh to vegetable matter and prefer spoiled foods to fresh. In the wild, they move in packs of 10d10, laughing and hooting loudly to drive predators and other scavengers away from recent kills and watering holes. Once the pack has a food source to itself, the monkey-lizards fight among themselves for choice bits of rotting meat. Once domesticated, monkey-lizards become extremely lazy, and they usually starve if returned into the wild.

Kowakian Monkey-Lizard: Scavenger 2; Init +3; Defense 15 (+2 size, +3 Dex); Spd 12m; VP/WP 5/4; Atk +2 melee (1d3-1, bite) or +6 ranged; SV Fort +2, Ref +3, Will -1; SZ T; Rep 3; Str 8, Dex 17, Con 8, Int 6, Wis 8, Cha 8. Challenge Code A.

Skills: Climb +3, Hide +11, Jump +3, Listen +1, Move Silently +3, Survival +1.



KRAKANA

The krakana is a large deep-sea predator native to Mon Calamari. It is normally found in the freezing canyon rifts of the ocean floor, far below the surface, where no light penetrates. Only rarely does the krakana hunt in the upper layers of the water, usually driven there by hunger or strong deep-sea storms.

A fierce-looking creature, the krakana has a long spine-covered body that narrows to a pair of powerful, spiked tail fins. Its powerful jaws have several rows of fangs flanked by one to three tentacles on either side. Each tentacle has a razor-sharp pincer at the end, used both to grab food and for defense if the creature is attacked. Krakanas have a reputation for eating anything that moves—they are not particular when it comes to prey. Although nearly blind, the krakana can use its keen sense of hearing to track prey with great ease in the water.

The krakana moves almost noiselessly, even when swimming at great speed. It uses this to its advantage when moving in to attack, taking its opponent by surprise and latching on with as many pincers as possible. It then attempts to swallow the prey, grinding it into digestible pulp with powerful stomach muscles and acids. Few creatures survive in the belly of the krakana for long.

Hrakana: Aquatic predator 5; Init +0; Defense 14 (+5 natural, -1 size, +0 Dex); Spd swim 16m; VP/WP 42/19; Atk +10 melee (1d6+6; 2, 4, or 6 pincers) or +10 melee (1d8+6, bite) or +5 ranged; SQ Blindsight, improved grab, low-light vision, scent, swallow whole; SV Fort +8, Ref +4, Will +2; SZ L; Rep 0; Str 23, Dex 11, Con 19, Int 3, Wis 13, Cha 9. Challenge Code: E.

Skills: Listen +7, Move Silently +8, Spot +7, Swim +18.

Feats: Power Attack (bonus feat).

Special Qualities: Improved Grab/Swallow Whole—If the krakana manages to hit a target with at least three pincers, it automatically gets to make a grapple check with its bite attack at its full bonus (even if it has already taken a full-round action). If the grapple check is successful, the krakana can swallow its opponent whole. (This is the only time a krakana may attempt to swallow whole.)

A swallowed target takes 2d8+7 points of crushing damage each round, as well as 2d6 points of acid damage from the krakana's digestive juices. A swallowed creature may cut or shoot its way out of the krakana by dealing 12 or more points of wound damage. A swallowed opponent may only use Small or Tiny weapons, and any attack that hits automatically deals wound damage. The krakana has room to swallow one Medium-size creature or two Small or smaller creatures.

MANTESSAN PANTHAC

The Mantessan panthac is one of the most powerful small predators in the galaxy. Native to the forest world of Mantessa, the panthac is at the top of that planet's food chain. Although no more than half a meter in length, it is easily a match for much larger creatures, such as banthas and womp rats. The panthac is amazingly dangerous for its size, so much so that numerous scientists have undertaken studies of the creature. In some cases, they have even used it for tests in genetic engineering. As a result, a few worlds have suffered ecological ruin when a few panthacs escaped captivity and began to breed in the wild, killing off the native fauna in short order.

In appearance, the panthac is unremarkable. It is a quadrupedal predator with a somewhat feline appearance, a sleek coat of fur, and a thick mane around its shoulders. A panthac's coloration depends on its surroundings, since its fur grows to match its environment. A long, heavily furred tail and four powerful legs dominate its body. Its paws are large for its size, housing durasteel-hard claws that can grow up to 10 centimeters in length. Four large fangs grow from its skull and jaw, surrounding its mouth.

The panthac is a pack hunter, traveling in a group of 2d6+6 creatures. Individual panthacs sacrifice themselves for the good of the pack and occasionally even fight off large predators while the pack escapes. Normally, however, a pack of panthacs is more than a match for whatever it encounters. The pack can strip large creatures



Hrakana



down to bare skeletons in a few minutes. Panthac young are raised by the pack; they become full-grown members of its hunts in just a few months.

Panthacs are fearless, attacking even large parties of armed beings without concern. They are also remarkably intuitive, seeming to have a natural talent for attacking the weakest members of a group. If forced to flee, panthacs stalk their opponent for days, waiting for a momentary advantage when they can strike and overcome their target. Even if a pack is driven off several times, it continues to track and spy on its adversary, until either the pack or its enemy is destroyed.

Mantessian Panthac: Forest predator 8; Init +7; Defense 19 (+2 size, +7 Dex); Spd 12m, climb 12m; VP/WP 44/6; Atk +17 melee (1d6-1, bite) or +17 ranged; SQ Low-light vision, +4 bonus on Hide checks in surroundings it's been in for 30 days; SV Fort +7, Ref +13, Will +7; SZ T; Rep 3; Str 8, Dex 24, Con 12, Int 3, Wis 16, Cha 11. Challenge Code: D.

Skills: Climb +7, Hide +20, Jump +5, Listen +11, Move Silently +12, Spot +9, Survival +7.

Feats: Weapon Finesse (bite) (bonus feat).

NASHTAH

Nashtah are fierce, reptilian predators native to Dra III. These impressive hunters have six legs, three rows of jagged teeth, sharp

claws, and long, barbed tails. Powerful muscles rippling under a sleek greenish hide make the nashtah far stronger than its 1.5-meter length would suggest. Even a full-grown Wookiee would have trouble matching a nashtah's power or speed.

Vicious beasts, nashtah hunt in small packs. Once a year, they instinctively gather for mating rituals. Males and females both seek the strongest mates available, attacking any other nashtah they see as competition. A mated pair stays together to guard a nest that may include up to seven eggs. Once the eggs hatch, each parent leads half the young away and teaches them until the hatchlings reach adulthood five or six months later.

This careful parenting is very frustrating to poachers who seek nashtah young to be trained as domestic hunting beasts. It's impossible to train a nashtah after its third month of life, but it's also very difficult to get them away from its parents sooner than that. More than one trainer has lost his life after thinking he had stolen a hatchling, only to have its parent track him down days or weeks later. Even when trained from birth, nashtah are difficult to control and must often be fitted with shock collars. More than one world has developed a nashtah population after a few poorly trained nashtah escaped their trainers and began to breed in the wild. Wild or domestic, nashtah are illegal on many worlds.

Nashtah seldom give up on prey once they have its scent. Their ability to hunt under the most adverse conditions is legendary. A nashtah may starve rather than seek easier quarry. It seems tireless when in pursuit of a trail, almost never slowing or sleeping. Once the target is in sight, it attacks ferociously with either a combination of bites and tail lashings, or a ferocious leap attack. (A nashtah is not able to make claw attacks in the same round it bites or uses its tail.)

Nashtah: Predator 4; Init +6; Defense 17 (+2 Dex, +5 natural); Spd 20m; VP/WP 22/13; Atk +8 melee (1d8+4, bite), +6 melee (1d3+4, barbed tail) or +8 melee (1d6+4, 6 claws) or +6 ranged; SQ +4 species bonus on Jump, leap attack, low-light vision, scent; SV Fort +5, Ref +6, Will +5; SZ M; Rep 0; Str 19, Dex 15, Con 13, Int 5, Wis 19, Cha 7. Challenge Code: C.

Skills: Jump +13, Listen +7, Spot +7, Survival +11.

Feats: Improved Initiative, Multiattack, Track (bonus feats).

Special Qualities: Leap Attack—A prodigious jumper, the nashtah is capable of leaping at an opponent and making six claw attacks as a full-round action. The creature can move up to 10 meters while making a leap attack.

NEK BATTLE DOG

Nek battle dogs are fierce predators native to Cyborrea, a heavy gravity world. As large quadrupeds, they range from 1.5–2.5 meters tall at the shoulder. Neks are powerfully muscled and covered in a tough, brownish hide. Some species of nek have green or blue skin. A nek's mouth has three rows of razor-sharp teeth, and each of its legs has three long claws.

Neks in the wild travel in packs of 3d6 creatures, hunting and fighting together. Neks can be trained to fight with other creatures as well, a fact that makes them very popular attack beasts for scavengers and mercenaries. Owners of domesticated neks usually raise them from infancy. A trained nek treats its master as a parent, obeying and defending it.

Nek battle dogs are often products of genetic engineering and special breeding programs, resulting in unusually strong and healthy specimens. Neks used for combat are also frequently given cybernetic enhancement, generally armor plating and durasteel claws (see the armored template, page 18).

Unusually fierce creatures, neks gain a +4 species bonus on their melee attacks. In addition, a nek can use its improved grab ability on creatures of any size. However, if it uses this ability on an opponent larger than itself, the opponent is not considered grappled. Instead, the nek simply latches onto the opponent, doing its bite damage each round until dislodged by a successful grapple check. Once a nek has grabbed an opponent with its bite, it makes two claw attacks each round.

Nek Battle Dog: Predator 4; Init +3; Defense 17 (+4 natural, +3 Dex); Spd 40m; VP/WP 22/13; Atk +12 melee (1d3+4, bite), +7 melee (2d4+4 each, 2 claws) or +7 ranged; SQ Ferocious attack, improved grab, low-light vision, scent; SV Fort +5, Ref +7, Will +1; SZ M; Rep 1; Str 18, Dex 16, Con 13, Int 4, Wis 11, Cha 11. Challenge Code: B.

Skills: Listen +6, Spot +6, Survival +6.

Feats: Power Attack (bonus feat).

Special Qualities: Ferocious Attack—Vicious creatures, neks gain a +4 species bonus on all melee attacks.

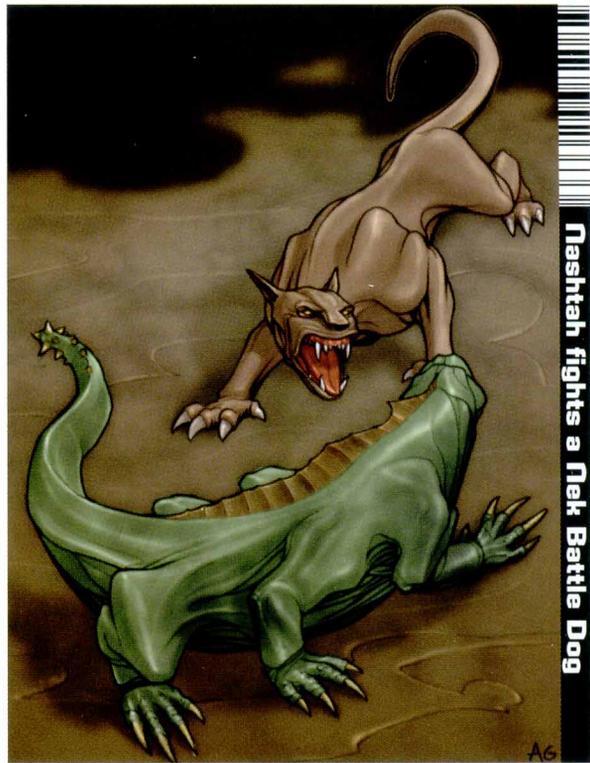
Improved Grab—A nek can use its improved grab ability on creatures of any size. However, if it uses this ability on an opponent creature larger than itself, the opponent is not considered grappled. Instead, the nek simply latches onto the opponent, doing its bite damage each round until dislodged by a successful grapple check. Once a nek has grabbed an opponent with its bite, it makes two claw attacks each round.

NERF

Often considered among the foulest common creatures in the galaxy, nerfs are shaggy, nasty-smelling herd animals. While originally native to Alderaan, they are also found on many temperate planets. The average nerf is roughly half a meter in length and well over 1 meter tall. They have long, dull horns curving from their heads. From their hard, round hooves to the tips of their long, furry tails, they are covered in tangled masses of grungy, coarse, curly hair. They are crabby, ill-tempered, and lazy. Even so, nerfs and their patient herders have spread throughout the galaxy, as nerf meat is a tasty delicacy favored by many of the galaxy's wealthy and powerful citizens.

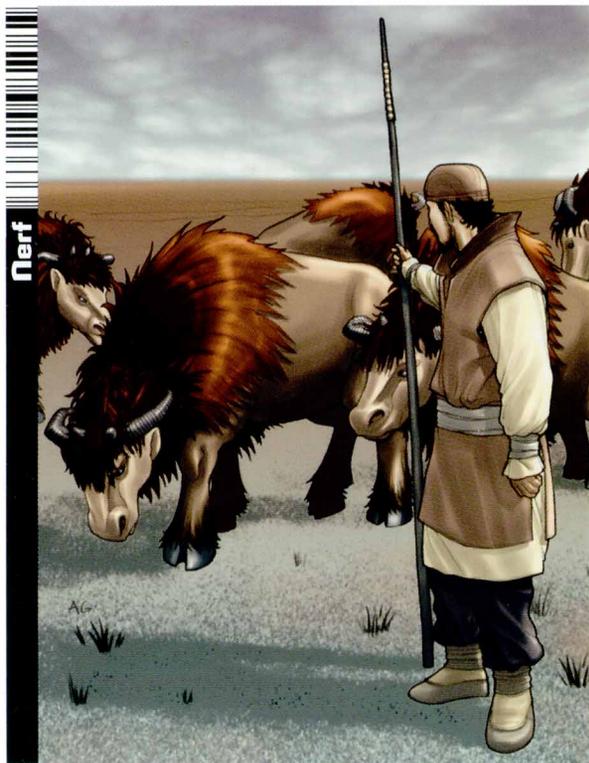
The unique aroma produced by even a single nerf is infamous. Those who deal with nerfs on a regular basis have a distinct odor about them. The scent is so strong that many poor nerf herders lose their sense of smell altogether from overexposure. In addition to the smell, the nerf's temperament and general behavior is notoriously foul. They slobber and spit regularly and kick if upset. They skirmish frequently, both with the herders and with each other. Herders are frequently left with bruises, bite marks, and sticky substances staining their clothing, giving them a generally ragged and unkempt appearance.

Nerf rams are larger than ewes. Their horns grow thicker and spiral more elaborately. They are inclined to fight each other, harass the females, and trample newborn kids. Herders, therefore, keep the rams isolated in pens near



Nashtha fights a Nek Battle Dog





Nerf

the fold. During mating season, females are let into the pens, but the rams are never taken out to pasture with the kids and ewes. Kids are born in the spring, one per ewe. Regardless of gender, they stay with the females until fully grown at one standard year. At that point, herders either keep the rams to replace older ones or take them to market.

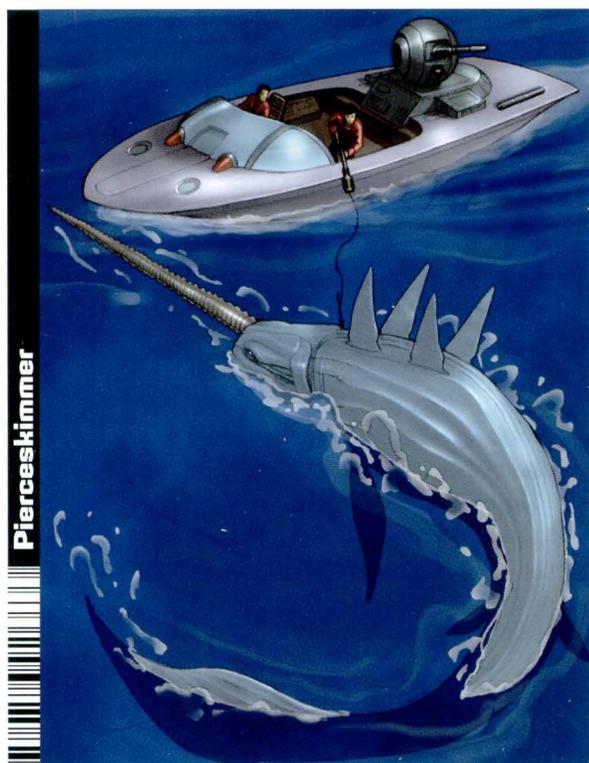
Nerfs are herbivores. To feed them, the herders take the nerfs out for several days, sometimes weeks at a time, to graze in the rich grasses of high-ground areas. During this time, the herd is at the highest risk from predators and terrain-related dangers. Nerf herders take their jobs very seriously. Generally armed with staves and simple slug throwers, they do not hesitate to protect the flock. The ratio of nerfs to herders is 15 to 1. Despite their serious lifestyle, nerf herders are not well accepted by society at large, and nobles tend to actively look down on them.

Nerf: Plains herd animal 1; Init +2; Defense 12 (+2 Dex); Spd 12m; VP/WP 6/14; Atk +0 melee (1d6, head butt) or +0 melee (1d6, kick) or +0 melee (1d4, bite) or +2 ranged (special, spittle); SQ Low-light vision, spittle; SV Fort +4, Ref +2, Will +0; SZ M; Rep 4; Str 11, Dex 15, Con 14, Int 2, Wis 11, Cha 1. Challenge Code: A.

Skills: Hide +9, Survival +7.

Special Qualities: Spittle—Nerfs are temperamental creatures, and 50% of the time they spit foul-smelling saliva with uncanny accuracy on any unfamiliar creature within 10 meters. Nerf spit emits a foul odor

and is impossible to remove without thorough cleaning. Anyone struck by nerf spit suffers an effective circumstance penalty of -2 to Charisma (in other words, a -1 modifier to all Charisma-based checks) until he or she washes off the substance or changes clothes.



Pierceskimmer

PIERCESKIMMER

Pierceskimmers are large, dangerous fishlike sea predators found on a number of worlds. Historians believe young specimens were removed from their original home—probably Drexel II—long ago by enterprising sport hunters and taken to various planets, where many escaped and established local populations in short order. Pierceskimmers can grow up to 22 meters long, although 16–18 is more common. Some explorers claim to have spotted pierceskimmers 30 meters long, but such reports are unverified. Fully a third of a pierceskimmer's length is taken up by a single serrated spike growing from its forehead. Its twin dorsal fins rise in a V pattern from its back, just behind its head. Four sets of fins and a powerful, spiked tail propel the creature with frightening speed through the water.

Pierceskimmers are killing machines of the highest order, preying on creatures far larger than themselves. After killing its opponent, the pierceskimmer takes a few bites, but leaves most of the carcass untouched. Schools of aquatic scavengers often follow the massive beast, feeding off the kills it leaves behind. Pierceskimmers often seek out larger and more dangerous creatures to kill. In fact, they seem to view boats and repulsorlift craft as fair game. A pierceskimmer stabs its prey dozens of times with its long spike, punching through armor and puncturing vital organs.

Pierceskimmer skin is covered in thousands of tiny, sharp, blue or gray scales. Its hide is often used to create boots, belts, and other durable items. However, it is important not to stroke such an item the wrong way so as to avoid cutting oneself on the sharp scales.

Despite their ferocious behavior, pierceskimmers do not attack each other. Sometimes they even hunt in small groups for a few days. Such packs never last long, but often do enough damage that big-game hunters must be hired to kill the creatures, usually to protect local commerce and tourism.

Pierceskimmer: Aquatic predator 7; Init +6; Defense 13 (+8 natural, -4 size, -1 Dex); Spd swim 20m; VP/WP 123/140; Atk +18 melee (3d6+15, spike) or +1 ranged; SQ Low-light vision, spiked scales; SV Fort +17, Ref +4, Will +2; SZ G; Rep 1; Str 40, Dex 8, Con 35, Int 3, Wis 11, Cha 6. Challenge Code: E.

Skills: Jump +10, Listen +6, Move Silently +4, Spot +6, Survival +6, Swim +12.

Feats: Improved Initiative, Power Attack (bonus feats).

Spiked scales—Any creature making a grapple check against a pierceskimmer is dealt 1d6 points of damage each round it remains in contact with the scales.

ROLK-MANGIR

The rolk-mangir is considered one of Yinchorr's most dangerous predators. A six-horned rolk-mangir skull remains the most highly prized trophy of any big-game hunter who has lived to tell the tale.

"Rolk-mangir" translates into Basic from Yinchorri as "horned death." They are massive, 4-meter tall beings with tough, brown armored hides and heavily muscled necks. Their faces are flat, dominated by their large glassy eyes and toothy maws, and framed by their six wickedly sharp horns, which are both used to skewer prey and in duels with both males and females during mating season. Their armored skin allows rolk-mangir to shrug off most blaster fire.

Rolk-mangir are surprisingly cunning. Hunters stalking them often find the situation reversed once the beast has discovered their presence. Despite their massive bulk, rolk-mangir are very stealthy when moving through the rocky canyons of Yinchorr. They usually move about on all fours but which often rear up on two legs when in combat to gain for more leverage behind their horns when attempting to impale opponents.

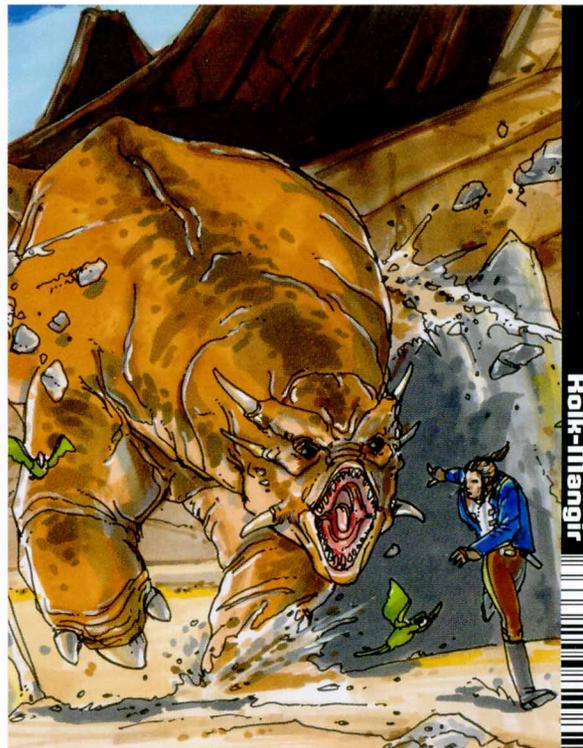
Like many highly intelligent predators, rolk-mangir live in loosely structured packs that range in number from 4 to 16 (1d×4). A pecking order exists in such packs, with each rolk-mangir occasionally testing the strength of the one above it in the pack hierarchy. The battles rarely result in serious injury, but they often prompt the loser to leave the pack for a brief period. Such lone rolk-mangir are even more dangerous to hunters, since such beasts are often enraged as well as cunning.

A number of rolk-mangir have been captured and exported to hunting preserves on worlds in the Core and in the Corporate Sector. During the reign of the Emperor, it was briefly fashionable for Moffhs and other high-ranking officials to have infant rolk-mangir trained as guard animals. Criminal syndicates have adopted them in later periods, but the drawback to using them is that they are loyal only to their trainer. If the trainer somehow loses control of the rolk-mangir, it attacks every being present and eventually flees. As a result, owning rolk-mangir or importing them are outlawed on most settled worlds. Some smugglers occasionally transport rolk-mangir cubs from Yinchorr-based trappers to wealthy individuals who want a rolk-mangir trained as a guard animal (and care little about legality).

Rolk-Mangir: Predator 3; Init +5; Defense 20 (+10 natural, -1 size, +1 Dex); Spd 12m; VP/WP 23/15; Atk +7 melee (3d6+5, gore) or +3 ranged; SQ +2 species bonus on Listen checks, resistance to energy 8, low-light vision, scent; SV Fort +5, Ref +4, Will +2; SZ L; Rep 0; Str 20, Dex 12, Con 15, Int 6, Wis 12, Cha 10. Challenge Code: C.

Skills: Hide +4, Jump +5, Listen +5, Move Silently +6.

Feats: Improved Initiative (bonus feat).



SAND TICK

The sand tick is a nasty parasite found on numerous worlds. It is approximately the size of a Human's fist, with a round yellow or brown carapace. It has no eyes or ears, but can sense vibrations and wind currents through tiny hairs on its twelve legs. The sand tick can move with considerable speed despite its size. It has three small mouths on its underbelly; these are used to attach to a larger creature while feeding.

Sand ticks feed off any number of animals. Most often, they are found on banthas and are considered a serious problem by bantha ranchers. The ticks prefer animals with thick coats of hair, allowing them to remain hidden while sucking fluids from their host. Among sentient races, Wookiees and Ewoks are their favorite victims. Infestations are most likely to occur during particularly hot, dry weather. The creatures are capable of surviving for up to a year without blood. When deprived of hosts, sand ticks curl up and enter a state of hibernation until new hosts present themselves. More than one explorer has been bitten while examining one he thought was dead.

A Huge creature, such as a bantha, can support two or three ticks for many months, but dies within days if it hosts a dozen. Sand ticks dislike reptilian creatures (like dewbacks) and do not feed on them. It is possible to create sand tick repellent from certain compounds in a dewback's hide, but the repellent smells extremely foul.

Sand Tick: Desert parasite 1, Init +8; Defense 23 (+1 natural, +4 size, +8 Dex); Spd 6m, climb 6m; VP/WP 1/1; Atk +12 melee (1d4–5, bite) or +12 ranged; SQ Disease, numbing bite; SV Fort –1, Ref +8, Will –1; SZ D; Rep 1; Str 1, Dex 26, Con 4, Int 1, Wis 9, Cha 2. Challenge Code: A.

Skills: Climb +7, Hide +20, Listen +2, Move Silently +8, Spot +2, Survival +3.

Feats: Weapon Finesse (bite) (bonus feat).

Special Qualities: Disease—The most serious threat posed by sand ticks is disease. A sand tick bite exposes its victim to crazed bantha fever. (Injury DC 15, incubation 1d4 days, initial damage 1 Int and 1 Wis; Secondary damage 1d3 Int and 1d3 Wis. See Disease in Chapter 12 of the *Star Wars Roleplaying Game*.) A target bitten several times in a single encounter only needs to make one save against the disease, but if bitten in a different encounter, it must make a new save.

Numbing Bite—Sand ticks numb a potential host with secretions from their saliva before attaching themselves; feeling their bite requires a Wisdom check (DC 20). An attached sand tick deals 1 point of damage each day.

SLASHRAT

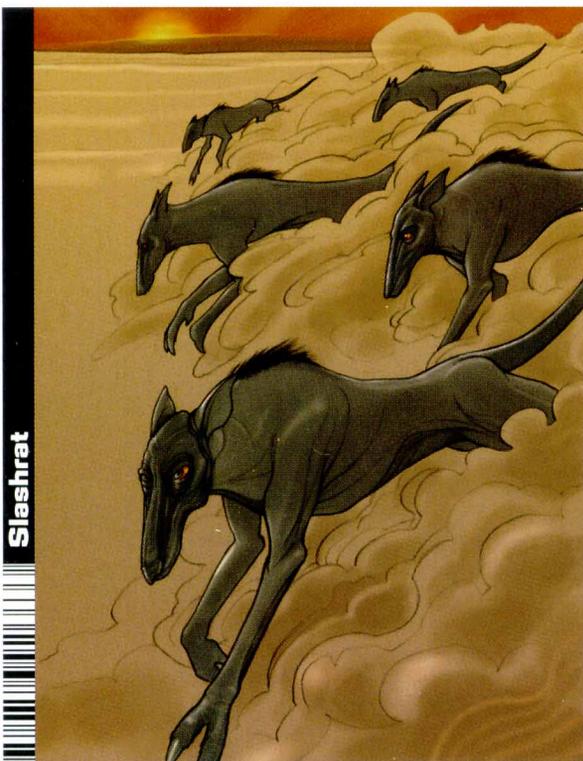
Slashrats are rodentlike predators native to the planet Bimmieel. Adult slashrats are usually 1.2 to 1.5 meters long. Also called sandbiters, these creatures have wedge-shaped heads covered in shiny black chitin. A fine layer of gray fur covers a slashrat's body, while fringes of thicker hair coat the back of its skull. A slashrat's tail is long and covered in black chitin, laid out in rows of scales. It has four short legs ending in long claws well suited for digging.

Slashrats travel though the dunes and plains of their native world at high speeds, burrowing with their claws and snapping their tails back and forth for propulsion. Their pointed, armored heads cut through sand and loose soil. As a result, the adults' heads often look polished. The creatures travel in broadly dispersed packs, with members as far as several hundred meters apart.

When a slashrat attacks, it releases an extremely powerful odor known as killscent. Any creature can smell killscent within 100 meters. Creatures with the scent ability can smell it several kilometers away. A slashrat's sense of smell is exceptional. Whenever a slashrat smells a killscent, it knows food is available and moves immediately toward it.

A dying slashrat emits a powerful odor known as stink. Stink can be smelled just as far away as killscent. Slashrats normally avoid the stink, since it warns them of serious danger. However, if stink is mixed with killscent, slashrats may still converge to find potential prey.

Slashrats cannot tolerate heat. When Bimmieel's elliptical orbit carries it close to the sun, slashrats migrate to the arctic regions, staying there



Slashrat

until the planet cools down again. Travelers protect their camps by surrounding them with powerful heaters, creating an area too warm for slashrats to be comfortable. However, if the center of the camp is allowed to cool, slashrats may burrow under the heaters' effects and attack the middle of the camp.

In combat, slashrats use their tails as lashes, cutting through their opponents' hide and flesh. A slashrat can whip its tail about as it moves. Using its run-by attack, it can move and attack as a standard charge, then move again (continuing the straight line of the charge); during that round, its total movement can't exceed double its speed. This tactic is especially effective when the creature uses its burrow speed to burst from the ground, attack, and return underground before the victim can respond. Slashrats can also use their small but sharp claws as weapons. Their incredible speed, even when burrowing, makes them extremely mobile opponents, able to make hit-and-run attacks against more powerful opponents.

Slashrat: Predator 6; Init +7; Defense 19 (+5 natural, +1 size, +3 Dex); Spd 60m, burrow 60m; VP/WP 33/12; Atk +7 melee (1d6, tail) or +7 melee (1d4, 2 claws) or +10 ranged; SQ Darkvision, feeding frenzy, +6 species bonus on Spot and Search checks where scent plays a part, run-by attack, scent; SV Fort +6, Ref +8, Will +3; SZ S; Rep 1; Str 10, Dex 17, Con 12, Int 3, Wis 13, Cha 9. Challenge Code: D.

Skills: Hide +8, Jump +3, Listen +4, Move Silently +6, Spot +8, Survival +6.

Feats: Improved Initiative (bonus feat).

Special Qualities: Feeding Frenzy—When within 2 meters of a slashrat emitting killscent, other slashrats erupt into a feeding frenzy. Frenzied slashrats feed on every living or dead creature they find, including small herbivores, Humans, other sentient species, and even wounded slashrats. A slashrat in a feeding frenzy gains +4 Strength, +2 vitality points per level, and a +2 bonus on Fort and Will saves, but also takes a -2 penalty to Dexterity. The frenzy lasts a number of rounds equal to (5 + the slashrat's Constitution bonus).

SLIVILITH

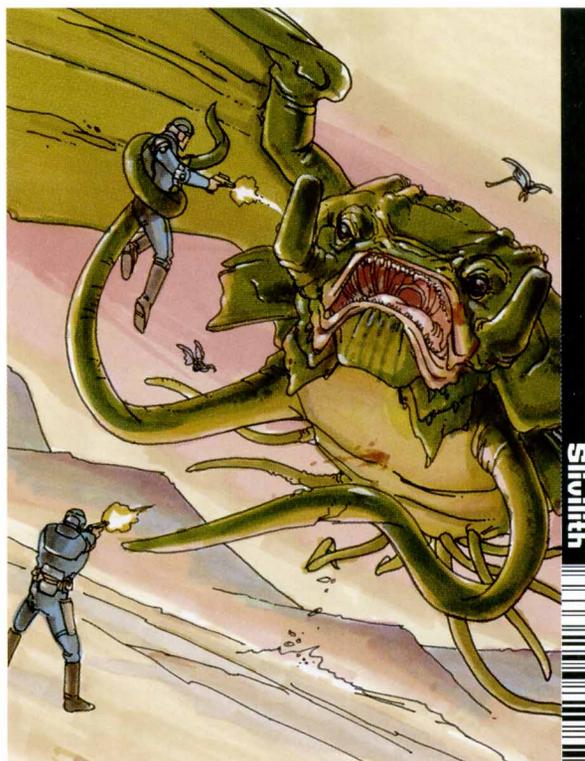
The slivilith are bizarre creatures that are considered fictional by the galaxy at large. They were featured prominently in a number of the Jedi holo-serials that were popular in the decades prior to the rise of the Empire, and they were later featured as the ultimate foes faced by the heroes of the ISB-approved holo-serial *The Voyages of the VSD Protector*. They are, however, quite real and every bit as fearsome as their fictional counterparts.

The slivilith are creatures the size of small shuttles that vaguely resemble moths. Their large wings spread out from a bulbous green body, which is comprised mostly of a single, giant lung. The slivilith's head is round and featureless aside from a pair of wide-set red eyes and a gaping maw. Tentacles trail from the end of its body, and a slivilith uses these to seize prey and force it into its wide mouth.

Little is known of slivilith life cycle, diet, and method of reproduction. There have only been four verified encounters with slivilith; one shortly after the Freedom Nadd Uprising during the days of the Old Republic, two during the Clone Wars, and one during the Rebellion era.

The slivilith are predators who are believed to consume everything on a world before moving onto the next. Although they appear awkward, their wings are powerful enough to permit them to break the gravitational pull of a planetary body with enough momentum to propel them through the void of space. Once exposed to temperatures nearing absolute zero, the creature enters into a state of hibernation and is able to subsist on the internal gases contained in its tremendous lung (as well as stored nutrients) for the countless decades and centuries it takes for it to traverse the gulf of space. The heat generated from its reentry into an atmosphere once it has been captured by the gravity of a planet or moon awakens the creature and causes it to take flight. It then searches for a safe place to fully recover from the hibernation and then for prey.

As no more than one slivilith has been seen at any of the recorded encounters, and given the fact that much of their life cycle is spent



Slivilith

hibernating during the long voyages between worlds, it is believed they are hermaphrodites. Due to an encounter between an Alliance troops and a slivilith that was nesting on the Outer Rim world of Arbra, it is known that slivilith even put priority on locating such a safe haven over locating nourishment.

Scholars have debated the nature of the slivilith for centuries, agreeing only on one thing: it is unlikely that such a creature could have evolved through natural means. It is generally accepted as fact that the slivilith species originated with genetic tampering, but so far no one has uncovered conclusive evidence about who might have created the beasts. Some scholars favor the theory that the Arkanians are responsible (something these rogue geneticists hotly deny—they are insulted by the suggestion that they would create a mindless beast such as the slivilith), while others believe the blame lays with ancient Sith Lords and their life-perverting Force Magic. A more recent theory actually hits on the truth, although none but the Yuuzhan Vong realize it. The creatures are the results of early experiments to create a living long-range intelligence-gathering device. Most scholars reject this theory, believing that if the Yuuzhan Vong couldn't possibly have been eyeing this galaxy for that long. Supporters of the hypothesis counter (correctly) that the Yuuzhan Vong bioengineered the creatures before they were able to travel at faster-than-light speeds. The slivilith represents an outmoded Yuuzhan Vong creation. The slivilith's ancient "programming" causes it to immediately seek heat and warmth once it leaves hibernation, as opposed to most vacuum creatures (which prefer the cold environment of space).

Slivilith: Airborne vacuum predator 4; Init +4; Defense 12 (+4 natural, -2 size); Spd 6m, fly 30m (average); VP/WP 60/52; Atk +13 melee (1d6+11, 6 tentacles) or +4 ranged; SQ Darkvision; SV Fort +12, Ref +6, Will +1; SZ H; Rep 0; Str 32, Dex 14, Con 26, Int 5, Wis 11, Cha 10. Challenge Code: D.

Skills: Search +5, Spot +5, Survival +8.

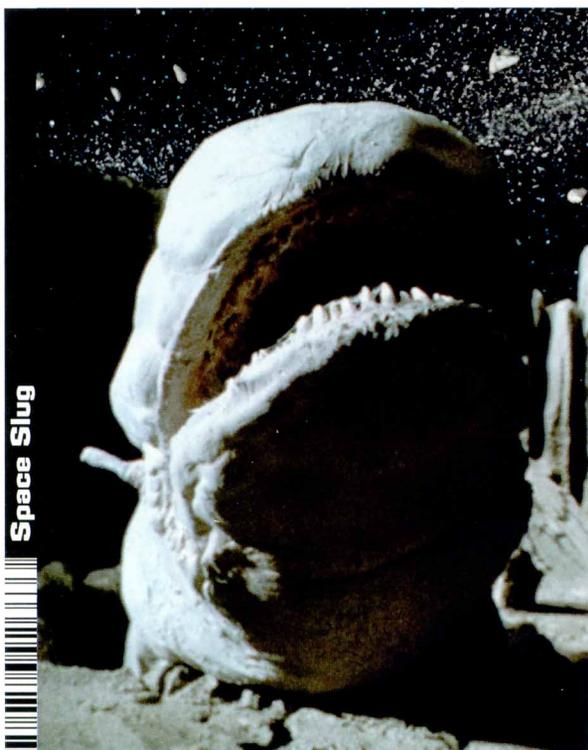
Feats: Flyby Attack, Multiattack (bonus feats).

SPACE SLUG

The creatures known as space slugs are among the oddest in the galaxy. A space slug is a silicon-based worm with no eyes, ears, or breathing organs. It has a single, gigantic mouth and two small antennae with which it senses the universe around it, although how it does so is unknown. They seem able to survive in hard vacuum, burrowing into asteroids to consume their mineral content and absorb energy directly from various forms of radiation. Space slugs have yet to be found free in space or on planetary surfaces, but they may be able to survive in such areas.

One of the most contentious claims regarding space slugs is the idea that they can grow to truly enormous size, even larger than many starships. An average space slug grows up to 50 meters long before it divides into two smaller slugs, although many asteroid miners and pirates have long claimed the existence of a giant subspecies of slug over one kilometer long. Giant space slugs are so enormous that they qualify as Gargantuan when compared to starships. (Compared to aliens and other creatures, they are Colossal.) The only living creatures known to be larger are gas-filled, such as the beldons of Bespin. The general populace often dismisses giant space slugs as legends, but there are many recorded instances of ships in asteroid fields encountering such unusual creatures.

The outer hide of a space slug is as resilient as durasteel; it has been known to deflect attacks from blasters and vibro weapons. Giant space slugs are able to ignore attacks from snubfighters and bombers. The interior of a space slug has its own atmosphere and pressure. Beings can move around inside one with just a breathing mask. Sometimes entire ecologies develop within a space slug, with mynocks and other creatures setting up homes as parasites. Such creatures live in the forward section of the space slug, avoiding the digestive organs farther back. A space slug is far more vulnerable to attacks from within it, gaining only damage reduction 5 against such internal attacks, and blasters that inflict wound damage on the inside of a space slug can create internal "slug quakes."



Space Slug

The digestive system of a space slug works very slowly, but it does eventually break down biological and inorganic matter. A starship sitting in the back half of a giant space slug loses 1 point of damage reduction each day it remains there. Once its damage reduction is reduced to 0, the ship is dealt 1d6 points of damage each day. Living creatures stuck in the digestive region are also dealt 1d6 points of damage each day, but rarely remain long enough to be injured. The metabolism of a space slug is very slow. Scholars believe a giant slug may live for thousands of years before it divides into two new creatures.

A space slug usually rests inside an asteroid cavern with its mouth open, waiting for rocks (or ships) to fly in. The slug is unlikely to take any action when beings or even ships enter its mouth, but it attempts to bite down on them if they move to exit. The slow-moving giant space slug has difficulty successfully biting anything moving at high speed, but its bite is powerful enough to crush a fighter or small freighter. If a ship is merely swallowed, it is likely to escape damage as long as it avoids the rear sections of the slug. A giant space slug can swallow ships of up to Medium-size without difficulty.

Space slug epidermis has a number of commercial uses. It does not rot, acting more like flexible rock than hide. It makes an excellent material for some ships and vehicles. In fact, stretching a space slug's hide over a durasteel frame can create a simple vessel. A space slug's flesh is almost completely nonconductive and can be used as an industrial insulator. Many of the chemicals found within a space slug are also useful for special lubricants sought by scientists and manufacturing companies.

Rumors claim that the space pirate Clabburn used several space slugs to guard the entrances to his asteroid base. Mining companies have experimented with using them to burrow through asteroids rich in valuable minerals. However, while space slugs seem capable of burrowing through almost any substance, it is difficult to prevent them from eating the very minerals companies want to mine.

Era Notes

Although there have always been individuals aware of the existence of giant space slugs, the Old Republic officially claimed they were mythological creatures. After Imperial forces encountered enormous slugs in asteroids around the Hoth system, the Empire studied them in earnest. A few companies were given permission to test the giant slugs for commercial use, with limited success. By the time of The New Jedi Order, most informed scholars and pilots accepted the existence of giant space slugs—and numerous companies are working on ways to make money off them.

Space Slug: Vacuum vermin 10; Init -2; Defense 15 (+15 natural, -8 size, -2 Dex); Spd burrow 20m; VP/WP 195/320; Atk +6 melee (4d6+7, bite) or -3 ranged; SQ Damage reduction 15, darkvision, swallow whole; SV Fort +22, Ref +5, Will +1; SZ C; Rep 1; Str 24, Dex 6, Con 40, Int 1, Wis 6, Cha 1. Challenge Code: G.

Skills: Hide +4*, Listen +4, Spot +4, Survival +4.

Giant Space Slug: Vacuum vermin 20; Init -3; Defense 24 (+25 natural, -8 size, -3 Dex); Spd burrow 100m; VP/WP 450/376; Atk +17 melee (6d12+10, bite) or +4 ranged; SQ Damage reduction 25, darkvision, swallow whole; SV Fort +30, Ref +0, Will +6; SZ C; Rep 1; Str 31, Dex 4, Con 47, Int 2, Wis 11, Cha 2. Challenge Code: H.

Skills: Hide +6*, Listen +8, Spot +8, Survival +9.

* This Hide score applies to opposed Spot checks made from starships. If a character attempts to Spot a space slug up close, apply a -16 Size modifier.

SPICE SPIDER

The spice spider is an atypical creature found only in natural caverns below the surface of Kessel. Also known as an energy spider, the spice spider is a horror to behold. Its central body is between 1 and 2 meters in diameter. Eyes, mouths, and 2-meter-long legs grow around the body in apparently random locations. Each mouth is a different size and shape, but all are filled with rows of razor sharp teeth. The legs are thin,



Spice Spider



but strong, covered in hard armor plating. The creatures seem to grow continually as they age. Some natives of Kessel claim to be able to determine a spice spider's age based on the number of legs it has.

Spice spiders feed on bogeys, unusual beings of pure energy that fly through the tunnels connecting Kessel's glitterstim mines. Spice spiders weave webs of glitterstim the otherwise insubstantial bogeys are unable to pass through. Once a bogey has been caught, the spider descends and consumes the bogey. Exactly how the glitterstim webs of the spice spider are related to the glitterstim mined from the surrounding rock is unknown.

Although their primary diet seems to consist of bogeys, spice spiders do attack and consume other creatures as well. When stalking its prey, a spice spider moves with great stealth and speed, often climbing to a perch high in a cavern, then jumping on its target from above. (Spice spiders gain a +4 bonus on Jump, Hide and Move Silently checks.) Their primary mode of attack is biting. Each spice spider is able to make four bite attacks each round regardless of how many mouths it happens to have.

Spice spiders are resistant to most forms of energy, although lightsabers seem to affect them normally. Some expeditions have successfully fought off spider attacks with vibro weapons, although getting close enough to use them almost always results in an injury. If badly wounded, spice spiders flee rather than risking death. They do not seem to have permanent lairs and may not need to sleep. If local opinions are accurate, they can live up to 150 standard years before succumbing to age. It is not known under what circumstances they reproduce, and no young have ever been found.

Era Notes

The existence of spice spiders was not common knowledge until late in the Rebellion era. Until that time, these creatures were only rumors. The Imperial agents who ran the Kessel mines for some time were aware that something was killing workers in the lower levels of the mine, but closed off those sections instead of investigating the cause. It was only after the Sullustan Nien Nunb came to run the mines that the true nature of spice spiders was discovered. Since the creatures seem able to create glitterstim, there have been numerous individuals wanting to transplant spice spiders to new worlds and develop new sources of glitterstim. However, any such effort would prove costly and risky.

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Spice Spider: Subterranean predator 6; Init +8; Defense 19 (+5 natural, +4 Dex); Spd climb 18m; VP/WP 39/14; Atk +8 melee (1d8+2, 4 bites) or +10 ranged; SQ Darkvision, low-light vision, resistance to energy 10 (except lightsabers); SV Fort +7, Ref +9, Will +3; SZ M; Rep 1; Str 15, Dex 18, Con 14, Int 3, Wis 13, Cha 7. Challenge Code: D.

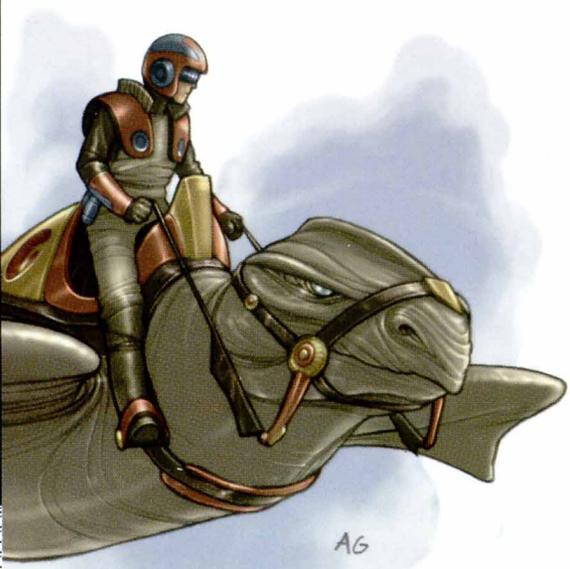
Skills: Climb +10, Hide +8, Jump +7, Listen +5, Move Silently +11, Spot +4, Survival +4.

Feats: Improved Initiative (bonus feat).

THRANTA

Thrantas are large, graceful flying creatures found on Bespin. They originated on Alderaan, but only one known group had been transplanted before that planet's destruction. Similar creatures have been found on other planets, and other survivors of the Alderaanian stock may exist on remote worlds. A thranta resembles a flying fish with large, finlike wings growing from its sides. Its head is shaped like that of a rodent, with a pointed nose and forward-set eyes. The skin of a thranta is smooth and cool to the touch, with a gray or blue tint. Thrantas have no legs or arms. An adult can grow to be over 8 meters long. An even larger relative, the giant thranta, also exists. Giant thranta are similar to standard thranta in all respects except size, growing up to 16 meters in length.

Thranta are surprisingly light creatures. Their bones are hollow, and their bodies contain several internal bladders filled with light gases. They also produce lift through electrolocomotion in a manner similar to beldons. These factors combine to make thrantas able flyers. In fact, they are capable of living their entire lives without landing on a solid surface. Should a thranta land, it requires assistance—



usually just a strong wind—to lift off again. Thrantas prefer to remain at high altitudes in the upper reaches of the atmosphere, remaining above mountain peaks, storms, and turbulence.

Thranta herds generally include 10d6 creatures; half of these being pups or adolescents. Female thranta give birth while flying. The newborns must learn to fly in the first seconds of free fall after birth. Thranta reach adulthood at the age of eight years and have an average life span of forty years.

Although they are herd animals, thrantas are omnivores who occasionally hunt in packs, seeking small flying prey. Their normal diet consists of microbes filtered out of the air. This energy source is supplemented with photosynthesis—thrantas take nourishment directly from sunlight. If kept in darkness for more than a few days, a thranta starves, weakening and dying within a week.

Thrantas can be trained to serve as riding beasts, and giant thrantas can carry a dozen passengers. Most thrantas on Bespín are mounts for either dilettante riders or members of an air rodeo. The most popular rodeo performances involve a thranta rider leaping into the air and falling for several seconds. The thranta then dives down and catches its rider, often after several nerve-wracking seconds when the rider appears doomed. Riders also jump from thranta to thranta, walk along a flying thranta's back, and perform aerial acrobatics involving a dozen different thrantas. The best of these rodeos perform only a few times each year, with tickets costing thousands of credits.

Thranta: Airborne herd animal 5; Init +9; Defense 16 (+5 natural, -2 size, +3 Dex); Spd fly 26m (poor); VP/WP 48/50; Atk +7 melee (1d3+7, bite) or +7 melee (1d6+7, tail slam) or +3 ranged; SQ Low-light vision; SV Fort +11, Ref +4, Will +2; SZ H; Rep 1; Str 25, Dex 16, Con 25, Int 4, Wis 13, Cha 2. Challenge Code: C.

Skills: Listen +8, Spot +10, Survival +1.

Feats: Improved Initiative (bonus feat).

Giant Thranta: Airborne herd animal 8; Init +8; Defense 13 (+5 natural, -4 size, +2 Dex); Spd fly 36m (poor); VP/WP 124/148; Atk +8 melee (1d6+12, bite) or +8 melee (2d6+12, tail slam) or +2 ranged; SQ Low-light vision; SV Fort +19, Ref +4, Will +3; SZ G; Rep 1; Str 35, Dex 15, Con 37, Int 4, Wis 13, Cha 3. Challenge Code: D.

Skills: Listen +8, Spot +10, Survival +12.

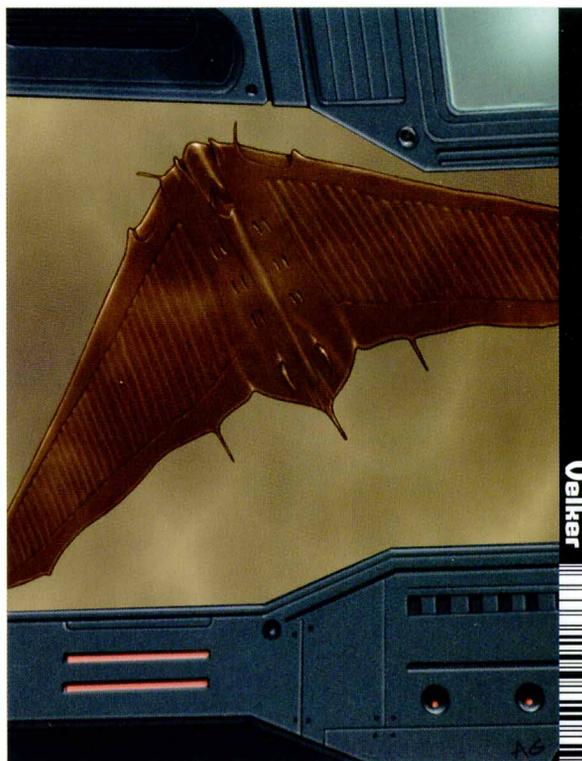
Feats: Improved Initiative (bonus feat).

VELKER

Velkers are enormous flying predators found in the clouds of Bespín, although similar creatures can be found on many gas worlds. Shaped like giant V's, velkers are very fast and surprisingly maneuverable. Their bodies are giant wings filled with hot gases and specialized organs, and adult velkers have a diameter of up to 350 meters. Like Bespín's beldons, velkers are capable of creating strong electromagnetic fields. They use these fields as a form of primitive repulsorlift called electrolocomotion to augment their aerodynamic flight.

Although they appear graceful and serene in flight, a velker's predatory nature becomes obvious when it moves to feed, generally on a beldon. Velkers are pack hunters, concentrating their electromagnetic bolt attacks on a single beldon. Once it is stunned, the velker lands on it, gripping onto it with meter-long claws. Even several days after death, a beldon's body remains afloat. Velkers feed on the creature until it begins to fall.

Velkers sense through electrolocation and can detect only the size and movement of an object. Because of this, it's not unusual for velkers to attack speeders and cloud cars, perceiving them either as prey or as competition for their territory. Cloud City itself has been attacked by velkers on a few occasions, though regular patrols make such occurrences rare. Although most ships can escape a pack of velkers, it is possible that the electric bolts from a swarm of the creatures may short out a ship before it can get away. Velkers are immune to most electrical or ionization-based attacks.





The length of a velker's life cycle is unknown. Velkers as small as 50 meters across have been spotted: these were presumably young. But the life span, mating habits, and birthing circumstances of young velker remain mysteries.

After a velker stuns its target, it bites into its prey with dozens of mouths on its underside. Although sharp and dangerous, a velker's claws and mouths are clumsy when used against a moving target. Although it can use all six claws and ten mouths against a stationary target, it can only make one claw attack and one bite against a moving target.

Velker: Airborne predator 10; Init +6; Defense 17 (+15 natural, -8 size); Spd fly 100m (poor); VP/WP 215/360; Atk +22 melee (4d6, 1 or 6 claws), +17 melee (2d8, 1 or 10 mouths) or +2 ranged (1d6, electric bolt); SQ Blindsight, electric bolt, resistance to energy 20; SV Fort +24, Ref +7, Will +5; SZ C; Rep 0; Str 50, Dex 10, Con 45, Int 3, Wis 14, Cha 8. Challenge Code: G.

Skills: Spot +17, Search +9, Survival +6.

Feats: Improved Initiative (bonus feat).

Special Qualities: Electric Bolt—Velkers are capable of firing bolts of electromagnetic energy. The electromagnetic attack of a velker acts like an ion cannon when it hits a vehicle. Against living creatures, the bolt acts like a blaster set on stun. It deals 1d6 points of damage, forcing its target to make a Fort save (DC 20). A failed save indicates the target is stunned for 2d6 rounds.

VORNSKR

The dreaded vornskr is a unique canine predator native to Myrkr. Quadrupedal, they have long legs and sharp claws. Their heads have narrow, forward-set eyes, small pointed ears, long muzzles, and fang-filled jaws. Vornskrs are lean creatures whose taut muscles give them great speed and strength. Their bodies are covered in a short layer of dark fur, and they have long whiplike tails.

While at first glance fairly typical predators, vornskrs are unusual because they have natural sensitivity to the Force and Force-users. They all have the Force-Sensitive feat, and thus are very difficult to surprise. Vornskrs are the natural enemies of ysalamiri, always attacking when the predators find a group of them. However, the ysalamiri's natural ability to push back the Force makes it difficult for vornskrs to detect them. A vornskr that senses a Force-user usually mistakes him for a ysalamiri and attacks ferociously.

Vornskrs are mostly inactive during daylight hours, but are fierce nocturnal hunters. They generally hunt in small packs of three to five, although mated couples also hunt by themselves. A vornskr's senses are not as keen as those of most predators, although their Force abilities more than make up for this weakness. Vornskrs are very stealthy, gaining a +4 species bonus on Hide and Move Silently checks, and often manage to surprise their prey. Vornskrs are also cunning fighters who team up against particularly powerful opponents. They flee when seriously injured unless attacking a Force-user, in which case they fight to the death.

Vornskrs are normally too fierce and wild to be tamed. Even the most talented animal handlers find them a challenge. However, for some unknown reason, vornskrs that have their tails clipped short lose a great deal of their aggression. This makes them less effective combatants, but allows them to be trained as pets and guards (use the Domesticated Creature template for a vornskr with a clipped tail). Tamed vornskrs are still enraged by Force-users and attack them ferociously—no known training can break them of this behavior.

When attacking, vornskrs claw with their forepaws and bite with their powerful jaws. Vornskrs also attack with their poisonous tails, causing rashes or paralysis. Vornskrs use their Force abilities to boost their combat abilities as a matter of course, generally activating a few powers before attacking their prey.

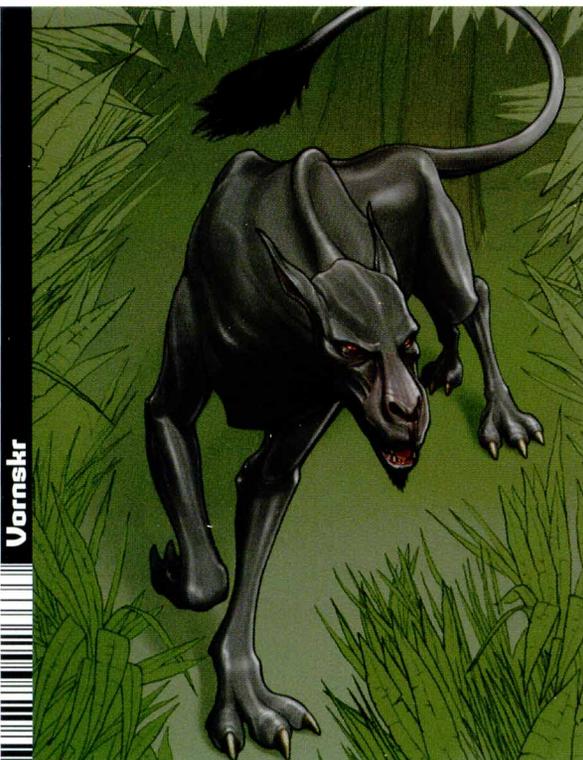
Vornskr: Force-using predator 8; Init +3; Defense 18 (+5 natural, +3 Dex); Spd 15m; VP/WP 57/17; Atk +11 melee (1d6+3, 2 claws), +6 melee

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Vornskr



(1d8+3, bite) or +11 melee (1d3+3, tail) or +11 ranged; SQ Poison; SV Fort +9, Ref +9, Will +4; SZ M; Rep 2; Str 16, Dex 17, Con 17, Int 5, Wis 14, Cha 10. Challenge Code: E.

Skills: Climb +3, Hide +9, Jump +3, Listen +7, Move Silently +9, Spot +5, Survival +6.

Force Skills: See Force +12.

Feats: Alertness, Force-Sensitive, Stealthy, Track (bonus feats).

Force Feats: Sense (bonus feat).

Special Qualities: Poison—Any opponent struck by a vornskr's tail must make a Fort save (DC 16) or be dealt 1d4 points of damage. Six rounds later, the target must make a second save at the same DC or be paralyzed for 2d6 minutes. The poison causes swelling and redness in the flesh of most creatures, which lasts for 1d6 days.

WOOLLY VEERMOK

The woolly veermok is a large relative of the short-tempered, ravenous Naboo swamp predator—one that dwells in the frozen mountain ranges of that planet's northern polar region. Although the woolly veermok's smaller cousin can often be found on other worlds, no specimen of the woolly variety has been captured in the recorded history of the Naboo. The Gungans have legends that tell of heroic battles against hordes of the beasts, and xenologists believe these legends may have originated when Naboo underwent an ice age hundreds of thousands of years ago.

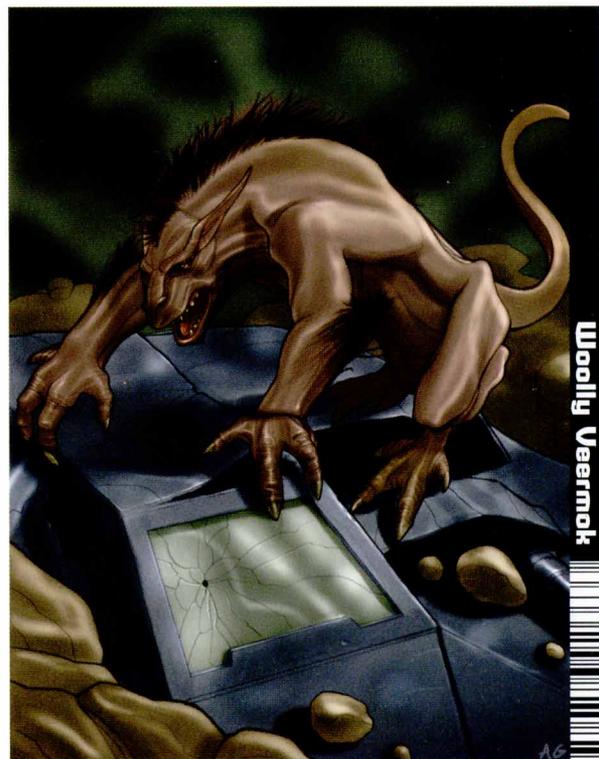
Unlike their cousins, woolly veermoks walk on four broad paws at all times, although their hind legs are still capable of mighty leaps. They're covered in a thick coat of pungent, whitish-brown fur, and both males and females wear more pronounced horns. Eyesight is less important to this arctic predator, which has a sharpened sense of smell sensitive to prey and others of its kind. The woolly veermok is even more solitary than its cousin, however. The species prefers to live and hunt alone (feeding on Naboo's many mountain ungulate species). The woolly veermok can efficiently store great amounts of energy in body fat.

The beasts defend their home caves with a vengeance. This is not to say no communication exists between individuals; the howl of the woolly veermok can cut through the loud, harsh winds of the icy northern mountains to warn a competitor to stay clear or call a potential mate during their brief mating cycle. During this roughly month-long period in the polar "spring," the creatures gather in the icy lowlands, milling about and howling in loose packs with little hierarchical structure. Any creature foolish enough to wander into the middle of the screaming mass of rutting woolly veermoks is devoured in seconds, and even vehicle traffic is diverted during the mating season because of a well-publicized incident involving wealthy tourists.

Males engage in sometimes-mortal combat for the attention of females, while females appear outwardly docile. If a male attempts to come near her without her approval, the female lashes out with surprising speed and ferocity, often severely wounding or even killing her would-be suitor. After mating, the female bites or claws her mate enough to draw blood (the smell of blood marks that male for the rest of the mating season, and other females do not mate with him). Mated females then chase off the male until he returns to his previous territory or moves in on the range of another woolly veermok.

Females give birth to an average litter of a dozen infants. The young woolly veermok must survive on its own within a week of being born—their mothers rarely stay with them for longer than that. The mortality rate for young woolly veermoks is over fifty percent, as after they are abandoned, the stronger young often turn on and consume the smaller siblings. This is the only instance of actual cannibalism observed in the species.

Woolly veermoks have never been successfully trained, and many laws exist on Naboo to dissuade anyone foolish enough to attempt it. Unlike most predators, woolly veermoks do not spook easily, and often attack entire groups of Medium-size beings after patiently stalking them for hours. Another favored tactic is to move ahead of the prey and wait to ambush its victims from a convenient snow bank. Thanks to snow cover and howling winds, victims rarely notice the woolly veermok until it is too late.



Woolly Veermok



Woolly Veermok: Arctic mountain predator 8; Init +8; Defense 17 (+4 natural, -1 size, +4 Dex); Spd 20m; VP/WP 47/20; Atk +13 melee (2d4+6, 2 claws), +11 melee (1d8+6, bite) or +13 melee (1d6+6, gore) or +10 ranged; SQ Pounce, scent, screaming howl, +8 species bonus on Hide checks when in an arctic environment; SV Fort +11, Ref +10, Will +4; SZ L; Rep 5; Str 22, Dex 18, Con 20, Int 2, Wis 15, Cha 15. Challenge Code: D.

Skills: Climb +14, Hide +10, Intimidate +10, Jump +10, Move Silently +8, Spot +10, Survival +6.

Feats: Improved Initiative, Multiattack, Power Attack (bonus feats).

Special Qualities: Pounce—The woolly veermok can pounce upon its prey with lightning speed thanks to powerful hind legs. A pouncing woolly veermok can make a full attack after taking a move action. With this maneuver, its powerful, claw-tipped, front legs can rip through a blast vest or even cold-weather environmental suit with ease.

Screaming Howl—Woolly veermoks possess a specialized larynx through which they can emit a howling scream to frighten enemies and communicate with others of its kind. They receive a +8 bonus on Intimidate checks for every round they howl (a free action), and can be heard by a Human at a distance of one kilometer without aural enhancement—even during high winds.

WOMP RAT

Womp rats are pack hunters indigenous to Tatooine, although similar predators exist on many different worlds. These vicious, carnivorous rodents can reach 2 or even 3 meters in length. Womp rats prowl the rocky regions of their home planet, chasing down dewbacks and occasionally culling the weakest banthas from a herd.

A female womp rat can have as many as 16 offspring in a single litter—most of these join the pack. The pack hunts together, surrounding herds of smaller prey or attacking a large creature together to bring it down. Young rats are kept together near the center of a womp rat pack and protected from outside threats. Packs often divide and spread with frightening speed as their numbers swell. An average pack of womp rats consists of 3d4+3 creatures. Despite their strong pack mentality, all efforts to domesticate or train womp rats have failed.

Although many different breeds of womp rats exist, they are similar in most respects. Generally, womp rats are covered in short fur colored to match their environment—usually yellow or tan. Their eyes reflect the harsh light of Tatooine’s twin suns, sometimes flashing reflected light that can be seen from over a kilometer away. Womp rats are fearless, occasionally attacking even armed settlers and travelers, although they avoid large vehicles such as sandcrawlers and Imperial walkers.

Most sentient beings regard womp rats with a feeling somewhere between contempt and terror. Reasonable precautions can keep one safe from a pack of womp rats, but an individual caught out in the open is as good as dead. Consequently, no laws protect womp rats from extinction. Many settlers make a sport of shooting at the predators from fast-moving vehicles. Beggar’s Canyon, on Tatooine, is a particularly popular spot for “womp runs,” in which lightly armed skyhoppers race through the narrow defile picking off womp rats for points.

Womp Rat: Desert predator 1; Init +2; Defense 15 (+3 natural, +2 Dex); Spd 10m; VP/WP 8/11; Atk +3 melee (1d6+2, bite) or +3 melee (1d4+2, 2 claws) or +3 ranged; SV Fort +2, Ref +4, Will +0; SZ M; Rep 0; Str 15, Dex 15, Con 11, Int 3, Wis 11, Cha 6. Challenge Code: B.

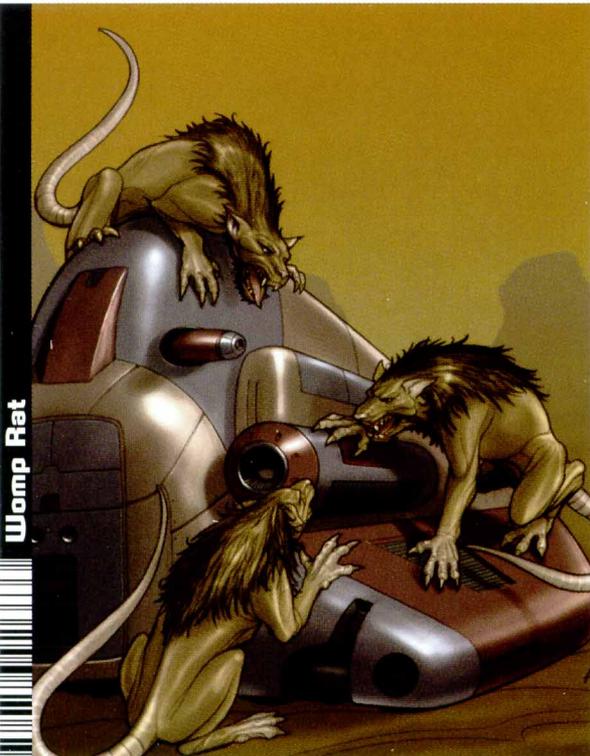
Skills: Intimidate +2, Jump +4, Survival +8.

Feats: Track (bonus feat).

WORRT

The worrts are toadlike predators native to the rocky regions of Tatooine. It is a short, ugly creature that moves around on two ungainly feet. Because of its normal diet of small vermin and scavengers, some efforts have been made to export worrts as useful pest control for large freighters and spaceports. Unfortunately, the hunting practices of a worrts make it uniquely unqualified for such a position.

A worrts “hunts” by blending in among the rocks and waiting patiently for something resembling food to pass by, at which point it



Womp Rat

shoots out its long tongue to ensnare its prey. Renowned for its stupidity, the worrnt occasionally attacks creatures larger than itself. It may also attack rocks, vehicles, or even its own reflection.

Some criminals have been known to keep several worrnts as pets. They place the creatures around the outside their base, making stealthy approach problematic for potential thieves or assassins. Despite this possible use, worrnt exporters have uniformly gone out of business.

Worrnt: Desert predator 1; Init +6; Defense 14 (+1 natural, +1 size, +2 Dex); Spd 3m; VP/WP 8/11; Atk +1 melee (1d4, bite) or +3 ranged (tongue); SQ Low-light vision, tongue attack; SV Fort +2, Ref +4, Will +1; SZ S; Rep 0; Str 10, Dex 15, Con 11, Int 1, Wis 12, Cha 6. Challenge Code: A.

Skills: Hide +6, Spot +5, Survival +9.

Feats: Improved Initiative (bonus feat).

Special Qualities: Tongue Attack—If a worrnt's tongue attack is successful, its victim can attempt a Reflex save (DC 15). If the save fails, the victim is immediately pulled into the worrnt's mouth. Obviously, this attack is only truly effective against creatures smaller than the worrnt—typically insects, rodents, scurriers, and other Diminutive or Tiny creatures; however, a worrnt rarely makes this distinction.

YCAQT

Ycaqt are domesticated, hairless riding animals with mottled orange skin that are native to the wealthy Mid Rim world called Velmor. They have rounded bodies that are supported by a pair of massive legs with broad, three-toed feet. They have no neck and their flat heads are almost bisected by the massive maw that allows them to scoop up over 20 liters of water at a time and filter out the plankton that is their primary diet. They have no forelimbs, but they possess a long tail that aids in balance when loping across Velmor's plains. They can also use their tail to defend themselves with when angered or threatened.

In ages past, Velmorian knights rode ycaqt into battle or on hunts, and they continue to have great ceremonial purpose in the world's native culture. For example, they are used in the precoronation festivities, during which nobles hunt wild animals atop ycaqt. After participating in one such event, Luke Skywalker is reported to have found the creatures "only slightly less stubborn than a tauntaun."

Ycaqt have been exported to a number of worlds for use in sports activities or by herders managing peaceful or docile animals, but in addition to their stubborn nature, they do not fare well outside temperate or tropical environments.

Although its large mouth at first appears quite intimidating, the ycaqt does not actually bite—any damage to the delicate baleen it uses to filter food from water could starve the beast. Instead, it swivels its body on powerful legs and slams with its tail. The creature can also trample other creatures. In most cases, however, a ycaqt does not fight at all unless cornered—preferring to run away faster than most predators can move.

Ycaqt: Herd animal 1; Init +1; Defense 10 (+1 Dex, -1 size); Spd 18m; VP/WP 8/18; Atk +3 melee (1d6+4, tail) or +0 ranged; SQ Trample; SV Fort +6, Ref +1, Will +0; SZ L; Rep 0; Str 19, Dex 12, Con 18, Int 3, Wis 10, Cha 4. Challenge Code: A.

Skills: Jump +10, Spot +2, Survival +2.

Feats: Run (bonus feat).

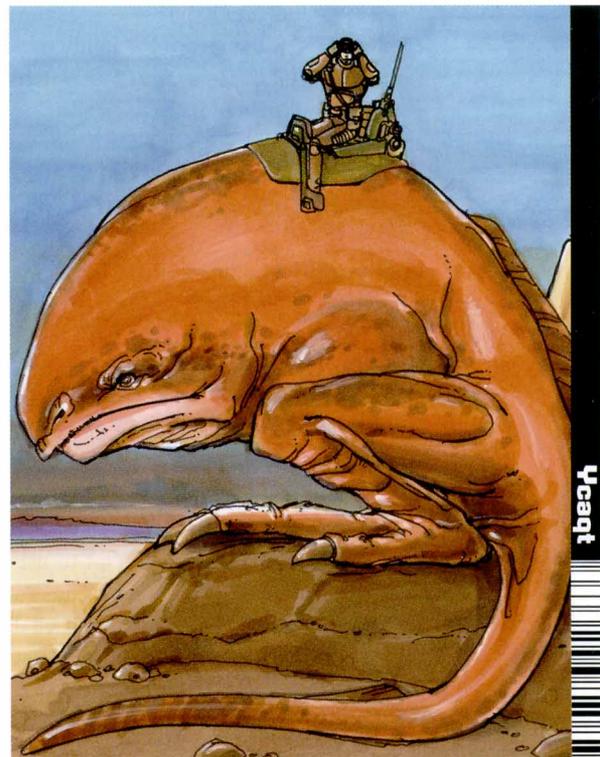


Worrnt

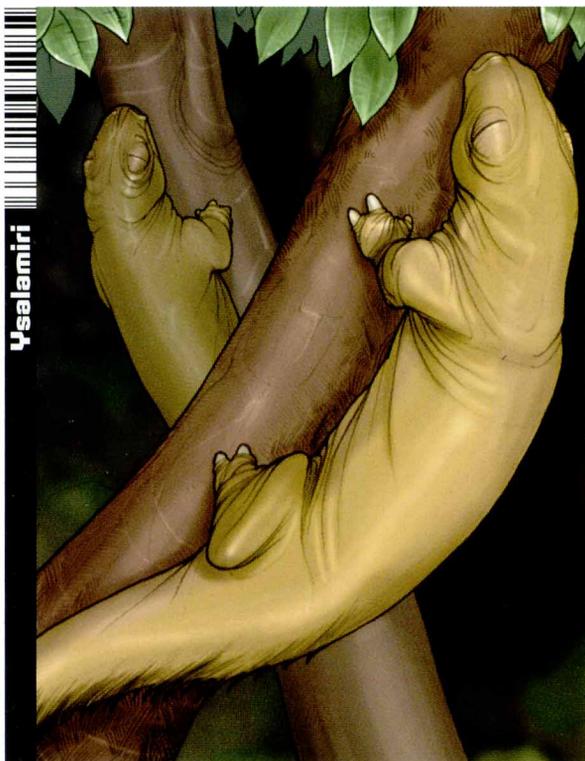
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Ycaqt



Ysalamiri

YSALAMIRI

Ysalamiri are unique creatures. Native to the planet Myrkr, and found nowhere else, ysalamiri do not have a particularly unusual appearance. They are sessile creatures, somewhat resembling furry snakes with legs. They grow up to half a meter long and have no natural defenses—lacking fangs, resilient hides, or even much mobility. Since their claws have evolved to grow directly into the metal-rich trees that are the ysalamiri's natural habitat (which makes it very difficult to remove one from its perch), they are not very useful in combat. Ysalamiri spend almost their entire lives hanging from these trees and soon die if removed from them.

What makes ysalamiri so unique is their ability to “push back” the Force in a bubble-shaped area. This is an innate ability. They are incapable of turning it off or focusing it in a particular direction. Each ysalamiri affects an area centered on itself with a roughly 10-meter radius. If two or more ysalamiri are within each other's areas, their areas merge, gaining 1 meter of radius for each ysalamiri after the first. A colony of forty or fifty ysalamiri can push back the Force in an area as large as 120 meters in diameter.

It is theorized that the ysalamiri developed this strange power as a survival mechanism. The primary predators of Myrkr, vornskrs, depend on Force powers to help them hunt and fight. The ysalamiri's ability to push back the Force makes it difficult for vornskrs to find them.

Grand Admiral Thrawn used ysalamiri as portable defenses against Force-users. To do this, he had Imperial engineers build pipe frames to carry them. The contraption was small enough to be worn on an Imperial officer's back, allowing him to move with the ysalamiri and its defensive anti-Force zones. Designing a frame that can support a ysalamiri and remain easily portable is a difficult task, requiring a Craft (life support systems) check against DC of 15.

Era Notes

Prior to Grand Admiral Thrawn's assault on the New Republic, ysalamiri were unknown throughout the galaxy. Even on Myrkr, the creature's ability to push back the Force was just a rumor until the Grand Admiral began using ysalamiri as a defense against Force-users. In a game set in the Rise of the Empire or Rebellion eras, no one should even have an inkling of these creature's powers. In a game set during The New Jedi Order era, ysalamiri are famous among Force-users, and any Jedi would recognize one on sight. Even during this time, ysalamiri should be rarely encountered and used by a GM only sparingly—it's frustrating for a Force-user to be unable to use her powers. If a GM depends on ysalamiri to neutralize the Force, players may soon discover ways to kill them.

Ysalamiri: Herd animal 1; Init -4; Defense 8 (+2 size, -4 Dex); Spd 2m, climb 2m; VP/WP 2/3; Atk N/A; SQ Low-light vision, nullify Force; SV Fort +0, Ref -4, Will -2; SZ T; Rep 1; Str 3, Dex 3, Con 6, Int 2, Wis 6, Cha 6. Challenge Code: A.

Skills: Climb +4, Spot +3, Survival +3.

Special Qualities: Nullify Force—Each ysalamiri creates a “bubble” centered on itself within which the Force cannot be used. The bubble has a radius of 10 meters, and several ysalamiri spaced accordingly can create an even larger bubble.

Characters cannot access the Force when inside a ysalamiri's bubble. They cannot use Force feats or Force skills, and they cannot use Force Points or Dark Side Points. Force feats or skills activated outside the area do not penetrate it, although they function normally up to that point. Characters with Force abilities become aware of this lack of the Force the instant they attempt to use a Force skill or feat. The effect is so readily apparent that characters know there is no point in attempting to use Force feats or skills. A character who attempts to use a Force power inside a ysalamiri's “bubble” does not spend vitality points or lose an action for his attempt. Instead, he realizes instantly that the attempt does not work. He is free to take any normal action after the GM informs him that his Force powers are completely gone. However, there is no other sign of a ysalamiri pushing back the Force. A Force-user standing just outside the area would not be aware of it.

Alien Source Section

This section offers 62 new alien species to incorporate into your *Star Wars* campaign. GMs will find the information useful for populating their campaign with GM characters, and players can (with GM permission) use these species to make new heroes.

The aliens presented in these pages should be considered broad overviews of a multitude of species; and some information may reinforce stereotypes. Still, the truth is that many different evolutionary tracks create specieswide traits—the average Aqualish really is an ill-mannered bully, because that trait was important to their evolutionary survival. That doesn't mean players and GMs shouldn't feel free to cast against type. An Aqualish Noble with high Wisdom and Charisma scores who runs a successful finishing school for Tapani debutantes would certainly be an interesting and surprising addition to a campaign. Or maybe a Barabel pacifist Force adept, or even a claustrophobic Elom scout. While every species listed also describes the classes common to many members of that species, these are only suggestions. Unless a note states that the alien in question can't under any circumstances belong to a class, GMs should consider them guidelines, not hard and fast restrictions.

Gamemasters should always keep the look and feel of the *Star Wars* galaxy in mind when creating GM characters and approving each player's heroic character concepts. Still, they should not be afraid to create specific members of alien species who break the stereotypical rules for their kind, or allow players to do the same.

Reading The Entries

The statistics provided in the entry are for a member of the species who is a statistical average adult of his or her kind—in most cases, a commoner with no levels. In cases where significant differences between males and females exist, two different stat blocks are provided. The assumed rules for arriving at the attribute numbers are the same that are used when creating heroes, with many species possessing either a bonus or a penalty in some attribute. (For example, Aqualish suffer a -2 penalty to their Wisdom, but receive a +2 bonus to their Constitution.)

Additionally, a number of species have attributes that are part of their being. These are mentioned as "Special Qualities" in the stat blocks. Some of these are unique to a particular species, and those are described in full at the end of the stat block. Others apply to more than one kind of alien, and these are either described in detail in the *Star Wars Roleplaying Game* or, for Special Qualities that are introduced with new alien species in this volume, described starting on page 54.

A Note on Languages

Most species speak both their primary language and Basic unless otherwise noted. Aliens are also literate in their primary language, if a written version of the tongue exists. For example, Chagrians speak Chagri and Basic, and can read and write in Chagri. They must purchase literacy in Basic with skill points, however.

Customizing Alien Species

One of the long-established facts of the *Star Wars* universe is that species that settle distant worlds and then rarely interact sometimes diverge onto different evolutionary paths. Sometimes, the divergence is artificial, such as the genetically manipulated Xexto, and sometimes the differences arise naturally, as is usually the case among the many near-Human species. In any case, this book can also be used by GMs to create other "near-species" for their campaigns.

On the other appendage, GMs can easily create new, original species by taking one basic type of alien and applying another alien's special qualities. For example, you can take a harmless Bimm and outfit it with Claws, a Tail, and the Martial Artist feat as a species bonus, and suddenly it's a short but deadly cannibalistic creature from the deepest jungles of Dargipp 3.

Turning the Commoner into a Hero

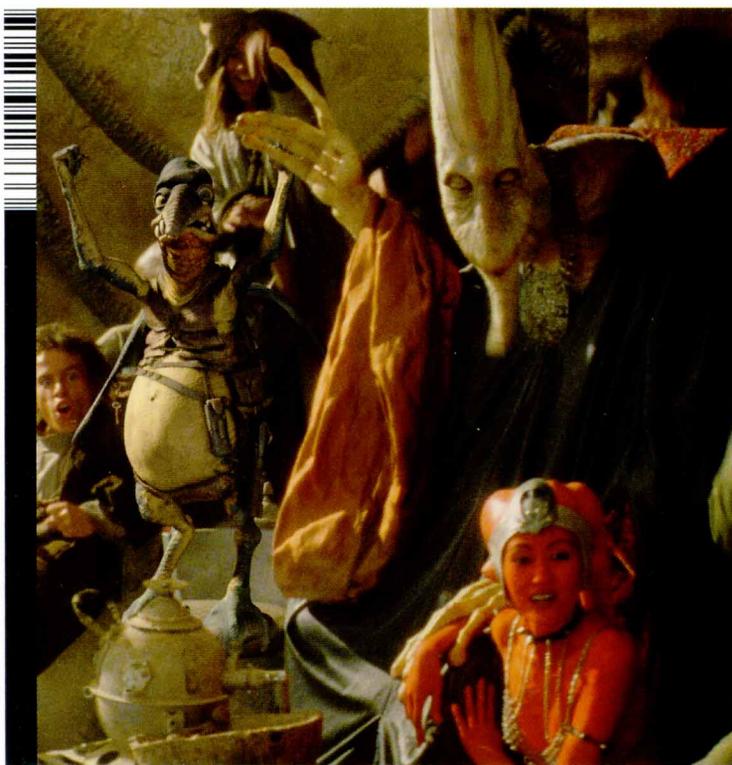
For the enterprising gaming group, this book expands the options for heroic character species nearly ten-fold—not counting original species you may create, of course. As always, new heroic species should be approved by the Gamemaster.

Converting the generic aliens in this book into heroes is a simple process:

- ④ Derive attribute scores by using any of the methods described in Chapter 1 of the *Star Wars Roleplaying Game*.
- ④ Pick a species and then apply the ability adjustments listed under "Species Traits" to the hero's ability scores.
- ④ Apply any additional modifications listed as special qualities, such as bonus feats or free skill ranks.
- ④ Continue with character generation as described in the *Star Wars Roleplaying Game*.

The Entries and Templates

While completely average examples of aliens can be useful to the GM setting a mob upon a group of heroes or populating a cantina with patrons, the stat blocks in this section remain only the baseline examples for each species. Heroes are more likely to meet the Aqualish and Barabel enforcers of the corrupt Toydarian tax



collector with four Thug levels each, or the 10th-level Kubaz scoundrel who serves as a spy for the Imperial Governor of Rivvidu. Such characters should clearly be more than run-of-the-mill members of the species.

The quickest way to create such alien villains is to use the generic character templates provided in Chapter 14 of the *Star Wars Roleplaying Game*. The statistics provided in that chapter—assassin, Jedi, and so on—were generated without any modifications for species. Say you want to turn any of the 4th-level “generic gambler” into Johzan B’oh, the Herglic gambler/info-broker who can always be found at the Ace of Sabers. Simply apply Herglic species modifiers to the generic gambler’s stat numbers provided in rule book, adjust saves and skill ranks as necessary, and add special qualities where appropriate. The Herglic 4th-level gambler would end up with the following ability scores: Str 12, Dex 12, Con 12, Int 10, Wis 12, and Cha 13, along with natural armor and a compulsive obsession with games of chance.

New Alien Special Qualities

Many aliens in this section have special qualities unique to their species. These are described at the end of each entry. Some special qualities are shared by many aliens, however (sometimes in varying degrees). These special qualities only apply to alien species, not creatures. Some special qualities from the creature list, such as low-light vision and ferocious attack, can also apply to alien species.

Claws: Aliens who possess claws do an additional +1 damage per unarmed strike, or +2 when they take the Martial Artist feat. Thus, an alien with no Strength bonus would do 1d3+1 points of damage with each successful unarmed strike, or 1d6+2 with the Martial Artist feat.

Cold-blooded: Many species remain close to their reptilian ancestry, which make them very sensitive to cold climates. If exposed to extreme cold without proper gear, a cold-blooded being immediately suffers a –2 penalty to initiative. Ten minutes of exposure causes a temporary reduction of –2 to all abilities. After 20 minutes of exposure, the being must roll a Fortitude save (DC 15). Success means that being suffers no damage. If the save fails, the cold-blooded individual suffers an additional –2 penalty to all ability scores. Further exposure means another Fortitude save every 10 minutes; the DC increasing by +4 each time. If the being’s Constitution is reduced to zero, death results. Once returned to a warm environment, the cold-blooded being fully recovers (regains all lost ability points) after 30 minutes—no longer how long it was exposed.

Methane-breather: This species must respire methane to survive, and cannot last long without it. See species entry for details.

Primitive: Like the Ewok in the *Star Wars Roleplaying Game*, this being receives a –4 penalty on attack and skill checks made with technological items, such as blaster pistols, computers, and starships. This penalty can be reduced by spending 2 skill points to reduce the penalty to –2 upon gaining a new level. At any new level thereafter, another 2 skill points can be spent to eliminate the remaining penalty.

Radiation Resistance: The species receives +4 to Fortitude checks to resist radiation poisoning.

Radiation Poisoning and Effects

Radiation isn’t something that’s encountered often in a *Star Wars* adventure. It is usually only encountered on a world bombarded with dangerous rays from its sun or on an ancient starship with deteriorating engines. Still, these situations might arise in your game, especially if the campaign involves radiation-resistant species.

The following table describes the effects of various levels of radiation and the DCs against which a Fortitude save must be made for a hero to shake off the effects. The table follows the same basic pattern as the Disease and Poison tables from Chapter 14 of the *Star Wars Roleplaying Game*, and the explanations of terms found there apply to this table as well.

A hero or heroes must roll a Fortitude save following every 10 minutes of radiation exposure. Damage results marked with an asterisk require a second saving throw. If the second roll is failed, the damage sustained is permanent. However, if the victim is treated in a bacta tank

Radiation Level	DC	Damage on Successful Fort save	Damage on Failed Fort save
Mild Radiation	12	1 Con	1 Con and 1 Str*
Strong Radiation	15	1 Con and 1 Str	1d2 Con and 1d2 Str*
Powerful Radiation	18	1d2 Con* and 1d3 Str	1d6 Con*, 1d4 Str*, 1d2 Cha
Searing Radiation	21	1d6 Con*, 1d6 Str, 1d4 Cha	2d6 Con*, 2d6 Str*, 2d4 Cha*
Lethal Radiation	24	2d6 Con*, 2d4 Str*, 2d4 Cha*	Death within 2d6 hours, unless treated with bacta.

within 24 hours, the radiation damage can still be reversed.

Radiation poisoning can be cured by use of the Treat Injury, Heal Another and Heal Self skills and bedrest. Attribute points lost to damage are recovered at the rate of 1 per every two days of rest. (Attribute points that have been permanently lost can only be restored with the attribute increases gained every 4th level.)

Tail: Aliens who possess tails can take an extra melee attack per round when they take the Martial Arts feat.

The alien can use the tail to make a knock-down or trip attack, as defined in the *Star Wars Roleplaying Game*, or to strike for 1d3 points of damage, plus any Strength bonus the being receives.

Xenophobia: Being receives a -4 penalty to all Charisma-based skill checks made in relation to species other than his or her own. The penalty can be eased by spending 2 skill points to reduce it to a -2 penalty upon gaining a new level. At any new level thereafter, another 2 skill points can be spent to eliminate the remaining penalty.

Aliens of the Galaxy

AQUALISH

The Aqualish are amphibious humanoids native to the Mid Rim world of Ando. Two breeds of Aqualish exist—the Aquala (who are widely considered the “baseline” Aqualish) and the Quara (who are categorized by xenobiologists as a near-Aqualish species). The two strains are generally similar in appearance and in their traits, but the Quara have hands with digits where the Aquala have fins. Since Quara can more easily use equipment designed for the general galactic population, they are most frequently encountered off of Ando. They stand between 1.8 and 2 meters in height as adults.

The Aqualish admire strength and are openly contemptuous and hostile toward the weak. It is customary and accepted social behavior for an Aqualish to be pushy and belligerent toward people he or she is interacting with for the first time. If the other individual does not stand up to them, the Aqualish assumes the other being is weak and continues to bully him or her. It should also be noted that there are no beings the Aqualish hold in more contempt than those who belong to a different subspecies than themselves—Aquala hate the Quara, and the Quara hate the Aquala, each viewing the other as inferior and weak.

The majority of Aqualish professionals are diplomats or thugs. Heroes tend to be scoundrels or soldiers. Their vocal cords are such that when they speak Basic, it has a harsh, guttural sound. Even the rare well-mannered Aqualish comes across like a loud-mouthed brute when using the common galactic tongue.

Aqualish Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/12; Atk +0 melee (1d3, punch) or +0 ranged; SQ Fins (Aquala only), amphibious. Fort +1, Ref, +0, Will -1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 10.

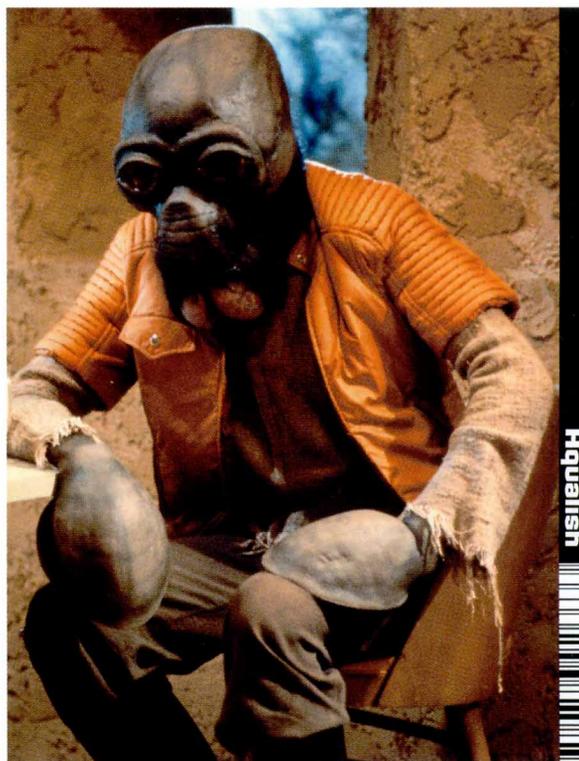
Equipment: Personal belongings.

Skills: Intimidate +1, Knowledge (any one) +1, Profession (any one) +1, Read/Write Aqualish, Speak Aqualish, Speak Basic.

Special Qualities: Fins (Aquala only)—Aquala receive a +2 bonus on all Swim checks, but suffer a -4 penalty on skill checks that involve the use of equipment not specifically designed for use with their fins, such as weapons, computers, and control panels.

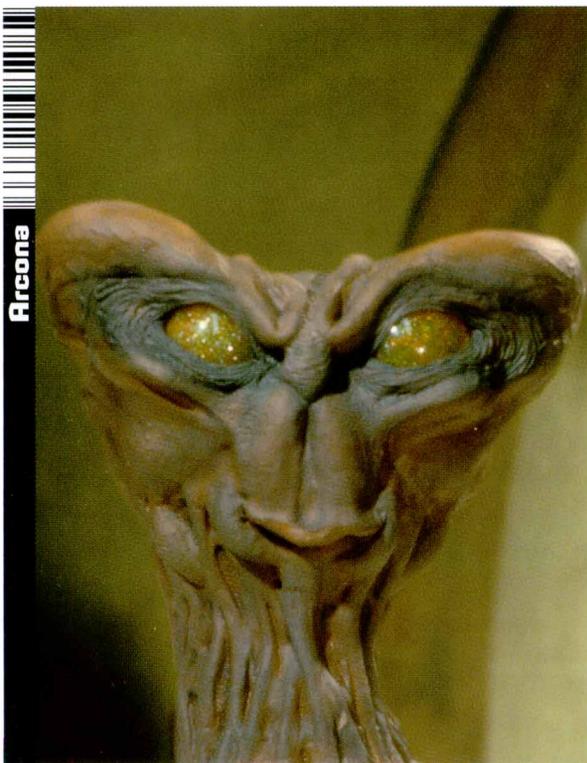
Species Traits: +2 Con, -2 Wis.

Automatic Languages: Aqualish and Basic.



Aqualish





ARCONA

The Arcona are cold-blooded humanoids who hail from Cona, an arid world in the Teke Ro system. They have thick, damage-absorbing skin that ranges in color from mahogany to ebony, and triangular heads with large multi-faceted eyes that seem to sparkle. Their hands feature three prehensile talons. They range in height from 1.7 to 2 meters.

Arcona society is less technologically evolved than what is considered the galactic norm. The species did not develop space travel on their own, but shortly after Republic scouts made contact with the world many decades ago, entire villages soon sought employment with the Republic and interstellar corporations, fascinated by the possibility of exploring the galaxy. In all three eras of play, most worlds located at trade-route junctures have at least one Arcona colony, and Arcona can be found at virtually every large spaceport—either as travelers or operators of businesses.

While most beings consider Arcona cities on Cona quaintly low tech, the planet has several stellar-class starports and many of the galaxy's largest mining companies operate on Cona; the system in general, and Cona in particular, boast rich rare-mineral deposits. Water is the most precious substance on dry Cona, so the Arcona sold the mining rights to the firms for massive shipments of water. Although the Arcona derive many essential nutrients directly from their world's atmosphere, they also need to consume water and other liquids to keep secondary circulatory systems in their bodies healthy. (This has led some planetary

geologists to hypothesize that Cona lost much of its water in some geologically recent catastrophe, though this remains unproven.)

When it was discovered the Arcona can easily and hopelessly become addicted to sodium chloride (salt) by ingesting even a gram or two of the substance, unscrupulous merchants almost destroyed Arcona society by creating several generations of salt addicts. Salt induces vivid, colorful hallucinations in Arcona, but repeated use damages their body's ability to absorb life-giving ammonia. Only the intervention of the Republic saved the Arcona. The Senate passed draconian laws that punished the importation of salt to the Teke Ro system or to Arcona communities elsewhere in the galaxy, and the Arcona themselves zealously policed their communities. Arcona addicted to salt are easily identifiable; their multifaceted eyes turn from green to gold.

The center of Arcona society is the family, and communities consist of several loosely affiliated extended families. The entire family (extended and biological) is considered when making even the simplest decisions, and an individual Arcona almost always uses the plural pronoun "we" instead of "I." Male Arcona raise the young, since Arcona females are typically impulsive thrill-seekers. As such, females are particularly prone to risking salt addiction while males go to great lengths to keep the substance out of their communities. In fact, male Arcona are renowned for their conservative outlooks and strong commitment to maintaining order at the cost of individual ambitions and desires.

Many Arcona were vocal supporters of the New Order when they learned of its desire to unite the galaxy under one uniform system of government; such an arrangement fit their own notions of a perfect society. These voices fell silent when an Arcona Imperial Intelligence agent uncovered a plan by the ISB (the Empire's political police, the Imperial Security Bureau) to systematically addict important Arcona to sodium chloride and eventually poison the entire world of Cona with the substance. When this came to light, the Arcona as a people became strong supporters of the Rebel Alliance.

Arcona professionals and heroes can be of any class. They do not tend to favor any particular profession but are almost as diverse in their pursuits as Humans. In the days of the Republic, Arcona Jedi were not uncommon. Arcona have a native tongue that is rarely spoken by those who have been raised in off-Cona colonies, as the species has no difficulties speaking Basic.

Arcona Commoner: Init +0; Defense 11 (+1 natural); Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Claws; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft +2 or Profession +2, Knowledge +2, Read/Write Arconese, Speak Arconese, Speak Basic.

Automatic Languages: Arconese and Basic.

ARKANIAN

Arkanians are a robust near-Human species that are primarily distinguished from baseline Humans by their white, seemingly pupilless eyes and their four-fingered, clawed hands. They hail from the frigid, inhospitable world Arkania, which is located in the Perave system at the heart of the Colonies region. Like baseline Humans, males tend to be more heavily muscled than females of the species.

At one time, Arkania was an important part of the Sith Empire. The world was one of the main repositories of that long-lost civilization's historical records. During the three main eras of play, however, Arkania is known mostly for its rich gem mines—which supply a number of highly sought-after stones that can only be found on Arkania—and elaborately constructed trade cities. The Arkanians themselves are known for their contributions to the advancement in cyborg medical technology and microcircuitry. Arkanian scientists have also long been explorers and practitioners of genetic manipulation of all sorts, displaying a particular fascination with the genetic make-up of species other than their own. Some of their research has led to great advances in medical techniques throughout the galaxy while others are considered among the greatest atrocities the galaxy has ever known.

One defining trait among Arkanians is arrogance. They consider themselves the pinnacle of evolution, an attitude that has remained with them through millennia interacting with the rest of the galaxy. Their representatives in the Galactic Senate were among the most vocal prior to the rise of the Empire, and their beliefs kept them from joining the New Republic following The Emperor's defeat.

The combination of their vast wealth, generated by the huge gem mines, and near-boundless arrogance has led the Arkanian scientific community to launch research projects on a scale matched only by such Imperial endeavors as the Death Star or the Emperor's hidden stronghold in the Deep Core. Even The Emperor's minions can't match the Arkanians in their dedication: the most elaborate of Arkanian scientific projects take generations to unfold and often result in the total reshaping of entire planets and species. The Arkanians admit—grudgingly—their involvement in the reshaping of the Yaka as a species of cyborgs and the splitting of the Xexto into two very different species, but acknowledge few of the more outrageous charges leveled at their geneticists.

While Arkanian interaction with the galaxy at large has been characterized by the actions of the species's scientists, many Arkanians are horrified and greatly embarrassed by the excesses their kind go to in the name of science. The most conscientious of these males and females were often found as allies of the Jedi, and one of the most famous Jedi Academies stood on Arkania.

Many adventuring Arkanians devote their careers to erasing their people's image as the galaxy's "mad scientists," something that isn't easy in any of the main eras of play. Until the rise of the Empire there is always at least one widely publicized Senate investigation into actions taken by Arkanian scientists. During the Rebellion era, many blame the Arkanians for unleashing bioengineered weapons during the Clone Wars, and in the years during the New Republic's emergence it became clear that thousands of Arkanian scientists had worked in the secret laboratories of Grand Moff Tarkin and Grand Admiral Zaarin. Arkanian heroes have a lot of negative sentiment to overcome when they venture beyond their home system and major nearby colonies. They often take levels of noble, scout, or scoundrel; Arkanian professionals are usually experts, but occasionally diplomats.

Arkanian Commoner: Init -1; Defense 9 (-1 Dex); Spd 10m; VP/WP-/12; Atk +0 melee (1d3, punch) or -1 ranged; SQ Darkvision; SV Fort +1, Ref -1, Will +0; SZ M (1.6m to 2.1m); FP 0; DSP 0; Rep 3; Str 10, Dex 8, Con 12, Int 12, Wis 10, Cha 8.

Equipment: Personal belongings.



Arkanian

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Skills: Craft (any one) +3, Profession (any one) +2, Knowledge (any one) +5, Read/Write Arkanian, Speak Arkanian, Speak Basic.

Feats: Infamy (bonus feat).

Species Traits: -2 Dex, +2 Con, +2 Int, -2 Cha.

Automatic Languages: Arkanian and Basic.

BARABEL

The Barabel hail from the dark, humid world of Barab I. They are large reptilian humanoids with black keratin scales covering their bodies. Their bulging, slitted eyes are set above huge mouths filled with needlelike teeth that often reach five centimeters in length. They stand between 1.9 and 2.2 meters in height.

The red dwarf star around which Barab orbits projects very little light, so most beings on the world, including the Barabels, have eyes attuned to wavelengths well outside the usual visible spectrum. They can also see perfectly well in normal light.

Barabels evolved from nocturnal predators. Their distant ancestors would lounge in the intense radiation of the world's dim sun during the "day" and then prowl the deep shadows of "night" in search of prey. A layer of fat retains heat, so unlike other cold-blooded beings, Barabels do not find themselves feeling sluggish when the temperature drops.

Countless centuries ago, Barab I was visited by a Jedi explorer who helped settle a dispute between two Barabel clans before it erupted into bloody violence. Although the Jedi's exact identity is unknown and he or she never logged the existence of Barabel society in the galactic registry, this initial contact with the rest of the galaxy left an lasting impression on the Barabel. They developed a rich mythology around the "great warriors from beyond the clouds"—for the thick cloud cover around Barab I ensured that the planet-bound Barabels had never seen the stars. When Imperial scouts arrived on the world, the humanoids treated them with the respect they believed they were due. When sport hunters looking to make unique trophies out of the heads of Barabel warriors followed the scouts, respect turned into fear, distrust, and ultimately, anger.

Barabel culture remains primitive by galactic standards and relies on a strong clan structure. Their small communities, numbering from a few dozen to no more than 10,000, are located in warrens of underground caves and tunnels, close to water sources and prey. As a species, they are mean-spirited, short-tempered, and confront most other beings with a habitually aggressive stance. The only exception to this is their siblings, parents, and mates; though they are only genuinely affectionate toward their offspring.

Only one known starport and non-Barabel settlement exists in the Barab system, Alater-ka, a modest facility built to accommodate Imperial landing craft. Many of the galaxy's most successful shockboxing promoters, mercenary guilds, and even the Imperial Army have offices in Alater-ka. They offer adventurous Barabel warriors the opportunity to leave their homeworld as professional athletes, soldiers, or commandos. Despite their status as relative newcomers to the galactic community, the Barabel have gained a reputation as some of the galaxy's most ferocious warriors. Many have made in-roads into the bounty hunting profession and found work as guides on hunting expeditions to dangerous worlds.

Most Barabel professionals are thugs. Barabel adventurers are mostly fringers, but scouts or soldiers are not uncommon. Their native language consists of harsh-sounding hisses and barks and few Barabel on Barab I can be bothered with mastering Basic. Those that travel the galaxy can at the very least understand the universal tongue and most make an effort to learn to speak it as well.

Barabel Commoner: Init -1; Defense 12 (+3 natural, -1 Dex); Spd 10m; VP/WP -/12; Atk +1 melee (1d3+1, claws), +6 melee (1d6, bite) or -1 ranged; SQ Claws, darkvision, primitive, radiation resistance, tail, ferocious attack, species bonus of Intimidate +4, species bonus of



Weapon Proficiency (Primitive); SV Fort +1, Ref -1, Will -2; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 8, Con 12, Int 10, Wis 6, Cha 10.

Equipment: Personal belongings.

Skills: Craft +2 (any one), Knowledge +2 (any one), Intimidate +4, Read/Write Barabel, Speak Barabel.

Feats: Weapon Proficiency (primitive weapons) (bonus feat).

Special Qualities: Ferocious Attack—The Barabel gains a +5 species bonus with its bite attack.

Species Traits: +2 Str, -2 Dex, +2 Con, -4 Wis.

Automatic Language: Barabel.

BARAGWIN

The Baragwin are long-standing members of the galaxy's spacefaring races; when Humans reached for the stars, they found Baragwin arms-merchants waiting for them. Many of the early interstellar wars among Human power groups were fueled by Baragwin-created weaponry.

The Baragwin are hunchbacked, humanoid saurians with massive heads nearly as wide as their shoulders and three digits on each massive hand. Their skin is tough, wrinkled, and ranges in color from drab green to dark olive. Their nostrils are broad and frequently seen to twitch; the Baragwin have a fine sense of smell and can often identify a being's mood by its scent. It is impossible to make generalizations about Baragwin personalities; their natures are as varied as Humans. If anything, too many beings tend to underestimate the Baragwin due to their shuffling gait and ponderous way of carrying themselves. They are, in fact, highly intelligent, but rarely take steps to correct the misperceptions ignorant beings may have about them—it often lets them identify potential foes. Adult Baragwin stand between 1.5 and 2.2 meters in height, with no differences in build between males and females of the species.

Like Humans and Duros, the origins of Baragwin space travel technology is lost to legend and speculation. In fact, the Baragwin had ancient colonies on so many worlds when other species reached them that no one knows which planet they originated on, including the Baragwin themselves. Instead, the Baragwin consider themselves native to the world on which they were born and tend to adopt at least some aspects of the dominant culture of that planet. As beings with a highly malleable society, they tend to be very open-minded and accepting of others who visit their communities. However, they are also quick to defend themselves and usually do so with great skill.

The one unifying factor among the far-flung Baragwin is their talent for weapons design and manufacture. Baragwin weapons manufacturers are particularly renowned for creating blasters and other high-tech weaponry tailored to the needs of alien species that lack the appendages for which most such weapons are designed. Most weapons design firms have counted Baragwin among their employees since their founding. However, Baragwins can be found in any type of occupation, virtually anywhere in the galaxy.

Despite their definitely alien appearance, the Baragwin remained on good terms with the Empire through most of the Rebellion Era. The Empire wanted to tap their extensive talent for designing weaponry while the Baragwin appreciated the handsome sums of money they were paid by the Imperial military or by mega-corporations with Imperial backing. It wasn't until Intelligence Director Isard released the Krytos virus—a deadly, artificially created disease that targeted every species but baseline Humans—during the New Republic's liberation of Coruscant that most Baragwin put their support behind the freedom fighters. The disease hit Coruscant's Baragwin population particularly hard.

Baragwin professionals are usually experts. Adventurers tend to be scoundrels or soldiers. They usually find a line of work connected to war or weapons manufacturing. Just as the Baragwin claim no world of origin, they do not possess a native language. Like many Human cultures in the galaxy, Basic is the native language of the Baragwin.

Baragwin Commoner: Init -2; Defense 10 (-2 Dex, +2 natural); Spd 6m; VP/WP -/14; Atk +0 melee (1d3, punch) or -2 ranged; SQ Weapons knowledge, +1 species bonus on Intimidate and Sense Motive checks; SV Fort +2, Ref -2, Will +1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 6, Con 14, Int 12, Wis 12, Cha 6.

Equipment: Personal belongings, hold-out blaster.



Baragwin



Skills: Craft (any one) +4, Profession (any one) +4, Knowledge (any one) +3, Read/Write Basic, Speak Basic.
Feats: Weapons Group Proficiency (any one) (bonus feat).
Species Traits: -4 Dex, +4 Con, +2 Int, +2 Wis, -4 Cha.
Automatic Language: Basic.

BIMM

Bimmisaari is a world located in the outer reaches of the Mid Rim. It is remarkable in that it gave rise to two distinctly different sapient species. Although not cross-fertile, the two species are both mild-tempered and peaceful and have therefore coexisted in the same culture for nearly all their recorded history. They each refer to themselves as the Bimm and so do the rest of the peoples of the galaxy.

The first (and most commonly encountered type of Bimm) are humanoids of short stature with an appearance that roughly resembles Human children in physical build, although males can grow (and pride themselves in) thick, full beards. Males and females both stand between 1 meter and 1.5 meters in height. Xenologists believe that the humanoid variety landed on Bimm countless millennia ago under unknown circumstances, and adopted Bimm society as their own—they have no genetic relationship to any other fauna on the planet.

These Bimms greatly value storytelling, particularly tales of heroic adventures. The Jedi are among the Bimms' favorite subjects and much Jedi lore survives in their tales, despite the Empire's best efforts to eradicate it. For all their love of heroics, the humanoid Bimm tend to be more scholarly and artistic in their pursuits, preferring to record or invent tales and ballads of heroic deeds rather than perform them. It is nonetheless not unheard of for a Bimm to join a group of adventurers in order to witness true-to-life heroics for use in creative works.

The other species of Bimm are also diminutive beings, standing between 1 meter and 1.6 meters, with females typically slightly taller than males. They are mammalian humanoids who are covered in short fur that ranges in color from tan to a deep black. Their faces feature elongated muzzles and tiny black eyes. They have three long fingers and an opposable thumb on each hand. They favor the color yellow and are almost always clad in shades of that color.

These Bimms are born merchants, hagglers, and shoppers. They love "the art of the deal" and do not consider a day complete if they haven't engaged in a spirited round of haggling or found a good deal at a wholesaler or market outlet. They consider fair dealing a point of honor and stealing and shoplifting is viewed as a crime on the magnitude of murder.

The two types of Bimm share the same language, a harmonious singsong that many believe sounds more like a collection of ballads than a standard form of communication. The Bimms dwell side-by-side in picturesque cities that dot their homeworld, surrounded by thick forests. Alien visitors to these towns (or Bimm enclaves on other worlds) are always treated as honored guests, and Bimm hospitality is well known throughout of the sector where the world is located.

Bimm professionals are diplomats or experts. Adventurers are almost exclusively scoundrels who usually work their way into the wealthy lives of nobles. The humanoid Bimms who travel the galaxy are typically entertainers or scholars while the mammalian Bimm are usually traders and business people. Bimms of both types became Jedi in the days of the Old Republic. Following the fall of the Empire, Bimmisaari remains neutral but friendly toward the Alliance and New Republic.

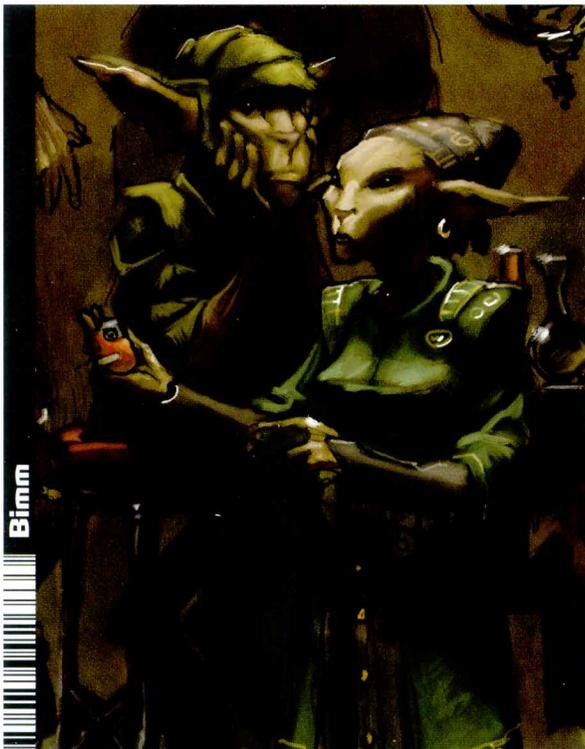
Bimm (humanoid) Commoner: Init +0; Defense 11 (+1 size); Spd 6m; VP/WP -/10; Atk -2 melee (1d2-2, punch) or +0 ranged; SV Fort +0, Ref +0, Will +0; SZ S; FP 0; DSP 0; Rep 0; Str 6, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Equipment: Personal belongings.

Skills: Craft (any one) +5 or Profession (any one) +4, Entertain (storytelling) +3, Knowledge (any one) +3, Read/Write Bimm, Speak Basic, Speak Bimm.

Species Traits: -4 Str, +2 Int, +2 Cha.

Automatic Languages: Bimm and Basic.



Bimm (mammalian) Commoner: Init +0; Defense +11 (+1 size); Spd 6m; VP/WP -/10; Atk -1 melee (1d2-1, punch), +1 ranged; SV Fort +0, Ref +0, Will +1; SZ S; FP 0; DSP 0; Rep 0; Str 8, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Equipment: Personal belongings.

Skills: Craft +2 (any one), Knowledge (any one) +2, Read/Write Bimm, Speak Basic, Speak Bimm.

Species Traits: -2 Str, +2 Wis.

Automatic Languages: Bimm and Basic.

BITH

The Bith are a humanoid species that hail from Clak'Dor VII, a small planet in the Mayagil sector's Colu system. They are an intellectually advanced species—highly evolved and complex regions of their oversized brains relate to abstract skills such as language, mathematics, music, and scientific reasoning. In contrast, brain functions governing basic instinct and biological drives have atrophied. Bith tend to be thoughtful, quiet, and introverted. The Bith range in height from 1.8 to 2.2 meters.

Bith have gray to milk-white skin and stand taller than Humans on average. The most remarkable physical feature of the Bith is the structure of their eyes and their sense of smell. Their large, black eyes give them incredibly sharp vision, permitting them to focus on microscopic objects, but their long-range vision isn't very clear. Their sense of smell partially makes up for this. Bith do not need to sleep, but do need to engage in focused meditation every 24 hours.

The Bith are a species of dedicated pacifists. Warfare and strife has been unknown on their world for countless generations, and in the days of the Republic their Senators were always the loudest voices in debates relating to galaxy wide disarmament and universal weapons restrictions, such as the partial ban on battle droids that held for many centuries. During the terrors of the Clone Wars and the dark, early days of the Empire, most Bith returned to the hermetically sealed, domed cities of their homeworld where they resolved to wait out the dark times. Some ambitious Bith continued to travel the galaxy all throughout the Rebellion Era, however. They were highly sought-after engineers, computer programmers, ship designers, negotiators, investigators, educators, and commercial artists. Shortly after the Hapans offered aid to the New Republic, the Bith reestablished formal relations with the rest of the galaxy.

Many Bith encountered off Clak'Dor VII during the Rebellion era are experts specializing in education or various forms of entertainment ranging from the written word to musical performance. Bith heroes tend to be nobles. Bith Force users are not unheard of, and Bith Jedi consulars were fairly common during the days of the Old Republic. It is possible that some survived the Jedi Purge on the Bith homeworld.

Bith Commoner: Init -1; Defense 9 (-1 Dex); Spd 10m; VP/WP -/8; Atk -1 melee (1d3-1, punch) or -1 ranged; SQ Sense of smell, micro-vision; SV Fort -1, Ref -1, Will +1; SZ M; FP 0; DSP 0; Rep 0; Str 8, Dex 8, Con 8, Int 14, Wis 12, Cha 10.

Equipment: Personal belongings.

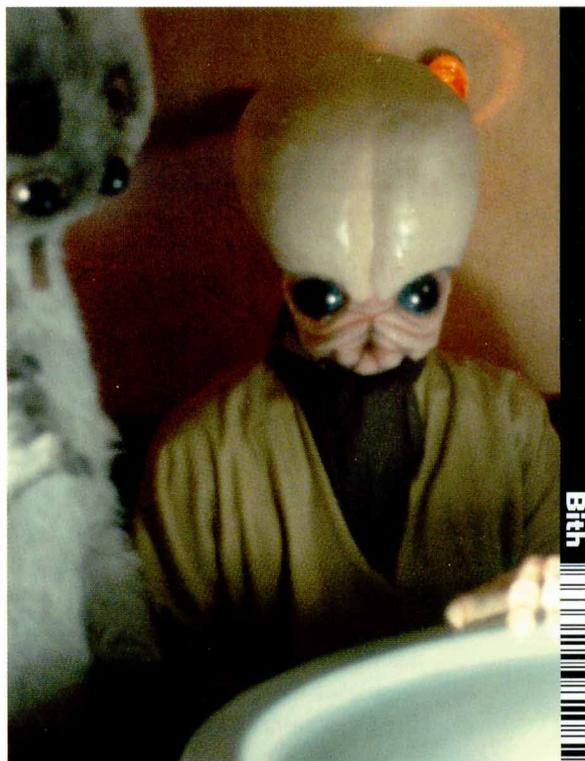
Skills: Craft (any one) +6, Profession (any one) +5, Knowledge (any one) +6, Read/Write Bith, Speak Basic, Speak Bith.

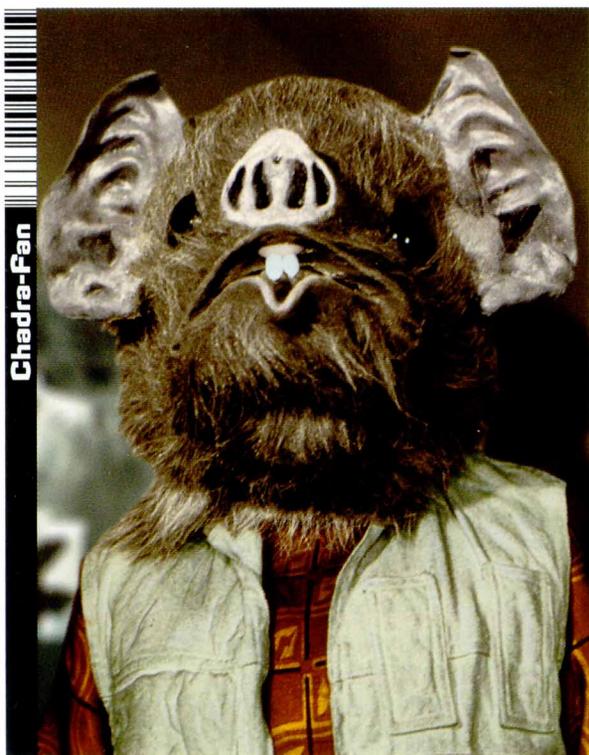
Special Qualities: Sense of Smell—Bith can identify an individual by smell at a range of 10 meters with a Wisdom check (DC 15).

Micro-vision—Bith have eyes so sharp they can see microscopic organisms. This gives them +4 on Search and Spot checks when searching an area up to 30 centimeters away. They receive a +2 bonus on Search and Spot checks when the area is 30 centimeters to 5 meters away. However, Bith are also myopic and suffer a -2 penalty on all Search and Spot checks within a range of 5–20 meters. The penalty increases to -4 for visual-related actions involving a range of 20–40 meters. They cannot see beyond 40 meters without special equipment such as electrobinoculars.

Species Traits: -2 Str, -2 Dex, -2 Con, +4 Int, +2 Wis.

Automatic Languages: Bith and Basic.





CHADRA-FAN

Chadra-Fan are diminutive humanoids with flat faces, round dark eyes, large ears, and flat noses. The average Chadra-Fan stands 1 meter tall, and their entire bodies are covered in gleaming fur, except for their oversized hands. They hail from the world of Chad in a rarely visited Outer Rim system of the same name. Their culture is technologically primitive by galactic standards; a string of natural disasters on their homeworld has forced them to focus on the necessity of survival. What high technology they possess has been brought to Chad by scouts and traders and subsequently copied or modified by the Chadra-Fan.

Chadra-Fan compulsively tinker. Any mechanical device left within reach has the potential to be disassembled and then reconstructed. As they have been subjecting devices to this treatment since early childhood, Chadra-Fan have gained an innate sense of how most technology functions and are often found working as mechanics. Their understanding of technology also made them prized targets of slavers during the Rebellion Era. In fact, virtually all Chadra-Fan that are encountered off their homeworld are either slaves or former slaves. Curiously, most Chadra-Fan do not resent being enslaved as they view it as a grand adventure. In general, they are exuberant in the extreme and like virtually everyone they meet. It takes quite a bit of abuse to drive this cheery nature from them.

Most Chadra-Fan professionals tend to be experts. Chadra-Fan heroes are typically fringers or scoundrels. Their voices sound squeaky and nasal when they speak Basic.

Chadra-Fan Commoner: Init +1; Defense 12 (+1 Dex, +1 size); Spd 6m; VP/WP -/10; Atk -1 melee (1d2-1, punch) or +2 ranged; SQ Darkvision, +2 species bonus on Repair checks, +1 species bonus on Search and Spot checks; SV Fort +0, Ref +1, Will -1; SZ S; FP 0; DSP 0; Rep 0; Str 8, Dex 12, Con 10, Int 10, Wis 8, Cha 12.

Equipment: Personal belongings, small toolkit.

Skills: Knowledge (any one) +2, Craft (any one) +3 or Profession (any one) +1, Read/Write Chadra-Fan, Repair +3, Search +1, Speak Basic, Speak Chadra-Fan.

Species Traits: -2 Str, +2 Dex, -2 Wis, +2 Cha.

Automatic Languages: Chadra-Fan and Basic.

CHAGRIAN

The Chagrians hail from the water world of Champala in the Chagri system, a favorite vacation spot among the Inner Rim worlds. They are powerfully built amphibian humanoids that are equally comfortable on land and in water, something that is reflected both in their architecture and in their culture. Early in the evolutionary stages of life on Champala, the system's sun went through an unstable period and bombarded its orbiting bodies with massive amounts of radiation. Only species that developed an ability to withstand the radiation survived. The Chagrians were one of those species, and their skin—which ranges in color from light blue to deep indigo—continues to provide them with remarkable natural protection from radiation of all kinds. Males and females of the species both stand between 1.7 and 2.2 meters, males displaying a twin set horns once used to battle for mates but which now only serve as a source of vanity that requires constant polishing. Females only possess a lower set of horns.

Chagrian civilization arose on the thin coastal bands of Champala's small, jungle-covered continents. Their cities are built in long strips in the tidal zones. At high tide, most buildings are completely submerged. The Chagrians are very law-abiding; their kind has always known abundance, so neither theft nor avarice is common among the Chagrians. In fact, most buildings have neither windowpanes nor doors. When these buildings fill with water during high tide, the Chagrians swim from building to building, from floor to floor. All but Champala's oldest starports are built on high plateaus well away from the cities, with aircars ferrying visitors back and forth. Most hotels have at least some floors that rise above the water, as most species are not as blasé about water filling their living space as the Chagrians are.

Chagrians have a very weak sense of taste and they lose it completely shortly after becoming adults. This, coupled with the constant abundance of food on their lush, plentiful world, means they do not celebrate eating the way many other species do. Indeed, they view it as a necessary nuisance; food is fuel for the body, nothing more. While Chagrians have a number of traditional dishes made from sea-tubers and large amounts of spices, Chagrian children and tourists mostly eat these. Modern Chagrian adults consume nutrient capsules to avoid wasting time eating. When traveling the galaxy, they carry nutritional analyzers to scan unfamiliar food and determine its nutritional worth.

Champala's economy has been primarily based around tourism for ages, with some mining taking place on the world's single moon. Due to the constant stream of aliens the world has enjoyed—the novelty of being able to eat lunch and embark on an undersea expedition from the same location has appealed to generation after generation—Chagrians are all very tolerant and cosmopolitan. The world suffered some setbacks during the Imperial period, as The Emperor ordered a number of mining surveys to be conducted on Champala's virgin seafloors. A number of "accidents" polluted large areas and drove a number of resorts out of business. Further, the Chagri system was subjected to a number of special taxes (supposedly to clean up the damaged environment on the planet, but the Champala resorts still had to contract with outside agencies to have it done). These drove up prices and decreased the number of tourists who came to the world.

The difficult times on Champala caused a number of Chagrians to join the Rebel Alliance and several of their number played a major part in liberating Mon Calamari and other water worlds from Imperial domination. As the New Republic formed, the Chagri system was one of the first to join and the Chagrians remain among its staunchest supporters. The New Republic has returned their loyalty by lending engineers and funding to finishing the clean up of Champala's oceans and the world is once again a place where the galaxy's citizens can go to relax.

Chagrian professionals are diplomats or experts. Adventurers can be of any class, although Chagrian Jedi have always been rare.

Chagrian Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Amphibious, low-light vision, radiation resistance; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Chagri, Speak Basic, Speak Chagri.

Automatic Languages: Chagri and Basic.



Chagrian

CHEV

The Chev are a near-Human species native to the world of Vinsoth. Their skin color ranges from pale white to slate gray, with hair colors displaying similar variances (rare Chev have wheat-colored hair). They have sloping foreheads with pronounced brows and large, black eyes that appear lidless. (They do in fact have transparent membranes that can cover the eyes to protect and clean them.) They usually dress in simple, sturdy garments, but wear whatever style of clothing that is most practical for their line of work. They tend to be shorter on average than baseline Humans, but otherwise they display the same overall physical characteristics. The Chev stand from 1.4 to 1.9 meters tall.

On Vinsoth, the Chev live in small farming and manufacturing communities scattered across the planet. With the exception of a few bands of rebels that hide in the world's mountains, all Chev are slaves of the Chevin, the pachydermoid species with whom they share the world. The villages are all surrounded by mine fields and fences that are intended to both protect the Chev from predators and to discourage any thought of escape.



Millennia ago, the Chev lived in grand cities, but their peaceful civilization was shattered by the more aggressive Chevin. Chev communities exist primarily to supply food and manufactured goods for their nomadic masters, although they are permitted to trade goods between villages. They have a rich culture, filled with folklore, a wide range of musical, dramatic, and artistic forms of expression, and religious traditions. The Chevin have never made any effort to discourage the Chev from practicing their cultural rites within the boundaries of their settlements, as the overlords find the activities interesting to watch and believe it helps increase the productivity of the slaves. Also, aspects of Chev religious beliefs exist that the Chevin find suits their purposes—such as ancient myths describing how the Chev would be enslaved as punishment for their pride in their great cities. Other beliefs are less appreciated by the Chevin—such as the tales that some day the Chev will be delivered from their bondage and rise to rule all space—but the Chevin are willing to take the bad with the good. Further, a number of Chevin masters have discovered offworld markets for the more impressive Chev artistic works. Some Chevin have even managed to sell Chev theater troupes at “group rates.”

Unlike many other slave populations, the Chev are well educated and as informed about the galaxy at large as their Chevin masters, perhaps even more so. The Chevin have always taken relatively good care of the Chev because they believe healthy, bright, and happy slaves are more efficient than starved, illiterate, and rebellious ones. The Chevin pass virtually every bit of knowledge they gain about the galaxy at large, including technology—with the exception of repulsorlifts, comlinks, and weaponry—to their slaves.

One drawback to the Chevin’s permissive attitudes toward Chev culture, at least from the point of view of oppressive slave masters, is that they remain unaware of a growing high-tech rebel movement that exists within Chev villages. Like the Chevin, the Chev took quickly to the advanced technology introduced to Vinsoth by the Old Republic, perhaps even faster than their masters did. They have been secretly building communications devices, jamming devices, sensors, and weapons from parts stolen from farming equipment or Chevin communities. When they learned of the Empire, the Chev underground managed to contact visiting Imperial warships, but the Empire remained largely indifferent to their plight. As the New Republic gained power following the death of the Emperor, the status of the Chev kept Vinsoth from joining the confederacy as they refused to give up their slave labor and the income it brought. As the New Jedi Order period dawned, a number of beings were actively helping the Chev expand their network of rebels.

All Chev encountered off Vinsoth are either current or former slaves. When the Chevin were contacted by the Old Republic, they almost instantly started exporting their slave population, either to other slavers or to Chevin colonies offworld. Most prefer to remain low-key and avoid political entanglements for fear of being recaptured by wandering Chevin.

Chev professionals are usually experts, although community leaders or particularly well-educated members of the species are sometimes diplomats. Adventurers are fringers or scouts. While it is possible for Chev to master the Force, the Chevin would take a dim view of anyone who undertook such activities. All Chev speak Basic in addition to their own language and that of the Chevin; their masters encourage the Chev to practice the galactic tongue to make them more useful and easier to sell to offworlders.



Chev Commoner: Init +0; Defense 10; Spd 10m; VP/WP –/10; Atk +1 melee (1d3+1, punch) or +0 ranged; SV Fort +0, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +3 or Profession (any one) +2, Knowledge (any one) +1, Read/Write Chevin, Speak Basic, Speak Chevin.

Species Traits: +2 Str, –2 Wis, –2 Cha.

Automatic Languages: Chevin and Basic.

CHEVIN

The Chevin are a pachydermoid species native to the verdant planet Vinsoth. They walk on two thick legs and have massive bodies that are as wide as they are tall. Their powerful arms end in large, three-fingered

hands. Their heads rest on curved necks that angle toward their ground and their heavily lidded eyes appear to be solid black and pupilless. Adult Chevin stand roughly between 2 and 3 meters.

Chevin society on Vinsoth remains primitive by galactic standards. Before Old Republic scouts and merchants made contact with the world, the Chevin lived in nomadic warrior clans. The pachydermoids took what they needed to survive from settlements of Chev, a sapient near-Human species of farmers that have been under Chevin domination for the entire recorded histories of both species. When visitors to Vinsoth introduced advanced technology to the world, the Chevin adapted it to their society rather than making any attempt to conform to what the visitors claimed was a better way to live. The Chevin also discovered the lucrative slave trade and they started rounding up Chev and selling them to interested offworlders. The Chevin constructed massive repulsor platforms so that entire communities can travel in safety of numbers, built communication relays (making comlinks a social standard so communities could warn one another of danger), and provided their Chev slaves with technology to make their villages more comfortable and farming methods more efficient.

Chev slaves and foodstuffs are the most common exports from Vinsoth. As the slave trade was illegal in the Old Republic and technically remained so during the reign of the Empire, the single starport on Vinsoth (little more than a collection of seedy cantinas, a traffic control tower and refueling station, slave pens, and landing platforms for large transports) appealed to shady captains and merchants. As such, the Chevin readily found a place in the galactic criminal underworld. The antialien policies of the Empire further drove adventurous Chevin who left their homeworld behind toward criminal pursuits.

During all three eras of play, the Chevin are viewed by the galaxy at large as a species of smugglers, gun-runners, profiteers, gamblers, slavers, and blackmailers. Indeed, most Chevin that interact with the galaxy at large are involved in one or more of the above "professions." The goals of these Chevin are simple—acquire money, power, and status. They use intrigue, manipulation of beings in places of authority, careful investments, and outright theft. They tend to stay clear of direct involvement with specific political factions or power groups, attempting at all times to deal with all who can pay for their services. While law-abiding beings try to avoid dealing with Chevin for fear of falling victim to some criminal scheme, more risk-prone individuals and criminals eagerly seek them out because Chevin are, in fact, among the most honest in their business dealings in the underworld. A Chevin never double-crosses business partners, and a Chevin expects to be similarly dealt with on an honest basis.

Chevin professionals are, almost without fail, thugs. Adventurers are either fringers or scoundrels. The Chevin also have their own obscure Force traditions, so Chevin Force adepts do exist.

Chevin Commoner: Init -1; Defense 9 (-1 Dex); Spd 10m; VP/WP -/12; Atk +1 melee (1d3+1, punch) or -1 ranged; SV Fort +1, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 8, Con 12, Int 10, Wis 10, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Chevin, Speak Basic, Speak Chevin.

Species Traits: +2 Str, -2 Dex, +2 Con, -2 Cha.

Automatic Languages: Chevin and Basic.

CHISS

The Chiss are a near-Human species hailing from the planet Csilla in the Unknown Region. Their existence was a mystery to the galaxy at large until some five years after the Battle of Endor when Grand Admiral Thrawn, a Chiss, rallied the scattered Imperial forces and almost destroyed the New Republic. Even then, Thrawn's species remained virtually unknown until a decade later.

The Chiss have blue skin and glowing red eyes, the shades of which grow darker depending on the level of oxygen in the atmosphere they breathe—the higher the level of oxygen, the more intense the color of a Chiss's eyes and skin. Their hair is almost always black, although in some rare cases it turns gray with age. This is particularly common among the females, and it is considered the sign of someone who bears (or has borne) children who will have a great impact upon Chiss society. Male and female Chiss tend to be more powerfully built than baseline Humans, but otherwise they exhibit the same variances that exist between humanoid sexes. They stand between 1.6 and 2.1 meters in height.

The Chiss control over two dozen star systems from the Chiss homeworld. New Republic scientists (and many Chiss historians) believe that the species is descended from a very old Human colony, perhaps even predating the founding of the Old Republic. Whatever the case, it is known that surface of Csilla today is completely frozen (although



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geothermal power is plentiful, and the Chiss have adapted their technology to exist in nearly any environment). Chiss legends tell of a time when the planet was warm, almost tropical. Therefore, it is likely that Csilla underwent an ice age some time after the arrival of the Chiss.

The species has a rigid, disciplined society that xenosociologists attribute to the harsh environment of their homeworld. They do not show signs of decadent or greedy behavior, so most relate Chiss colonial expansion to a desire to impose order onto chaotic nearby star systems. Chiss society is controlled by four ruling “families”—not true biological groups, but effectively four separate branches of government. The Csapla clan dictate colonial issues, natural resources, and agriculture; the Nuruodo family (the clan of the famed Grand Admiral Thrawn) controls the military and foreign affairs; the Inrokini handle industry, the sciences, communication, and nonmilitary technology; and the Sabosen clan oversees justice, public health, and education. All four families, as well as every Chiss citizen, is also represented in a Parliament.

The Nuruodo control 28 separate colonial fleets called Household Phalanxes, as well as the Chiss Expansionary Defense Fleet (CEDF). Perhaps fortunately for the rest of the galaxy, the codes of conduct followed by the Chiss forbid them to strike first. So serious do the Chiss take their moral code that Syndic Mitth’raw’nuruodo was cast out for carrying out a preemptive strike against the Outbound Flight project, a Jedi expedition launched just before the fall of the Old Republic. (His exile eventually brought Mitth’raw’nuruodo—“Thrawn”—to the attention

of the Emperor). Once attacked, however, the Chiss do not rest until the attackers are destroyed or completely subjugated. The Ssi-ruuk Imperium was all but destroyed by Chiss fleets after the reptilian conquerors assaulted outlying Chiss colonies, for example. The Chiss that have dealt with the Empire or the New Republic have almost universally been operatives of the Nuruodo family. These Nuruodo soldiers were under the command of Thrawn, and remained outside Chiss space after his death according to Thrawn’s wishes.

When dealing with non-Chiss, and other potential enemies, a Chiss seems pensive and aloof—constantly considering the situation from many viewpoints while calculating his odds of coming out ahead as a result of the confrontation and his most efficient “exit strategy” should he be confronted with defeat. After a loss, a Chiss often spends time considering what may be done differently to ensure victory in the next confrontation. Chiss display a great deal of interest in the arts and sciences of other cultures, and study the culture of a potential enemy the way a biologist would observe the behavior of a dangerous insect.

Chiss professionals tend to be experts or thugs. Adventurers are nobles, scoundrels, scouts, or soldiers. It is unknown if they have any Force traditions. Chiss are able to speak with Basic with ease, but few know the language, since it is not a common language in their empire. Their own language, Cheunh, is extremely complicated and difficult for non-Chiss to master (the skill Speak Cheunh costs double the usual number of skill points for any non-Chiss).

Chiss Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Tactics; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Cheunh, Sense Motive +2, Speak Cheunh.

Special Qualities: Tactics—The Chiss have a martial society, and even those Chiss with no military background to speak of are trained in strategy appropriate to their skills. All Chiss possess the “Tactics” ability as per the officer prestige class presented in Chapter 12 of the *Star Wars Roleplaying Game*. Chiss who have appropriate levels in the officer prestige class gain an additional +4 modifier to their Charisma bonus when using either tactics or improved tactics.

Automatic Language: Cheunh.

DASHADE

Four millennia ago, the Dashade were renowned and feared the galaxy over as deadly mercenaries and assassins. The name “Shadow Killer,” an honorary title bestowed to the most accomplished Dashade killers, was only spoken in whispers, and even then it sent involuntary shivers through those who heard the words. At the height of the legendary Sith War, however, the species was all but wiped out when the Cron Drift Explosion destroyed their home star system.

The Dashade are hairless humanoids with high foreheads, beady eyes, and lampreylike mouths. Adults of the species stand between 1.7 and 2 meters in height, with no difference in height and build between males and females. Their skin colors are olive green, dark gray or jet black, with eye colors being either orange, red, or black.

The Dashade arose on Urkupp in the harsh glare of the Cron Drift’s supernovas. Many of Urkupp’s lifeforms adapted to the extreme heat conditions by developing a curious ability to absorb the heat and then dissipate it gradually. When enough beings were gathered in one location, they ended up creating weather systems that led to cooler conditions. A perhaps related ability is a resistance to the aspect of the Force that is harnessed by Jedi and Sith under the category of Alter abilities—the Alter skill being the discipline that allows Force users to shape the environment around them.

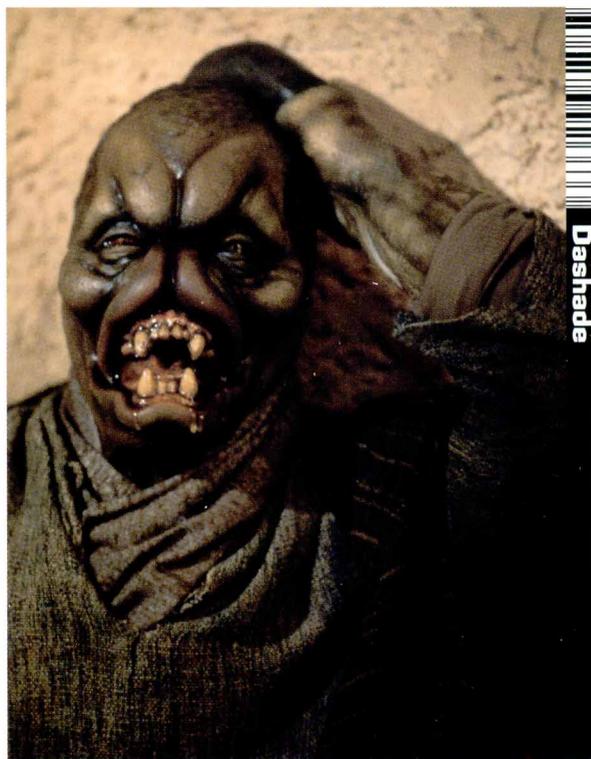
The sparse resources on their world led to the rise of warlords and a religion structured primarily around the notion that the righteous and virtuous are blessed with strength and power by the unseen forces that govern the universe. When the species developed rudimentary spacefaring capabilities and encountered first the Sith and later the Jedi, their religious beliefs only grew more deep. These encounters made it clear to the Dashade that they had partial immunity to the much-vaunted Force abilities of both cultures, and it provided them with a unique position between the two: Dashade became valued hirelings by both sides of the conflict. The Dashade themselves were more than happy to “serve,” since it solidified their self-image as the pinnacle of what the universe had to offer in sentient beings. After all, what other explanation could there be? These strange beings with access to powers far beyond the wildest dreams of the Dashade had to turn to them for assistance.

The Sith and a number of other cultures that inhabited star systems near the Cron Drift, such as the Falleen, made use of Dashade mercenaries as bodyguards and assassins. The Jedi and official Republic institutions hired Dashade as combat instructors, with many Jedi academies relying heavily on their resistant abilities. Jedi Masters viewed the combination of combat prowess and resistance to Alter abilities as a good way to show Padawans, and even over-confident Jedi Knights, the danger of relying too heavily on their Force abilities in combat.

With the destruction of the Urkupp, it is widely believed that the Dashade were rendered extinct. It is known that at least one of the royal families of the Falleen put a number of their Dashade retainers into cryogenic suspension, preserving their prowess and unique abilities for use by future generations of Falleen leaders. However, as New Republic historians sifted through the vast Clone War-era databases kept secret during The Emperor’s regime, they’ve learned that a number of early assaults on Jedi strongholds during that time period may have involved Dashade mercenaries. Many reports indicate that aliens of an unknown species resistant to Force abilities spearheaded the attacks.

There has not been any official confirmation that any significant number of Dashade survived the destruction of Urkupp, but a growing number of New Republic analysts suspect the Dashade may have established one or more colonies beyond the Cron Drift before the disaster that destroyed their homeworld. Considering the harsh nature of their planet of origin, it is not inconceivable that one or more colonies of Dashade are thriving in star systems that the rest of the galaxy has written off as impossible to colonize.

Dashade Commoner: Init +1; Defense 10; Spd 10m; VP/WP –/10; Atk +0 melee (1d3, punch) or +1 ranged; SQ Heat dissipation, resistance to Alter; SV Fort +0, Ref +1, Will –1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8.



Dashade

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Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +1, Knowledge (any one) +2, Read/Write Dashadi, Speak Basic, Speak Dashadi.

Special Qualities: Heat dissipation—Dashade are able to dissipate the heat emanated from their bodies. They can negate equipment bonuses that rely on detecting heat signatures—such as infrared scanning—by adjusting the temperature around their bodies.

Resistance to Alter—Dashade receive a +5 bonus on saving throws made to resist Force skills that require the Alter feat and are used directly against them. DCs for using Alter skills and feats are increased by 10, while any vitality point cost associated with successfully using such skills is doubled.

Species Traits: +2 Dex, -2 Wis, -2 Cha.

Automatic Languages: Dashadi and Basic.

DEVARONIAN

Devaronians are a humanoid species that hail from the Expansion Region world of Devaron, a planet of low mountains and deep valleys linked by thousands of rivers. The males are completely hairless, with red-tinted skin and a pair of large horns growing from their heads. Female Devaronians are covered in thick fur that ranges in color from brown to white and are hornless. In addition, the teeth of the males are all incisors, but the females also have molars and prominent canines.

Devaronians were one of the first species in the galaxy to develop interstellar travel, and the males of the species have been common sights in spaceports throughout the galaxy for thousands of years. Devaronian males are driven by an urge to wander, usually taking the first opportunity to move on from one place to another. As such, they are often found traveling the galaxy as tramp freighter captains and scouts. Female Devaronians, on the other hand, are content to remain in a single location, and, as such, raise the young and run the government of Devaron. The males send as much money as they can manage back to their homeworld to support their families, but otherwise hardly ever return once they have begun to travel the stars. The females are content with this arrangement, as they tend to view the restless males as disruptive to home life.

Devaronian professionals are usually diplomats or experts. Male Devaronian heroes tend to be fringers, scoundrels, or scouts. Invariably, they are found in occupations that allows them freedom to travel whenever and wherever they wish. Due to the oppressive nature of the Empire, many Devaronian males joined the Rebellion—not because of politics, but because they were annoyed their freedom to travel was being curtailed.

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

Equipment: Personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +1, Knowledge (hyperspace lanes) +1, Read/Write Devaronese, Speak Basic, Speak Devaronese.

Species Traits: +2 Dex, -2 Int, -2 Wis.

Automatic Languages: Devaronese and Basic.

Devaronian Commoner (Female): Init -1; Defense 9 (-1 Dex); Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or -1 ranged; SV Fort +0, Ref -1, Will +1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +3, Profession (any one) +3, Knowledge (any one) +3, Knowledge (Devaron) +2, Read/Write Devaronese, Speak Basic, Speak Devaronese.

Species Traits: -2 Dex, +2 Int, +2 Wis.

Automatic Languages: Devaronese and Basic.



DRALL

The Drall hail from the Core World of Drall in the Corellian system. They are mild-mannered, short humanoids. They have short muzzles and almond-shaped black eyes. Their bodies are covered in fur that ranges from brown and black to reddish-gray. They have short limbs and clawed hands and feet. They tend not to wear clothing, although both males and females often wear elaborate necklaces, headdresses, and other types of jewelry. Adult Drall stand between 0.9 and 1.5 meters in height, with most females being taller and more solid of build than the males.

As a species, the Drall are methodical researchers, careful observers, and considered among the best theoretical thinkers in the galaxy. Although well-versed in virtually every widely used technology in the galaxy, and often numbered among scientists who are on the cutting edge in a number of fields, Drall are primarily interested in abstract concepts and accumulating knowledge for the sake of knowledge. Therefore, despite the advanced nature of their scholarly pursuits, the world of Drall trails behind the rest of the galaxy in technological achievement, and the Drall themselves usually implement technology developed by others. For example, despite their having been part of the galactic community for over twenty millennia, the Drall still rely exclusively on starfaring technology built by the Corellians.

Drall society is a clan-based combination of a matriarchy and a meritocracy. No elected or direct hereditary leaders exist here. Instead, each family is led by a "Duchess," a female Drall who is deemed to be the most fit for leadership. Once appointed, the female becomes the owner of all the family's property, and she holds the position for life or until she steps down and passes the title and property along to a suitable heir. Most of the Drall clans follow the overall direction set by the Duchess of the most prosperous and powerful of all the clans.

Family life is also the most commonly discussed topic among Drall—exchanging gossip about one's family is a perfectly acceptable form of small talk. Drall find it surprising that other species may consider probing questions about family affairs an invasion of privacy, although once this is spelled out to them they quickly take steps to avoid offense. They take as much pride in being viewed as well-mannered and considerate as they do as being viewed as intelligent and reasonable.

Most Drall who venture from their homeworld work for mega-corporations as researchers or medical specialists—one of Drall's main exports, aside from scientific knowledge, is processed medicinal herbs—although some may also be making a living as information brokers in more or less legal fields. Drall are scrupulously honest in their business dealings and if they promise to perform a task for a certain payment, they always do so to the best of their ability. They expect others to behave in a similar fashion.

Drall professionals are diplomats or experts. Adventurers tend to be nobles or scoundrels. As with most other beings from Core Worlds, Drall are fluent both in Basic and their native language.

Drall Commoner: Init -1; Defense 10 (+1 size, -1 Dex); Spd 6m; VP/WP -/10; Atk -1 melee (1d2-1, punch) or -1 ranged; SV Fort +0, Ref -1, Will +1; SZ S; FP 0; DSP 0; Rep 0; Str 8, Dex 8, Con 10, Int 12, Wis 12, Cha 12.

Equipment: Personal belongings.

Skills: Craft (any one) +3, Profession (any one) +3, Knowledge (any one) +5, Read/Write Drall, Speak Basic, Speak Drall.

Species Traits: -2 Str, -2 Dex, +2 Int, +2 Wis, +2 Cha.

Automatic Languages: Drall and Basic.

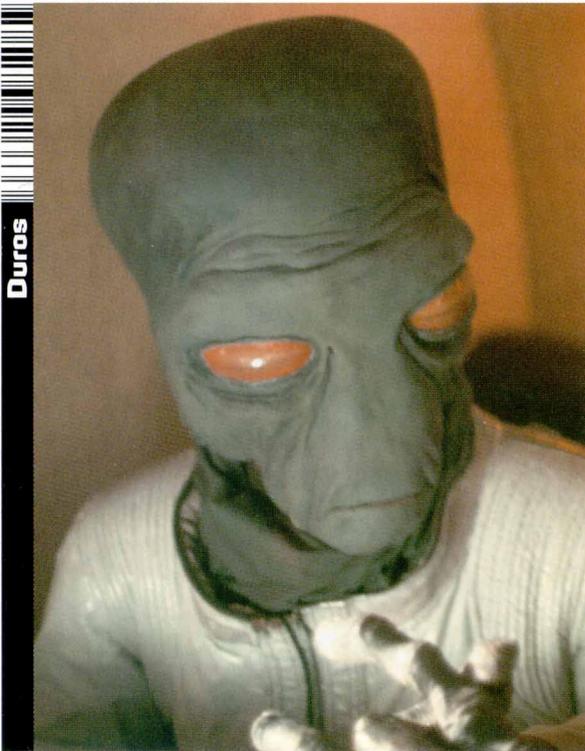


Drall

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many respected scholars credited the Duros with creating the first hyperdrive. Although this theory fell into disfavor as the Empire's Human-centered philosophies took hold in academic circles, it is impossible to deny that the Duros have been traveling among the stars for at least as long as Humans.

The Duros seem to have a natural affinity for space travel. Many of them possess an innate grasp of the mathematical underpinnings of astrogational computations and many tales get swapped in cantinas about Duros astrogators preparing supposedly impossible jumps in their heads. Although not as numerous as the Human population, the Duros are almost as omnipresent; all but the smallest settlements in known space feature Duros populations.

Another trait they share with Humans is that a number of "near-Duros" species exist in the galaxy. Like Humans, the Duros species has existed on other worlds in isolation from the rest of their kind that they have either adapted to different environments or have evolved in slightly different directions than the baseline species. The most populous and well-known near-Duros species are the Neimoidians, a people rarely encountered during the Rebellion Era.

Duros can be found in any profession, but most professionals are experts working in jobs related to space travel in some way. Duros adventurers can belong to any class and prestige class. Duros speak Basic with ease, since their ancient language contributed to its development.

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

Equipment: Personal belongings.

Skills: Astrogate +3, Knowledge (any one) +2, Knowledge (hyperspace lanes) +2, Pilot +3, Profession (any one) +2, Read/Write Basic, Speak Basic, Speak Durese.

Feats: Spacer (bonus feat).

Species Traits: -2 Str, +2 Dex, -2 Con, +2 Int.

Automatic Language: Durese and Basic.

ELOM

The Elom are short mammalian bipeds that dwell deep beneath the surface of a world with the same name. Oily fur and layers of fat that capture moisture cover their bodies. Their hands and feet have hooked claws that are optimal for digging, and they have prehensile toes on each foot. Their small, round eyes are highly sensitive to bright light, and are set at the far extremes of a wide face dominated by two rock-hard, sharp tusks and thick jowls that the Elom use to store excess food. They are sturdy beings that stand between 1.3 meters and 1.6 meters in height as adults. Although they have a savage and fearsome appearance, they are in fact an easygoing, pacifistic species of strict herbivores.

For the first several centuries following Old Republic contact with the world of Elom and the species that live on the surface—the more technologically advanced Elomin—the existence of the subterranean species was unknown. They were believed to have died out when the environment of the world turned to permanent drought. The Elomin discovered the underground communities of Elom during a mining accident. The Elomin had been mining lommite, a key element in the manufacture of transparisteel, when a shaft collapsed into a tunnel system inhabited by Elom. Initially, the Elomin viewed the Elom as easily trainable beasts and used them as cheap slave labor in their mines, but when Old Republic xenosociologists studied the Elom, it quickly became apparent they were indeed sentient.

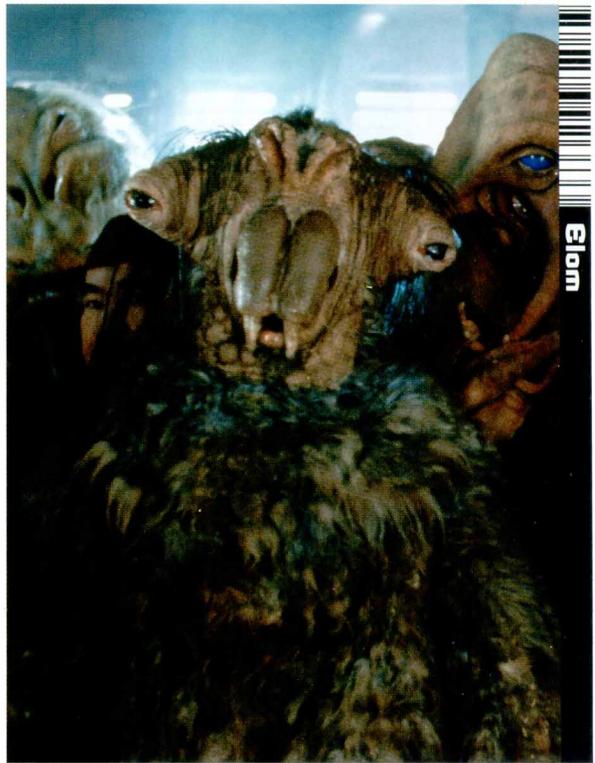
Over the objections of the Elomin, the Old Republic enforced treaties that gave the Elom territorial rights to the both the underground tunnels and the lands above them. Elomin resentment soon passed, however, in the face of the open-armed acceptance they enjoyed from the peaceful, unsophisticated Elom. Further, the Elom had no interest in becoming involved with the offworld business dealings of the Elomin, but were content with living as they had for countless centuries. They were grateful for the water the Elomin paid them for use of the surface that had been

gifted to them by the strange beings from the Republic, but were otherwise disinterested in and bemused by the complicated affairs of their newfound friends. The Elomin were more than happy to leave the Elom to their caves.

The attitudes of many Elom changed slightly when the Empire revoked all treaties established by the Old Republic on Elom and enslaved the Elomin to mine lommite with no reward aside from being spared the carnage of orbital bombardments. Young Elom in particular were disturbed by the mistreatment their friends were being subjected to at the hands of Imperial troops, so they started to fight to free their world. Initially, the Elom merely liberated a few Elomin from isolated mine shafts, but after the Rebel Alliance sent commandos to help the Elom with their quiet rebellion, entire slave camps vanished into the Elom cities at the center of deep labyrinths.

Following the creation of the New Republic, a number of young Elom have left their underground lives to seek their fortune on their homeworld's surface or even among the stars. They are usually ambitious and highly intelligent, but they often underestimate the capacity for evil that exists in other species and are frequently manipulated into becoming involved with illegal activities. More often than not, the unfortunate Elom are eventually left to take the blame for the crimes.

Elom community leaders may be diplomats, while Elom who are taken away from their homeworld become or remain professionals (almost exclusively thugs in the employ of criminal organizations). The few adventuring Elom tend to be fringers or scouts. The structure of the Elom mouth makes it difficult for them to speak Basic, but it is possible for them to do so



Elom Commoner: Init -1; Defense 10 (+1 size, -1 Dex); Spd 6m; VP/WP -/10; Atk +1 melee (1d2+1, punch) or +0 ranged; SQ Low-light vision, light sensitive; SV Fort +0, Ref -1, Will -1; SZ S; FP 0; DSP 0; Rep 0; Str 12, Dex 8, Con 10, Int 12, Wis 8, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +5, Knowledge (any one) +5, Read/Write Elom, Speak Elom.

Special Qualities: Light Sensitive—Elom evolved in an underground tunnel system illuminated only by faintly glowing moss. If they venture into light brighter than the gloom of early dawn, they are effectively blind and suffer the penalties outlined in Chapter 12 of the *Star Wars Roleplaying Game*.

Species Traits: +2 Str, -2 Dex, +2 Int, -2 Wis, -2 Cha.

Automatic Language: Elom.

ELOMIN

For several centuries, the galaxy believed the Elomin were the only sentient species on the desert world Elom. They are tall, thin humanoids with four hornlike protrusions on the top of their heads and large ears that taper to points. Their skin colors range from bright red to deep black and their seemingly pupilless eyes are usually bright blue or red in color. They stand between 1.6 and 1.9 meters in height.

When the Old Republic first visited Elom a century prior to rise of the Empire, the Elomin were still divided into separate political nations, used internal combustion engines, slug-throwing weaponry, and were barely able to launch satellites into orbit around their world. Blasters, repulsorlifts, and starships were beyond anything the Elomin had ever imagined. They took quickly to the advanced technology the first-contact specialists chose to share with them and by the time the Galactic Civil War erupted, the Elomin and their world were active participants in the galactic economy.

The world of Elom is rich in deposits of lommite, a mineral used in the fabrication of transparisteel. It quickly became a much sought-after commodity for the world. The Elomin were canny enough to enter into mining agreements with offworld shipbuilders that would not damage the environment of their world, keeping Elomin livable where so many other worlds had been exploited and discarded by the galaxy at large.



Culturally, the Elomin try to discover or create order in all things. They view the universe as a logical, organized puzzle and endeavor to find the pieces and bring them to their logical places. When confronted with something that doesn't fit into the pattern they have defined, they may try to redefine the pattern but are just as likely to attempt to ignore the discordant details. Such was the case when the Elomin first discovered the existence of the underground-dwelling Elom, another sentient species native to their world. The Elomin believed they were the only sentient beings native to the planet, so they first denied the existence of the Elom and then later denied they were sentient. It wasn't until the Old Republic granted the Elom all the rights of sentients under its laws and the Elom helped the Elomin resist Imperial oppression during the Rebellion era that they fully acknowledged the existence of their neighbors.

Many Elomin have difficulties relating to other species, which they view as perpetrators of chaos. They excel as pilots, navigators, and theoretical thinkers as long as they can operate independently or with other Elomin. They do get along well the Woostoids and other species that value logic and order as much as they do, but find dealing with most Humans an exercise in frustration.

Elomin professionals are diplomats or experts. Adventurers tend to be fringers or scouts. There were Elomin Jedi consulars prior to the rise of Empire and there exist a number of religious traditions on Elom that revolve around the Force, so Force adepts also exist. They can learn and speak Basic with no difficulty.

Elomin Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Xenophobia; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Elomin, Speak Basic, Speak Elomin.

Automatic Languages: Elomin and Basic.

FALLEEN

The Falleen are a species of reptilian humanoids from an Inner Rim system of the same name. They are widely regarded as one of the more aesthetically pleasing species of the galaxy, with an exotic appearance and powerful pheromone-creating and color-changing abilities. Their lithe bodies are covered with scales that are typically a deep or grayish green, but the color fluctuates toward red or orange when they release pheromones. While these pheromones are used by the Falleen to attract suitable mates, they also have a pronounced effect on other humanoid species: Falleen have often been described as "irresistible." The Falleen vary in height from 1.7 to 2.2 meters.

Male and female Falleen are almost identical physically, with very little difference in build. The most obvious difference is the fact that the spiny ridge that runs down the back of the males is more pronounced than the one that runs down the backs of the females.

The Falleen are not commonly encountered off their homeworld. Although a small stellar-class starport exists on their world and they are technically capable of mastering space travel, they have never felt an urge to do so. They are content to manage their own affairs and focus on their own world and culture, which they believe is inherently superior to everything else the galaxy has to offer. Many young Falleen nobles



leave to spend their adolescent years touring the galaxy, for the most part finding nothing but confirmation of their sense of superiority. A few, however, choose to remain among the stars, and during the Rebellion Era, many of these join the Rebels.

In the early days of the Empire, an Imperial biological weapons facility accidentally released a deadly plague. Fortunately for the planet, Darth Vader was able to prevent the spread of the biological agent by bombarding the city that was home to the facility. Over 200,000 Falleen were killed, but the planet survived. Still, many Falleen harbor lingering resentment toward Humans (and Imperials in particular).

Any Falleen commoner encountered offworld are almost always part of an entourage led by a Falleen noble. The noble is most typically a diplomat. Falleen heroes are most frequently nobles or scoundrels. They can speak Basic with no difficulty.

Falleen Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Pheromones, hold breath; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Knowledge (any one) +2, Profession (any one) +2, Read/Write Falleen, Speak Basic, Speak Falleen.

Special Qualities: Pheromones—The natural pheromones of Falleen affect the behavior of other beings in close proximity. Falleen gain a +1 species bonus on all Charisma-based checks (except the Force skills and Disguise) made against beings within 10 meters. The targets must be able to smell the pheromones. For example, a Snivvian standing 10 meters away from a Falleen in an open field would be influenced by the pheromones, but the same Snivvian standing 10 centimeters away from a Falleen that had been sealed in an airtight security cell would not be influenced. A Falleen can also temporarily enhance this effect through careful effort, increasing the bonuses by +1 for each hour of uninterrupted meditation. The bonus cannot be increased higher than a total of +4. While a Falleen never loses the basic species bonus of +1, the additional meditation bonus only lasts for 1 hour after meditation is completed.

Hold Breath—Many xenobiologists believe that the Falleen's reptilian ancestors were genetically close to amphibians. A Falleen can hold his breath for a number of rounds equal to 25 times his Constitution score before he needs to make checks against drowning.

Automatic Languages: Falleen and Basic.

FARGHUL

The Farghul are a felinoid species from the world of Farrfin. Their bodies are covered in medium-length, tawny fur, and they have pronounced muzzles, sharp fangs, a long prehensile tail, and hands that feature stubby fingers with retractable, sharp claws. Farghul adults stand between 1.7 meters and 2 meters in height.

The Farghul are very conscious of their appearance and they are never seen in public without wearing the highest quality of clothing they can afford, not to mention the latest fashions. When visiting other worlds, they always consult clothing stores so they can be appropriately attired. When on Farrfin, they usually wear elaborately decorated cloaks, skirts, or pants; tunics, shirts, and blouses are not part of traditional Farghul dress. Elaborate jewelry, however, is always a must.

The Farghul in general have playful and mischievous personalities. They delight in puns, play-on-words, sleight-of-hand magical tricks, and intellectual puzzles. They are good-natured, boisterous, and always ready with a wide smile and a terrible joke. Rigged games of chance are favorite pastimes among the Farghul and if someone ever sees through such a con, they willingly return any money gained and cheerfully explain how they fixed the game. As such, they have a reputation as a species of unrepentant con-artists and thieves—and as far as adventuring Farghul are concerned, this is not far from the truth.

The Farghul in general prefer to rely on cunning and trickery rather than direct confrontation and force. Something has gone wrong



somewhere along the way if a Farghul ends up in a fight, and it takes a lot of provocation to cause one to lose his or her good humor. Actions that deny a Farghul (or his friends) food or the ability to earn a living, or unprovoked attacks usually cause a violent response, but otherwise a Farghul tries talk and bribery first.

The only authority that a Farghul respects is that of the Jedi—and they tend to be downright terrified of them. Farrfin has been a haven for rogues and scoundrels since the felinoids first made contact with the Old Republic several millennia ago. When the Jedi Council spearheaded a Republic-sponsored effort to clean out a number of smuggling and pirate bases that were choking trade in surrounding star systems, the display of force rocked Farghul culture to its core and left a deep scar on the collective psyche of the playful beings. They have been suspicious of offworld governments ever since, and they were particularly distrustful of the Empire. However, they keep their dislike hidden behind facades of smiles and respect. Following the fall of the Empire, Farrfin joined the New Republic, but the world almost instantly became a hotbed of corruption and petty confidence schemes.

Farghul professionals are almost exclusively diplomats. Adventurers are usually nobles or scoundrels. Farghul Jedi are practically unheard of, and those that have existed have been outcasts from Farghul society. They speak Basic with no difficulty.

Farghul Commoner: Init +1; Defense 11 (+1 Dex); Spd 10m; VP/WP -/8; Atk -1 melee (1d3-1, punch) or +1 ranged; SQ Claws, +1 species bonus on Bluff checks, prehensile tail; SV Fort -1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 8, Dex 12, Con 8, Int 10, Wis 10, Cha 12.

Equipment: Personal belongings.

Skills: Bluff +2, Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Farghul, Speak Basic, Speak Farghul.

Special Qualities: Prehensile Tail—If a Farghul possesses the Martial Artist feat, it can use its tail to wield a melee weapon and receive 1 extra attack per round. (Penalties for Two-Handed fighting apply.) Its tail cannot be used as a weapon, but it can be used to perform grapple attacks.

Species Traits: -2 Str, +2 Dex, -2 Con, +2 Cha.

Automatic Languages: Farghul and Basic.

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Frozian



FROZIAN

Frozians are mammalian humanoids that originated on the world of Froz. They are tall, thin beings with multiple joints in their arms and legs. This gives them a curious, loping gait when they walk. Their bodies are covered by short fur that ranges in color from blonde to chestnut. They have large brown eyes that are set on either side of a pronounced muzzle, something that gives the species excellent peripheral vision. From either side of their muzzle grow thick whiskers that the Frozians twitch in elaborate gestures to emphasize their emotions when engaged in debates. Male and female Frozians are of the same height and general build, with adults standing between 2 meters and 3 meters in height.

The Frozians, like the Duros, were early supporters of the Rebel Alliance. However, the Moff who governed the sector in which Froz was located ruled with a far heavier hand than Duro's governor, and ordered an attack on the world to serve as an example to other systems. Star Destroyers reduced the beautiful low-gravity world of trees and oceans to a nearly lifeless globe in a series of orbital strikes. Remaining Frozians immediately joined the Alliance openly and devoted their lives to overthrowing the Empire. However, it soon became apparent that their entire species was probably doomed to extinction.

Without the light gravity and certain flora on Froz, the Frozian species is infertile. The current generation of Frozians is the last, with the species dying out in roughly one hundred standard years unless scientists can find a way to recreate Froz's environment before it is too late.

What Frozians remain usually have no contact with each other and are resigned to accepting not only whatever government they are living under but to their fate. They are often very depressed and, despite their best intentions, often bring the mood of those around them down as well.

Frozians are honest and diligent and are highly valued civil servants wherever they are found. They uphold the virtues and laws of whatever culture they working in and if they make a promise, they hold themselves to it until they die, even if others betray it. They are typically strong-willed and show genuine concern for those around them, often making extra effort to care for those that they perceive as needy.

Frozians professionals are diplomats or experts. Frozian adventurers are usually nobles or scouts.

Frozian Commoner: Init -1; Defense 8 (-1 Dex, -1 size); Spd 12m; VP/WP -/10; Atk +0 melee (1d3, punch) or -1 ranged; SV Fort +0, Ref -1, Will +1; SZ L; FP 0; DSP 0; Rep 0; Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +5 or Profession (any one) +5, Knowledge (any one) +5, Read/Write Frozian, Speak Basic, Speak Frozian.

Species Traits: -2 Dex, +2 Int, +2 Wis.

Automatic Languages: Frozian and Basic.

GAND

The Gand are stocky, three-fingered humanoids from the Outer Rim Territory world of the same name. They are on average slightly shorter than Humans and their appearance and the fact their bodies are covered with exoskeletons that range in color from green to gray or brown leads xenobiologists to believe the Gand evolved from insects. Very little research has been done into Gand physiology, and the Gand have repeatedly made it clear that they will not allow themselves to be studied.

Gand culture remains shrouded in mystery to most non-Gand. So far, xenobiologists have identified nearly a dozen different subspecies of Gand living on their ammonia-shrouded world, but it remains unclear how they interact with each other and how the social structure works. It is known that Gand must literally earn a name for themselves; most Gand refer to themselves in third person until they have performed a number of important deeds that relate to their profession. Depending on a Gand's level of self-worth (which he continually redefines in his subconscious), he uses his first name, last name, or when he's feeling really low, simply "Gand." Only the most accomplished Gand who have completed a special ceremony on their homeworld use personal pronouns such as "I" and "me." Because of the self-deprecating nature of Gand society, where the whole is promoted over the individual, Gand are almost invariably soft-spoken and polite. Even the most accomplished Gand warrior downplays his achievements when discussing them and responds with humility when praised.

Thanks to their insectoid heritage, most Gand do not need to breathe like endoskeletal species do. Instead, they produce gases by ingesting food and expel waste gases through their exoskeletons. Some of the Gand subspecies do need to breathe, however, and when they travel off their homeworld they must wear a breathing apparatus that supplies them with ammonia in specifically regulated amounts.

The only notable export from the planet Gand is the skills of the findsmen. (See the Gand findsman prestige class later in this book.)

Gand professionals are usually thugs. Adventurers tend to be rogues or pilots. Findsmen all have at least one level in the findsman prestige class, described in the new prestige classes section of this book. Most Gand races are incapable of speaking Basic, although a few have appropriate vocal cords and mouths. Most must rely on translators of various kinds to be understood.

Gand Commoner: Init +0; Defense 12 (+2 natural); Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Darkvision; SV Fort +0, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 8.



Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +3, Knowledge (any one) +2, Read/Write Gand, Speak Gand.

Species Traits: +2 Wis, -2 Cha.

Automatic Language: Gand.

GOTAL

Gotals are mammalian humanoids native to Antar 4, a moon that orbits the gas giant Antar in the Prindaar system. They have skin colors that range from gray-brown to black and red-tinted eyes that adjust quickly to changing light conditions from extreme brightness to near-total darkness. Their primary sensory organs, however, are two cone-shaped protuberances on the tops of their heads. Their flattened noses protrude roughly a centimeter from their faces and their broad mouths contain sharp incisors, an evolutionary remnant from their predator roots. Shaggy gray fur covers their bodies. They display the standard sexual characteristics that exist between male and female mammals, although there are no other noteworthy differences in the builds between males and females of the species. Adult Gotals stand between 1.8 and 2.1 meters in height.

Due to peculiarities in the moon's orbit and its highly reflective mineral deposits, Antar 4 is bathed in light that is so intense it can burn out the ocular nerves of most species during the daylight cycles. During the night, the shadow cast by Antar is so deep that darkness is near-complete. For this reason, most species on Antar 4 rely heavily on senses other than sight. The Gotals are no exception. The "cones" on their heads allow them to detect changes in magnetic fields, infrared emanations, neutrino waves, biokinetic emissions, radio waves, and virtually every other form of electromagnetic emission. A number of Jedi scholars believe a properly trained Gotal may even be able to detect the Force, but research by Jedi (during the days of the Old Republic) and the Empire (during the early days of the Jedi Purge) has proved inconclusive. The Gotals themselves are likewise split on this question, and so far there are no records of a Gotal being able to consistently detect the Force. However, there is no doubt that Gotals can use their abilities to determine both the mood, health, and general well-being of others by sensing their electromagnetic auras. Gotals make excellent interrogators.

Because Gotals can read other beings so well, they are extremely polite and try at all times to be sensitive to the feelings of others. They hardly ever express negative opinions about other beings, nor do they themselves express vocally how they feel. In fact, the Gotal language does not have words to express emotions because their cones emanate a Gotal's emotional disposition. They only speak aloud to convey complicated or abstract ideas, never to express emotion, and they exhibit no vocal inflection.

Other races often perceive the Gotals as nonemotional beings, but this is not true. They experience deep feelings of love and hatred, and love at first sight among Gotals is common. Gotal couples conceive offspring almost immediately after their union and their sensitivity to emotions makes them excellent mates and parents. Gotal children are difficult until they are roughly 12 standard years of age as they are not yet able to filter the energy waves detected by their cones. The overwhelming amount of "noise" makes the children short-tempered and unruly. Their patient and gentle parents eventually teach them how to deal with the world around them.

Gotal society is equal in technological level to the galactic norm, and they swiftly implement advances when they encounter them. However, Gotals despise droids and try to avoid them whenever possible; the electromagnetic radiation that the power cells of most droids produce interfere with the Gotals' cones, giving them headaches if they spend too much time near droids.

Gotal experts are usually diplomats. Adventurers tend to be nobles, scouts, or soldiers. Their unique abilities make them exceptional bodyguards or members of ambassadorial delegations or even first-contact teams.

Gotal Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Low-light vision, cannot be



flanked, energy reading; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Gotal, Speak Basic, Speak Gotal.

Special Qualities: Energy Reading—Gotals can read the emotions of any being they focus on within a 10-meter radius. They receive a +3 species bonus on Bluff, Diplomacy, Intimidate and Sense Motive checks within 10 meters. Gotals who possess the Track feat can use their cones to locate members of a specific species, or beings whom they have met before, within 10 km of their location.

Species Traits: -2 Cha.

Automatic Languages: Gotal and Basic.

GRAN

The Gran are beige-skinned humanoids with pitch-black eyes mounted on three eyestalks. Adults stand between 1.1 and 1.8 meters in height. The Gran originated on the Expansion Region world of Kinyen, located in the star system of the same name. They have been part of galactic society for ages, and have established colonies on countless worlds. The most famous one is on Malastare, where the otherwise peaceful Gran became embroiled in a long and bloody conflict with that world's native population of Dugs.

As a species, the Gran are friendly and hospitable beings that are slow to anger and that enjoy the company of others. When they form friendships, they are for life. They enjoy meeting new people and once they start talking, they are not likely to stop. In fact, there aren't many Gran who can tolerate solitude for any period of time; many become uncomfortable if they are not in the company of other Gran. The worst punishment that can be visited upon a Gran is banishment from Kinyen and all Gran colonies.

Despite their social nature, the Gran leadership on Kinyen used to bar non-Gran from venturing beyond specifically constructed "alien quarters" in that world's cities, in part because they feared the eruption of the sort of violence that happened on Malastare could happen on their homeworld. As the New Order rose to power, The Emperor's government demanded access to all parts of Kinyen, and when the Gran refused to grant it, Kinyen was subjected to orbital bombardment. While the Gran leaders bowed to the New Order, many Gran secretly joined the Rebel Alliance. Most serve as transport pilots or medics, trying to avoid violence whenever possible.

Gran professionals are either diplomats or experts. Heroes tend to be nobles, scoundrels, or scouts. Before the rise of the Empire, Gran Jedi consulars were not uncommon, and it is possible that some may have survived the Jedi Purge.

Gran Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Darkvision, Sharp-Eyed; SV Fort +0, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 8, Cha 12.

Equipment: Personal belongings.

Skills: Knowledge (any one) +1, Profession (any one) +2, Read/Write Gran, Speak Basic, Speak Gran.

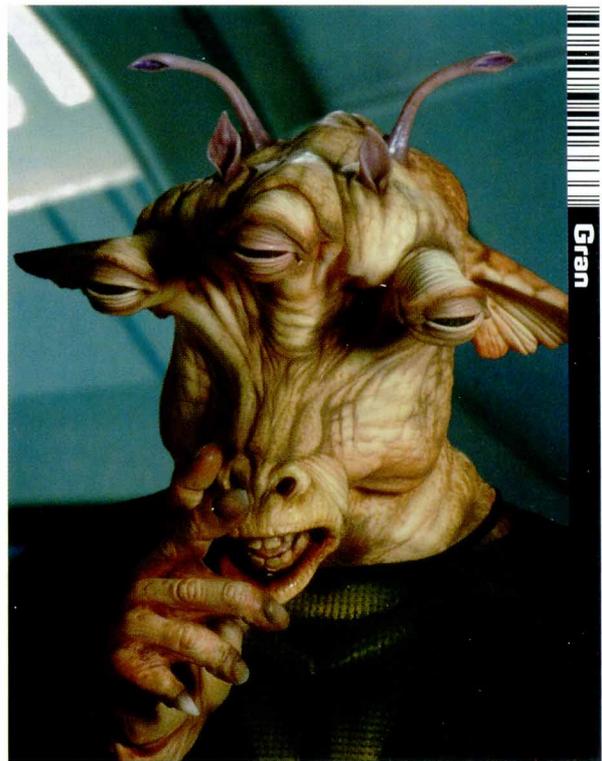
Feats: Sharp-Eyed (bonus feat).

Species Traits: -2 Wis, +2 Cha.

Automatic Languages: Gran and Basic.

HERGLIC

Herglics are massive humanoids believed to have evolved from water-dwelling mammals. Most evidence of an aquatic origin has long since been eliminated by evolution—fins, for example, have been replaced by arms—but they still breathe through a blowhole. They have extremely wide, muscular bodies, with smooth, hairless skin that ranges in color from pale blue to nearly black; a few Herglics also display white stripes that run down the sides of their head and arms. They are peaceful, easygoing, and enjoy meeting new people and visiting exotic locales. They are also



Gran

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Gran



lovers of all sorts of games of chance, and a Herglic who can pass by an opportunity to gamble is a strong-willed Herglic indeed. Adult Herglics stand between 1.7 meters and 2.2 meters in height.

Herglics arose on the world of Giju and were among the founding species of the Old Republic. They developed space travel without contact with other species and were masters of an interstellar trade empire even as the first Corellians and Duros were taking their first steps to explore the galaxy around them. The Herglic empire collapsed for reasons that remain lost to history. In fact, they only inhabited a few systems along the Rimma Trade Route when the Duros first encountered them. Contact with other species reenergized their inquisitive natures, and until the rise of the Empire the blocky freighters of the Herglic were almost as common sights along the trade routes as those of the Trade Federation, as the large humanoid once again established themselves among the stars.

Unfortunately for the Herglics, Giju was one of the first worlds to see the exposed iron fist of the Emperor's New Order. When the Empire took over all spaceports and manufacturing centers on the Herglic homeworld, the otherwise peaceful beings launched an armed resistance, but the slaughter that followed convinced them to submit completely to the Empire's will. Many others consider the Herglic species traitors to the galaxy at large, but the Herglic consider the fact that they kept their world's infrastructure and environment intact where other species were faced with decades of costly rebuilding following

the fall of the Empire neither treasonous nor cowardly. After all, Herglic freighters did end up playing major roles in many of those rebuilding efforts.

Herglics are common sights on most technologically advanced worlds, primarily in spaceports and recreation centers and entertainment resorts. They are particularly common sights in casinos and at racetracks, placing bets and losing credits with wild abandon. Herglic settlements exist on virtually every world with stellar class starports throughout the Colonies and Expansion Region, and these communities frequently mirror the dominant cultures around them. Even before the bigoted policies of the Empire, Herglics tended to cluster in their own communities because they need to build everything slightly larger than the scale that is standard in the galaxy due to their large bodies. Many Herglics are in fact somewhat sensitive about their size. They feel awkward when they must take up two seats in restaurants and on transports because of their bulk, and they feel embarrassed by the way they have to maneuver their way through doorways while others can simply walk through.

Most Herglic professionals are diplomats or experts. Adventuring Herglic are typically nobles or scoundrels, although a good many of them are multiclassed and conform to the generic gambler template given in Chapter 14 of the *Star Wars Roleplaying Game*. Before the rise of the Empire, a few rare Herglic also became Jedi. Herglics speak Basic with ease.

Herglic Commoner: Init -1; Defense 11 (-1 Dex, +2 natural); Spd 8m; VP/WP -/12; Atk +2 melee (1d3+2, punch) or -1 ranged; SQ Gambling frenzy; SV Fort +1, Ref -1, Will -1; SZ M; FP 0; DSP 0; Rep 0; Str 14, Dex 8, Con 12, Int 8, Wis 8, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +1, Read/Write Herglese, Speak Basic, Speak Herglese.

Special Qualities: Gambling Frenzy—When exposed to games of chance, Herglics must make a successful Will save (DC 15) to resist a powerful urge to play. GMs can apply situational modifiers to the check. For example, a Herglic being pursued by stormtroopers and has to reach a shuttle before it departs should receive a bonus on the roll while a Herglic who is vacationing on Cloud City with nothing more important to do than to meet other characters for lunch should receive a penalty.

Species Traits: +4 Str, -2 Dex, +2 Con, -2 Int, -2 Wis, -2 Cha.

Automatic Languages: Herglese and Basic.

HOOJIB

Hoojibs are small rodentlike sentient quadrupeds native to the Outer Rim world Arbra, located in a star system that remained unexplored by galactic civilization until the Rebel Alliance established a major base there. The telepathic Hoojibs have white fur tinged with yellow or blue coloration. Their heads and faces are dominated by their large ears and eyes, between which a single thin antenna bobs up and down. Adult Hoojibs range in length from 20 to 30 centimeters.

The Alliance advance scouting party that made contact with the Hoojibs believed them to be cute, harmless, and exceptionally friendly native animals, but eventually the Hoojib revealed themselves as sentient and civilized, even polite.

Hoojibs have a highly unusual biology that lets them “eat” energy drawn directly from their surroundings instead of consuming and metabolizing food like virtually every other mammalian species in the galaxy. They can drain power from any source: radiation, geothermal activity, power cells, batteries, droids, and even the bioelectric energy of other living beings.

As they evolved and developed societies, the Hoojibs did not invent physical tools or technology, they had little use for such things. Instead, their culture is built upon highly evolved philosophical and theoretical physics traditions. Elaborate mental compositions and calculations pass from master to student, and telepathic “oral” histories that are given from parent to child and the community at large. The Hoojibs do not consider themselves primitive because their civilization has no physical technology of any kind. In fact, more than one Hoojib has opined that it is the more primitive beings that need tools and feel the need to construct monuments to themselves.

The Hoojibs are natural telepaths and their telepathic abilities, although fairly short range, are considered among the most highly developed in the galaxy. A Hoojib can easily transcend language barriers, swiftly organize alien concepts in ways understandable by themselves or members of other species they are attempting to communicate telepathically with, or even make sense of animalistic impressions from the minds of beasts.

Hoojib society is clan based, with each clan dwelling commune-style in caves, hollow trees, or other locations defensible from predators and protected from the elements. The smallest clans number 30–40 Hoojibs, with the largest being home to nearly a thousand of the tiny beings. Leadership usually falls to one or two of the eldest Hoojibs, although truly important decisions are done through a democratic process where each adult Hoojib votes on proposed courses of action.

Although hundreds of Hoojib clans have made contact with visitors to Arbra, the only clan that has shown any interest in involving itself with the galactic community is the clan who made initial contact with the Alliance. Their leader, Plif, has been representing his species’s interests first with the Alliance and later with the New Republic ever since his first meeting with Leia Organa. Although the Hoojib home planet would be perfect for colonization, Plif has convinced galactic leaders to avoid establishing large settlements on it. A few large mining installations, a small shipyard, and a refueling depot have been established either on other planets in the system or in orbit around Arbra, however, which the Hoojibs have deemed acceptable.

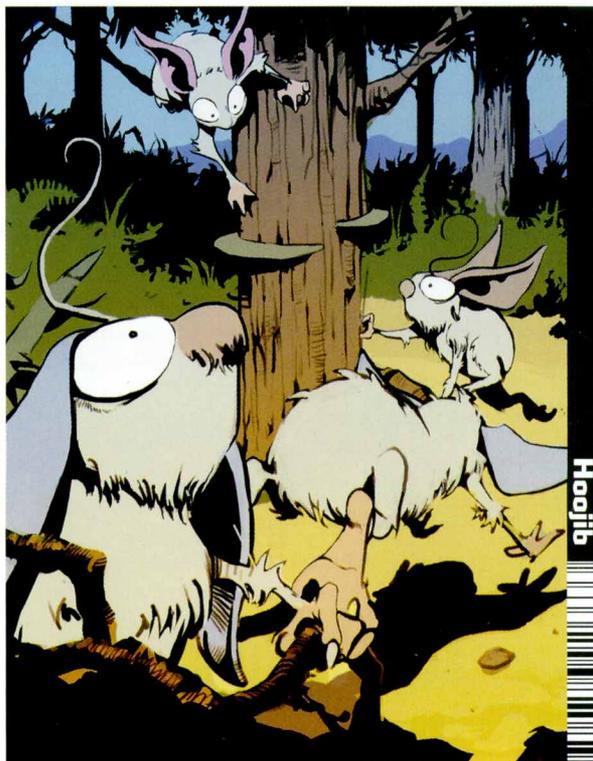
When the Yuuzhan Vong invaded the galaxy, the Arbra system escaped their strategic notice. An increasing military build-up is slowly and very quietly taking place there. Plif has even been attempting to get his people involved with the war effort against the extra-galactic destroyers, believing the energy-draining abilities of the Hoojibs may well serve as an unexpected and hidden weapon to tide of battle.

Hoojib Commoner: Init +1; Defense 15 (+1 Dex, +4 size); Spd 3m; VP/WP –/6; Atk –3 melee (1d2–3, bite) or energy drain or +5 ranged; SQ Energy drain, telepathy; SV Fort –2, Ref +1, Will +2; SZ D; FP 0; DSP 0; Rep 0; Str 4, Dex 12, Con 6, Int 12, Wis 14, Cha 12.

Equipment: None.

Skills: Knowledge (any one) +5, Survival +6.

Special Qualities: Energy Drain—By being in physical contact with a piece of equipment or living being that contains energy of any sort, a Hoojib can absorb that energy. A Hoojib can also attempt to drain an



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Hoojib



object within 4 meters by making a successful DC 10 Con check. For power packs, droids, or other inanimate objects, a Hoojib can drain 1d3 shots or hours of usage per round, or vitality points in the case of certain droids.

Telepathy—A Hoojib can communicate telepathically with any number of beings within 500 meters. A being that wishes to resist telepathic contact with a Hoojib must roll a Will save against DC 12 plus the Hoojib's Wis bonus. A successful saving throw denies the Hoojib telepathic contact, although the character in question knows that a Hoojib (or something) has attempted to invade his or her mind. The Hoojib can continue to attempt to establish contact for as long as the target is within range. All beings that receive telepathic communication from a Hoojib "hear" the message in their own primary language.

Species Traits: -6 Str, +2 Dex, -4 Con, +2 Int, +4 Wis, +2 Cha. (A Hoojib's Str and Con can never be less than 1.)

Automatic Languages: Hoojibs may communicate telepathically with any creature or being regardless of language barriers. The Hoojibs have no spoken or written language in the traditional sense.

IKTOTCHI

Iktotch is a little-visited star system in the Expansion Region with a single planetary body capable of supporting life—a moon orbiting a lifeless mass of rock on the system's edge. Here, the Iktotchi arose, the only intelligent life in a desolate system, yet from their earliest civilization they had legends of some day being part of a great galactic civilization that spanned the stars.

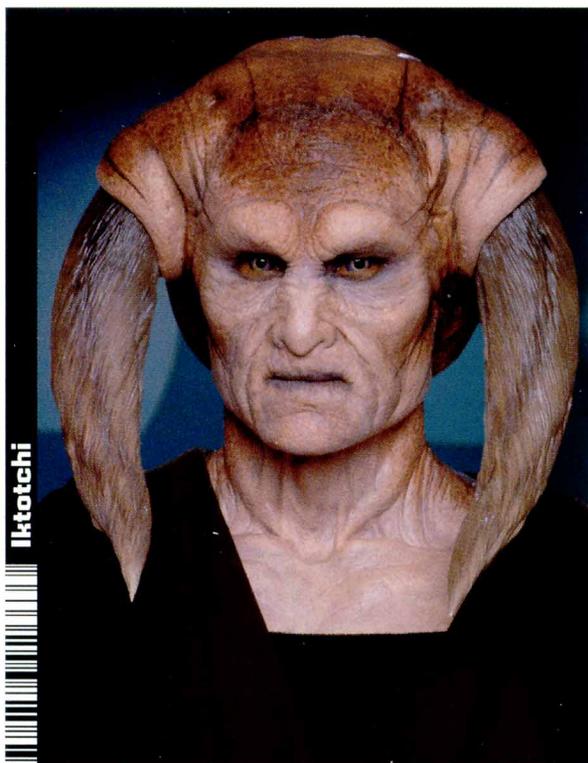
The Iktotchi are a species of horned humanoids whose tough, hairless skin protects them from the fierce winds of their homeworld, Iktotchon. Adults stand about the same height as baseline Humans, but their builds tend to be sturdier. Both males and females both have horns, with those possessed by males usually somewhat larger. Their hands are broad, and their thick fingers give them a limited manual dexterity.

Iktotchi civilization grew up around legends of a vast community of beings among the stars. This led them to reach for the skies early in their evolution despite Iktotchon's punishing air currents. They actually invented airships before they traveled on Iktotchon's oceans, and wheeled or treaded ground vehicles never occurred to them until they were introduced by the Republic. The countless millennia of advanced research into air travel has given the species a virtually inborn affinity for vehicles of all kinds—they are renowned across the galaxy as excellent pilots, with a reputation as mechanics and engineers not far behind.

This was not the first thing the Iktotchi were known for, however. When scouts first discovered their civilization roughly 3,500 years ago, they were both surprised and unnerved that the entire population of Iktotchon had been prepared for their arrival for several weeks. In fact, when the scout ship first entered orbit around the moon, they thought they had found an unreported Republic settlement—a giant version of the Old Republic seal, visible from space to the naked eye, had been carved into a high plateau on the world's largest continent. Iktotchi leaders were assembled there, eager to finally make the long-awaited contact with the great civilization of the stars. First contact with Iktotchon remains one of the easiest on record even into The New Jedi Order period.

Old Republic xenobiologists soon learned that the Iktotchi all possessed limited natural precognition, and that there were few major disasters or events relating to Iktotchon that the majority of the population wasn't warned about through dreams or visions. This inborn talent particularly fascinated the Jedi, and a Jedi Temple was one of the first permanent offworld settlements to be established on Iktotchon. They discovered that Iktotchi trained as Jedi were particularly adept with Sense powers, and Iktotchi precognitive abilities could actually be enhanced with Force training.

As the Iktotchi became integrated into the galactic society around them, it became clear that their affinity for flight extended into space vehicles. Despite this, they didn't fit comfortably into the vast cultural tapestry they had dreamt of for so long. They found that they were distrusted by many, as Iktotchi were rumored to be everything from telepaths to dangerous doom-bringers that foresaw evil and then worked to bring it about. Iktotchi soon began to deny any extrasensory abilities—mostly true, since their precognitive powers are severely limited when



Iktotchi

away from Iktotchon—and they gradually gained acceptance as the bizarre circumstances surrounding the initial contact with the Iktotchi faded with the passage of time. Iktotchi skill with spacecraft became so well known that everyone from pirates to system defense forces were willing to pay top credits for even green Iktotchi pilots and engineers.

Nonetheless, Iktotchi are precognitive, and they tend to be somewhat impatient with species that aren't. (Even off Iktotchon, they have precognitive flashes prior to major disasters or massive battles.) Culturally, they are also concerned about frightening other beings—they have no desire to be reviled by galactic society—so their natural gifts sometimes seem more like a curse to an Iktotchi apart from his own kind.

As the Emperor rose to power, Iktotchi diplomats were working feverishly to prevent the galaxy from embarking on the dark path that would lead it to the Clone Wars; they had seen the carnage in their dreams. Iktotchi Jedi were even more dangerous to the Emperor's dreams of Empire, and they were among the first targets during the Jedi Purge.

Shortly before the Emperor's New Order seized power, most Iktotchi withdrew from all but the most distant Outer Rim worlds, retreating to their home star system and constructing orbital colonies to handle the influx of people. Their precognitive abilities had warned them that dire fates awaited them if they attempted to live under the Emperor's regime. The Emperor seemed content to allow the Iktotchi to withdraw and ordered a blockade of their system. He didn't even bother to order a planetary governor appointed, and the Iktotchi knew that isolation would be the only way their people would survive. Nonetheless, a number of them did steal past the blockade to join the Rebel Alliance.

When the Empire fell, the Iktotchi became eager participants in the founding of the New Republic. Curiously, the Yuuzhan Vong invasion took the Iktotchi by as much surprise as the rest of the galaxy's population; not only were these extra-galactic fanatics invisible to the Jedi, but they were also shielded from the beings who predicted both the rise and fall of the Old Republic.

Iktotchi Commoner: Init -1; Defense 10 (+1 natural, -1 Dex); Spd 10m; VP/WP-/12; Atk +0 melee (1d3, punch) or -1 ranged; SQ Precognition, a +2 Pilot and a situational +2 Repair bonus associated with their species bonus Starship Operation feat; SV Fort +1, Ref -1, Will +0; SZ M (1.6m to 2m); FP 0; DSP 0; Rep 0; Str 10, Dex 8, Con 12, Int 10, Wis 10, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (+2), Pilot +1, Knowledge (any one) +2, Read/Write Iktotchese, Speak Basic, Speak Iktotchese.

Feats: Starship Operation (any one) (bonus feat).

Precognition—All Iktotchi possess a natural gift of low-grade precognition. For most of them, it manifests itself in prophetic dreams that predict events that will shape the lives of millions. Most Iktotchi are unable to control when they have precognitive visions, but instead receive them as particularly vivid dreams or daydreams. Exceptions to this are Iktotchi who possess the Force-Sensitive feat, especially those with at least one rank in the Farseeing force skill. These Iktotchi can purposefully attempt to see into the future with a DC 20, as opposed to the normal DC 30.

Species Traits: -2 Dex, +2 Con, -2 Cha.

Automatic Languages: Iktotchese and Basic.

KEL DOR

The Kel Dor are a species of humanoids that arose on a world with an atmosphere radically different from the norm, consisting mostly of helium and a gas that is unique to the world of Dorin. Common atmospheres, such as those consisting mostly of oxygen, nitrogen, carbon dioxide, or methane are often deadly to Kel Dor; at their mildest, they cause severe irritation of the Kel Dors' eyes and air passages. Conversely, Dorin's atmosphere is toxic to most beings and plant life that isn't native to the planet.

Adults of the species stand between 1.4 and 2 meters in height, with males typically being taller and somewhat more sturdy of build than the females. Skin colors range from peach to a deep red with eye colors that are mostly black, although a rare few Kel Dor are born with silver irises. In times past, such males and females were viewed as being blessed by the deities and they would receive training in the culture's elaborate Force adept tradition. These beliefs faded, however, starting some 6,000 years ago after Dorin became part of the Republic and the Kel Dor were introduced to the Jedi traditions and the concept of the Force as the rest of the galaxy understood it. Science quickly replaced reverence for supernatural forces, and the Jedi ways replaced the arcane practices and beliefs of Kel Dor Force adepts. The ancient traditions haven't faded completely, but are no longer part of mainstream Kel Dor society.

By most galactic standards, the Kel Dor are a kind-hearted and even-tempered species, traits that stand in stark contrast to the Kel Dor belief in quick, simple justice. No host ever turns away a guest, and it is virtually unthinkable

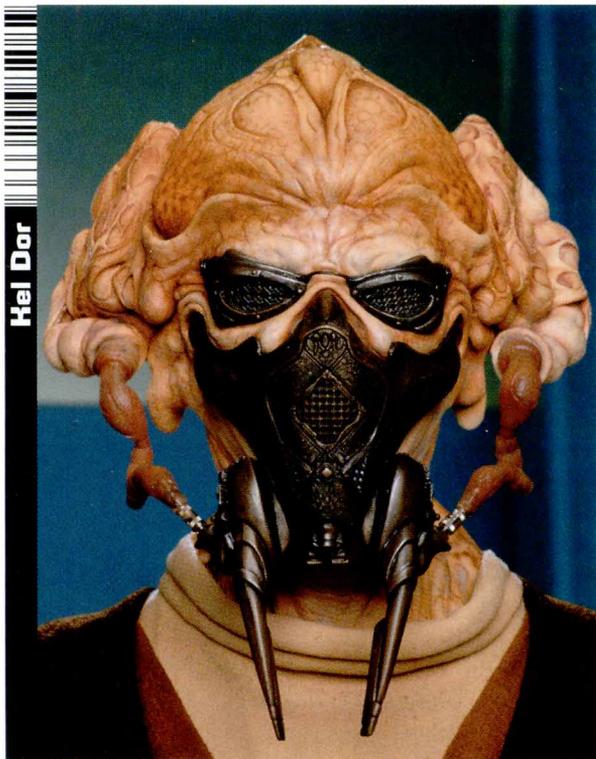


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Kel Dor

for a Kel Dor *not* to offer his assistance if he or she sees a being in need. A being that steals a landspeeder from a Kel Dor family, however, could well be executed upon capture. The species's ancient Force traditions have meant that many highly honored Jedi have been counted among their kind, although Jedi of other species sometimes object to the Kel Dor's iron-fisted sense of justice.

Kel Dor do not usually settle in large numbers off their home-world, as an efficient way to artificially produce the environment of Dorin has not yet proven viable on a large scale. Kel Dor that live under alien skies refurbish their dwellings with technology adapted from the species's spacefaring technology, outfitting the structures with airlocks and large canisters of atmosphere from their native world that last anywhere from three months to a year, depending on the size of the home.

When outside their dwellings on an alien world, Kel Dor must wear breath masks and protective eyewear. They can neither see nor breathe for any extended period of time without these devices. Most Kel Dor breath masks include vocoders that are used to amplify the being's speech; while their vocal cords are capable of functioning normally in their native atmosphere, a Kel Dor must shout to produce sound in more typical environments. Their eyesight, however, is enhanced when they are away from their native world.

Kel Dor Commoner: Init +0; Defense 10; Spd 10m; VP/WP-8; Atk +0 melee (1d3, punch) or +0 ranged; SQ Low-light vision, methane-breather,

spacer; SV Fort -1, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 8, Int 10, Wis 12, Cha 10.

Equipment: Personal belongings.

Skills: Knowledge (any one) +2, Profession (any one) +3, Read/Write Kel Dor, Speak Basic, Speak Kel Dor.

Special Qualities: Low-light vision—Does not apply on their homeworld or within structures containing their native atmosphere.

Methane-breather—Kel Dor cannot survive without their native atmosphere. After existing without a breath mask and protective goggles in any other atmosphere for a number of rounds equal to half their Constitution, a Kel Dor is considered blinded. He must also roll a DC 10 Fort save. The DC increases by +4 for each following round. If the save fails, the Kel Dor falls unconscious and suffer 1d6 points of damage per round until dead or returned to a methane-rich atmosphere.

Species Traits: -2 Str, +2 Dex, -2 Con, +2 Int.

Automatic Languages: Kel Dor and Basic.

KITONAK

The Kitonak are humanoids that evolved on the world of Kirdo III, a barren planet where winds whip sand clouds across the surface at speeds that often exceed 400 kilometers per hour. They have thick arms that end in pudgy fingers, and they walk on sturdy legs. Their eyes, ears, mouth, and other bodily orifices are all nearly invisible within the folds of their tough, leathery hides which can withstand an incredible level of abrasion and other punishment. This makes them perfectly adapted for life on their harsh homeworld where the Kitonak can often be seen out in the open even during the most severe storms. Adult Kitonak stand between 1 and 1.5 meters in height.

The native society of Kitonak is a simple, primitive one. They have developed no technology beyond the most basic tools and have no written language. On Kirdo III, the Kitonak are organized into small tribes that survive by hunting migrating herds of chooba. One chooba can provide a Kitonak enough nourishment to last for one standard month due to the highly efficient storage capacity of their body's fat layers. Their most advanced achievement is music. This art form plays a central role in their culture. For example, young Kitonak are educated through epic songs that pass knowledge from generation to generation.

Kitonak are beings of exceptional patience. They do everything with slow deliberation, including breathing and eating. Each Kitonak possesses an extra set of lungs that enables it to store oxygen for up to 4 hours. Every decision is weighed

with great care, even if it's something as trivial as which one of two seemingly identical packages of dried rations to purchase. They are so methodical and slow moving about virtually everything they do that many other species become annoyed with them and attempt to rush them. Unfortunately, one of the few things that anger these easygoing beings is an attempt to rush them, Kitonaks slow down even more out of protest.

Not many Kitonak live in the galaxy at large, but those who are encountered off their homeworld are usually freed slaves. When they were first discovered by scouts a few decades prior to the rise of the Empire, a number of enterprising slave traders thought their unique musical performances would make them interesting additions to the households of wealthy crime lords and shady senators. However, the unwillingness of the Kitonaks to adhere to anyone's pace but their own (even in the face of threats of violence or death) led to them either being executed, abandoned, or released by their masters. Some masters attempted to recoup the purchase price of their useless slaves by making the Kitonak pay for their freedom. Most of these Kitonak found work as musicians, and the merging of galactic popular music and the music of Kitonak society led to the rise of several innovative music styles during the turbulent Rebellion era.

Kitonak have a reputation for being insanely brave, once they get around to confronting danger. The reputation is well deserved and applies to all Kitonak. They are very steadfast in the face of any opposition. The only things they are truly afraid of are quicksand and caves: quicksand because to sink into it is a slow and painful death for the Kitonak who only has to breathe every few hours, and caves because their legends state they are gateways to the Realm of the Dead.

Professionals tend to be experts. Adventurers are usually fringers or scouts. They can learn and speak Basic with ease, albeit slowly. They know that other beings become irritated when they speak with them, so most Kitonak only speak to non-Kitonak when addressed directly or when they feel they have something very important to say. Before the Jedi Purge, more than one Jedi Master wondered whether members of the Kitonak species would be suitable for training as Jedi; however, no record of any Jedi Master training one exists.

A number of Kitonak were recruited as spies for the Alliance during the Galactic Civil War. Their species are almost tailor-made for the job; they come from a tradition of oral histories, so they have sharp memories, they do not get bored just observing and waiting for something to happen, and most non-Kitonak have a hard time telling whether a Kitonak is awake or sleeping. Such Kitonak may conform to the Spy template presented in Chapter 14 of the *Star Wars Roleplaying Game*.

Kitonak Commoner: Init -1; Defense 12 (-1 Dex, +1 size, +2 natural); Spd 6m; VP/WP -/12; Atk +0 melee (1d2, punch) or -1 ranged; SQ a +4 species bonus on checks against Bluff, Diplomacy, and Intimidate; SV Fort +1, Ref -1, Will +1; SZ S; FP 0; DSP 0; Rep 0; Str 10, Dex 8, Con 12, Int 10, Wis 12, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +3, Knowledge (any one) +2, Read/Write Kitonese, Speak Basic, Speak Kitonese.

Species Traits: -2 Dex, +2 Con, +2 Wis, -2 Cha.

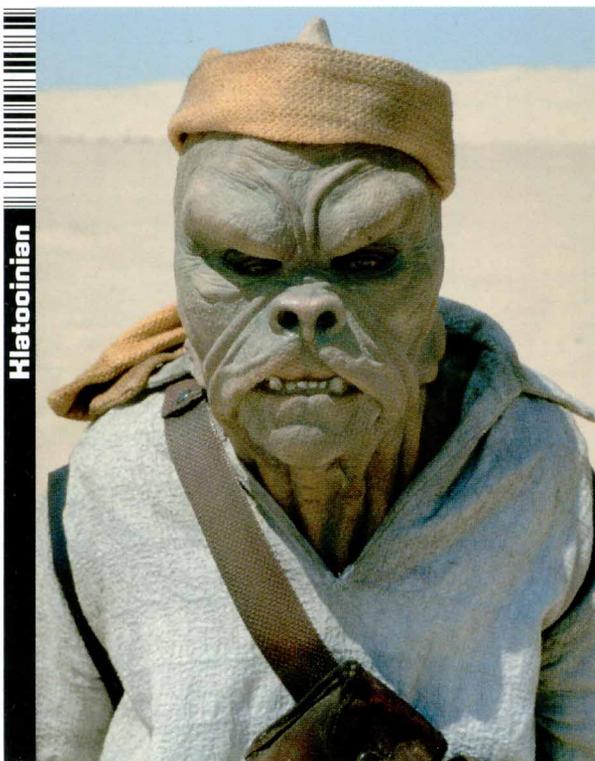
Automatic Languages: Kitonese and Basic.

KLATOONIAN

The Klatoonians are tall humanoids who hail from a harsh desert world in an isolated corner of Hutt space. They have coarse skin that ranges from olive green to dark brown and flat, vaguely canine muzzles and dark eyes set beneath pronounced brows. As adults, they stand between 1.6 and 2 meters with no difference in height between males and females, although males are usually slightly heavier in build.

Traditionally, Klatoonians value stability and respect the wishes of those generations that went before them. This attitude has resulted in the Klatoonians serving the Hutts as willing slaves since before the rise of the Old





Republic, due to an agreement made by their ancient forebears. Their species is in fact considered the stereotypical Hutt lackey—whenever most beings see a Klatooinian they assume his or her Hutt master is somewhere nearby. However, as the New Order replaced the Republic, and civil war broke out across the galaxy, the desire for change started to seize young Klatooinians. More and more of them refused to enter enslavement by the Hutts and these malcontents eventually found their way into the ranks of either criminal organizations or the Rebel Alliance. These revolutionaries also began to secretly study the ancient Klatooinian language with the help of a few weathered, fragile texts that had escaped destruction at the orders of the Hutts thousands of years ago.

While the Klatooinians are aware of high technology, and most are trained in the use of blaster weapons so they can effectively serve their Hutt masters as guards or combat troops, many of them prefer the simpler, low-tech lifestyle that is prevalent on their homeworld, Klatooine. It is far more common for a Klatooinian to be armed with a sword and slug-thrower than with a vibroblade and blaster.

Aside from being widely recognized as a Hutt servitor race, the Klatooinians are renowned for their fierce determination to loyally serve any being or group to whom they have sworn fealty, and to any ideal they believe in.

Klatooinian professionals are experts or thugs. Adventurers are most frequently fringers, scouts, or soldiers. Klatooinians who break with the

Hutts tend to take every opportunity to expand their knowledge base in order to overcome their upbringing and an education that focused on Klatooinian traditions and how best to serve the Hutts, but little else. Attribute boosts are almost always assigned to their Intelligence score.

Klatooinian Commoner: Init +0; Defense 10; Spd 10m; VP/WP-12; Atk +0 melee (1d3, punch) or +0 ranged; SQ a +2 species bonus on Will saves; SV Fort +1, Ref +0, Will +2; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 12, Int 8, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Profession (any one) +2, Knowledge (any one) +1, Speak Huttese.

Species Traits: +2 Con, -2 Int.

Automatic Language: Huttese (not literate).



KUBAZ

The Kubaz are humanoids from the Expansion Region system of Ku'Bakai, which features a blue star famous for its massive flares. The most striking feature of a Kubaz face is the short prehensile trunk. They have rough-textured, greenish-black skin, and bristly hair grows from the top of their heads. Their eyes are very sensitive to red wavelengths of light, so when off their homeworld they must wear protective lenses. Adults stand between 1.7 and 2 meters in height.

The Kubaz are a highly intellectual species that considers tact and decorum an important part of life. Kubaz value art, music, and other forms of sophisticated entertainment, and place great emphasis on traditions and the safekeeping of family. This love of decorum is often frustrated off their homeworld by the fact that they feed almost exclusively on various insect species. Despite having had contact with the galaxy at large for centuries, they still do not recognize insectoid beings as anything but food sources—even those insectoids that are sentient.

Kubaz are not commonly encountered off their homeworld, since the species has not developed interstellar travel and must therefore rely on passage from visitors to their homeworld, Kubindi. The Republic attempted to discourage the Kubaz from developing hyperdrive technology until they learned to recognize the rights of sentient insectoids not to be hunted and eaten. The Empire continued this policy, but the Kubaz grew more and more eager to extend their knowledge of the galaxy during the Rebellion era and committed an ever-growing number of resources to developing or acquiring hyperdrive technology. The Empire, on the other hand, devoted an increasing amount of intelligence resources to preventing this development as part of their strategy to isolate alien species from Humans. Successful propaganda undertaken before the destruction of Alderaan convinced the Kubaz that it was the Rebels who were sabotaging their scientific efforts, thus ensuring that most Kubaz traveling the galaxy—at least until they are shown the truth—believe the Empire is their friend and ally.

Kubaz commoners are either diplomats or experts. Heroes are usually fringers or nobles. When they speak Basic, they do so with a curious nasal sound.

Kubaz Commoner: Init +1; Defense 11 (+1 Dex); Spd 10m; VP/WP -/10; Atk -1 melee (1d3-1, punch) or +1 ranged; SQ Darkvision, light sensitive; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings, protective eye goggles.

Skills: Knowledge (any one) +2, Profession (any one) +2, Read/Write Kubazi, Speak Basic, Speak Kubazi.

Special Qualities: Light Sensitive—Kubaz suffer a -4 penalty on all actions taken in normal lighting conditions, and a -2 penalty under dim light when not wearing specially made protective eye goggles. A powerful burst of light containing red wavelengths can permanently blind a Kubaz who isn't properly protected.

Species Traits: -2 Str, +2 Dex.

Automatic Languages: Kubazi and Basic.

LAHSBEE

The Lahsbees are diminutive humanoids that stand between 0.9 and 1.1 meters in height, with no significant differences in height and build between males and females. Their facial features are vaguely felinoid in appearance and their bodies are covered in fur that is most typically light blue in color. Their voices are high pitched and their language consists of squeaking noises that grate on the nerves of most sentients, including the Huhks, with whom they share the isolated Outer Rim world of Lahsbane.

Lahsbane is located in the same difficult-to-traverse part of space as the Endor system and the world was charted by the same Imperial scouting expedition that first recorded the system where the Emperor would fall. The scouts on Lahsbane established contact with two sentient humanoid species living on the world, the Lahsbees and the Huhks. The Lahsbane system was deemed to be too remote and too resource poor to be worthy of exploitation, and the Lahsbees and the Huhks were both believed too primitive to be of any use to the Empire—even if the Huhks rivaled Wookiees and Barabels in physical might. The Empire mostly ignored the system after the initial survey.

It wasn't until shortly before the Battle of Endor that the true relationship between the Lahsbees and the Huhks was discovered—they are not two different species at all. Rather, the Huhks are adult Lahsbees. The tiny Lahsbees remain in their immature state until they reach puberty, although extreme emotional distress or strong physical sensations of pleasure or pain can trigger the transformation early. Once the change begins, a Lahsbee matures into the adult Huhk form within seconds, increasing in height and mass within moments. Male and female Huhks both stand between 2 and 2.5 meters in height and are physically very powerful. They retain both the fur and the mental abilities they had as Lahsbees, but their voices become considerably lower, so low that the two species cannot understand each other's version of the same language. The Huhks live in large cities apart from



the Lahsbees—and, in fact, find the Lahsbees annoying in the extreme. When they produce offspring, Huhks leave the young outside their cities to be raised by the Lahsbees.

Xenobiologists are still trying to determine not only the evolutionary circumstances that led to this curious development in the Lahsbees/Huhk life cycle, but also where the extra mass their bodies gain when they mature comes from. While the Huhk are certainly more capable of dealing with the dangerous predators of Lahsbane than the diminutive Lahsbees, they do not appear to feel any particular need to protect the Lahsbees. Still, individual Huhks have been known to come to the rescue of Lahsbees' communities threatened by natural disasters of extra-planetary invaders or slavers. One highly controversial theory suggests that the Lahsbees and Huhk only exist partially in this dimension—that part of their bodies and minds exist in some other realm that cannot be detected by sensors. The theory holds that the barrier between these dimensions is weakened in the area of space around the Endor and Lahsbane, and that this is what causes unusual hyperspace conditions in the area. So far, no corporation or government has been willing to fund research into the matter, and the theory is widely dismissed as nonsense. The mystery of the Lahsbees and the Huhks will likely stand for centuries to come.

Lahsbee Commoner: Init +1; Defense 12 (+1 size, +1 Dex); Spd 6m; VP/WP -/10; Atk -1 melee (1d2-1, punch) or +1 ranged; SQ Primitive; SV Fort +0, Ref +1, Will +0; SZ S; FP 0; DSP 0; Rep 0; Str 8, Dex 12, Con 10, Int 8, Wis 10, Cha 12.

Equipment: Personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Speak Lahsbee, Survival +2.

Species Traits: -2 Str, +2 Dex, -2 Int, +2 Cha.

Automatic Language: Lahsbee (not literate).

Huhk Commoner: Init -1; Defense 9 (-1 Dex); Spd 10m; VP/WP -/10; Atk +2 melee (1d3+2, punch) or -1 ranged; SQ Primitive; SV Fort +0, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 14, Dex 8, Con 10, Int 8, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Read/Write Lahsbee, Speak Huhk Lahsbee, Survival +2.

Species Traits: +4 Str, -2 Dex, -2 Int.

Automatic Language: Huhk and Lahsbee.



MANTELLIAN SAVRIP

Mantellian Savrips are hulking, sentient creatures native to Ord Mantell. The Savrip is a biped, moving with surprising speed on two short, stubby legs. Its arms are long and powerful, and nearly drag along the ground when it walks. Each arm ends in a set of powerful claws, capable of cutting through hide, bone, or even a blast vest. The Savrip's reptilian head is mounted at the end of a flexible neck, allowing it to face any direction, even directly behind itself. The thick hide of the Savrip can resist powerful blows, vibro weapons, and occasionally even blaster fire. Savrips grow to a height of 4 meters.

Nearly every other sentient species believe the Savrips are simply very cunning predators. They are, however, fully sentient (albeit extremely technologically primitive) natives of Ord Mantell forced into the wilds of that world when it was colonized by the Republic countless thousands of years ago. The perception of Savrips as nonsentient is not helped by their behavior: when threatened, a Savrip often simply lets out an ear-shattering roar and charges into combat. Since their language is incomprehensible to other, more "civilized" species, and no Savrips have ever bothered to learn Basic, they are thought of as animals across the galaxy. In all three eras of play, criminals also traffic in the Savrips for underground gladiatorial gambling and for game hunting. It is believed that this illegal trade is the source for those few Savrips found on other worlds.

Due to the bounties placed on Savrip hides over the centuries, the species is no longer common on Ord Mantell. Still, groups of seasoned

hunters sometimes trek into Ord Mantell's backcountry for Savrip hunts. Most of these expeditions are geared toward simply finding and recording the existence of a Savrip, but many hunters seek more substantial trophies to take home. Savrips are also sometimes spotted in swamps and on mountains of uncivilized or lightly populated fringe worlds.

The few Savrip tribes that survive on Ord Mantell remain territorial—both males and females attack any creature that threatens the tribe. Savrips generally show no fear when faced with beings armed better than they are. Savrips themselves were never allowed the opportunity to develop advanced technology, although a Savrip will use primitive tools and may arm itself with rocks or clubs prior to facing a dangerous opponent. Some explorers report Savrips ambushing them with rocks and logs flung from the safety of a cliff top. More than one group that has gone seeking Savrips has never returned.

Savrips are exceptionally long-lived; a life span of 500 years is not unusual. Occasionally, a Savrip or a tribe of Savrips comes to view an individual or an outpost as their own (so long as the inhabitants of that settlement do not threaten the Savrip tribe). In such a situation, the Savrips guard and protect such fringe communities. Such communities generally live in peace with Savrips, although communication is extremely rare.

The formidable appearance of the Savrip has encouraged its use in art and heraldry throughout the galaxy. Stories of Savrips defeating much more powerful creatures are common in myth and legend, making them popular symbols for military units, noble houses, and even sports teams. The Savrip represents one of the most powerful pieces in the ancient game of dejarik holochess.

Savrips are sentient, but not particularly communicative. When approached, the territorial Savrip challenges the newcomer with a bellowing howl (inadvertently perpetuating other species' beliefs that they are nothing more than rampaging predators). A Savrip often charges into battle if it feels threatened (or perceives those it protects as threatened). Force-users usually have the easiest time communicating with Savrips, for they can use the Force to calm the temperamental bipeds. Once friendly contact has been made, a Savrip becomes, and remains, a trusted comrade. The bite of a Savrip is poisonous, able to paralyze a target for several minutes. Savrip heroes tend to be soldiers, scouts, fringers, or the occasional Force adept shaman (since the galaxy at large perceives them as animals—and no known Savrip has ever attempted to convince anyone otherwise—it is hardly surprising that no records of Savrip Jedi exist). Professionals are invariably of the thug class. No other species has ever learned to understand the Savrip language without the aid of the Force, but in very rare cases Savrips have learned to communicate in Basic. The Savrip who learns Basic generally chooses not to speak it in front of other sentient species, however. With Savrips in danger of being hunted into extinction, they need every advantage over their enemies they can get.

GM Notes: Mantellian Savrips—Aliens or Creatures?

The sentience of Mantellian Savrips is a closely guarded secret known by a few scattered fringers, big-game hunters, Force-users, and the Savrips themselves. Nearly every other sentient being in the *Star Wars* universe believes the Savrips are animals and treats them as such. This means that an adventuring Savrip with levels in a heroic class will likely be shot at, or worse, when encountered by any other species, especially in even the smallest frontier town. GMs are encouraged to carefully consider the implications of such a character before allowing it. Remember, not every sentient race in this *Alien Anthology* has been balanced as a player species, and the Mantellian Savrip is a prime example.

If your players' heroes encounter one or more Savrips, it will likely be in a combat situation. (Even a friendly Savrip appears threatening to most beings.) In this case, the GM should give the Savrip two levels of thug and a Challenge Code of B. For a Challenge Code C encounter, give the Savrip two levels of soldier.

Mantellian Savrip Commoner: Init -1; Defense 16 (+8 natural, -1 size, -1 Dex); Spd 12m; VP/WP -/12; Atk +8 melee (2d4+4, claw) or +8 melee (2d6+4, bite) or -1 ranged; SQ Ferocious, +6 species bonus on Listen and Spot checks, low-light vision, poison, +8 species bonus on Intimidate checks when bellowing, primitive, reach 4m (claw), survivor; SV Fort +1, Ref -1, Will -2; SZ L; Rep 2; Str 18, Dex 8, Con 12, Int 6, Wis 6, Cha 4.

Skills: Craft (any one) +2, Intimidate +5, Jump +4, Listen +4, Move Silently +1, Spot +4, Survival +6.

Feats: Power Attack (bonus feat).

Special Qualities: Ferocious Attack—The Savrip's great ferocity gives a +4 species bonus on melee attack rolls made unarmed or with primitive weapons.

Poison—If bitten by a Savrip, the target must make a Fort save (DC 19) or take 2d6 points of damage. Six rounds later, the target must make a second save at the same DC or be paralyzed for 4d6 rounds.



Survivor–Savrips that have not spent skill points to remove the primitive penalty gain a +8 species bonus on Survival checks and a +2 species bonus on Move Silently checks. “Civilizing” the savrip (i.e., completely removing the penalty) reduces the Survival bonus to +4 and eliminates the Move Silently bonus.

Species Traits: +8 Str, –2 Dex, +2 Con, –4 Int, –4 Wis, –6 Cha.

Automatic Language: Savrip.

MORSEERIAN

A four-armed, two-legged species that can survive only in methane-rich atmospheres, the Morseerians are among the most secretive beings in the galaxy. Few non-Morseerians have ever seen one of their kind without an environmental suit and they guard the location of the Morseerian homeworld so jealously that they die before revealing its coordinates. Despite having been on the fringes of galactic civilization for nearly 12,000 years, the whereabouts and name of their homeworld remains unknown. Even at the height of its power, the New Order’s agents remained unable to learn its location. In fact, it is unclear if “Morseerian” is even how the species refers to itself; the name is derived from a particular colony founded by the species that was later conquered by the Drackmarians.

Many sentients would find a Morseerian’s true face shocking. Within their environmental suits, Morseerians sport nearly transparent skin, through which the flow of their blood and working of their internal organs can dimly be seen. They have large, black pupilless eyes, nearly nonexistent noses and narrow triangular mouths. Males and females stand between 1.5 and 1.7 meters in height, with both having builds reminiscent of baseline Humans in their early teens. They are a peaceful people, but if threatened they defend themselves.

Morseerians are not commonly encountered, and they hardly ever travel farther Coreward than the Expansion Region. Those that do travel the spacelanes do so in the oval-shaped starships of their own design (ranging in size from shuttlecraft to bulk freighters), or in modified, outdated freighters manufactured by other species. Their craft are almost never able to support anything but methane atmospheres. They do pursue trade, and tend to return to markets and merchants they have had luck with in the past. Despite their retiring nature, Morseerians seem to have excellent relations with Squib merchants and seem to prefer dealing with them over all other species.

Aside from their trading expeditions, the Morseerians in general do not interact much with the galaxy at large. A number of them actively supplied information on Imperial fleet movements and troop deployments to Rebel spies during the Galactic Civil War, but it is acknowledged by all that they did so only because the New Order operatives continuously pursued the goal of locating their home system. Rumors persist that Morseerian Force adepts exist, but there are no documented clashes or exchanges between Jedi and Morseerians, nor are there any records of Morseerians among the ranks of the Jedi. (However, due to the fact their appearance under the environmental suits is largely unknown, it is possible that there have been Morseerian Jedi.)

Morseerian Commoner: Init +0; Defense 10; Spd 10m; VP/WP –/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Multi-limbed, methane-breather; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Morseerian, Search +2, Sense Motive +2, Speak Basic, Speak Morseerian.

Feats: Ambidexterity, Sharp-Eyed (bonus feats).

Special Qualities: Multi-limbed—Morseerians have four arms, and can use them all in combat. If a Morseerian takes the Two-Weapon Fighting feat (or Improved Two-Weapon Fighting) he gains an extra attack for each of his four hands, essentially rendering the feat “Multiweapon Fighting.” Each of these three extra attacks suffers the appropriate off-hand penalty (see Chapter 5 and Chapter



Morseerian

8 in the *Star Wars Roleplaying Game*), which can be reduced by the Ambidexterity feat (think of it as “Multidexterity”).

Methane-breather—Morseerians cannot survive without a methane-rich atmosphere. After existing in other atmospheres for a number of rounds equal to their Constitution, they must roll a DC 10 Fortitude save. Then DC increases by +4 for each following round. If the save fails, they fall unconscious and suffer 1d6 points of damage per round until dead, or returned to a methane atmosphere.

Automatic Languages: Morseerian and Basic.

MRLSSI

The Mrlssi—short, flightless avian humanoids with blue skin and feathers—hail from the beautiful world of Mrlsst, located in the Expansion Region near Thyferra. Young Mrlssi have brown or gray feathers, but as they age this evolves into brightly colored plumage. Large eyes give them extremely sharp vision over long distances and their three-fingered hands feature sharp claws. Even adult Mrlssi only stand between 0.5 meters and 1.3 meters.

When Old Republic scouts first surveyed Mrlsst and established a peaceful first contact with the Mrlssi over seven millennia ago, the species had not developed space travel. They took quickly to the advanced technology, however, and using ships and computers given to them by the Old Republic, they developed their own starship designs and computer technology. By the time the Old Republic was giving way to the Empire, Mrlssi were widely regarded as some of the best starship designers and computer software engineers in the galaxy. They proved particularly adept at reverse-engineering the products of other companies, finding flaws, and producing their own, superior versions.

Knowledge is very important to the Mrlssi. As the species was developing its first civilization, storms and tidal waves that repeatedly destroyed their settlements plagued their lands. They came to view physical possessions as transitory and fleeting while knowledge, which existed in one’s brain and therefore was safe from harm, was permanent. Over time, an emphasis on education and literacy became ingrained in Mrlssi culture, and it remains so to this day. Mrlsst is home to some of the galaxy’s most renowned universities and technical schools. Although the reputation of Mrlsst educational institutions declined during the Rebellion era—partly due to Imperial propaganda, partly due to desperate actions on the part of school administrators to counter that propaganda with false claims—a degree from a Mrlssi university is in and of itself a means to ensure a top-paying job. Students of many different species continue to attend the very expensive universities to be taught by the brilliant Mrlssi scholars.

While Mrlssi consider themselves great humorists, their humor is very dry to other species. In fact, many non-Mrlssi have a difficult time telling whether a Mrlssi is joking or not.

Mrlssi professionals tend to be diplomats or experts. The rare adventuring Mrlssi tend to be nobles or scoundrels. Prior to the Jedi Purge, a number of Mrlssi Jedi consulars also existed. They speak Basic with little difficulty, although their high piping voices grate on some species. Others find it charming.

Mrlssi Commoner: Init -1; Defense 10 (-1 Dex, +1 size); Spd 6m; VP/WP -/8; Atk -2 melee (1d2-2, claw) or +0 ranged; SQ Claws, +2 species bonus on Computer Use and Gather Information checks; SV Fort -1, Ref -1, Will +2; SZ S; FP 0; DSP 0; Rep 0; Str 6, Dex 8, Con 8, Int 14, Wis 14, Cha 12.

Equipment: Personal belongings.

Skills: Computer Use +6, Craft (any one) +6, Gather Information +3, Profession (any one) +4, Knowledge (any one) +6, Read/Write Mrlsstese, Speak Basic, Speak Mrlsstese.

Species Traits: -4 Str, -2 Dex, -2 Con, +4 Int, +4 Wis, +2 Cha.

Automatic Languages: Mrlsstese and Basic.

OMWATI

The Omwati are a willowy near-Human species from the Outer Rim world of Omwat. Their skin features a bluish tint and the most common eye colors are shades of blue. The colors of their gossamer hair range from reddish blonde to pearly white. Like many near-Human





species, males tend to be somewhat more sturdy in appearance than females, but on average Omwati tend to be more frail physically than baseline Humans. Adult Omwati stand between 1.6 meters and 2.1 meters in height.

The Omwati developed their own culture and technology, believing they were the only sentient beings in the galaxy. They unified early in their history under a single world government, thus managing to avoid the devastating wars that plague many worlds on the verge of becoming starfaring societies. They enjoyed a nearly uninterrupted development of philosophy, arts, medicine, and mathematical theories. Their manufacturing, irrigation, mining, and construction methods are quite advanced, although their overall technology level lags far behind what's considered the galactic standard. Their unique honeycomblike cities are spread across the planet, yet their environment remains almost as clean as that found on unsettled worlds. The Omwati managed to do what few species have accomplished—a balance between the production needs of a technologically advanced society and sound stewardship of their world's resources.

The first Old Republic ship to visit Omwat was a *Victory*-class Star Destroyer commanded by future Grand Moff Wilhuff Tarkin. Omwati society—after some initial shock—welcomed the visitors. Tarkin and his team left technological, cultural, and historical data behind for the Omwati to study and departed with a promise of other ships to come. Tarkin did not bother to inform the Omwati that Omwat must have

been visited by ancient ships of the early Republic, since their kind did indeed exist elsewhere in the universe—in fact, a small community thrived on Coruscant.

More than a decade passed, however, before Tarkin would return to Omwat. Tarkin had always been impressed with the mental acuity of the Omwati on Coruscant, particular with the keen analytical minds that even children seemed to have. Always a forward-looking man, he had decided to keep the native society on Omwat a secret among himself and his fellow mission commanders, hoping some day that they would be able to profit from a world that could be his personal think tank. When The Emperor gave Tarkin dominion over the Outer Rim Territories, the Grand Moff felt the time had come to exploit the Omwati.

While Imperial diplomats kept the people of Omwat enthralled with tales of galactic society (never mentioning their cousins elsewhere in the galaxy), Tarkin supervised the construction of an orbital education facility. Once it was complete, the Imperials revealed their true nature. The Omwati *would* conduct planetwide intelligence and aptitude tests and surrender those children who score the highest, they were told; resistance would result in the destruction of their cities from orbit. The Omwati reluctantly agreed. They surrendered hundreds of Omwati children, never hearing from them again.

When Tarkin and many of his closest associates were killed in the destruction of the Death Star, the orbital facility at Omwat was abandoned. The Omwati in the meantime had been secretly developing craft capable of breaking free from the gravitational pull of their world and managed to reach the satellite. They did not recover the lost children, but they found technology that helped them greatly advance their own fledgling space program. The Omwati developed their first hyperdrive-capable vessel roughly ten years after the Battle of Endor. This development was spurred by the desire to find the children who had become lost among the stars. The Omwati did not want to believe the satellite's data that implied all but ten were dead.

Omwati explorers were eventually contacted by New Republic diplomats—but only after these Omwati terrorized a number of small Outer Rim colonies and refueling posts—and another of the Empire's atrocities became fully documented. The offworld Omwati welcomed their "primitive" cousins with open arms.

Omwati professionals tend to be diplomats or experts. Adventuring Omwati are usually fringers, nobles, or scouts who are traveling the galaxy in search of the Omwati abducted by Tarkin decades earlier. The most dedicated of these may conform to the bounty hunter template provided in Chapter 14 of the *Star Wars Roleplaying Game*. By the time of the extra-galactic invasion during the New Jedi Order era, a native Force tradition has been created on Omwat, based on the documents provided by Tarkin's first-contact team.

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

Skills: Computer Use +3, Craft (any one) +3, Profession (any one) +3, Knowledge (any one) +5, Read/Write Omwatese, Repair +3, Speak Basic, Speak Omwatese.

Feats: Gearhead (bonus feat).

Species Traits: -2 Str, +2 Int, +2 Wis.

Automatic Languages: Omwatese and Basic.

ORTOLAN

Ortolans are solidly built, squat humanoids from the frigid world of Orto. They have floppy ears, beady black eyes, long trunklike noses, and small mouths. Each hand ends in four stubby fingers tipped with suction pads, and their short legs have poorly articulated joints, which cause them to waddle when they walk. A thick, baggy hide, covered with short, velvetlike blue fur, hangs off their chubby bodies. Males and females both stand between 1.1 meters and 1.7 meters in height.

Food is the most important part of an Ortolan's life because it is so scarce on their world. Orto is a frozen wasteland where the growing season is short and unpredictable. Famine is so common that it is an accepted condition. While Ortolans have evolved to cope with these conditions—a heavy layer of blubber serves both as insulation from the cold and as an energy supply in times when food becomes scarce, and they have highly developed senses of smell and hearing that allow them to find food or track prey over large distances—they are almost manic about always having food in their stomach and gorge themselves at every opportunity.

Orto is a world rich in minerals and the Ortolans, while not particularly technologically advanced by galactic standards, are very efficient miners. The Ortolan economy is barter-based, so manufacturing companies that can bring the most food or highly exotic imported foods to Orto can receive low-cost raw materials. During the Imperial period, the Ortolan were more or less left alone by the Empire—although the Empire did impose regulations limiting their ability to travel from their homeworld. So long as the Ortolans traded their ore to the “right” manufacturers (like TaggeCo and SoroSuub) the Empire was more or less indifferent to the little humanoids. (Secretly, however, the Ortolans upped the quantity of ore they mined in order to trade with the Alliance as well as the Empire. The Galactic Civil War filled many bellies on Orto.)

Ortolans are generally happy if they are well fed. They also take great joy in music of all sorts, as their highly developed sense of hearing can pick up sounds that few other beings can hear, making every live performance or different recording of even the most familiar tunes a new experience for an Ortolan. Many beings consider the Ortolan species dimwitted because they are often willing to work for nothing more than a meal. This image, however, serves the few Ortolan who travel the galaxy well. More than one high-ranking Imperial officer or snobbish noble have found valuable military secrets or art objects missing after a “stupid” Ortolan musician and his band played for nothing but a meal at his ball.

Ortolan professionals are usually experts, while adventurers gravitate toward the fringer or scoundrel. Ortolans speak Basic with ease.

Ortolan Commoner: Init -1; Defense 10 (-1 Dex, +1 size); Spd 6m; VP/WP -/12; Atk +1 melee (1d2, punch) or +0 ranged; SQ Food sense, +2 species bonus on Fort saves to resist poison; SV Fort +1, Ref -1, Will +0; SZ S; FP 0; DSP 0; Rep 0; Str 10, Dex 8, Con 12, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Ortolan, Speak Basic, Speak Ortolan.

Special Qualities: Food Sense—If an Ortolan takes the Track feat, he receives a +4 bonus to track a subject within 2 km of the Ortolan's current location. Similarly, Ortolans receive a +4 bonus on Gather Information checks if they are trying to locate an eating establishment, or +4 to Survival checks when foraging for food.





Species Traits: -2 Dex, +2 Con.

Automatic Languages: Ortolan and Basic.

QUARREN

The Quarren are a humanoid species whose heads resemble four-tentacled squids. They have leathery skin, eyes that are usually either bright blue or turquoise in color, and suction-cupped fingers. They are amphibious beings, but have highly resilient natures that allow them to adapt to many different climates, even harsh desert worlds. Male and female adults stand between 1.4 meters and 1.9 meters. Few differences in overall build separate the sexes.

The Quarren come from the distant Outer Rim world of Mon Calamari, sharing the world with the sentient humanoid species of the same name. While the Mon Calamari prefer living on the surface of the world, the Quarren constructed their cities in the deep recesses of the oceans, seeing little need to explore anything beyond the waters that had given rise to their civilization. In fact, the Quarren were always bemused by the Mon Calamari desire to explore, deeming them foolish for engaging in such behavior. After all, many Quarren believe, the unknown can hide great danger just as easily as it can hide great wonders. So, although a rare few Quarren journeyed off Mon Calamari during the waning years of the Old Republic, the majority held that the unknown should remain undisturbed.

The Quarren's attitude toward exploration was confirmed to them when the Mon Calamari's venture ultimately resulted in Imperial forces invading Mon Calamari and enslaving both populations. Early attempts to resist domination resulted in the Empire engaging in the wholesale destruction of entire cities, causing many Quarren to flee their homeworld and others to flee even deeper into the oceans.

Quarren in the galaxy at large generally stay clear of becoming entangled with the Empire or the Rebellion. They instead opt to become involved with shadowy occupations, working with smugglers, pirates, slavers, and independent spy networks. Many of these Quarren blame both the Empire and the Rebels (even more than the Mon Calamari, whom they just see as foolish) for the devastation visited upon their homeworld. They try to get some measure of revenge without bringing further harm to their world or themselves.

Quarren professionals tend to be experts or thugs. Quarren heroes are usually fringers or scoundrels. Those of higher level frequently adopt the Crime Lord prestige class. They speak their own language, Quarrenese, in addition to Basic, and in many cases also learn Calamarian. They can breathe water as easily as they breathe air (a trait they share with the Mon Calamari) and their bodies can withstand water pressure at depths of up to 200 meters. When diving deeper than 50 meters, Quarren must return to the surface at one quarter their usual swimming speed or take 1d4 points of temporary Constitution damage.

Quarren Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/12; Atk +0 melee (1d3, punch), or +0 ranged; SQ Amphibious, low-light vision; SV Fort +1, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +1, Knowledge (any one) +2, Read/Write Quarrenese, Speak Basic, Speak Quarrenese.

Species Traits: +2 Con, -2 Wis.

Automatic Languages: Quarrenese and Basic.

QUERMIAN

The Quermians are gangly invertebrates from the Outer Rim world of Quermia. They have four arms, two clawed feet, and a small body. The hands of one set of arms contain the species's olfactory gland, while a Quermian's head sways almost hypnotically to and fro at the end of a long neck. Their small eyes are set deep above a lipless mouth

that seems permanently set in a bemused smile. The Quermian brain is split between the head and chest cavity. Skin color ranges from ashen white to dark gray. Adults of the species stand between 1.6 and 2.3 meters in height, with no difference in size between males and females.

The Quermians are an offshoot of the Xexto species from Troiken. Almost seventeen thousand years ago, their primitive forebears were moved to the Quermia system by rogue Arkanian scientists. The world they were settled on was terraformed into a veritable paradise. The Arkanians conducted a variety of genetic manipulations upon the transplanted Xexto and then watched how they might evolve. Within a few generations, however, the Arkanians moved onto other experiments and left the Quermians to their own devices.

Over the following ten thousand years, the Quermians developed a highly advanced society on their garden world. With no dangerous predators to be concerned with, plenty of rich soil, and warm seas providing potable water full of vital minerals and nutrients, the Quermians nearly achieved paradise. When Old Republic scouts arrived in the star system, the Quermians had settled other worlds in their system and were on the verge of exploring the galaxy at large. They welcomed the strange visitors from the stars and within a few decades were active participants in the galactic community.

One of the things Quermians are most renowned for is the species's apparent telepathic ability. Quermians can seemingly communicate nonverbally by locking eyes with one another. Quermians deny they have telepathy, claiming that they are merely highly attuned to each other's body language. Xenobiologists doubt this claim, pointing to highly unusual activity in parts of Quermian brains, but so far no hard scientific evidence has been provided to confirm or deny psychic powers on the part of all Quermians.

Quermian society has long been the source of some of the most advanced and complicated philosophical contemplation; members of the species continue to be counted among the galaxy's greatest thinkers. During the Rebellion era, Quermian teachers and philosophers were forced from their positions at universities across the galaxy by pressure from the New Order. Further, the species was forced to withdraw entirely to their home system during the Jedi Purge, because many of their number were prominent Jedi and even non-Jedi Quermians fell victim to mob violence. New Order fanatics claimed that all Quermians were Jedi and that they were beaming evil thoughts into other beings' minds with their telepathic powers. It wasn't until shortly before the Yuuzhan Vong invasion that the Quermian planetary government started taking steps to rejoin the galactic community.

Quermian professionals are usually diplomats or experts. Quermian adventurers often become nobles, scoundrels, or any of the Force using classes. Few, if any, belong to more combat oriented classes—Quermians prefer to rely on reason rather than violence.

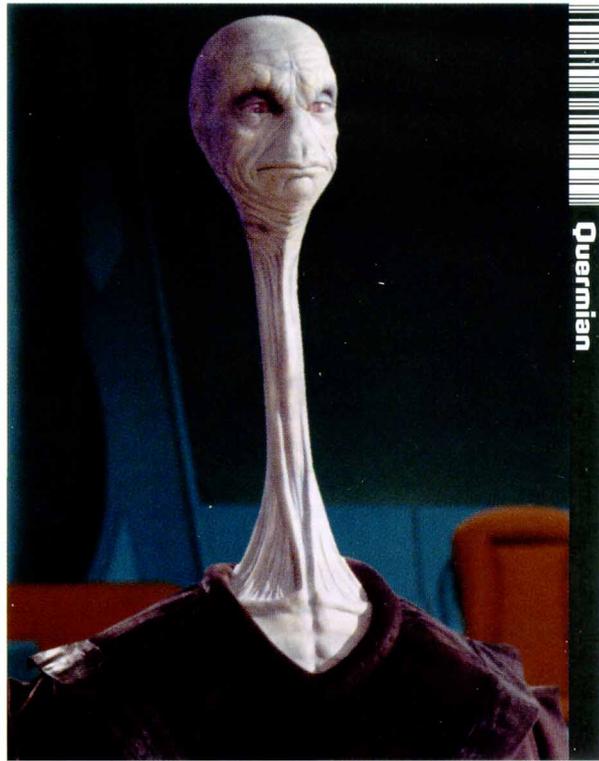
Quermian Commoner: Init +1; Defense 11 (+1 Dex); Spd 10m; VP/WP -/8; Atk -1 melee (1d3-1, punch) or +1 ranged; SQ Short-range telepathy; SV Fort -1, Ref +1, Will +1; SZ M; FP 0; DSP 0; Rep 0; Str 8, Dex 12, Con 8, Int 12, Wis 12, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +3, Profession (any one) +4, Knowledge (any one) +4, Read/Write Quermian, Speak Basic, Speak Quermian.

Special Qualities: Short-Range Telepathy—Quermians can communicate with other Quermians (and Force-users who possess the Sense feat) through telepathy. To use this ability, the Quermian must make eye contact with the person he or she wishes to contact and roll a successful Will save (DC 15). The Quermian must actually see the individual; eye contact through a HoloNet communication, for instance, does not work. If the target wishes to resist the telepathic contact, he or she must roll a successful Will save (DC 20) to block the thought transmission. Quermians can transmit only simple phrases and emotional impressions, and they must renew the telepathic contact every round with an additional Will save.

Automatic Languages: Quermian and Basic.



Quermian



RYBET

The Rybet are short, squat humanoids with rough-textured green skin and four long fingers and toes that end in vestigial suction cups. Skin colors range from bright green to deep olive, with faint ochre stripes along their cheeks. Their eyes are bulbous with upper and lower eyelids that close across the center of the eye. Rybet males stand between 1.2 meters and 1.5 meters as adults while females stand between 1.5 meters and 1.9 meters.

A species of galactic nomads who only interact with others of their kind to mate, it is unclear where the Rybet species originated. The Rybet themselves claim to have evolved on Varl, the now devastated—some say legendary—origin world of the Hutts. The Rybet hold that it was a war between their species and the Hutts that devastated the world and that eventually the Rybets will rise again to destroy the Hutts once and for all. The Hutts deny this claim, holding fast to their myths that hold they were the only beings to survive the mysterious destruction that was visited upon the Ardos system long before the dawn of recorded history. Most scholars side with the Hutts, although no one can offer a better explanation for the origin of the Rybet. Whatever the truth, strong hatred exists between Rybets and Hutts.

Rybets are encountered along heavily traveled space lanes in the Mid and Outer Rim Territories. Most literally spend their entire lives never setting foot on the soil of a planet, spending all their time in starships, orbital facilities, or starports. A few work for other beings as transport pilots or starship mechanics, or operate businesses in large starports, but most make their living operating tramp freighters and hauling small cargoes and contraband. Rybets have a knack for ending up on the wrong side of the law and few seasoned galactic travelers who rely on independent ship's captains to provide passage over the large liners would take passage on a Rybet's freighter; the chance of never reaching one's destination is too great.

The Rybet are not a populous species. Xenobiologists estimate that fewer than one billion of them live in the galaxy. This is partly because of their solitary natures and the lack of any established settlements, but also because the only thing a Rybet male hates more than Hutts is a Rybet female. The reverse is true of the female of the species. It is only due to a overwhelming compulsion to reproduce that comes over males and females every 10 standard years that the species hasn't died out.

Females lay a clutch of between three and eight eggs. A Rybet couple stays together for a year or two, typically slaving their ships together and each taking part in the early rearing of the children. Eventually, however, they start to grate on each other's nerves and if the male doesn't leave of his own accord, he often ends up dead or maimed. Rybet children mature swiftly. By the age of five, they are ready to attempt to make their way in the galaxy. If the female Rybet slew the father, the sale of his ship gives the young Rybets a reasonable sum with which to start their lives. If not, they must figure out how to make it on their own after their mother tosses them off her ship in a starport.

Rybet professionals usually include thugs or experts. Adventurers often become scoundrels or scouts.

Rybet Commoner (male): Init +1; Defense 12 (+1 Dex, +1 size); Spd 6m, swim 6m; VP/WP -/10; Atk +0 melee (1d2-1, punch), or +2 ranged; SQ Amphibious; SV Fort +0, Ref +1, Will +0; SZ S; FP 0; DSP 0; Rep 0; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 8.

Equipment: Personal belongings.

Skills: Astrogate +2, Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Pilot +3, Read/Write Rybese, Speak Rybese, Speak Basic.

Feats: Spacer (bonus feat).

Species Traits: -2 Str, +2 Dex.

Automatic Languages: Rybese and Basic.

Rybet Commoner (female): Init -1; Defense 9 (-1 Dex); Spd 10m, swim 10m; VP/WP -/10; Atk +1 melee (1d2+1, punch) or -1 ranged; SQ Amphibious; SV Fort +0, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 8, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.



Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Rybese, Speak Basic, Speak Rybese.

Species Traits: +2 Str, -2 Dex.

Automatic Languages: Rybese and Basic.

SAKIYAN

The Sakiyan are a rare humanoid species rarely encountered far from their home system. They hail from the tropical world of Saki in a star system near the astrographical center of Hutt space. They have shown little interest in traveling or trading with the galaxy at large.

Sakiyans are completely hairless, and their skin color ranges from jet-black to deep purple (a pale-skinned subspecies also exists, but Sakiyan society normally treats them as outcast freaks). Their eyes resemble those of baseline Humans (aside from the fact their pupils contract into slits instead of points) with similar ranges of iris colors. Adults stand between 1.6 and 2.1 meters, with Humanlike sexual dimorphism. The most remarkable feature of the species is their large cranium, and the enhanced senses and reactions the additional brainpower grants them.

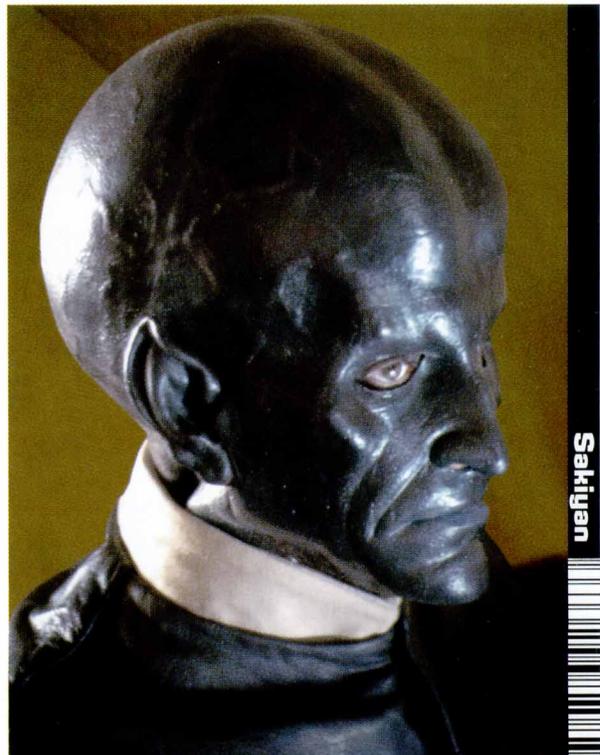
During the days of the Old Republic, there was some dispute among xenobiologists as to whether Sakiyans should be classified as a near-Human species. During the Imperial period, the Sakiyans were firmly classified as an alien species, based crudely on appearance but scientifically (by the Empire, at least) around the fact the structure of their brain is extremely different from that of baseline Humans.

The highly evolved Sakiyan brain is nearly twice the size of that possessed by most humanoids and xenobiologists believe this means the species is an ancient one. While the Bith brain remains one of the most advanced among common alien species, the parts of the Sakiyan brain that process sensory input are superior even to the Bith. These keen senses helped primitive Sakiyans survive against the fierce predators of their homeworld, but even as the species developed the intellect to use tools and construct weapons and shelters, they retained their sharp senses. In fact, the Sakiyan continued to develop their perceptions, to the point where they are so fine that they can sometimes be mistaken for supernatural abilities.

Xenobiologists believe Sakiyan history was defined by a succession of offworld invasions during which their species and culture survived by existing in a constant state of wariness and mobility. Even in the modern galaxy, most Sakiyan communities draft multiple readiness plans for evacuation in case of invasion and war, and all are built on underground warrens that serve as the perfect escape routes. Further, every household and government agency possesses enough lightweight repulsor platforms to carry the young and infirm, important materials, and supplies away from the settlement as they flee. Once mobile, Sakiyan troops then conduct a constant series of hit-and-run attacks against enemies until their lands are once again free. What few offworld colonies the Sakiyans have established carry with them the tradition of defense and mobility. The Sakiyans resisted domination by the Sith, the forces of the Tion Hegemony, and even the Drackmarians. In recent centuries, they have fallen under the economic control of the Hutts, but they have escaped the virtual enslavement that several other species have fallen victim to by keeping the slugs at an arm's length everywhere but Saki's major trade centers.

The ties between the Sakiyans and the Hutts are primarily forged around repulsorlift technology. Given their cultural emphasis on mobility, it is not surprising that the Sakiyans quickly adopted and improved repulsorlift technology when Old Republic scouts introduced it to them. Over the centuries, they have adapted the technology to their needs, focusing primarily on making the motivators smaller and more efficient. The Hutts are particularly fond of Sakiyan repulsor technology as it allows them to construct smaller and more elegant repulsorlifts to grant them additional mobility. The Hutts have long monopolized the export of Sakiyan repulsor technology.

Thanks to its location near the heart of Hutt space, the Sakiyan homeworld escaped abuses by the Empire, although many Sakiyan technicians were forced to relocate to Research and Development centers



Sakiyan



where they contributed to the development of a new generation of Imperial repulsortanks. The Saki system also escaped the notice of the Yuuzhan Vong as they pressed into Hutt space—at least during the first assault. The Sakiyan leadership remains concerned that their traditional method of dealing with alien invasions may not work if the war fleets of the monstrous extra-galactic invaders strike against their home. While they generally ignored both Hapan and New Republic trade and political overtures prior to the appearance of the Yuuzhan Vong—referring them to the Hutts—many Sakiyans have been making quiet inquiries about how they might be useful in the mounting counter-offensive.

Sakiyan Commoner: Init +0; Defense 10; Spd 10m; VP/WP—/8; Atk +0 melee (1d3, punch) or +0 ranged; SQ Darkvision, +2 species bonus on Spot and Listen checks; SV Fort +0, Ref +2, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 8, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Sakiyan, Search +2, Speak Basic, Speak Sakiyan, Spot +2.

Feats: Lightning Reflexes (bonus feat).

Automatic Languages: Sakiyan and Basic.

SELONIAN

The Selonians are sentient mammals native to Corellian system. Comfortable walking on two legs or four, they are slender beings with bodies that are longer than those of a baseline Human but with arms and legs that are shorter. They have retractable claws on their pawlike hands, which give them excellent climbing abilities. They have tails that average one-half meter in length that they use to improve their balance when walking upright, and narrow faces that are tipped with bristly whiskers. They have glossy, short-haired coats that are usually black or brown and while they do not typically wear clothes on their homeworld, they wear appropriate uniforms or other outfits when working or visiting elsewhere. Adults stand between 1.8 meters and 2.2 meters in height, with fertile females being larger.

Selonian society is organized around “dens.” Each den lives in an underground commune that consists of one fertile female, called the Queen, a few fertile males, and a large number of sterile females. Within the den are sub-groupings called “septs”—offspring fathered by the same fertile male—and each sept is usually trained to perform specific tasks and jobs. A Queen can be pregnant up to five times each year, each time giving birth to five or more children. Sterile females fill most roles in Selonian society while the Queens and males are kept safely in the dens. Selonian “cities” are actually collections of several dens, each of which primarily specializes in a skill or craft and which aid and support each other through a complicated system of bartering and favor exchanges.

Selonians are primarily concerned with the safety of their dens and their people as a whole. Almost without fail, they believe that the needs of the group are more important than the desires of an individual, and every action they take is intended to further the goals of their den or the welfare of their species in general.

Select sterile Selonian females are trained to interact with Humans and other aliens. They master mannerisms and attitudes that put the selected alien race at ease. While this causes many to view Selonians as friendly, outgoing, and charitable, the reality is that most of them have no interests beyond the good of their den.

Despite their seemingly primitive society, Selonian technology is on par with the galactic standard; their dens are linked through computer networks and rapid transit systems, and their industrial production capacity helps feed the ravenous Corellian Engineering Shipyards with high-tech components. Selonians have also long been masters of their own starship technology, building vessels that carry them throughout the Corellian star system. They do not build hyperdrive-equipped ships since they do not, as a people, have much interest in venturing beyond the Corellian system.





Their lack of interest in the galaxy at large and the policy of only sending carefully trained Selonians to interact with other species kept the Selonians mostly safe from Imperial domination. They were swept up in power struggles that followed the collapse of Imperial rule in the Corellian system following the Emperor's death and as a result confronted a very real possibility that their world would be destroyed. This has caused the Selonians to withdraw from most interactions with other cultures even within the Corellian system. However, the shock so rocked Selonian society that some rare Selonians are trying to change their culture so they can deal more honestly with other species.

Selonian professionals and adventurers can be of any class but Jedi; the limited scope of most Selonian's vision and lack of real compassion for other beings make them poor candidates for Jedi training.

Selonian Commoner (sterile female): Init +0; Defense 10; Spd 10m (upright), 12m (all fours), swim 13m; VP/WP -/10; Atk +0 melee (1d3, claws) or +0 ranged; SQ Agoraphobia, claws; SV Fort +0, Ref +1, Will -1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 12, Con 10, Int 8, Wis 8, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +1, Read/Write Selonian, Speak Basic, Speak Selonian.

Special Qualities: Agoraphobia—Selonians are not comfortable in large, open spaces due to the fact they spend most of their lives underground. They must roll a Will save (DC 12) upon entering open spaces, like the out-of-doors or a large meeting hall. If the saving throw fails, the Selonian suffers a -4 penalty to all skill checks and attack rolls until the Selonian returns to an enclosed space (once the Selonian fails the save, no further Will saves are necessary). If the first save succeeds, however, make another Will save every 4 rounds, each time adding 2 to the DC. A Selonian may spend 4 skill points when the character gains a new level to eliminate the penalty.

Species Traits: +2 Dex, -2 Int, -2 Wis.

Automatic Languages: Selonian and Basic.

Selonian Queen or Male: Diplomat 2; Init +0; Defense 10; Spd 10m (upright), 12m (all fours), swim 13m; VP/WP -/11; Atk +1 melee (1d3, claws) or +1 ranged; SQ Agoraphobia (see above), claws; SV Fort -1, Ref +0, Will +3; SZ M; FP 0; DSP 0; Rep 1; Str 10, Dex 10, Con 8, Int 10, Wis 10, Cha 12.

Equipment: Personal belongings.

Skills: Appraise +3, Computer Use +3, Diplomacy +4, Gather Information +4, Knowledge (any one) +4, Read/Write Selonian, Sense Motive +4, Speak Selonian, Speak Basic.

Feats: Toughness (bonus feat).

Species Traits: -2 Con, +2 Cha.

Automatic Languages: Selonian and Basic.



SHISTAVANEN

The Shistavanens are humanoid canines from the Uvena star system. Their ears are set high on their heads and they have pronounced snouts with large fangs. They make excellent hunters and can track prey—sentient or not—through crowded urban streets or desolate plains alike. They are lightning fast and have a highly developed sense of sight that allows them to see in near-total darkness. Adult Shistavanens stand between 1.3 and 1.9 meters in height, males tend to be taller and more powerfully built than females.

As a species, Shistavanens are isolationists who do not want outsiders involved in their affairs. While they do not forbid aliens from coming to the Uvena system to set up trading ventures, they are unapologetic in favoring their own kind in law and trade. While this caused some friction with the Empire while the Emperor's New Order was as its height, their talent at stalking prey was more valuable to the Intelligence branch than the desire of the Empire's political arm to make an example of a rather obscure world. Denying Shistavanens the opportunity to openly ply their trade was satisfaction enough for the Empire.



Shistavanen



A sizeable minority of Shistavanens are more outgoing. They strike out into the galaxy at large to engage in a wide range of professions. Many take advantage of their superior speed and reflexes and become bodyguards, soldiers, bounty hunters, or even big-game hunters. Shistavanen professionals are almost exclusively thugs.

Shistavanen Commoner: Init +5; Defense 11 (+1 Dex); Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch or by weapon) or +1 ranged; SQ Low-light vision, xenophobia; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 12, Con 10, Int 8, Wis 10, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +2, Knowledge (any one) +1, Listen +2, Spot +2, Read/Write Shistavanen, Speak Basic, Speak Shistavanen.

Feats: Alertness, Improved Initiative (bonus feats).

Automatic Languages: Shistavanen and Basic.

SKRILLING

The Skrillings are a species of galactic scavengers, reduced to that state when they lost their world to aggressive agriculturalists, the M'shinni. They are stocky humanoids with wrinkled gray skin and hands bearing three stubby fingers. Their small eyes are set deep within their face and they have a set of eight breathing tubes instead of a nose or nostrils. Their mouths have multiple rows of needle-sharp teeth. A bony crest runs across their bald head, from their forehead to the nape of their neck. This crest is only used at a Skrilling's birth, to saw themselves out of the egg. Adult Skrillings range in height from 1.5 to 1.9 meters in height.

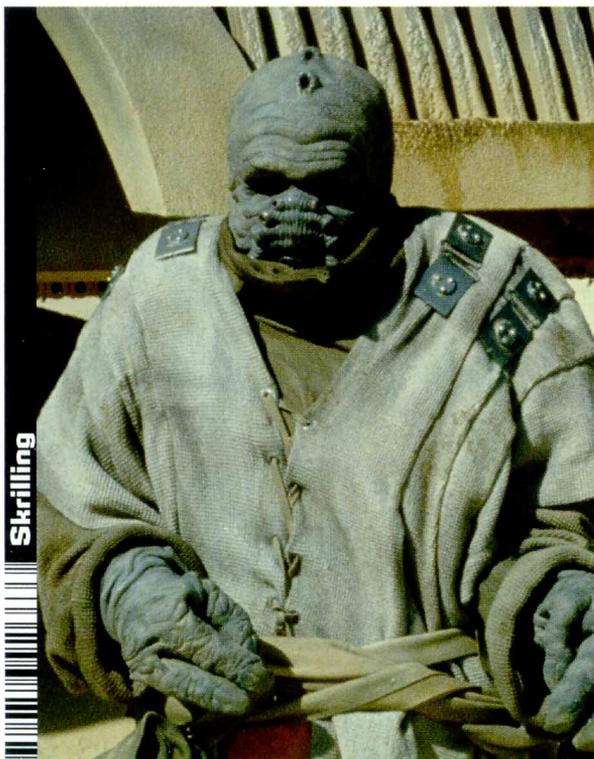
When the M'shinni colonized the Skrilling homeworld, the original name of which is lost to history, the Skrillings were living a primitive existence as nomadic herders. The M'shinni fenced in the Skrilling herds, claimed their land, and left the primitive, peaceful aliens to figure out how to survive. Within a few generations, the Skrillings had integrated themselves into M'shinni colonies on the world as a permanent beggar class. From there, they expanded into the rest of the galaxy.

Many species view Skrillings as disgusting annoyances. They have a preference for uncooked, spoiled meat that would make other beings deathly ill, and they have raised whining to an art form. When a Skrilling sets his heart on something, he or she continually asks for it, continually rephrasing the question. Various strategies for sharing the object or achieving whatever goal the Skrilling has in mind are suggested, and small gifts or favors are offered as a form of exchange. If the possessor of an object relocates, the Skrilling sometimes even shows up again, even in a different star system. A Skrilling usually gets what he or she wants; they are experts at finding a person's soft spot. Most Skrillings are bright enough, however, to know when someone they are pestering has been pushed to the point where he or she is about to get violent. In such cases, they give up their desire—at least temporarily.

The Skrillings can be found throughout the settled galaxy, traveling in spacecraft cobbled together from various derelicts. They tend to be followers rather than leaders, and seem to have an innate ability to show up on planets where a battle has been fought and well-aged (and unclaimed) corpses can be found, along with equipment that can be repaired and resold. This tendency has given rise to the saying that an enemy will soon be "Skrilling fodder."

Skrillings often lurk on the fringes of violent criminal organizations or live near the torture chambers of unscrupulous despots—anywhere a steady supply of dead bodies and other carrion can be found. During the Galactic Civil War, however, many Skrillings also served as valuable spies for the Rebel Alliance, due to their ability to uncover information.

Most Skrilling professionals are experts. Skrilling adventurers gravitate toward the scoundrel and soldier classes. They speak Basic with ease, but their breathing tubes cause it to sound nasal and whining.



Skrilling

Skrelling Commoner: Init -1; Defense 9 (-1 Dex); Spd 10m; VP/WP -/10; Atk +1 melee (1d3+1, punch), or -1 ranged; SQ Paralytic acid, +2 species bonus on all Bluff, Diplomacy and Sense Motive checks; SV Fort +0, Ref -1, Will +2; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 8, Con 10, Int 8, Wis 14, Cha 8.

Equipment: Personal belongings, all secondhand and aging.

Skills: Bluff +1, Craft (any one) +1, Diplomacy +1, Knowledge (any one) +1, Read/Write Skrelling, Sense Motive +3, Speak Basic, Speak Skrelling.

Special Qualities: Paralytic Acid—Skrellings can vomit on foes as a melee touch attack. Targets who are struck must roll a Fort save (DC 15). Failure leaves the victim paralyzed for 3d6 rounds.

Species Traits: +2 Str, -2 Dex, -2 Int, +4 Wis, -2 Cha.

Automatic Languages: Skrelling and Basic.

SLUISSI

The Sluissi are the indigenous sentient species of the Sluis Van star system. They are reptilian beings whose upper bodies resemble those of humanoids, with two arms and four-fingered hands. The bottom half of their bodies are like those of snakes, long and heavily muscled. Their bodies are covered in fine scales that range in color from light brown and deep green, although rare Sluissi may have scales of other colors. They have round black eyes and a swooping hoodlike fold of skin on the back of their head. They have forked tongues, which, as with many reptilian species, aid their sense of smell. Adults stand between 1.6 and 1.8 meters in height.

The Sluissi have been active participants in galactic society since the early days of the Old Republic. When first encountered by Human and Duros explorers, the Sluissi were just starting to explore nearby star systems with their own faster-than-light technology and they eagerly embraced the concept of a greater galactic union. They constructed large shipyards throughout the Sluis Van system and other nearby worlds where they had established colonies to spur further interaction with alien star travelers. The Sluissi quickly became known as the best starship maintenance people in the galaxy.

The Sluissi run efficient, respectable starship repair and construction yards where ship captains and corporate interests can find the finest repairs, upgrades, and custom starship modifications that money can buy. However, the Sluissi are also extremely methodical and often painfully slow about their work. To them, starship construction is an art form. Most clients are willing to be patient, because Sluissi technicians can make improvements upon or keep in operation vessels that most other mechanics have declared lost causes. Even the Empire recognized that it was in their best interest not to rush the Sluissi technical crews at Sluis Van.

Sluissi are patient beings who are sociable and easygoing. They are industrious, remain calm and collected under pressure, and they all love to tinker whether or not their specialty is starship engineering and repair. This makes them popular crewmembers on virtually any spacefaring vessel; most Sluissi continue to find space travel the best occupation around.

Sluissi professionals are usually experts with high ranks in Craft and Repair skills. Adventurers belong to virtually every class, but they too tend to focus on their skills in Craft, Repair, and Computer Use. Sluissi speak Basic with ease, even if they tend to lisp and slur many words due to the snakelike structures of their tongues and mouth.

Sluissi Commoner: Init -1; Defense 9 (-1 Dex); Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or -1 ranged; SV Fort +0, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 8, Con 10, Int 12, Wis 10, Cha 12.

Equipment: Personal belongings.

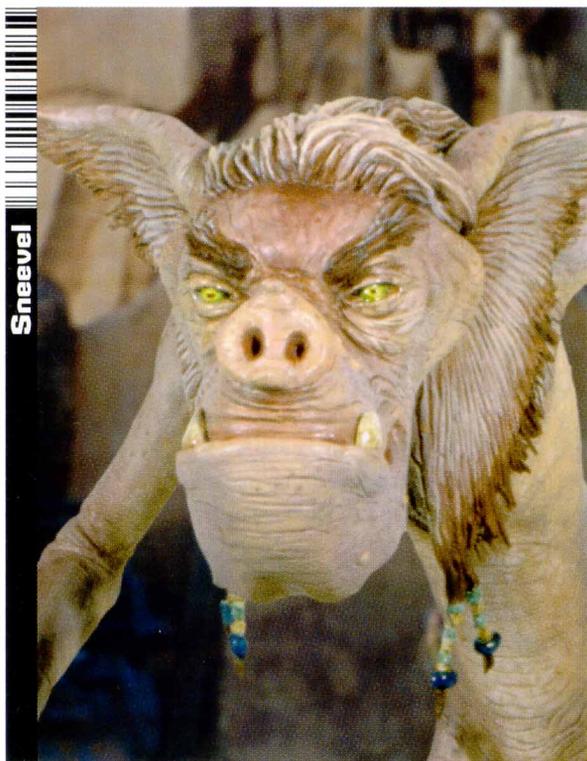
Skills: Computer Use +4, Craft (any one) +3, Profession +3, Knowledge (any one) +3, Read/Write Sluissese, Repair +3, Speak Basic, Speak Sluissese.

Feats: Gearhead (bonus feat).

Species Traits: -2 Dex, +2 Int, +2 Cha.

Automatic Languages: Sluissese and Basic.





SNEEVEL

The Sneevael are a nimble, anvil-jawed humanoid species from the Expansion Region world of Sneevael. Males and females of the species both stand between 1.6 and 2.1 meters in height, with males sporting larger jaws and pronounced canines. Their faces are dominated by their porcine snouts and framed by bristly hair that ranges in color from dark black to sandy blond; the hair turns bone white as a Sneevael ages. They have large, wide-set eyes that range in color from pale yellow to bright red. Their appearance, however, is not usually what beings first encounter when dealing with Sneevael—more often than not, it's the smell. Excited, angry, frightened, or just plain amused Sneevael exude a strong odor that makes their mood clear to other Sneevael. Most other species merely find it disgusting.

Sneevael have a remarkable lust for adventure and new experiences; few other species are so reckless as the Sneevael when it comes to exploration—and few beings are so easily drawn to pursuits where death is almost certain. They are not suicidal, but they are thrill-seekers to the extreme.

Before they were discovered by Duros scouts nearly 14,000 years ago, the Sneevael already had a technologically advanced society that had spread itself from the highest peaks of their world's mountains to the deepest trenches of their oceans. When the Duros arrived in the Sneevael system, the Sneevael were busy exploring and attempting to colonize their star system using spaceships that were little more than

jury-rigged submarines with huge rocket-boosters attached. Duros and, later, Human merchants introduced the Sneevael to more efficient, although not as exciting, methods of space travel.

With hyperdrives and properly constructed ships at their disposal, the Sneevael not only eagerly explored and settled throughout their home system, their insatiable drive for adventure drove them to the farthest reaches of the galaxy. While few Sneevael have shown any serious interest in becoming involved in galactic politics, there have always been many of their kind at the forefront of other fields. Sneevael have made great inroads into exploration (mostly in the area of charting new hyperspace lanes), scientific experimentation (largely into dangerous quantum fields), dangerous sports (like Podracing and horizon skimming), and creative fields such as fiction, holovids, music, and visual arts.

During the reign of the New Order, Sneevael were strongly discouraged from leaving their star system. This only added to the thrill of traveling to strange alien worlds and the smell of even more Sneevael infused cantinas and back alleys during this time. Furthermore, when the Empire installed a governor on Sneevael and started limiting travel to and from the system, the Sneevael became early members of the Rebel Alliance. Again, they did not do so because they had any desire to free the galaxy from the Emperor's domination; they just thought it would be exciting and couldn't stand to be cooped up on Sneevael. Needless to say, while many Sneevael are remembered as heroes of the Rebellion, there are thousands more who died needlessly in pointless quests for excitement and adventure.

Sneevael Commoner: Init +3; Defense 13 (+3 Dex); Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +3 ranged; SQ Mood musk; SV Fort +0, Ref +3, Will -1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 16, Con 10, Int 8, Wis 8, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +1, Read/Write Snee, Speak Basic, Speak Snee.

Special Qualities: Mood musk—Sneevael give off strong scents that indicate their moods. Non-Sneevael within melee range must make successful Fort saves or suffer the effects of exhaustion. Sneevael or characters that understand the Sneevael language (which is based partially on the scents) receive +2 on Sense Motive checks when dealing with a Sneevael.

Species Traits: +6 Dex, -2 Wis, -2 Int, -2 Cha.

Automatic Languages: Snee and Basic.

SNIVVIAN

Snivvians are short, stocky humanoid, ranging from 1.2 to about 1.6 meters as adults, with tough skin and sparse hair. Their faces are dominated by protruding snouts and pronounced canines.

Snivvians hail from the Cadomai system in the Expansion Region. They evolved on a chilly planet with long winters, causing them to develop a unique skin that provides a high resistance to extremely cold temperatures. However, the climate on Cadomai Prime is still so harsh that the Snivvians had to spend months at a time in their subterranean homes. They developed their fine artistic sensibilities as a way to pass the time, and, although their advanced technology has long since liberated them from the need to hibernate during the harshest seasons, many Snivvians still feel a biological compulsion to remain in their homes for several months during the year. They spend this time creating their fine literature and other works of art.

Snivvians have produced many brilliant artists and writers whose work appeals to amazingly wide range of species and cultures. As a species, they tend to be gentle and insightful. Some notable exceptions exist, however—exceptions that have actually brought down several Snivvian civilizations over the millennia.

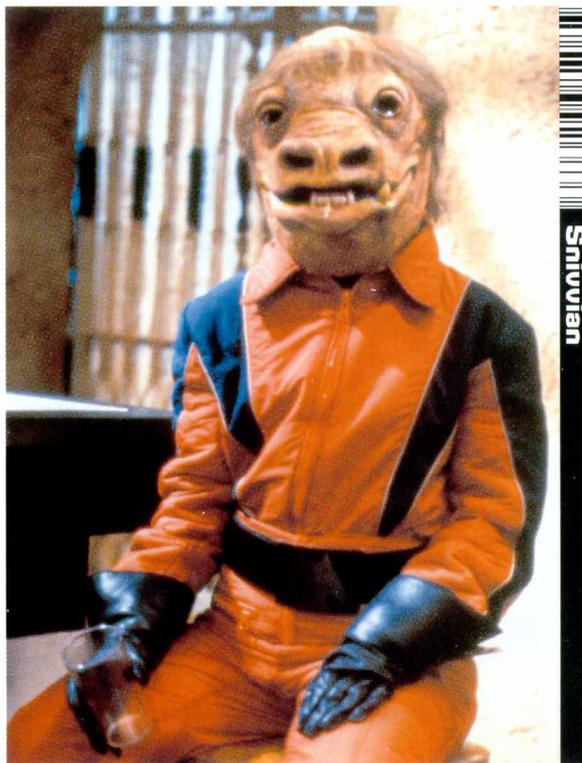
As a species, Snivvians have undergone tremendous hardships. Early Snivvian civilizations were destroyed by dangerously brilliant psychotics and sociopaths that arose whenever a set of twin males was born. This curious genetic defect led to a string of charismatic leaders who rallied the worst in Snivvian society around them and then destroyed themselves and as much as they could of existing culture in violent wars. It was never known which of the twins would turn out to be the “evil” one, and the gentle Snivvians could not bring themselves to eliminate an innocent child even though they knew the other twin would bring doom to millions. They attempted to incarcerate them until one showed sociopathic tendencies, but some managed to fool the system.

Eventually, the Snivvians developed the technology to use genetic engineering to prevent male twins from being born. Snivvian culture stabilized, but no sooner did they develop the capacity to travel interstellar distances before they fell victim to the brutal Thalassians, who sold them as slaves or turned dead Snivvians’ tough skin into clothing and other consumer goods. The Old Republic discovered this barbaric practice and stepped in and to save the Snivvians just before it was too late.

In recent centuries, Snivvians have established colonies throughout the galaxy. Their reputation as writers and artists continues to grow, and several of the most popular playwrights and holoivid scripters are Snivvian. Snivvian artists have a knack for creating works that appeal on many different levels, something they achieve, in part, by attempting to live the lives of whatever character or species they are writing about. A number of brilliant Snivvian artists have been killed in the prime of their careers while working as bounty hunters—or in other dangerous professions—for the express purpose of gaining insight into a character for their masterwork.

While Snivvian society survived untouched by Imperial rule—mostly because the Empire knew the entertaining works provided by the species was helping keep populations under control—the limitations that the Empire placed on their ability to travel freely and their genetic engineering programs weakened the prevention measures against male twins being born. It is feared by many that another Snivvian destroyer may have come of age by the period of the New Jedi Order. In fact, at least one Snivvian literary work, one by an anonymous author, claims to be the chronicle of the rise to power of a murderous Snivvian who intends to “create a sculpture of burned bodies and twisted metal that reaches from one end of the galaxy to the other.” It was published shortly before the first Yuuzhan Vong invaders arrived in the galaxy. Many Snivvians accept the work’s claim of truth and they believe that one of their number is allied with the invaders.

Snivvian professionals tend to be diplomats or experts. Adventurers can be of any class, but scoundrels are perhaps the most common. Snivvians usually have a few levels in a professional class as well, and Snivvians often multiclass to learn more about the universe around them. They always devote at least 2 skill points per level to a Craft, Profession, or Knowledge skills that relate to artistic or creative endeavors.



Snivvian

Virtually every Snivvian is a deep thinker that examines things others take for granted; a being constantly looking for symbolic subtext in everyday things and occurrences. Each invariably has one or more “masterful” works of art that they are laboring over, works they believe will be their legacy to the galaxy when they pass on. Naturally, the level of true artistic talent is as varied among Snivvians as it is among other species—Snivvians are fond of saying, “No greater love than a master’s for his masterpiece.” Snivvians speak Basic with ease, although it has a nasal quality to it when they do.

Snivvian Commoner: Init +0; Defense 13 (+2 natural, +1 size); Spd 10m; VP/WP –/10; Atk +1 melee (1d3, punch) or +1 ranged; SV Fort +0, Ref +0, Will +0; SZ S; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Snivvian, Speak Basic, Speak Snivvian.

Automatic Languages: Snivvian and Basic.

SPINER

The history of the Spiners is considered one of the galaxy’s great tragedies. A humanoid species with the ability to shoot quills from their backs at opponents, they have been driven into virtual extinction by natural disaster and their own violent tendencies.

Spiners evolved on a world hidden deep within the stellar cloud drifts of the Elrood sector, apart from the rest of the galaxy. They are stout, muscular beings with higher-than-average physical strength. They are covered in soft brown fur. Their faces are dominated by a short snout, over which deep-set, small black eyes peer out upon the worlds. Their backs are covered with rigid spines that they can raise or lower by tightening their upper body muscles. Further, Spiners with the appropriate martial training can fire their spines as ranged weapons in combat. Males and females are roughly identical in build, with both sexes standing between 1.7 and 2.2 as adults.

The Spiner homeworld, Worxer, was destroyed when its star went supernova roughly 200 years before the Rise of the Empire. Fortunately (from a certain point of view) Republic scientists discovered the imminent disaster in progress, but even so were not able to rescue more than a few thousand individuals. These Spiners were quickly absorbed into galactic society. Little of their own culture survived, since their traditions were mostly incompatible with the alien societies they settled near or within, and Spiner technology (with the exception of certain geothermal energy management techniques) had been well below galactic standard. Their ancient language, Worxi, became lost to them, and Basic became the Spiners’ “native” tongue.

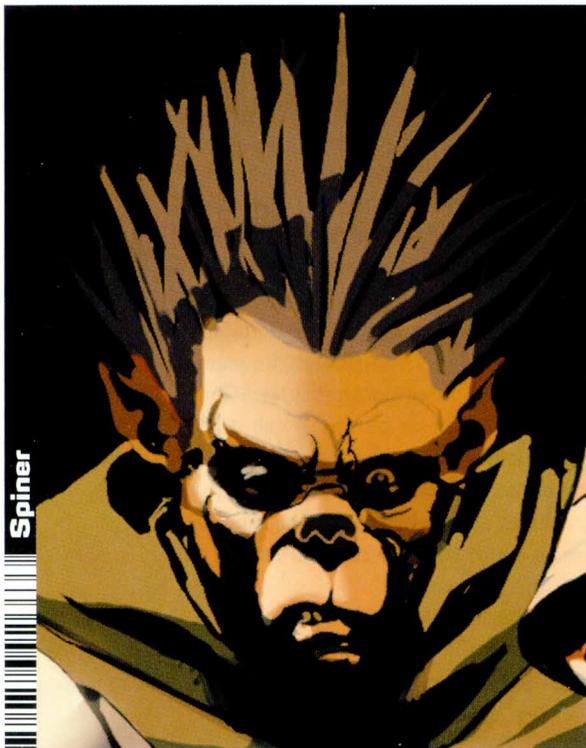
It is widely believed that the current Spiner population is too small for the species to retreat from inevitable extinction (unknown to most, the surviving population is also becoming sterile due to a lack of certain nutrients found only in the Elrood sector). However, interested historians have pointed out that some Spiner colonies may yet dot the Elrood region, many such records having been lost during the chaotic Rise of the Empire.

Spiner Commoner: Init +2; Defense 12 (+2 Dex); Spd 10m; VP/WP –/8; Atk +1 melee (1d3+1, punch) or +2 ranged; SQ Quills; SV Fort –1, Ref +2, Will –1; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 14, Con 8, Int 10, Wis 8, Cha 8.

Equipment: Personal belongings.

Skills: Knowledge (any one) +2, Profession (any one) +1, Read/Write Basic, Speak Basic.

Special Qualities: Quills—A Spiner can fire quills from his body as though using a ranged weapon (2d4 points of damage, critical 20, range increment 2m, type piercing), and few, if any, Spiners would ever consider using a blaster. Spiners that take levels in heroic classes may choose to substitute Exotic Weapon Proficiency (Quills) for the Weapon Proficiency (blaster pistols) feat, and Weapon Focus



(Quills) for the Weapon Proficiency (blaster rifles) feat. Quills grow back quickly, but Spinners can only use their quill attack four times per day.

Species Traits: +2 Str, +4 Dex, -2 Con, -2 Wis, -2 Cha.

Automatic Language: Basic.

SQUIB

The Squibs are short mammalian humanoids who hail from Skor II, a pleasant world in the Squab system. They are covered in fur that ranges in color from a deep red to a silvery blue. They have short muzzles that end in a black nose, and their tufted ears rise well above their heads and can be adjusted to point in different directions to help a Squib detect even the faintest of sounds. Their eyes, located on the sides of the heads, are very large when compared to the overall size of the being, and range in color from brilliant yellow to dark red. Squibs have, to a greater or lesser degree, adopted the humanoid habit of wearing clothes, and are almost universally fond of footwear. Adult Squibs stand between 0.8 and 1.2 meters in height.

Without exception, Squibs are overcurious and overconfident. They are always popping up where least expected and always sticking their noses where they definitely do not belong, regardless of any danger involved. Anything portable that catches a Squib's eye is handled, examined, and rubbed against Squib fur. If he or she is fascinated enough by the item, a Squib attempts to bargain for it. Few Squibs know how to take "no" for an answer and always assume they just haven't hit on the right price.

Early Squibs were fearless nomads who wandered from one part of Skor II to another in search of life's necessities, following their strong instincts of curiosity and acquisitiveness. Eventually, some Squibs settled in small villages, substituting the excitement of nomadic life for the thrill of bartering for goods from far-off lands. Other Squibs continued to live as wandering merchants, constantly moving from village to village.

The first offworlder to visit Skor II was beset by eager, curious Squibs. In what may be the greatest piece of haggling in the last millennia, the Squibs traded mineral rights in the frozen wastelands of their world for the secret of starship technology.

The Squibs now roam the galaxy in reclamation ships and small freighters, acting as galactic garbage collectors by using tractor beams to salvage treasures other species consider junk. They refurbish, repackage, and resell the cast-offs, supplying cheap goods to distant settlements.

The history of Squib interaction with the general galactic community is a comedy of manners and errors. From the Old Republic, through the Empire, and into the New Jedi Order period, every corporation and government has viewed the Squibs as eager, but obnoxious and often frustrating, laborers. The Squibs, however, view themselves as spies and master merchants, continually informing the Squib Merchandising Consortium fleet of business opportunities. Hundreds of security reviews have been triggered over the ages when supposedly top-secret installations suddenly found themselves beset by Squib trading and reclamation vessels. Invariably, however, Squibs do not share any secret data they uncover with other groups—they are not interested in warfare or politics, only commerce. They are always very careful about protecting their markets, as both Alliance and Imperial spies learned during the Galactic Civil War when they tried to trail Squib vessels to each other's secret bases; few such efforts were successful.

Despite security breaches that surround them, the Squibs are usually well received wherever they appear. Although their personalities are often abrasive, they are sincerely amicable. Further, Squibs are more interested in acquiring fancy baubles and curious technology they haven't seen before (working or not) than with monetary value, so those who do business with Squibs often feel like they are getting the better part of the bargain. The Squibs, of course, believe they are suckering all comers. Nonetheless, they are almost always honest in their business dealings, and Squibs hold liars and dishonest traders in low esteem.

Squib professionals are diplomats or experts. Squib adventurers are fringers, scouts or scoundrels. Prior to the Rise of the Empire, there was a popular series of children's stories that featured a Squib Jedi that rumors hold was based



on a real-life Jedi Knight with a strong roguish streak. (Squib Jedi did exist, but they were very rare. Force adepts are found on Skor II, however.)

Squibs can speak Basic with ease, but when their command of it is often less-than-perfect. Further, when they speak, they tend to babble—a Squib speaks but very little information is actually conveyed, and even when the deeper meaning of a Squib's statement is understood, the surface meaning may be incomprehensible except to other Squibs. The only time a Squib communicates with absolute clarity is when he or she is engaged in haggling. Therefore, the easiest way to get information from a Squib is to engage him or her in a round of negotiations.

Squib Commoner: Init +1; Defense 12 (+1 Dex, +1 size); Spd 6m; VP/WP -/10; Atk +0 melee (1d2-1, punch) or +2 ranged; SQ Diplomacy is a class skill, a +2 species bonus on Appraise and Diplomacy check; SV Fort +0, Ref +1, Will -1; SZ S; FP 0; DSP 0; Rep 0; Str 8, Dex 12, Con 10, Int 10, Wis 8, Cha 12.

Equipment: Personal belongings.

Skills: Appraise +2, Craft (any one) +2, Diplomacy +3, Knowledge (any one) +2, Read/Write Squibbian, Speak Basic, Speak Squibbian.

Species Traits: -2 Str, +2 Dex, -2 Wis, +2 Cha.

Automatic Languages: Squibbian and Basic.

SSI-RUU

The reptilian Ssi-ruuk (singular Ssi-ruu) possess a stellar empire in the Unknown Region, well beyond the edges of explored space. They are one of two sentient saurian species on their world of origin, Lwhekk.

Adult Ssi-ruuk stand about 2 meters tall. They walk on two powerful hind legs, with balance aided by a muscular tail, and have two upper limbs that each feature three prehensile claws. They have beaked muzzles with large teeth. Their eyes are large and solid black, with triple eyelids. Like many reptilian beings, the Ssi-ruuk have poor vision but an excellent sense of smell. Their olfactory sense is so fine that they can even ascertain another being's emotional state with a flick of their black tongues.

The massive bodies of adult Ssi-ruuk are covered in shining scales that range in color from brown to brilliant turquoise. The color of the scales tend to indicate the Ssi-ruu's profession; for example, russet-colored Ssi-ruuk dominate the military while blue Ssi-ruuk tend to be involved in the empire's political structure.

Prior to the Rebellion Era, the existence of the Ssi-ruuk was unknown to the general galactic population. Their attention had been focused outward, but an escalating war with the competing empire of the Chiss had forced them to look toward the galactic Core for "recruits" for their space fleet; the Ssi-ruuvi forces consisted mostly of self-propelled battle droids powered by the life energies and enslaved consciousness of captured humanoids subjected to a process of "entechment."

The Ssi-ruuk attacked and subjected the citizens of a number of isolated Outer Rim settlements before clashing directly with the Empire's fleet. Rather than bringing the full might of the Imperial Navy to bear on the Ssi-ruuk invaders, the Emperor entered into a secret treaty with them. In exchange for providing the Empire with data on the entechment process—using prisoners and slaves as some of the raw materials for battle droids was a practice that appealed to the Emperor—he secretly ceded a number of Outer Rim systems to the Ssi-ruuk to do with as they pleased.

One of these star systems was Bakura, a small colony that had been settled by a Human religious fringe group centuries before. While the Emperor saw no value to it, its governor had at his disposal forces that were skilled enough to repel the initial Ssi-ruuvi strike. The governor sent a desperate message to Imperial Center, notifying them of the unidentified invading force and asking for reinforcements. The message went unanswered by the governor's Imperial masters—but the Alliance



Ssi-Ruuk

intercepted the message and dispatched a taskforce to help shortly after the Battle of Endor. This represented the first time the factions in the Galactic Civil War would have to declare a temporary truce to deal with an outside threat.

After successfully defeating the Ssi-ruuvi armada at Bakura, the Alliance mounted an offensive against the Ssi-ruuk empire. This led to on-again, off-again diplomatic talks with the Ssi-ruuk who did not have the resources to wage war on two fronts. Diplomatic talks with the Ssi-ruuk continue well into the New Jedi Order era, but they have not completely eliminated border skirmishes. Relations with the Ssi-ruuk remain tense because they find most other species repulsive.

New Republic xenosociologists have learned that the Ssi-ruuk tend to avoid putting themselves in direct combat when away from their homeworld. They are an intensely spiritual people who believe that if they die away from their home soil, their spirit becomes lost and forever wanders the darkness of space. Few concepts are more horrifying to Ssi-ruuk than this.

Few Ssi-ruuk understand Basic and even fewer are capable of speaking it. The Ssi-ruuvi language consists of melodic clicks and whistles (giving rise to their nickname, "Fluties"). Ssi-ruuk traveling outside their home space are frequently in the company of a droid, slave, or hireling who translates for them.

Ssi-ruuk professionals are diplomats or experts. Ssi-ruuk heroes are nobles, soldiers, or scouts. No Force users exist among the Ssi-ruuk, nor is it possible for them to be Force-sensitive. The Ssi-ruuk are a species blind to the Force.

Ssi-ruu Commoner: Init +0; Defense 12 (+2 natural); Spd 10m; VP/WP -/10; Atk +1 melee (1d3+1, punch) or +0 ranged (3d6, blaster pistol); SQ Force blind, a cumulative -2 penalty to attacks, Spot checks, and Search checks for every 10 meters of distance; Fort +0 Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 10.

Equipment: Personal belongings.

Skills: Bluff +2, Intimidate +2, Knowledge (any one) +2, Profession (any one) +1, Search +2, Sense Motive +1, Read/Write Ssi-ruuvi, Speak Ssi-ruuvi.

Feats: Persuasive, Sharp-Eyed (bonus feats; see below).

Special Qualities: Force Blind—The Ssi-ruuk are incapable of being Force-sensitive, and thus cannot adopt Force-using classes or prestige classes, acquire Force feats, or learn Force skills. Others can still sense them through the Force, however.

Persuasive and Sharp-Eyed—Ssi-ruuk receive these feats as a species bonus due to their ability to use a heightened sense of smell to discern the emotional states and motivations of others (In this case, the second feat might more properly be called "Sharp-nosed," Ssi-ruuk eyesight is not good.) In a situation when they cannot use their sense of smell, such as across the vacuum of space, this bonus does not apply.

Species Traits: +2 Str, -2 Wis.

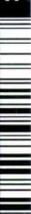
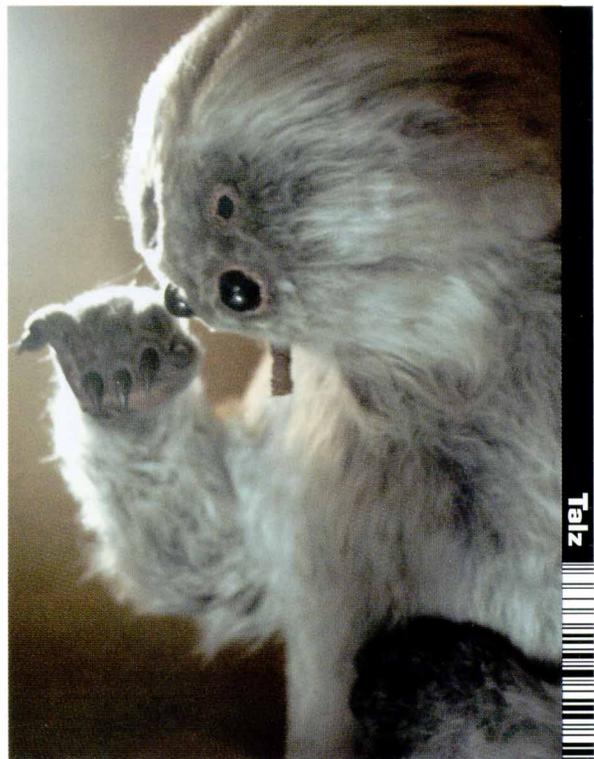
Automatic Language: Ssi-ruuvi.

TALZ

The Talz are a culturally and technologically primitive species native to the frigid world of Alzoc III in the Outer Rim system of Alzoc. They stand an average of 2 meters tall and are completely covered in thick, shaggy white fur, with sharp talons capping oversized hands. The only obvious feature of their furry faces is their four black eyes, but it also holds a proboscis through which they speak their buzzing native language and feed. They are gentle, kind-hearted beings who are slow to anger.

The four eyes of the Talz are perhaps his or her most remarkable feature. One pair is adapted to see clearly in light so blinding it might burn the corneas of most other beings, while the other pair is adapted to see in near total darkness. The end result is that Talz can see in virtually any lighting condition and are not blinded by bright flashes.

Most Talz are unaware that a vast galactic civilization exists beyond their world. Imperial scouts discovered them as the New Order was



putting a final end to the Old Republic. The Empire recognized they had discovered a ready-made slave labor force to extract the mineral wealth of Alzoc III. All the Talz know is that one day, “rocks fell from the sky” and strange beings stepped out of them and forced them to give up their normal routines to “create caves.” They live in the hope that some day the strange beings will once again leave so life can return to normal.

Due to the timing of the world’s discovery, the New Order didn’t log the existence of the Talz, not wanting to be burdened by the Senate regulations relating to the treatment and handling of primitive sentients. Even after the Empire was firmly entrenched, they kept the mines on Alzoc III and the enslaved Talz a secret. As such, the Talz are very rarely encountered off of Alzoc III and those who are tend to be in the service of Imperial officials. A few Talz have gotten off of their homeworld and escaped Imperial custody through a variety of means, but those who stray too far from loosely controlled systems on the far fringes of the Outer Rim tend to be captured and sent back to their homeworld.

Most Talz professionals are thugs—although their gentle nature tends to cause to refrain from actively bullying others. Talz heroes are almost exclusively fringers; once introduced to the concept of high technology, they often take to it well.

Usually only the rare Talz encountered off Alzoc III understands Basic, but his proboscis makes it impossible for him to speak it. Although protocol droids are not typically programmed with the Talz language, it is possible to program one with the ability to translate it given a successful Computer Use check against a DC 15.

Talz Commoner: Init +0; Defense 10; Spd 10m; VP/WP –/12; Atk +1 melee (1d3+1, punch) or +0 ranged; SQ Darkvision, primitive; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 10, Con 12, Int 8, Wis 8, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +1, Read/Write Talz, Speak Talz, Survival (Arctic) +1.

Species Traits: +2 Str, +2 Con, –2 Int, –2 Wis.

Automatic Language: Talz.

TOONG

Hailing from the Mid Rim star system of the same name, the Toong are a bipedal species with long thin legs and a neckless, bulbous body. Their eyes are set high on their slightly pointed heads, allowing for excellent peripheral vision, and their jowled cheeks can expand to store food, a legacy from the hairless rodents from which the species evolved. Average adults stand between 1.8 meters to 2.4 meters in height.

When Old Republic scouts first made contact with the Toong, the species was in the early stages of exploring their solar system. The appearance of alien beings in ships with technology advanced beyond anything the Toong had imagined threw their planet into chaos. Toong’L, the species’s planet of origin, was still divided into various nation states and the chaos triggered a war between several. Covert observation of the species by first-contact specialists assigned to the scouting mission had indicated that the Toong were a peaceful and outgoing species, so the panic and violence that followed the effort to contact them came as a complete shock to the scouts. It took weeks to reestablish contact with the Toong, and only then did it become apparent to the diplomats and scouts that they had overlooked something: Although highly evolved mentally, the Toong species retains a keen fight-or-flight instinct that most often manifests itself in acute social anxiety. The sudden appearance of strange beings from the stars caused mass panic. It was only a monumental effort on the part of the first-contact team (augmented by Jedi Consulars dispatched with great haste from Coruscant) that prevented massive warfare that would have destroyed Toong society.

Once the Toong became comfortable with the idea of being part of a great galactic community, they united relatively swiftly under a single planetary government and joined the Old Republic. They took quickly



to the more advanced technology and within a few centuries after contact, there were Toong bases and settlements throughout the Toong'L system.

The Toong have shown little interest in expanding beyond their own star system, although their involvement with the Old Republic gave rise to scattered colonies throughout the Mid Rim and Expansion Regions. These are typically organized around mining or farming efforts where the Toong maintain only minimal contact with other sentient species. A few rare Toong work outside the Toong'L system or its colonies as accountants, mechanics, or even scouts and bounty hunters, but more often than not, they gravitate to positions where they don't have to interact with others.

The typical Toong is extremely nervous in social situations. They invariably give in whenever challenged vocally or physically, particularly if facing non-Toong. The only beings that a Toong feels safe with are his or her immediate family. This has caused most others to view them as a species of cowards, but the truth is they do not fear combat and other dangerous situations. It is rather face-to-face interaction with other beings that they fear. Visitors to Toong'L are often surprised to learn that rocket-jumping, Podracing and aircar demolition derbies are favorite pastimes among the Toong. Further, many raiders who felt Toong ships or communities would be easy targets have realized Toong fight back if forced into a corner by excessive demands or obvious threats to their lives or the lives of beings they care about.

Toong Commoner: Init +6; Defense 12 (+2 Dex); Spd 10m; VP/WP-8; Atk +0 melee (1d3, punch) or +2 ranged; SQ Social anxiety; SV Fort -1, Ref +2, Will -1; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 14, Con 8, Int 10, Wis 8, Cha 8.

Equipment: Personal belongings.

Skills: Knowledge (any one) +2 or Craft (any one) +2, Profession (any one) +1, Read/Write Toongese, Speak Basic, Speak Toongese.

Feats: Improved Initiative (bonus feat).

Special Qualities: Social Anxiety—Toong fear interacting with individuals. They suffer a -4 penalty on all checks involving social interaction, such as uses of the Bluff, Diplomacy, Intimidate, and Sense Motive skills, including those related to class abilities such as Barter and Inspire Confidence. A Toong can spend 1 skill point to reduce the penalty to -3 upon gaining a new level. At every level thereafter, an additional skill point may be spent until the penalty is completely removed.

Species Traits: +4 Dex, -2 Con, -2 Wis, -2 Cha.

Automatic Languages: Toongese and Basic.

TOYDARIAN

Toydarians are short, vaguely humanoid, blue-skinned beings who hail from Toydaria in Hutt Space. They have large eyes and a broad mouth flanked by small tusks. They have thin arms and spindly legs that end in webbed feet. They have a set of small, insectlike wings on their backs. The males of the species often grow sparse beards. Adults stand between 0.9 meters and 1.5 meters in height.

The world of Toydaria is mostly covered with nutrient-rich muck lakes that support a number of dangerous predators. The Toydarians' ancestors survived by flying over the muck and living on relatively safe algae mats. While they appear pudgy, the Toydarians are actually some of the lightest sentient beings in the galaxy—their body tissues are spongy and filled with gas, making their pot bellies function like helium balloons.

Toydarians are born as fully developed miniature versions of adults, are able to fly from birth. The species prefers to fly everywhere, something that requires a great deal of energy, so they are constantly eating. The skies of Toydaria are always filled with buzzing Toydarians, so starship traffic to and from the world's single starport is strictly regulated to specific times of the day. Speeders of all sort are prohibited due to the world's heavy "air traffic," but the Toydarians built a light



Toydarian



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rail system to ferry offworlders from city to city. While Toydarians have incorporated some galactic-level technology into their daily lives, they prefer to dwell in small villages that are far below the galactic standard technologically.

Aside from their astonishingly light weight, the most remarkable aspect of Toydarians is their resistance to certain types of Force abilities. For example, they are nearly completely immune to mental domination through the Force.

Like much of Hutt space, Toydaria remained nearly untouched by Imperial rule. Toydarians continued to lead their quiet, airborne existence, the daily routine broken only with the occasional visiting merchant. It remains a sleepy corner of the galaxy well into The New Jedi Order period.

Toydarian professionals are of any of the three classes. Adventurers tend to be fringers or scoundrels. They speak Basic easily, although they're more likely to converse in Toydarian or Huttese. The latter is a bonus language for Toydarians, who have a long tradition of commerce with the Hutts.

Toydarian Commoner: Init +6; Defense 13 (+2 Dex, +1 size); Spd 6m, fly 18m (poor); VP/WP -/8; Atk -1 melee (1d2-2, punch) or +3 ranged; SQ a +8 species bonus on Will saves to resist Sense abilities; SV Fort -1, Ref +2, Will +0 (+8 against Sense); SZ S; FP 0; DSP 0; Rep 0; Str 6, Dex 14, Con 8, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Toydarian, Speak Basic, Speak Huttese, Speak Toydarian.

Feats: Improved Initiative (bonus feat).

Species Traits: -4 Str, +4 Dex, -2 Con.

Automatic Languages: Toydarian, Huttese, and Basic.

UBESE

The Ubese are slight near-Humans who appear graceful but frail. They tend to have fair skin and dark hair, with eye colors of brilliant green or blue. They have no body or facial hair. Their facial structure tends to be narrow, with high cheekbones and eyes that appear much too large for their faces when compared to baseline Humans. Males and females of the species both stand roughly the same height, with males being only slightly heavier of build than females. Their vocal cords do not produce speech above a rasping whisper sound, so they use a highly refined form of sign language when communicating with other Ubese. Adults of the species stand between 1.4 meters and 2.2 meters in height.

Few beings, however, know what an Ubese looks like—they rarely, if ever, appear to non-Ubese unless concealed by masks, battle armor, or environmental suits. In fact, those who have interacted with an Ubese face to face have often not recognized them as such, because there are no records in any databases that describe the appearance of the Ubese. Centuries ago, an embarrassed Old Republic official attempted to erase all knowledge of the Ubese's existence.

Like so many other species, the Ubese were quietly developing their own culture and technology in the Uba system in a remote corner of the Mid Rim Territories. They were peaceful beings that had developed a complex and highly sophisticated clan-based society that had at its center the dream of turning the worlds in their star system into paradisielike gardens. However, when Old Republic scouts contacted the world, they awakened an interest in advanced technology that became an obsession. The Ubese began to trade anything they could get their hands on for alien technology, hoarding everything from repulsorlifts and starships to power packs and space heaters.

Initially, their society benefited from increased productivity and a population boom. The ability to colonize the other worlds in their star system helped them begin to realize the dream around which their society had been formed. However, Ubese society soon started to buckle in the face of rapid technological advancement. The ability to disseminate information more rapidly broke clan boundaries and gave ambitious Ubese the tools to politically dominate regional public opinion and create nations. These nations then started to view one another with suspicion.

Within a few decades, the influx of alien technology spurred the Ubese to start creating their own. As they developed their own weapons systems, their attitudes toward neighboring star systems started to change from friendly to aggressive. Although first-contact specialists in the Uba system attempted to dissuade the Ubese from this course, the near-Humans grew so proud of their new inventions that they ejected the alien diplomats from their star system with warnings to the rest of the galaxy to fear Ubese might.

Local sector authorities were both alarmed and embarrassed by these events. The Ubese were building weapons that had been banned since the formation of the Old Republic and the authorities were the ones who would be blamed by the Senate for letting the situation in the Uba system develop as it had. The sector council decided that

a preemptive strike would prove to the Ubese that their weapons were nothing when compared to the technology of the galaxy's other species and that afterward the people of the Uba system would once again be open to listening to the advice of the Republic diplomats.

Unfortunately, the orbital strikes against the Ubese planets triggered the species's large-scale tactical weapons. Uba I, Uba II, and Uba V were rendered completely uninhabitable by radioactive firestorms, and Uba III, where the species had originated, was actually shattered into space debris. Only on Uba IV were there survivors—pathetic beings who would be condemned to scratch out an existence from poisoned soil and parched sea beds among scorched ruins.

Sector authorities became so fearful for their future careers that they refused to offer aid to the surviving Ubese. They then ordered all information on the civilization deleted from all data bases and the system removed from all star charts. The incident was so efficiently hushed up that word of it never reached Coruscant.

While a few thousand Ubese were relocated to a neighboring system, Ubertica, by officials who felt the treatment of the Uba system was making a bad mistake worse, the majority of the survivors devolved into savage nomads. These survivors on Uba came to call those who had been rescued *yрак pootzck*, a phrase that implies a cowardly nature or "impure" parentage. In truth, the *yрак pootzck* started attempting to find their way back to the Uba system within a few years of being relocated to Ubertica, but the location of the Uba system was as big a mystery to them as it was to the rest of the galaxy.

Millennia passed, and both Ubese populations propagated on their respective worlds. Eventually, the *yрак pootzck* found the Uba system and shared their starfaring technology with the resentment-filled "true" Ubese.

Soon, both populations began wandering the galaxy, separately and together. They are united only by their hatred for and distrust of all other species and cultures in the galaxy, and they typically make their living as mercenaries, bounty hunters, slavers, or assassins—professions where they get to vent their hatred without fear of retribution. They hate Jedi more than any other alien institution and many Ubese were at the forefront of death squads during the Jedi Purge. The Ubese blame "the protectors of the galaxy" for what happened to their culture and world.

When away from their homeworlds, the Ubese of both kinds wrap themselves in battle armor, environmental suits, or flowing robes from head to toe. (True Ubese must wear protective gear when venturing into the radioactive wastes of their world.) They require breath masks to survive away from their homeworlds, and when they are wearing gear of Ubese design, the masks completely conceal their faces. They continue to be obsessed with technology, and many of the suits feature a surprising amount of modifications—most of them involving hidden weaponry. Most breath masks and helmets are fitted with voice modulators that clarify and amplify their natural speech. Although they most Ubese understand Basic, they rarely deign to speak it.

True Ubese professionals are usually experts or thugs. Adventurers are fringers, scouts, or soldiers. *Yрак pootzck* Ubese professionals often become diplomats or experts. Adventurers can be found in any class, except Jedi—although Force adepts exist among both kinds of Ubese.

Ubese Commoner ("True" or *Yрак Pootzck*): Init +1; Defense +15 (+4 environmental suit, +1 Dex); Spd 10m; VP/WP -/8; Atk -1 melee (1d3-1, punch) or +1 ranged; SQ Sign language, xenophobia, +2 species bonus on Survival checks; SV Fort -1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 8, Dex 12, Con 8, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings, Ubese environmental suit (light armor).

Skills: Computer Use +2, Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Repair +2, Read/Write Ubese, Speak Basic, Speak Ubese, Speak Ubeninal, Survival +5.

Feats: Armor Proficiency (light), Gearhead, Skill Emphasis (Survival) (bonus feats).

Sign Language—All Ubese know Ubeninal, a sign language that is their primary form of communication. This is treated as a bonus language.

Automatic Languages: Ubese, Ubeninal, and Basic.



Ubese

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Ubese Environmental Suits

Developed on Uba, these rugged pieces of equipment are as varied in their features as the skills of the Ubese who wears them. In terms of game mechanics, they function like the flight suits described in the Chapter 7 of the *Star Wars Roleplaying Game*, with the added benefit of providing the wearer with a +2 equipment bonus on Fort saves made to resist radiation poisoning. The helmet of each suit also includes a voice modulator that can usually be set to emulate the voice of either a male, female, or to electronically hide the speaker's sex—Ubese environmental suits always conceal the sex of wearer due to the way they are constructed. The GM can add other modifications at will.

UGNAUGHT

The Ugnoughts are diminutive humanoids with porcine facial features. Adults stand between 1 meter and 1.6 meters, but their stocky frames hide a tenacity and hardiness that allows them to endure long periods of harsh conditions and labor tirelessly for endless hours. They hail from the planet Gentes in the distant Anoat system where they have a prespaceflight culture based around clans devoted to specific crafts and professions. A typical Ugnought has a life span of 200 years.

The Ugnoughts have spread throughout much of the galaxy because they have been subjected to the scourge of slavery, often visited upon species that have not developed interstellar travel. Entire city-states were captured en masse by raiders and transported to other worlds to work as slaves. Even when the Old Republic outlawed the practice, it continued, with Ugnought communities “immigrating” and paying off the cost by working as “indentured servants.” Due to their hardiness, Ugnoughts were particularly sought-after by operators of mining operations, and they enjoy a well-deserved reputation as expert miners who can extract ore and gases from even the most impossible locations.

While many Ugnoughts in the galaxy are the descendents of slaves, a number of them are members of tribes who did leave Gentes as legitimate immigrants, such as the tens of thousands of Ugnoughts who work in Cloud City as laborers and Tibanna gas miners. Without the Irden, Botrud, and Isced clans, Cloud City would never have been built—something in which the Ugnoughts who dwell there take great pride.

Each Ugnought family has a specific trade or craft to which it is devoted and all children are expected to learn it. When an Ugnought reaches adulthood (at 20 years of age), he or she must take his place among the ranks of other professionals. If the number of new Ugnoughts for a profession exceeds the perceived need, the young beings must fight each other in a series of duels to the death for the right to take on the job. Despite this somewhat barbaric tradition, the Ugnoughts are a peaceful species who otherwise try to avoid violent conflict when possible.

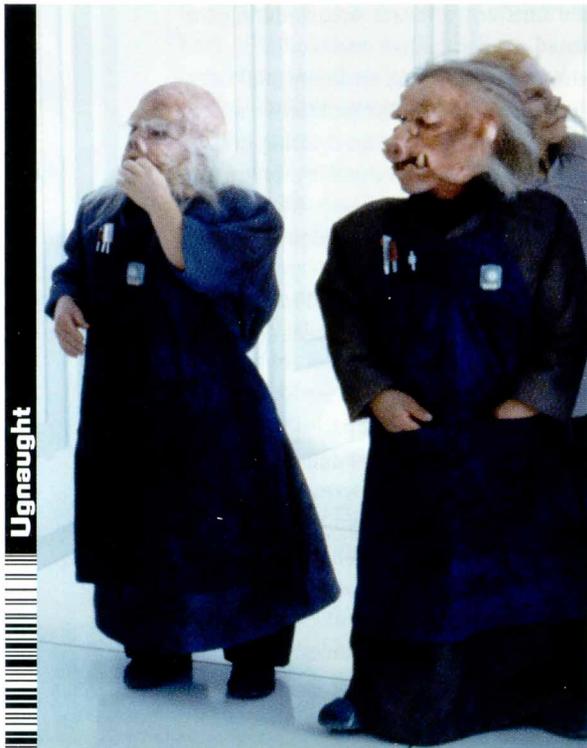
The Ugnought native tongue is made up of grunts, squeals, and chattering sounds. It is difficult for non-Ugnoughts to master, although Ugnoughts have no difficulty learning and speaking Basic. (Few do, however, as they generally shy away from other species, preferring to remain with their own kind, within their own communities.)

Ugnought professionals are almost all experts, although in communities where they take part in the operation of mines (such as Cloud City), a number of them also are diplomats, or even multi-class expert/diplomats. Ugnought heroes tend to be scoundrels or scouts, although a rare noble may be encountered at the head of community that has frequent dealings with other species. Most Ugnoughts who take up the adventuring life are often outcasts from Ugnought society—individuals who refused to take part in death duels or to otherwise devote themselves to the profession dictated by their bloodline.

Ugnought Commoner: Init -1; Defense 10 (-1 Dex, +1 size); Spd 6m; VP/WP -/14; Atk +1 melee (1d2, punch) or +0 ranged; SV Fort +2, Ref -1, Will +0; SZ S; FP 0; DSP 0; Rep 0; Str 10, Dex 8, Con 14, Int 10, Wis 10, Cha 8.

Equipment: Personal belongings and/or mining tools.

Skills: Knowledge (any one) +2, Profession (any one) +2, Read/Write Ugnought, Speak Basic, Speak Ugnought.



Ugnought

Feats: Endurance (bonus feat).

Species Traits: -2 Dex, +4 Con, -2 Cha.

Automatic Languages: Ugnaught and Basic.

VERPINE

The Verpine are highly intelligent, hermaphroditic insectoids with sticklike bodies covered in plates of flexible, brilliant-green chitinous shells. Unlike other insect species, they only possess two arms and two legs, each of which ends in three fingers with one being an opposable digit. Their large black eyes allow them to focus their vision to view even microscopic detail, and the two antennae that extend from the back of their heads allow them to communicate with one another over great distances by creating natural radio waves. Adult Verpine stand between 1.8 and 2 meters.

The Verpine have been spacefarers for their entire recorded history and for untold centuries longer than they have had contact with other species. Like a handful of other ancient spacefaring species, their world of origin is unknown even to themselves. In fact, the largest settlement of Verpine in the galaxy currently inhabit the Roche asteroid field, relying on technology to generate atmospheres and gravity within hollowed-out chunks of rock. Some historians, however, believe that the Roche asteroid field actually once *was* the Verpine homeworld, but that it was destroyed in a great cataclysm, possibly even a Verpine civil war. The Verpine neither confirm nor deny this speculation, merely stating that they are unaware of their planet of origin.

If the Verpine did indeed destroy their world in a civil war at some point before recorded history, it may explain their current expertise in the field of compromise and arbitration. Current Verpine society is based around absolute majority rule. They use their radio-signal communication ability to poll every Verpine in the Roche asteroid belt about every governmental initiative, and because everyone has a say, everyone considers the final decisions arrived at to be completely binding. Other Verpine communities also tend to follow some form of this method of arriving at decisions, therefore every Verpine in a community is able to speak with complete authority about his community's stance on an issue. In effect, every Verpine is a political leader in his community.

Verpine settlements consist of unions of hives that number 20–100 individuals. Like a number of other insectoid species, the Verpine are hermaphrodites. When a hive needs to increase its numbers, the community asks selected Verpine to reproduce. Some are assigned egg production and lay their eggs in the hive's incubator. Others fertilize the eggs. The entire community then cares for the resulting hatchlings. At an earlier time in Verpine history, a brood would yield mostly semisentient drones that would be used as menial laborers. As Verpine society evolved and developed advanced technology, there ceased to be a need for drones. Around the time of the Old Republic's first contact with the insectoid species, egg-layers began to ingest a special enzyme that ensured broods only produce fully sentient Verpine.

Verpine are compulsive tinkerers, and are fascinated by all things technological. They are experts in virtually every field of technology and any device that falls into their hands is swiftly taken apart, reassembled, and duplicated by Verpine engineers—usually with a range of improvements over the original. The fact that millions of Verpine are able to inhabit the Roche asteroid field is perhaps the most impressive testament to the technological mastery of these beings. The asteroids they inhabit are each completely self-sufficient sealed environments that are kept in stable positions by repulsor fields.

During the Old Republic, Verpine engineers could be found at nearly every major shipyard and starport. When the Empire came to power, they severely restricted the Verpine's abilities to work for civilian interests but instead attempted to force them into virtual enslavement to The Emperor's military-industrial complex. This caused the Verpine to be sympathetic to the Rebel Alliance, although the species never officially joined the Rebellion, in part because the Empire put "advisors" in the Roche asteroid belt early in the conflict. The Roche Verpine nonetheless lent their expertise to the development of the heavy B-wing starfighter. Once the Empire fell, they resumed their relationships with starship and other designers and manufacturers of high technology throughout the galaxy, as well as maintaining a close relationship with the New Republic military.



Verpine

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Verpine professionals are experts. Adventurers are usually nobles or scoundrels. They can speak Basic easily, but usually use radio waves to communicate with other Verpine.

Verpine Commoner: Init +0; Defense 12 (+2 natural); Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Organic telecommunication, +2 species bonus on Search and Spot checks (+4 within a range of 5 meters); SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Computer Use +2, Craft (any one) +2 or Profession (any one) +2, Knowledge +2, Read/Write Verpine, Repair +2, Search +2, Speak Basic, Speak Verpine, Spot +2.

Feats: Gearhead (bonus feat).

Special Qualities: Organic Telecommunication—Verpine can send radio waves through their antenna, so they can communicate with other Verpine as well as specially tuned comlinks. The ability is limited for individuals (range 1 km), but when working together, a hive can broadcast great distances. (The range is increased by 50 km for each Verpine broadcasting from a hive.)

VUVRIAN

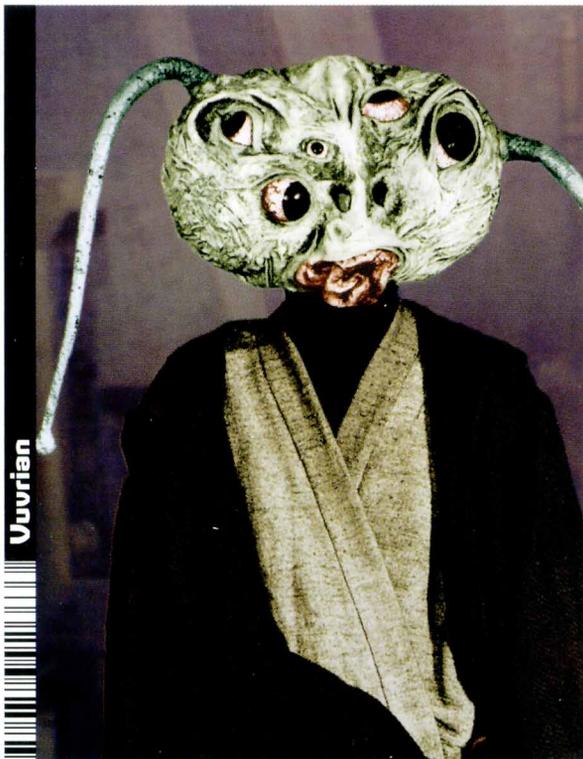
Hailing from the world of Vurdon Ka, Vuvrians are a humanoid species with oblong-shaped insectoid heads, twelve eyes and two antennae. Vurdon Ka is a pleasant world covered in mosses and primitive plants. The wind is hardly ever stronger than a breeze, the temperatures remain within a 15-degree band, no biting insects exist, and the light of the sun is filtered by a heavy cloud layer that casts the world in a state of perpetual twilight. The pleasant environment has led to most creatures on Vurdon Ka possessing a very delicate epidermis.

As the Vuvrian species evolved, they developed particularly fine senses of touch as a survival mechanism against the few predators that exist on Vurdon Ka. Their skin is so sensitive they can feel the minute shifts in air temperature that occurs when another being walks into a room. Their heightened sensitivity is often mistaken by other species as telepathic ability or Force powers—and a number of Vuvrians have excelled as Jedi with their innate abilities augmented by the Force. As a Vuvrian ages, his or her skin becomes increasingly wrinkled and less sensitive, a process that is sped up if he or she spends a great deal of time in harsh offworld environments, such as those found on Tatooine or Hoth.

Male and female Vuvrians both stand around 2 meters in height, with females of the species displaying a slightly lighter build and somewhat more oblong-shaped head. They often wear thick, hooded robes to minimize their exposure to alien environments and forestall the lack of sensation that comes upon them with age; wealthy Vuvrians may even wear specially constructed lightweight environmental suits for additional protection.

Vuvrians are natural problem solvers, and they excel in the fields of law enforcement, diplomacy, and business. Despite the fact many beings find the physical appearance of Vuvrians disturbing, many of their kind have been counted among the greatest sales-beings, negotiators, peace brokers, and first-contact specialists in the galaxy. It is hard to resist the outgoing personality of Vuvrians, and when they couple it with skilled oratory and logical arguments, it is nearly impossible not to see things their way. Further, their genuine interest in learning about other societies and species, and helping them solve their problems, makes it easy for them to learn other languages and grasp the quirks of other cultures. Even at the height of its power, the Empire turned to Vuvrians to help negotiate trade contracts and rare disputes where terror and military might were impractical or counterproductive. Conversely, their affable natures also made them ideal spies for the Rebels.

Although long-standing members of the greater galactic society, Vuvrians have not undertaken any extensive colonization efforts, nor have they established any large enclaves outside their home star system. Rather, they continue to tour and observe the rest of the galaxy, though they typically find other worlds—and even space stations—unpleasant



Vuvrian

compared to the paradise of Vurdon Ka. Paradoxically, Vuvrians who settle elsewhere in the galaxy seem to gravitate to the harshest of planets. It is unclear to xenoethnographers why this is so.

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

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Diplomacy +3, Gather Information +3, Knowledge (any one) +2, Read/Write Vuvrian, Speak Basic, Speak Vuvrian.

Feats: Trustworthy (bonus feat).

Special Qualities: Pain Sensitivity—Vuvrians do not deal well with pain. They suffer a -1 penalty on all Fort saves, and must roll a Will save whenever they suffer any damage (DC 12). If the roll fails, the Vuvrian is considered stunned. For each age category beyond Adult, the DC is lowered by 2.

Species Traits: -2 Str, +2 Cha.

Automatic Languages: Vuvrian and Basic.

WOOSTOID

Woostoids are slender humanoids from the Expansion Region world of Woostri. They have dark orange skin and thick heads of red hair. They have large, bulbous black eyes that rarely blink. Traditionally, they wear long, flowing robes of shiny, bright-colored materials. Adult Woostoids stand between 1.5 meters and 2 meters.

Woostoids are a peaceful species in the extreme—they are so peaceful that they find even the concept of warfare frightening. Their minds work in such a way that they always think of situations in an orderly manner, trying to create logical ties between events. When presented with chaotic situations or facts that have no logical pattern, they become confused and disoriented.

The highly logical minds of the Woostoids give them a natural affinity for the field of computer technology and database management. In the days of the Old Republic, Woostoids were often found at the head of bureaucracies devoted to the collection and analyzing of data, and Woostri was the single largest repository of Old Republic databases apart from Coruscant itself. The Empire also made use of Woostri's large databases, and the New Republic is doing the same. One of the acknowledged Wonders of the Galaxy, the HoloScan Database, is located on Woostri. It is the most complete research facility in existence, a huge complex that is thousands of kilometers across and hundreds of stories high. For a few credits per visit, the Woostoids and their computers can locate information on the latest members of the Senate to pre-Old Republic civilization within a matter of minutes.

Since the Woostoids are so adept at computer technology, a large portion of Woostri's manufacturing and other production sectors are computer controlled and automated. This leaves them with a substantial amount of free time, so large portions of their economy are devoted to recreation. With the exception of a short period during Grand Admiral Thrawn's counter-strikes against the New Republic, Woostri has been a favored vacation spot for all species. The world's endless beaches, its many music and holo-theater complexes, and its vast amusement parks are always teeming with representatives of every spacefaring species. The Woostoids welcome them all with open arms, delighting in the diversity it brings to their world.

Given their gentle and friendly nature, it seems surprising to many that the Woostoids were staunch supporters of the Emperor's New Order. Even in the days of the New Republic, Woostoid scholars produce works that extol the virtues of the philosophical underpinnings of the Empire. The Woostoids found the order the Empire wished to impose upon the galaxy to be comforting and "right." They were disturbed by its warlike tendencies, but they believe that if the Emperor had not been obsessed with military power, the



eventual result may have been a galactic paradise. Naturally, few other beings outside the remnants of the Empire agree with the Woostoid outlook on this matter.

Woostoid professionals are diplomats or experts. Adventurers are nobles, scouts, or scoundrels. Woostoids were also common among the ranks of Jedi consulars prior to the Purge. They speak Basic with ease.

Woostoid Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/8; Atk -1 melee (1d3-1, punch) or +0 ranged; SQ Pacifism, +2 species bonus on Computer Use checks; SV Fort -1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 8, Dex 10, Con 8, Int 14, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +6, Profession (any one) +4, Computer Use +4, Knowledge (any one) +6, Read/Write Woostese, Speak Basic, Speak Woostese.

Special Qualities: Pacifism—When confronted with violence, a Woostoid must roll a Will save (DC 15) before rolling Initiative. If the saving throw fails, the character suffers a -1 penalty to Defense and on attack rolls because he or she is extremely upset by the situation. The penalties last for the duration of the combat.

Species Traits: -2 Str, -2 Con, +4 Int.

Automatic Languages: Woostese and Basic.

XEXTO

The Xexto are spindly invertebrates native to the Outer Rim planet of Troiken. They have four arms with six fingers each and two legs with ten toes. Their skin color ranges from chalk white to pale yellow and their blue, almond-shaped eyes dominate their small head that is perched atop a neck that is twice as long as their body. Their brain is split between two parts of their body, with the portion in their head controlling primitive emotions and basic biological functions, while the portion in their chest controls higher functions. The average adult stands between 1.1 and 1.5 meters in height.

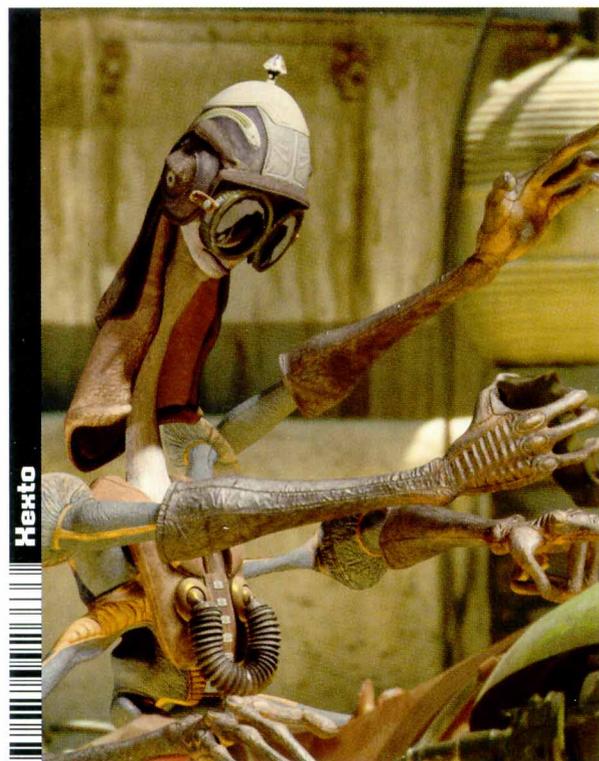
While it is believed that the Xexto's basic body structure and lightning-fast reflexes developed to help them escape predators while pursuing their own prey through caves and up the giant trees of Troiken, there is no question that their evolutionary development was forever altered by Arkanian genetic manipulation.

Although the Old Republic had long since outlawed experimentation on sentient beings, unscrupulous Arkanian geneticists continued to search for primitive sentients on distant planets as fodder for their experiments. Seventeen thousand years ago, one such group found the Xexto's forbears dwelling on Troiken in a society of loosely organized hunter-gatherer tribes taking shelter in the trees of Troiken. They relocated a portion of the population to the nearby Quermian system and started conducting an experiment that spanned both star systems and many generations of Xexto. Eventually, the Arkanian either lost interest in their Xexto subjects and moved onto other experiments, or decided that risking the wrath of the Old Republic was too great.

The two populations did not remain primitive. Independently of one another, they developed technologically advanced civilizations and both were on the verge of developing the means of interstellar travel when both were contacted by Republic scouts. The Quermians—and the Xexto soon thereafter—joined the galactic community within decades.

Initially, xenobiologists could not prove the similarity in appearance between the two species was coincidental. Genetic tests, however, soon determined that Xexto and Quermian shared an evolutionary root even if each was now a separate species. The Xexto initially refused to believe they had any connection whatsoever to the Quermians and were deeply offended by the designation that the Old Republic chose to give them—Troiken Xexto and Quermian Xexto—but eventually accepted the link as reality. Yet to this day, the Xexto consider the Quermians to be pathetic shadows of the greatness they see in themselves.

Troiken remains a largely untamed world. Outside the cities of the Xexto and the limited services starports that stand near the Podracing



Xexto

tracks, the world is covered with carnivorous flora through which fearsome predators prowl and clouds of meat-eating insects swarm. The high-pressure environment of Troiken not only caused the Xexto to develop amazing reflexes, but it also caused them to admire and encourage risk-taking. "That's a job not even a Xexto would take!" is a common saying used by mercenaries to describe a potential suicide mission. Despite their apparent foolhardiness, Xexto in general tend to be well-mannered and even-tempered beings. Still, one of the few things that drives a Xexto to anger is someone challenging his or her bravery.

Xexto professionals tend to be experts. Adventurers can belong to any class, with the majority being scoundrels or soldiers. While the Xexto have a number of religious traditions that cause mystics to occasionally stumble over Force abilities and become Force adepts, their thrill-seeking natures tend to make them poor Jedi candidates (unlike their Quermian cousins). Xexto who excel in their field often adopt prestige classes in search of even greater adventure.

Xexto Commoner: Init +6; Defense 13 (+1 size, +2 Dex); Spd 6m; VP/WP -/8; Atk -1 melee (1d2-1, punch) or +2 ranged; SQ +2 species bonus to Climb checks; SV Fort -1, Ref +2, Will +0; SZ S; FP 0; DSP 0; Rep 0; Str 8, Dex 14, Con 8, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Climb +1, Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Xextese, Speak Basic, Speak Xextese.

Feats: Improved Initiative (bonus feat).

Automatic Languages: Xextese and Basic.

YEVETHA

The Yevetha are a xenophobic humanoid species from the largely unexplored Koornacht Cluster on the edge of the Deep Core region. They are tall and bony, with wide-set black eyes. They are surprisingly fierce warriors and can strike with amazing speed and deadliness with the retractable dewclaws that they have in each wrist above their six-fingered hands. Their necks and backs are scaled, an evolutionary vestige of natural body armor once possessed by their species. The males of the species have scarlet facial crests along their cheeks and jaws, with a larger crest running across the top and down the back of their heads. The facial crests swell when a male is spurred to violence while the one on his head engorges when he is ready to mate. The female of the species exhibits no such features. Male and female Yevetha are of roughly the same height and build, with adults of both sexes standing anywhere from 1.5 meters to 2.5 meters in height.

The Yevetha reproduce by laying eggs in "birth casks," external wombs that are kept in special chambers. Unborn children are fed blood that is absorbed through the shell of the eggs. While it is preferred the mother feeds the child her own blood Yevetha leaders often kill underlings and feed their blood to their unborn children. This is considered a great honor for the victim, so Yevetha often volunteer for this fate.

This biological need for blood is one of the primary focuses of Yevetha culture and religious beliefs. A viceroy who is often called "the Blessed" leads their society. He sits at the center of a complex hierarchy, serving both as religious and secular leader. He is served directly by the chief military and administrative leaders of N'zoth (the Yevetha homeworld and seat of their multi-system domain). This fanatical group obeys the Blessed without question and would eagerly die for him. The Yevetha people in general are a dutiful, attentive, cautious species shaped by their strictly hierarchical culture.

The Yevetha believed themselves the only sentient creatures in the universe until Imperial scouts discovered their world. The superior military might of the Empire's forces delivered such a shock to their sense of place in the galaxy that they initially submitted to Imperial rule. However, around the time of the Battle of Endor, Imperial control of the Koornacht Cluster became lax and the Yevetha rose up and slaughtered every Human that had settled on their worlds, military and



civilian alike. They spent the next decade mastering the technology of the Empire and some 12 years after the defeat of the Empire at Endor struck out from worlds to purge the Deep Core of any non-Yevetha presence. The resulting military confrontations cost thousands of lives on both sides of the conflict and threatened to topple the New Republic government.

The Yevetha were eventually driven back into the Deep Core, where they continue to zealously defend their borders. Most Yevetha abhor contact with other species and endures intense purification rituals if they are forced to spend time in close quarters with such "vermin." They find the smell of other species repulsive and claim that the stench cannot be removed from their bodies and belongings even after vigorous washing.

Yevetha professionals are either experts or thugs. Yevetha adventurers are fringers, nobles or soldiers. No known Force traditions exist among the Yevetha, and while they can speak Basic with ease, virtually none of them know it due to their isolation from the rest of the galaxy.

Yevetha Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +1 melee (1d3+2, claws) or +0 ranged; SQ Xenophobia, claws, +2 species bonus on Repair checks; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +2, Knowledge (any one) +1, Read/Write Yevethan, Repair +1, Speak Yevethan.

Species Traits: +2 Str, -2 Int, -2 Cha.

Automatic Language: Yevethan.

YINCHORRI

The Yinchorri are a solidly built humanoid reptilian species. Adults stand between 1.7 and 2.2 meters in height, with no significant differences in build between males and females. Their bodies are covered in tough skin that is either brown or dark green and provides them protection from the harsh environment of their homeworld, the rocky, desert world of Yinchorr.

The Yinchorri have only relatively recently joined the galactic scene. When the Yinchorr system was first charted five centuries ago, explorers found it to be too resource-poor to be worth the effort that it would take to colonize. Further, the Yinchorri were deemed too primitive to be any great boon to the Republic, so they were largely ignored.

Even slavers avoided the star system, as the Yinchorri made terrible slaves—groups tended to fight to the death rather than be enslaved, while individuals were so uncooperative that they either starved themselves to death or had to be put down.

The strong Yinchorri resistance to enslavement is rooted in their social structure (as is their tendency toward violence when they perceive threats to themselves or their families). From the moment they are hatched, the Yinchorri are part of tightly knit, highly supportive communities—first their parents and clutchmates, later the entire village they grow up in, then their professional peers and superiors, and finally a family of their own. When a Yinchorri mates, he or she does so for life, and it is quite common for a widowed individual to die from sorrow within a few days of losing his or her spouse. While the Yinchorri have taken to space travel, few have settled off their homeworld. Those who have, however, have brought their entire extended family with them, essentially transplanting entire villages at a time.

Until shortly before the Battle of Endor, the Yinchorri lived in city states, with each community fielding its own army and having its own leaders, usually a Council of Elders. Each city-state had a number of satellite communities that grew food and mined resources for the central city, and a city's power is measured by how many smaller settlements are needed to keep it supplied. For many centuries, Tol-Kachorn was the mightiest of all Yinchorri city-states, with nearly one hundred



villages and five other cities and attendant communities under its rule. Other cities occasionally tried to equal or rival Tol-Kachorn, which led to brutal campaigns of conquest, followed by widespread chaos in the region once the emerging empire collapsed in on itself.

The Yinchorri initially went unnoticed and undisturbed by the Emperor's New Order—as the system contained few resources, no one felt the need to call attention to the obstinate species that dwelled there. The one exception—and one of Yinchorr's greatest tragedies—was when the system's governor decided the Yinchorri could serve as the perfect bait in a plot to capture Princess Leia (and advance his career past a dead-end posting in a useless star system). He captured the leaders of the various Yinchorri councils of elders and offered to trade their lives back to the Yinchorri in exchange for Leia. The Yinchorri people felt that the life of one Human was an adequate price for their beloved elders, and set a trap for the Rebel leader. When the governor tried to double-cross the Yinchorri, the angry natives overthrew him and his regime.

After becoming fully aware of the evil of the Empire, the Tol-Kachorn council of elders threw their support behind the Rebel Alliance. As the Rebellion established bases in the Yinchorr system, other Yinchorri city-states offered their warriors and starships to the fight as well.

The Yinchorri revolt did not go unpunished by the Empire, however. The sector's Moff, with the full blessing of the Imperial High Command, ordered a massive assault against Yinchorr, and shortly after the fall of Echo Base on Hoth, the Rebel bases in the Yinchorr system were leveled. The cities of Yinchorri were also pounded to rubble by orbital bombardments—even the long history of mighty Tol-Kachorn came to an end. The surviving Yinchorri were reduced to living as nomadic tribes.

The devastation on Yinchorr came to the Emperor's personal attention a few month later, and shortly before the Battle of Endor he ordered all training facilities of his elite personal guard to be consolidated in that system. Yinchorr remained under Imperial domination until nearly a decade after the destruction of the Yinchorri cities; the system was liberated by New Republic forces as part of the campaign to reclaim the territory seized by the forces led by what was reported to be a clone of the Emperor himself.

The surviving Yinchorri came together under the banner of the last son of the leader of Tol-Kachorn's Elder Council. They have settled in the heavily defended complex once used as the headquarters of The Emperor's Imperial Guard and are currently trying to rebuild their civilization. Yinchorr remains an independent star system into the time period of the New Jedi Order. While the system continues to host a New Republic military base and a small starship repair facility, the Yinchorri have not yet applied for membership in the New Republic.

Yinchorri Commoner: Init +0; Defense 10; Spd 10m; VP/WP—/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ Cold-blooded; SV Fort +2, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Yinchorri, Speak Basic, Speak Yinchorri.

Feats: Great Fortitude (bonus feat).

Automatic Languages: Yinchorri and Basic.

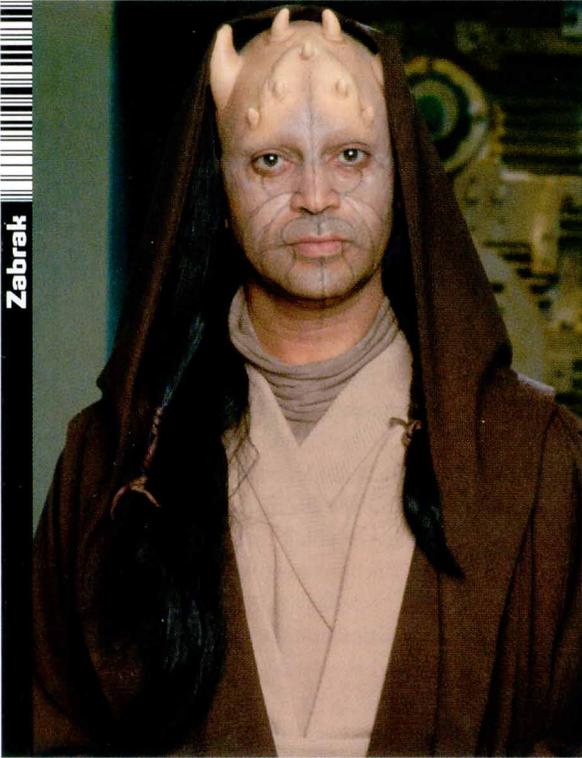
ZABRAK

The Zabrak are another one of the early spacefaring races of the galaxy, a humanoid species that arose in the Iridonia system (many refer to the species as Iridonian Zabrak). They are distinguished by patterns of vestigial horns on their foreheads unique to each individual. Zabrak have been starfarers for so long that they define themselves, and each other, according to the colony from which they hail. Female Zabrak tend to be slighter of build than the males of the species, but both stand between 1.6 and 2.1 meters in height as adults.

Iridonia is ill-suited to support humanoid life, with most of the farmable land located in canyons through which strong winds race, sometimes reaching over 200 kilometers per hour. Seas of acidic liquid swirl up into "acidspouts" that soar hundreds of kilometers before splashing down onto highland villages and fields perched atop the sea cliffs. Worse, gigantic predators occasionally emerge from the depths of the acid seas to swallow ships whole or destroy settlements.

The harshness of their world forged in the Zabrak an iron will to survive. Driven to escape their world, they saw the glittering lights in the night sky as that escape. Their civilization was eventually completely dominated by the urge to first scale the highest peaks, then to fly, then to obtain space flight. When Duros scouts began





exploring the Mid Rim Territories, they encountered the Zabrak already living in eight thriving colonies in five different star systems.

The Zabrak colonies were settled by the most independent of a strong-willed people, so each of them considered itself a sovereign system. However, each colony, and Zabrak itself, saw the value of Republic membership from the start. For millennia, the Zabrak-settled worlds marked a galactic frontier. And as the Republic crumbled, the independent-minded species resisted Imperial control—but not for long.

As the Empire gained strength, garrisons were established on all Zabrak-inhabited worlds, their companies were Imperialized, their production facilities seized and often disassembled and transported to Human worlds whose infrastructures had been damaged during the Clone Wars. Trade routes to systems mainly inhabited by Zabrak were subjected to heavy taxes and the Imperial Navy was curiously indifferent to pirate activity along them. Two Zabrak colonies were devastated by diseases thought long extinct. In other words, the Zabrak were made to serve as examples to any other species or planetary group that dared resist the Emperor's will.

Imperial oppression reunited the Zabrak that lived on all the colonies. Underground resistance movements formed, soon all Zabrak started to emphasize their shared roots and their similarities. As the New Republic established itself, the Zabrak sent a single representative to the Galactic Caucus, positioning themselves as a unified state.

Zabrak professionals are diplomats or experts. Adventurers can be of any class, including any Force using one. They can speak Basic with ease, since ancient Zabrak was one of the languages that contributed to its creation.

Zabrak Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch) or +0 ranged; SQ +2 species bonus on Fort and Will saves; SV Fort +2, Ref +0, Will +2; SZ M; FP 0; DSP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Basic, Speak Basic

Automatic Language: Basic.

Specialized Alien Equipment

While most species can usually find equipment suited to their special needs (such as a grasping tool for Aqualish without fingered hands, a new filter for a Kel Dor breath mask, or an environmental suit for a Toong), this is not always the case. More isolated sections of space may require species off their homeworld to pay extra for what they need, if they can find it at all.

Generally speaking, the *Star Wars* galaxy is geared to accommodate Humans, near-Humans, and alien species whose build and physiology most closely aligns with that baseline. With the exception of planets where no colonies of such species exist, all devices can be purchased at standard prices, such as those listed in the *Star Wars Roleplaying Game* and other supplements. Other aliens must pay increased prices and often wait for equipment they can use to either be refitted or delivered from elsewhere. Of course, if the dramatics or logistics of an

adventure is impeded by the difficulty of obtaining equipment, the GM should be wary of putting too many stumbling blocks in the party's way. On the other hand, much tension can be derived from the knowledge there's a ticking clock somewhere that the heroes have to beat—will the heroes have time to repair the Ubese noble's damaged environmental suit?

The following table is provided to assist GMs in determining how much equipment may cost an alien player character in money and time. The deciding factors are the size of the spaceport in question, and the odds of encountering that particular species on that planet. The exact definitions of a major starport, minor starport, outpost, common, and rare are mostly left up for the GM to determine, as such details often vary from campaign to campaign. "Native" is defined as a species that has a major presence within the star system in question, and "Outpost" is anyplace where the "starport" amounts to a landing field with a navigational beacon.

Price Variations for Specialized Equipment

Species	Major Starport	Minor Starport	Outpost
Native	Standard cost	Standard cost	Standard cost
Common	+1d10×5%, 1d8×5 hours	+1d10×10%, 1d20×10 hours	+1d20×10% 1d20 days
Rare	+1d20×5%, 1d8×10 hours	1d20×10%, 1d20 days	Not available

GMs and players of alien species should know that player characters with appropriate craft skills, or with the fringer's jury-rig special ability can modify existing equipment to suit the needs of aliens. An expenditure of 2d6×10 credits is required for the parts, and with a successful Craft roll and at least 1d3+1 hours, the modifications can be completed. (The GM may consider adding to the cost of the parts needed, using the table above.)

Breath Mask with Built-In Equipment

Used by species such as the Kel Dor, and often built into helmets such as those worn by Ubese, this breath mask is a bit larger than the average breath mask and covers much of the wearer's face. They are designed to have extra equipment (like visual compensators or vocal enhancers) added. The basic cost for the modifiable breath mask is 300 credits (100 more than the basic version in the *Star Wars Roleplaying Game*), the cost goes up as additional features are added. For example, a device that includes both the features of a breath

mask and an advanced visual compensator costs 800 credits, 1,200 if it also includes a holo-recorder. A breath mask with a low-grade vocal enhancer would run 450 credits. Such a breath mask should have no more than four added enhancements.

Visual Compensator

Some species have particularly delicate eyes, or eyes that are effectively blind to the spectrums of light that allow most beings to see. Such species often use special gear to protect themselves when outside their native environments.

The basic model of visual compensator does little other than provide eye protection from bright light. It is a set of tinted goggles that is strapped to the wearer's head, covering his or her eyes. It costs 65 credits.

Goggles that assist aliens who can only see certain spectrums of light, or who are blinded by others, can be fitted with special lenses. Such goggles cost 100 credits.

The most advanced models of visual compensators resemble small macrobinoculars that can be strapped to



the wearer's face. These devices feature multiple settings, allowing the wearer to see into virtual every spectrum of light and zoom in on particular details. These advance models are as a rule less effective than macrobinoculars, reducing the range penalty for Spot checks to -1 every 8 meters rather than the usual 4 meters. Some units even store brief scenes on a built-in holographic recording chip. Such equipment may be available only by special permit on some worlds. They cost 500 credits (800 for a model with a built-in holorecorder capable of storing 5 minutes of footage).

Vocal Enhancer

Some species have comparatively weak vocal cords, either because of some evolutionary quirk, because their primary form of communication is a nonvocal one, or due the composition of the atmosphere on their native planet. Such species typically employ voice enhancers when traveling among alien cultures. The devices are commonly strapped over the being's mouth (or other outlet of vocalizations) or built into a breath mask. Vocal enhancers feature miniaturized speakers that increase the volume of the being's voice (or otherwise alter it to be decipherable to most other species).

The cheapest voice enhancer has a base price of 150 credits and issues a harsh, machinelike voice, not unlike those heard from the cheapest droid vocoders.

Finer voice enhancers provide the being with a natural-sounding male or female voice. They cost 300 credits.

Finally, there are models that allow the user to switch between numerous voices, even recording the voice of another being and using the voice enhancer as a means to offer a near-perfect imitation. (Some scanners are able to detect if the speaker is using a voice enhancer.) These models cost 400 credits for three different preset voices, 50 credits more for each additional voice the wearer wishes to have included. Models able to record voices directly into the voice enhancer cost 1,200 credits, plus 100 credits for each voice it can store in its memory. These models grant +4 to Disguise checks.

Note: When beings that speak "normally" (e.g., Humans) wear a vocal enhancer, their voice becomes louder and more intimidating, and generally sound less agreeable to most others. When worn by a species that does not require vocal enhancement to be understood, this device grants a +2 equipment bonus on Intimidate checks and a -2 equipment penalty on Diplomacy checks.

New Prestige Classes

For general commentary about prestige classes, see Chapter 12 of the *Star Wars Roleplaying Game*. The prestige classes presented here are optional parts of the game

system and some GMs may not want them to be accessible to heroes. Players should always consult with the GM before using any optional rules in creation heroes.

Big-Game Hunter

Big-game hunters are sportsmen and wilderness guides who face creatures whose very names cause lesser beings to shudder with fear.

From Core nature-preserve worlds to the most distant fringes of Outer Rim Territories, most big-game hunters make their living in the hunt, although a few are jaded beings who are just looking for a new brand of excitement. In many ways, they are similar to bounty hunters, except their prey are literally animals rather than sentient beings that behave like animals. They view their prey with respect and awe, knowing that they are matching their wits against the finely honed instincts of deadly creatures and the raw power of untamed environments. They know that someday they will meet their match, but until then they continue to survive against the odds.

Sometimes they hunt alone, other times they travel with other professional or highly skilled sports hunters, seeking to bag furs, pelts, trophies of various kinds, or maybe eggs and live animals for resale. big-game hunters also frequently hire themselves out as guides for amateurs looking for a good hunt or to bag a trophy with which to impress guests.

Requirements: To qualify to become a big-game hunter, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Hide 5+, Listen 5+, Move Silently 5+, Spot 5+, Survival 4+.

Feats: Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Track.

Reputation: 2.

Special Qualities: Trailblazing, uncanny dodge.

Vitality: 1d10 + Con modifier per level.

Class Skills

The big-game hunter's class skills (and the key ability for each skill) are Astrogate (Int), Climb (Str), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Pilot (Dex), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

Weapon Proficiency: The big-game hunter receives the Weapon Group Proficiencies blaster pistols, simple weapons, and one Exotic Weapon of the player's choice.

Stalking Bonus: The player picks a creature size and type (Large predators, for example). The big-game

The Big-Game Hunter

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Defense Bonus	Reputation Gain
1	+1	+1	+1	+1		+1	+0
2	+2	+2	+1	+2	Stalking bonus	+2	+1
3	+3	+2	+1	+3		+2	+0
4	+3	+2	+2	+3	Climate expertise	+2	+1
5	+4	+3	+2	+4		+3	+1
6	+4	+3	+2	+4	Stalking bonus	+3	+0
7	+5	+4	+3	+4		+4	+1
8	+5	+4	+3	+5	Weapons Focus	+4	+1
9	+6	+4	+3	+5		+4	+0
10	+6	+5	+4	+6	Stalking bonus	+5	+1
11	+7	+5	+4	+6		+5	+0
12	+7	+6	+4	+6	Climate expertise	+6	+1
13	+8	+6	+5	+7		+6	+0
14	+8	+6	+5	+7	Stalking bonus	+6	+1
15	+9	+7	+5	+8		+7	+0

hunter has become so adept at stalking such beasts that he or she receives a +2 bonus on Tracking rolls involving the specified creature. The +2 bonus is also applied to Listen and Search rolls, as well as to Hide and Move Silently rolls while the hunter is tracking the specified creature type.

At 2nd level, and every fourth level thereafter (6th, 10th, 14th, and so on) the player designates another creature type and size in which the big-game hunter is an expert.

Climate Expertise: The player designates a climate type in which the big-game hunter is particularly adept in and knowledgeable of. The hunter receives a +1 bonus on Survival checks in the designated climate.

Weapon Focus: At 8th level, the big-game hunter gains the bonus feat of Weapon Focus.

First-Contact Specialist

From the earliest days of space exploration, there have been two kinds of trailblazers. Some focus on the charting of safe spacelanes and cataloguing of star systems, while others are devoted to finding and interacting with new alien species.

First-contact specialists have an eclectic suite of abilities and unique outlooks on life. They are a cross between scouts, fringers, and diplomats—self-sufficient beings who spent their lives on distant backwater planets, yet who are skilled in the arts of diplomacy and genuinely interested in forging ties with new species and cultures. Few travel alone, but are either part of scouting expeditions or stationed on capital ships assigned to patrol the boundaries of explored space.

In the *Star Wars* galaxy, governments and interstellar corporations all employ first-contact specialists. The

Republic used their skills for the betterment of all galactic civilizations and in the pursuit of knowledge and understanding of others. The Empire needed first-contact specialists to lure recently discovered alien cultures into false senses of complacency so they could be easily and quickly subjugated. Corporations through the ages have needed first-contact specialists so they could negotiate exclusive trade deals before the alien culture realized they had different options with others who perhaps were willing to offer them more advantageous terms. In some cases, the first-contact specialists work to balance the goals of their employers with the best interests of the newly discovered species, while others hide the goals of exploitation and domination behind their silver tongues and friendly gestures. Of course, a number of first-contact specialists are blind to the sinister goals of their employers. A corporate or Imperial first-contact specialist may be quite genuine in his desire to help a primitive alien culture receive the technology and guidance needed to join the greater galactic civilization, but her superiors may be interested in nothing but exploiting the world the aliens live on.

Intelligence, Wisdom, and Charisma are very important attributes for first-contact specialists. They must not only be able to quickly absorb and understand the societal quirks of the aliens they encounter, but also just as swiftly gain an understanding of what motivates the species's wants and desires and how to best establish friendly relations with them. A quick wit and a friendly demeanor are by far the most powerful tools at the first-contact specialist's disposal.

Requirements: To qualify to become a first-contact specialist, a character must fulfill all the following criteria

The First-Contact Specialist

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	+0	+0	+0	+2	Starting feats	+0	+1
2nd	+1	+0	+1	+3	Culture +3	+1	+1
3rd	+1	+0	+2	+3	Culture +3	+1	+2
4th	+2	+1	+2	+3	Bonus Feat	+1	+2
5th	+2	+1	+2	+4	Culture +3	+2	+3
6th	+3	+1	+3	+4	Culture +3	+2	+3
7th	+3	+2	+3	+4	Bonus Feat	+2	+4
8th	+4	+2	+3	+5	Culture +3	+3	+4
9th	+4	+2	+4	+5	Culture +3	+3	+5
10th	+5	+3	+4	+5	Bonus Feat	+3	+5

Base Attack Bonus: +2.

Skills: Diplomacy 4+, Knowledge (cultures) 4+.

Feats: Trustworthy.

Reputation: 1.

Vitality: 1d6 per level.

Class Skills

The first-contact specialist's class skills (and the key ability for each skill) are Appraise (Int), Astrogate (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Entertain (Cha), Knowledge (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (None), Repair (Int), Ride (Dex), Sense Motive (Wis), Speak Language (None), and Survival (Wis).

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

Weapon Proficiency: The first-contact specialist has the Weapon Group Proficiency feat for blaster pistols and simple weapons.

Culture +3: At 2nd, 3rd, 5th, 6th, 8th and 9th levels, first-contact specialists receive a +3 modifier on Diplomacy checks when dealing with members of a particular type of culture. (The modifier applies to all Diplomacy checks, including those made under the illicit barter or barter class special abilities.) This reflects the first-contact specialist's ever-increasing knowledge of the many different societies that may be encountered across the galaxy. Here are some of the societies that exist within the *Star Wars* galaxy. The first-contact specialist can choose to apply the bonus to cultures that aren't on this list with the GM's permission. The first-contact specialist must select a different culture each time the bonus is gained.

Mixtures of these various types of governments also exist. In such cases, the first-contact specialist's modifier is reduced to +1 unless he has expertise in dealing with all aspects of the alien culture at hand.

Bonus Feat: At 4th, 7th, and 10th levels, the first-contact specialist receives a bonus feat. The feat must be

selected from the following list: Alertness, Fame, Iron Will, Persuasive, Sharp-Eyed, Skill Emphasis, Stealthy, Starship Operation.

Gand Findsman

The Gand findsman is a legendary figure, both among his own species and the galaxy at large. They are one of the few aspects of Gand society that non-Gand even have the slightest understanding of, and yet they remain swathed in mystery.

The findsmen are religious hunters who track their prey by divining omens sent to them during arcane rituals. While many non-Gand disavow the power of the findsman rituals, the accuracy with which Gand bounty hunters and bodyguards predict the movements of their quarry or foes cannot be denied. Across the galaxy, Gand findsmen are hired as security advisors, bodyguards, bounty hunters, investigators, and assassins. Unlike a number of other beings motivated by religious reasons, the findsmen do not have any moral resistance to using technology invented by other species. In fact, all Gand view technology as nothing more than tools and they share a belief that one should always use the best tool available for whatever job one is attempting to perform.

The omens lead the findsman to his prey with an accuracy that many non-Gand find unsettling. They view the findsmen as a bizarre religious sect that is devoted to a "hunting religion" while Gand themselves consider findsmen as being on "the path to truth."

Various sects exist within the findsman ranks, each believing something different about the duties and responsibilities of a findsman and each performing their mystical rituals in a different way. Some of the sects even fight with each other, mostly by competing in the pursuit of the same targets, although sometimes they wage bloody conflicts until a third sect steps in to negotiate a settlement.

The rituals a findsman performs must be conducted without interruption if he is to gain any benefit from them.

These rituals cannot be rushed, and findsmen do not tolerate the company of those who try to do so. A well-prepared findsman is a very dangerous foe, for the power gained from the rituals can even subdue Jedi, assuming the battle is short.

Requirements: To qualify to become a Gand findsman, a character must fulfill all the following criteria:

Species: Only Gand can become findsmen. With the GM's permission, members of other species who have been raised in Gand society and are devout followers of the Gand religion may become findsmen as well. There should be an additional +2 modifier added to all numerical requirements to be met for such an unusual character, however. For example, a Human taking his first level of findsman requires a +4 base attack bonus.

Base Attack Bonus: +2.

Skills: Gather Information 4+, Hide 4+, Knowledge (Gand religion) 4+, Sense Motive 4+, Spot 4+, Survival 4+.

Feats: Alter, Force Sensitive, Track.

Special Conditions: The path of the findsman requires devotion and study. If a findsman leaves the path (by taking a level in any other class) before gaining 5 consecutive levels in the findsman prestige class, he is rejected by his sect and cannot gain additional levels as a findsman. That hero's ritual bonuses are limited to +2 no matter how much time is spent performing the rituals. In addition, members of that findsman's sect likely tries to kill him as a rogue on sight.

Vitality: 1d8 + Con modifier per level.

Class Skills

The findsman's class skills (and the key ability for each skill) are Astrogate (Int), Climb (Str),

Demolitions (Int), Farseeing (Wis), Fear (Wis)*, Force Grip*, Gather Information (Cha), Hide (Dex), Jump (Str), Hide (Dex), Listen (Wis), Move Silently (Dex), Pilot (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Telepathy (Wis), Use Computer (Int).

*Use of this skill causes the findsman to gain a Dark Side Point.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Weapon Proficiency: The Gand findsman has the Weapon Group Proficiency feat for blaster pistols, blaster rifles, and simple weapons.

Sense: At 1st level, the findsman gains the bonus Force feat Sense and access to Sense-based Force skills.

Control: At 4th level, the findsman gains the bonus Force feat Control and access to Control-based Force skills.

Rituals: The Gand findsman is a type of Force adept. He harnesses the Force through a series of rituals that are to be kept secret from all but findsmen who belong to the same sect as the hero.

At 1st level, the Gand findsman has mastered the most basic of findsman rituals. By performing the rituals, the findsman receives ritual bonuses to his Force skills. The ritual bonus depends on the time spent the ritual, and can be added twice per ritual to each Force skill in which the findsman has 2 or more ranks.

Time Spent on Basic Rituals	Bonus on Force Skills
10 minutes	+1
20 minutes	+2
1 hour	+3
2 hours	+4

The Gand Findsman

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Defense Bonus	Reputation Gain
1	+1	+1	+1	+1	Rituals, Sense	+1	+1
2	+2	+2	+1	+2		+2	+1
3	+3	+2	+1	+3	Sneak attack +1d6	+2	+0
4	+4	+2	+2	+3	Control	+2	+1
5	+5	+3	+2	+4		+3	+1
6	+6	+3	+2	+4	Weapon Focus	+3	+0
7	+7	+4	+3	+4	Higher rituals	+4	+1
8	+8	+4	+3	+5		+4	+1
9	+9	+4	+3	+5	Sneak attack +2d6	+4	+0
10	+10	+5	+4	+6		+5	+1
11	+11	+5	+4	+6	Sense target	+5	+0
12	+12	+6	+4	+6		+6	+1
13	+13	+6	+5	+7	Weapon Focus	+6	+0
14	+14	+6	+5	+7		+6	+1
15	+15	+7	+5	+8	Supreme rituals	+7	+0

Sneak Attack: Beginning at 2nd level, if a Gand findsman catches an opponent who is unable to defend himself effectively from her attack, the findsman can strike a vital spot for extra damage. The attack deals extra damage any time the findsman's target is denied his or her Dexterity bonus to his Defense (whether or not he or she actually has a Dexterity bonus), or when the findsman flanks the target, the findsman's attack deals extra damage. The extra damage is +1d6 at 3rd level and increases to +2d6 when the findsman reaches 9th level.

Higher Rituals: These more involved rituals—which the Gand findsman learns through intense study with selected members of his sect at 7th level—give the findsman the ability to replicate the effects of various Force feats. Although it is certainly not preferable, these rituals may be learned alone if the findsman cannot return to the planet Gand at some point before reaching 7th level. In such a case, the findsman must find a place of total solitude (such as an empty ship's cabin, a deserted cave, or even a desolate mountaintop) and remain there in prayer for 48 hours.

The feat replicated depends on the ritual performed. The findsman gains special one-time use of this feat every time he or she performs the ritual in question. Like the basic rituals, the higher rituals are considered sacred and secret by the Gand.

The feat gained functions as described in Chapter 5 of the *Star Wars Roleplaying Game*. The ritual takes the place of all prerequisites.

Ritual	Time to Perform	Resulting Feat
Ritual of Haste	10 minutes	Burst of Speed
Ritual of Safety	15 minutes	Dissipate Energy
Ritual of Wind	20 minutes	Force Whirlwind

Weapon Focus: At 6th and 13th level, the Gand findsman gains the bonus feat Weapon Focus.

Sense Target: At 11th level, the Gand findsman has learned how to attune his senses to the presence of his current target. If the findsman's current target is in the same star system as he, the findsman feels through the Force that the target is in the vicinity (the GM should

Ritual	Time to Perform	Resulting Skill
Ritual of Health	10 minutes	Heal Self, +4 ranks
Ritual of Stealth	15 minutes	Force Stealth, +5 ranks
Ritual of Battle	20 minutes	Battlemind, +4 ranks
Ritual of the Hunt	30 minutes	See Force, +6 ranks

inform the hero's player as appropriate) and makes an automatic See Force check. The DC for the See Force check as well as the results of success depend on the findsman's distance from his target. (Force-using targets can use the Force Stealth skill to add to the DC, although any such bonus must already be in effect at the time of the findsman's See Force check.)

Distance to Target	DC
200,000+ km	30
100,000 km	25
10,000 km	20
1,000 km	18
100 km	16
10 km	15
1 km or less	10

Success means that the findsman locks onto the location of the target, and can pinpoint that target's exact direction for 24 hours. Force-sensitive targets can sense the findsman's successful check as a feeling of being watched, while non-Force-sensitives do not notice it at all. (For more on the See Force skill in the *Star Wars Roleplaying Game*.)

Supreme Rituals: At 15th level, the Gand findsman masters the most powerful of the rituals. These allow the findsman to mimic specific Force skills. The skill can be used twice before the ritual must be performed again. The skills function as described in the *Star Wars Roleplaying Game*, with the ritual serving as any prerequisites. The skill functions at the base number of ranks below, with any attribute bonuses applying. The findsman must still make a successful skill check in order to successfully benefit from these complicated rituals at the time he wishes to use the power. The skill check is made is if the findsman actually possessed the skill in question.

Appendix:

Creatures by Challenge Code

Bordok, lesser	A	Rancor	D
Clodhopper (SON)	A	Woolly Veermok	D
Ice Scrabbler	A	Slashrat	D
Kirithin	A	Slivilith	D
K'lor'slug	A	Spice Spider	D
Kowakian Monkey-Lizard	A	Tusk-cat (SON)	D
Mynock (SWRPG)	A		
Nerf	A	Gundark	E
Nuna (SON)	A	Krakana	E
Peko Peko (SON)	A	Knobby White Spider (mature)	E
Sand Tick	A	Preducor (SWRPG)	E
Shaak (SON)	A	Vornskr	E
Worrt (SOT)	A		
Ycaqt	A	Mole Serpent (SOT)	F
Ysalamiri	A		
		Colo Claw Fish (SON)	G
Bordok, greater	B	Dragonsnake	G
Boneworm	B	Krayt Dragon (SOT)	G
Eopie (SOT)	B	Sarlacc (SOT)	G
Kaadu (SWRPG)	B	Space Slug	G
Nek Battle Dog	B	Velker	G
Rock Wart (SOT)	B		
Ronto (SOT)	B	Giant Space Slug	H
Tauntaun (SWRPG)	B		
Veermok (SON)	B		
Womp Rat (SOT)	B		
		SON: This creature appears in <i>Secrets of Naboo</i> .	
		SOT: This creature appears in <i>Secrets of Tatooine</i> .	
		SWRPG: This creature appears in the <i>Star Wars Roleplaying Game</i> .	
Bantha	C		
Beldon	C		
Coruscanti Ogre	C		
Dewback (SWRPG)	C		
Dianoga (SWRPG)	C		
Divto	C		
Falumpaset (SON)	C		
Nashtah	C		
Rolk-Mangir	C		
Thranta	C		
Wampa (SWRPG)	C		
Bonegnawer	D		
Cliffborer Worm	D		
Corellian Sand Panther	D		
Fambaa (SON)	D		
Giant Thranta	D		
Hanadak	D		
Katam	D		
Knobby White Spider (young)	D		
Mantessian Panthac	D		
Opee Sea Killer (SON)	D		
Pierceskimmer	D		

Alien Aging

The following table provides age ranges for all the sentient species featured in this volume, as well as those included in Chapter 14 of the *Star Wars Roleplaying Game*.

Species	Child	Adolescent	Adult	Middle Age	Old	Venerable
Aqualish	1–11	12–16	17–50	51–69	70–80	81+
Arcona	1–12	13–18	19–44	45–76	77–98	99+
Arkanian	1–11	12–16	17–52	53–84	85–102	103+
Barabel	1–8	9–15	16–40	41–59	60–79	80+
Baragwin	1–10	11–17	18–44	45–71	72–88	89+
Bimm	1–12	13–17	18–85	86–112	113–133	134+
Bith	1–11	12–15	16–50	51–70	71–84	85+
Bothan	1–10	11–17	18–48	49–71	72–88	89+
Chadra-Fan	1–11	12–15	16–40	41–59	60–79	80+
Chagrian	1–12	13–16	17–42	43–56	57–75	76+
Chev	1–13	14–18	19–40	41–62	63–75	76+
Chevin	1–12	13–18	19–155	156–211	212–256	257+
Dashade	1–10	11–15	16–44	45–69	70–84	85+
Chiss	1–10	11–12	13–50	51–62	62–79	80+
Devaronian	1–12	13–17	18–44	45–64	65–79	80+
Drall	1–3	4–7	8–25	26–55	56–89	90+
Dug	1–9	10–14	15–44	45–59	60–74	75+
Duros	1–12	13–17	18–50	51–64	65–79	80+
Elom	1–11	12–17	18–49	50–65	66–89	90+
Elomin	1–5	6–12	13–40	41–60	61–72	73+
Falleen	1–11	12–17	18–68	69–110	111–145	146+
Farghul	1–5	6–10	11–50	51–70	71–75	76+
Frozian	1–8	9–13	14–40	41–60	61–84	85+
Gamorrean	1–4	5–7	8–29	30–50	51–72	73+
Gand	1–10	11–15	16–45	46–79	80–94	95+
Gotal	1–9	10–12	13–40	41–60	61–75	76+
Gran	1–10	11–15	16–40	41–62	63–79	80+
Herglic	1–15	16–19	20–55	56–79	80–95	96+
Hoojib	1–5	6–9	10–60	61–80	80–90	91+
Hutt	1–70	71–90	91–650	651–844	845–925	926+
Iktotchi	1–13	14–18	19–44	45–70	71–89	90+
Zabrak	1–11	12–16	17–49	50–74	75–90	91+
Kel Dor	1–13	14–17	18–45	46–70	71–95	96+
Kitonak	1–5	6–10	11–60	61–100	101–120	121+
Kubaz	1–9	10–13	14–50	51–80	81–99	100+
Lahsbees/Huhk	1–10	11–15	16–40	41–60	61–80	81+
Mantellian Savrip	1–7	8–55	56–300	301–375	376–440	441+
Morseerian	1–12	13–17	18–43	44–68	69–79	80+
Mrlssi	1–4	5–8	9–35	36–69	70–90	91+
Omwati	1–12	13–17	18–40	41–65	66–84	85+
Ortolan	1–5	6–11	12–39	40–54	55–70	71+
Quarren	1–10	11–15	16–38	39–60	61–76	77+
Quermian	1–11	12–16	17–42	43–65	66–85	86+
Rybet	1–5	6–9	10–40	41–60	61–70	71+
Sakiyan	1–10	11–15	16–48	49–74	75–84	85+
Selonian	1–8	9–14	15–35	36–55	56–74	75+
Shistavanen	1–9	10–13	14–40	41–60	61–95	96+



Species	Child	Adolescent	Adult	Middle Age	Old	Venerable
Skrilling	1–4	5–10	11–55	56–84	85–102	103+
Sluissi	1–8	9–14	15–39	40–59	60–75	76+
Sneevel	1–10	11–15	16–45	46–65	66–75	76+
Snivvian	1–11	12–17	18–49	50–80	81–105	106+
Spiners	1–11	12–17	18–55	56–74	75–85	86+
Squib	1–8	9–12	13–38	39–53	54–64	65+
Ssi-Ruuk	1–5	6–10	11–55	56–90	91–115	116+
Talz	1–3	4–8	9–25	26–40	41–52	53+
Toong	1–11	12–19	20–48	49–72	73–97	98+
Toydarian	1–5	6–8	9–39	40–61	62–74	75+
Trandoshan	1–11	12–14	15–34	35–49	50–59	60+
Ubese	1–10	11–15	16–55	56–70	71–80	81+
Ugnaught	1–20	21–27	28–92	93–159	160–184	185+
Verpine	1–4	5–9	10–40	41–60	61–80	81+
Vuvrian	1–11	12–17	18–39	40–60	61–79	80+
Woostoid	1–12	13–19	20–49	50–80	81–100	101+
Xexto	1–4	5–8	9–35	36–59	60–74	75+
Yevetha	1–5	6–11	12–44	45–66	67–80	81+
Yinchorri	1–7	8–14	15–40	41–59	60–79	80+
Yuuzhan Vong	1–11	12–17	18–40	41–60	61–75	76+

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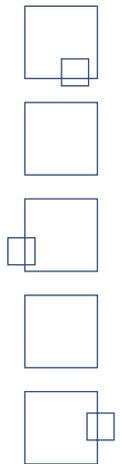
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On the shelves of any well-stocked game store, you'll find the *Alien Anthology*, a major supplement to the *Star Wars Roleplaying Game*. The book features more than 100 new aliens and creatures. With this web enhancement, you can make that "more than 103"!

The following new creatures, alien species, and extra adventure hooks are designed to be used with the *Alien Anthology*; they follow the format of the entries in the book. This bonus material is exclusive to the Wizards of the Coast website: www.wizards.com/starwars.

Garral

Garrals are genetically engineered guard animals created by the Empire to supplement Human security troops. They are the result of work by Luthos Garral—an Imperial garrison commander—and bear his name. Commander Garral was well aware that troopers, no matter how extensively trained, could not remain alert at all times. To overcome this limitation, Garral genetically combined Mantessian panthacs with several less vicious predators and a few domesticated creatures. The resulting animal eventually was perfected as a loyal, alert, easily-handled animal common in many Imperial outposts in the fringe worlds. Closer to the Core Worlds, Imperial reliance on technology makes garrals less common.

In appearance, garrals look almost identical to Mantessian panthacs, but larger. They have a speckled coat of gray fur along their backs, thick manes around their necks and shoulders, and long, tufted tails. Garrals are territorial pack hunters, generally assigned to a single Imperial outpost for their entire lives. They often treat their handlers as pack leaders, following and protecting them even when not directed to do so. (Lower all Handle Animal DCs by 5 when training a garral.)

Garrals have litters of 2d4 cubs and are very protective of their young. Only a trusted and experienced handler can get near a garral mother. Garrals grow to their full length of 2 meters in three years and have a life span of 30 years.

Large fangs and powerful claws make garrals dangerous in combat. They normally attack creatures of Medium-size or less with a grapple check. (Garrals may also use their improved grab ability on smaller opponents.) If a garral succeeds in its grapple check, it has forced its opponent to the ground. It may then make a bite attack in addition to its claw damage. This is the only instance in which a garral will inflict both bite and claw damage.

Garral: Predator 3; Init +4; Defense 22 (+8 natural, +4 Dex); Spd 16 m; VP/WP 19/14; Atk +7 melee (1d6+4, 2 claws), +5 melee (1d8+4, bite) or +7 ranged; SQ Acute repulsor sensitivity, improved grab, keen senses, scent; SV Fort +5, Ref +5, Will +2; SZ M; Rep 1; Str 19, Dex 18, Con 14, Int 2, Wis 13, Cha 9; Challenge Code: C.

Skills: Climb +6, Jump +6, Listen +10, Spot +10.

Feats: Multiattack, Power Attack, Track.

Special Qualities: Keen Senses—Incredibly sharp hearing grants a +5 species bonus on all of a garral's Listen and Spot checks.

Acute Repulsor Sensitivity—Garral ears are particularly sensitive to the sounds of repulsorlift machinery. (The base DC for a garral to hear a repulsorlift is only 5, and it can



ERA NOTES

Garrals are a product of Imperial genetic engineering, and thus they don't exist during the Rise of the Empire era. If you need guard animals for a game set before the rise of the Empire, try using nek battle dogs or veermoks. After the fall of the Empire, garrals become less common, but certainly still exist. By the time of The New Jedi Order, scavengers, mercenaries, crime lords, and even the New Republic occasionally use them. :3

hear one from hundreds of meters away.) This sound agitates them greatly. If fighting near a repulsorlift, a garral goes into a killing frenzy, attacking any living or moving thing it doesn't recognize. Because of this tendency, garrals are not used in outposts equipped with repulsorlift vehicles.

Sand Tick

The sand tick is a nasty parasite found on numerous worlds. It is approximately the size of a Human's fist, with a round yellow or brown carapace. It has no eyes or ears, but can sense vibrations and wind currents through tiny hairs on its 12 legs. The sand tick can move with considerable speed despite its minute size. It has three small mouths on its underbelly; these are used to attach to a larger creature while feeding.

Sand ticks can feed off any number of animals. Most often, they are found on banthas and are considered a serious problem by bantha ranchers. The ticks prefer animals with thick coats of hair, allowing them to remain hidden while sucking fluids from their host. Among sentient races, Wookiees and Ewoks are their favorite victims. Infestations are most likely to occur during particularly hot, dry weather.

The creatures are capable of surviving for up to a year without blood. When deprived of sustenance, sand ticks curl up and enter a state of hibernation until new hosts present themselves. More than one explorer has been bitten while examining one he thought was dead.

A Huge creature, such as a bantha, can support two or three ticks for many months, but will die within days if it hosts a dozen. Sand ticks dislike reptilian creatures (such as dewbacks) and will not feed on them. It is possible to create sand tick repellent from certain compounds in a dewback's hide, but the repellent smells extremely foul.

Sand Tick: Desert parasite 1, Init +8; Defense 23 (+1 natural, +4 size, +8 Dex); Spd 6 m, 6 m climb; VP/WP 1/1; Atk +12 melee (1d4–5, bite) or +12 ranged; SQ Disease, numbing bite; SV Fort –1, Ref +8, Will –1; SZ D; Rep 1; Str 1, Dex 26, Con 4, Int 1, Wis 9, Cha 2; Challenge Code: A.

Skills: Climb +7, Hide +8, Listen +2, Move Silently +8, Spot +2, Survival +3.

Feats: Weapon Finesse (bite).

Special Qualities: Disease—The most serious threat posed by sand ticks is disease. A sand tick bite exposes its victim to crazed bantha fever. (Injury, DC 15, incubation 1d4 days, initial damage 1 Int and 1 Wis; Secondary damage 1d3 Int

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and 1d3 Wis. See Disease on page 111 of the *Star Wars Roleplaying Game*.) A target bitten several times in a single encounter needs to make only one save against the disease, but if bitten in a different encounter, the target must make a new save attempt.

Numbing Bite—Sand ticks numb a potential host with secretions from their saliva before attaching themselves; feeling their bite requires a Wisdom check (DC 20). An attached sand tick deals 1 point of damage each day.

Defel

The Defel are a curious mammalian species who, under most lighting conditions, appear to be mysterious bipedal shadows with reddish eyes and long white fangs. Under ultraviolet light, however, it becomes clear that Defel are stocky beings covered in fur that ranges in color from brilliant yellow to dazzling azure. They have long fingers that end in vicious yellow claws and protruding lime-green snouts. They stand between 1 and 1.7 meters in height and average 1.2 meters at the shoulders.

The Defel originate on Af'El, a large, high-gravity planet orbiting the super-giant Ka'Dedus. Due to the unusual chemical composition of Af'El's upper atmosphere, only ultraviolet light passes freely to the surface of the planet, while longer wavelengths of light are completely deflected. Because of this phenomenon, all life forms on Af'El, including the Defel, are blind to the non-ultraviolet spectrum.

Defel fur also absorbs other light wavelengths. It is speculated that this quality was an evolutionary response to a now-extinct predator that projected lights on different wavelengths to locate prey. Regardless, this feature now makes the Defel highly regarded as bodyguards, assassins, and commandos. In darkness, a Defel is all but invisible—even to beings able to see in the dark. Their unnerving, shadowy appearance in the light makes even unskilled Defel useful as bodyguards, as few beings are aware of the source of this strange effect; many incorrectly attribute the Defel appearance to an ability to become insubstantial. The Defel, naturally, do nothing to dispel such rumors.

On Af'El, the Defel live in large, well-maintained underground cities considered among the marvels of the galaxy. While they never developed space travel or even flight—the violent storms that continuously ravage the surface of Af'El discouraged the Defel from looking to the sky—they had developed metal alloys and atmosphere recyclers more advanced than even those the Republic was using in spaceships when scouts first visited the Ka'Dedus system. So, while Defel society has almost all the technological hallmarks of galactic culture, as a species they have little or no interest in space travel.

Defel who travel the galaxy are proud and independent to the point of stubbornness. Some leave their homeworld in search of adventure, but most leave to work for other beings on specific contract jobs. Many Defel trade on their unique physical characteristics and the legends that surround their kind. However, most work for starship manufacturers and smelting plants that produce durasteel and other alloys requiring a carefully balanced mix of ores. The Defel have produced some of the galaxy's best metallurgists

and are valued as much for their knowledge in this field as for their talent at more violent pursuits.

Defel professionals are experts or thugs. Adventurers are scouts, scoundrels, or soldiers. In order to function away from their homeworld, Defel must wear special visors that allow them to “see” light wavelengths other than ultraviolet. A Defel who goes without such a visor is effectively blind in normal light. Defel can easily speak Basic, and their language similarly is within the grasp of most beings in the galaxy that choose to learn it.

Defel Commoner: Init -1; Def 9 (-1 Dex); Spd 6 m; VP/WP -/8; Atk +0 melee (1d2, punch) or -1 ranged; SQ Invisibility, limited vision; SV Fort -1, Ref -1, Will +1; SZ S; FP 0; DSP 0; Rep 0; Str 10, Dex 8, Con 8, Int 10, Wis 12, Cha 12.

Equipment: Variety of personal belongings.

Skills: Craft (varies) +2 or Profession (varies) +2, Knowledge (metallurgy) +2, Read/Write Defel, Speak Basic, Speak Defel.

Special Qualities: Invisibility—Because of a genetic adaptation to a long-forgotten predator on their homeworld, Defels absorb all light wavelengths except ultraviolet. In effect, they appear as patches of darkness, much like shadows; in areas of low light, they are effectively invisible. Unless the creature is under direct normal sunlight (or the artificial equivalent, such as a brightly-lit medcenter), the Defel gains a +2 circumstance bonus to attacks, and its target loses all Dexterity bonuses to Defense. At the same time, attacks against a Defel in these circumstances confer a 50% miss chance. Under especially low-light conditions (such as a dimly-lit cantina) the attacker must guess where the Defel actually is (see the *Star Wars Roleplaying Game*, page 143) as well.

Limited Vision—Defel can see only by light in the ultraviolet range. When away from their homeworld, they must wear special visors. Without them, they are considered blind as defined in the *Star Wars Roleplaying Game* core rulebook.

Species Features: -2 Dex, -2 Con, +2 Wis, +2 Cha.

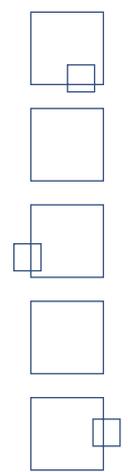
Automatic Languages: Defel and Basic.

Adventure Hooks

The following story seeds revolve around aliens and creatures presented in *Alien Anthology* or in this web enhancement. They are here to help fuel the creation of your own *Star Wars* adventures and campaigns. Have fun! —S. M.

Beware the Bantha

The heroes are protecting isolated moisture farms (either on Tatooine, or another water-poor world such as Kirdo III) from bandit attacks. After repulsing one such assault, they find a clue to the bandits' hideout. While traveling through a narrow canyon en route, they must avoid being trampled by a bantha stampede: 128 of the massive beasts come raging down the pass. While this could look like a trap staged by the bandits, the heroes soon find the hideout demolished by banthas—and the few survivors swear they had nothing to do with the stampede. “The beasts have gone crazy,” the bandits claim. Worse,



reports begin to emerge that bantha herds have begun to attack farms and even small villages.

A crazed hermit claims the banthas have finally tired of servitude and are rising to destroy all sentient beings on the world. Can this be true? Or is the real explanation related to those mysterious *Lambda*-class shuttles seen only on moonless nights? Maybe those strange, unidentifiable trace chemicals that have turned up in the water harvested by the local moisture farms have something to do with it....

The Scent of Credits

A Human hero (most likely a noble or scoundrel) is approached by a representative of a cosmetic company who was referred by a mutual acquaintance. The GM character wants to give the hero a supply of perfume that reportedly acts as a mild aphrodisiac on many species. The hero (and anyone else interested in testing the product) is required to write short reports on how the perfume seemed to affect other beings. A fee of 100 credits will be paid for each report the representative finds acceptable.

Under most circumstances, the perfume grants the character wearing it +2 Charisma and an additional +2 circumstance bonus to Bluff and Diplomacy checks. Each phial of perfume has 30 doses, and each application lasts 15 hours or until washed off. However, there is a 5% chance that an alien species exposed to the compound will have an unforeseen reaction. GMs should check for this response whenever the character wearing the perfume interacts with a new species. If the percentile roll indicates the alien is adversely affected, roll on the following table to see the results.

Random Perfume Effects

1d6	Effect
1	Alien is extremely attracted to the character (grants +10 to Charisma when interacting with that alien).
2	Alien immediately falls in love with character (+15 to Charisma when interacting with that alien).
3	Alien takes a strong dislike to the character (-5 to Charisma when interacting with that alien).
4	Alien takes a violent dislike to the character (Alien must make a Will save [DC 15]—on failure, the alien attacks the character).
5	Alien attacks character in a sudden homicidal rage 1d4 rounds after exposure.
6	Alien collapses and will die of respiratory failure in 1d6+4 minutes unless given medical care (Treat Injury check [DC 18, DC 20 if the character wearing the perfume is still present]).

How did the cosmetic company miss that this creation could have such an adverse effect upon non-Humans? Five percent is high enough a percentage that even the simplest of lab tests should have revealed it—the product was clearly not ready to be released in any public areas. Was this just another example of corporate greed or incompetence? Or were more sinister forces behind this product, such as the intent to harm aliens and create animosity between aliens and Humans? On the other hand, perhaps the representative for the cosmetic company was actually working for an enemy of the heroes and merely wanted to make their lives difficult....

Masks

The heroes are approached by a wealthy merchant who wants them to find his runaway teenaged daughter and bring her home. He claims they had a fight, but says he can see now that she was right and wishes to apologize. He will pay almost anything to see his daughter again.

The party traces the young woman to an Ubese enclave on an isolated island. Informants tell them that she and one of the Ubese have fallen in love and that she is living among them, dressed as they are, in armor and a breath mask when in public. The informant can point the party to a particular tenement, but is unsure which of the 100 residents is the girl they seek.

Once the party manages to locate the girl and avoid bringing the wrath of the entire Ubese enclave down on their heads, she tells them that she ran away from home because she discovered her father is engaged in a wide range of criminal activities. Just then, heavily armed thugs attack, having followed the heroes covertly as they searched for the girl. Can the party manage to convince the paranoid Ubese that they had nothing to do with this assault and avoid being attacked from two sides? Can they protect the love of a young Human and Ubese? Can they get revenge on the merchant for using them as patsies? And on the topic of the merchant—is he really as bad as the daughter thinks? Maybe he was somehow being forced into the criminal activity she spoke of, and there's a much larger situation here than first met the eye.

The Squib Who Knew Nothing

A data storage device containing the only existing copy of a super-codebreaking computer program was stolen some months ago from a research lab. Now it has turned up in the hands of a wandering Squib who has offered it for sale. Agents of every military and quasi-military organization in the galaxy, minions of every crime lord and smuggling ring, and representatives of every self-centered, ambitious politician race to be the first ones to either meet the Squib's price or take the program by force. Of course, the heroes are involved, either on their own or at someone else's behest.

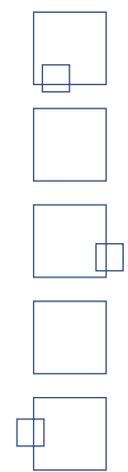
After eliminating some of the competition, forging alliances with others (and then having to deal with the betrayal of that alliance), the heroes and perhaps one or two other groups finally confront the Squib. The good-natured alien doesn't even know the value of this program. He will let it go to the highest bidder—and a scavenger hunt ensues as all the interested parties scramble to find obscure items that could have value only to a Squib.

Target: Garral

Alliance agents get word of a project headed by geneticist-turned-New Order-military officer Luthos Garral. Rumor has it the project is directed at creating a new breed of warbeast. The heroes are charged with a mission to infiltrate a *Carrack*-class cruiser that will be carrying Garral and the first mated pair of his creatures to a meeting with a group of moffs and an Imperial Advisor. The party is to kidnap Garral and secure—or eradicate—his creation. (Alliance officials know they can't destroy Garral's research, but they hope to force him to explain everything he did and possibly help in creating a counter.)



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Anything but the most poorly-devised plans should allow the heroes to infiltrate the ship carrying Garral and his creatures. As they begin to enact the next stage of their plan, however, an accident occurs: Garral's creatures escape their cages. Not two, but 12 of the deadly creatures go on a rampage through the ship. The captain orders the compartment with the loose creatures sealed ... and, as fate has it, the heroes and Garral are in that section as well. They now have to fight for their lives alongside the Imperials.

About the Authors

Steve Miller joined the staff of TSR in 1994, contributing heavily to the development of the RAVENLOFT® and DRAGONLANCE® game settings. In 1997, he made the move to

Wizards of the Coast, where he continued to write for the D&D® worlds until he joined the design team for the new *Star Wars* roleplaying game. His recent work for this line includes the *Secrets of Naboo* campaign pack. Steve lives in a cluttered apartment with his cats, Archie and Edith.

Owen K.C. Stephens was born in 1970 in Norman, Oklahoma, and attended the University of Oklahoma. He enrolled in creative writing courses (taught by FORGOTTEN REALMS® novelist Mel Odom) and in 1997 attended the TSR Writer's Workshop at the Wizards of the Coast Game Center. Owen's first work in the adventure game field was an article on elven names in issue 250 of *DRAGON*® magazine. He moved with his wife to the Seattle area in 2000 after joining Wizards as part of the *Star Wars* design team.

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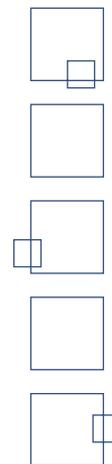
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