

STAR WARS SAGA EXPANDED RACES



Compiled by RavingDork

Amanin

These arboreal humanoids live in small tribes that each lay claim to one of the many sparse forests of Maridun, their homeworld. When a tribe grows too large, the younger adults set out to claim a new forest. The arrival of the Empire on Maridun went largely unnoticed, until one Amanin lorekeeper agreed to turn over prisoners from rival tribes as slaves. Not long after the Battle of Endor, operations on Maridun were taken over by the Hutts and various criminal syndicates, which constructed spaceports to support the growth of several small cities populated by crime lords, scoundrels, consortiums, mining companies, and Amanin slaves.

Personality: Traditionally, Amanin are fearless hunters due to their dominant station in Maridun's food chain and their natural resilience. Beyond their homeworld, Amanin tend to keep a low profile despite their towering height. As their society becomes more integrated with the rest of the galaxy, Amanin become more comfortable with space travel and technology, though they lack the scientific know-how to build technology of their own. Amanin collect various trappings of their rich history, such as trinkets and trophies.

Physical Description: Hooded humanoids with long, spindly arms, big hands, and stocky legs, Amanin stand about 2.25 meters tall. They have yellow and green skin and often wear little or no clothing.

Homeworld: Maridun, located in the Outer Rim, is a temperate world of long, flat plains dotted with small forests. During the Galactic Civil War, the Empire constructed several spaceports on Maridun to support their mining operations. These spaceports have been co-opted by smugglers, slavers, and pirates as bases of operation since the Empire's defeat.

Language: Amanin have no written language, relying instead on a tradition of oral history carried on by each tribe's loremaster.

Example Names: Aja, Brenjandor, Jorodus, Jott, Ojat Wan, Tonjon, Trijit, Unjor.

Age in Years: Child 1-11; young adult 12-16; adult 17-49; middle age 50-76; old 77-89; venerable 90+.

Adventurers: Amanin are relatively new to the civilized galaxy. After the dissolution of the Galactic Senate, many have begun living in the spaceports of Maridun and traveling off world. Each new generation of Amanin is more integrated into galactic society than the previous one. Amanin heroes are usually scouts with the occasional Force adept.

Amanin Species Traits

- **Ability Modifiers:** +2 Str, -2 Int, -2 Cha
- **Size:** Medium
- **Speed:** 6 squares
- **Expert Climber:** Due to their arboreal background, Amanin may choose to take 10 on Climb checks even when distracted or threatened.
- **Primitive:** Amanin do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants those feats.
- **Reach:** Unlike most Medium-sized species, Amanin have a natural reach of 2 squares.
- **Resilient:** Amanin gain a +1 species bonus to their Fortitude Defense due to their natural resilience.
- **Roll:** When using the run action, Amanin may roll into a ball to move at greater speed. When rolling, Amanin take a -5 penalty on Perception checks, but their speed is doubled.
- **Languages:** Amanese.

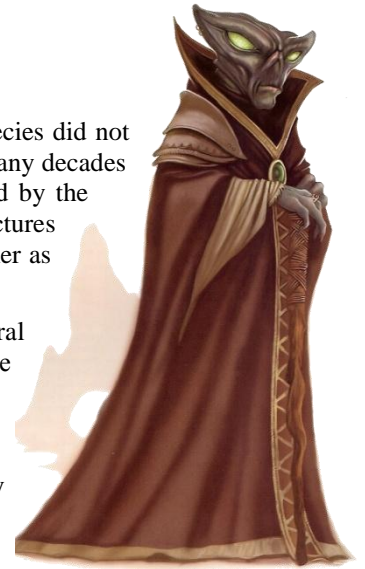


Arcona

The Arcona are cold-blooded humanoids who hail from Cona, an arid world in the Teke Ro system.

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 sought employment with the republic and interstellar corporations, fascinated by the possibility of exploring the galaxy. In all major 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 impressive starports, and many of the galaxy's largest mining companies operate on Cona. The system in general, and Cona in particular, boasts rich rare-mineral deposits. Water is the most precious substance on 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 lead 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 police 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.

Personality: 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 maintain order at the cost of individual ambitions and desires.

Physical Description: Arcona have thick skin that ranges in color from mahogany to ebony, and triangular heads with large multifaceted eyes that seem to sparkle. Their hands feature three prehensile talons. They average 1.7 to 2 meters tall.

Homeworld: Cona, an arid Inner Rim world located within the Teke Ro system.

Language: Arcona have a native tongue (Arconese) that is rarely spoken by those who have been raised in off-Can colonies, but the species has little difficulty learning and speaking Basic.

Example Names: Kodu Terrafin, Vegath Tist, Dutan Kelliv, Dutana Leara, Hem Dazon, Illist Mandrep, Kal Nkai, Shlith-Dan.

Age in Years: Child 1-12; young adult 13-18; adult 19-44; middle age 45-76; old 77-99; venerable 100+.

Adventurers: Arcona do not favor any particular class and are nearly as diverse in their pursuits as Humans. During the Rise of the Empire era, many Arcona follow the path of the Jedi.

Arcona Species Traits

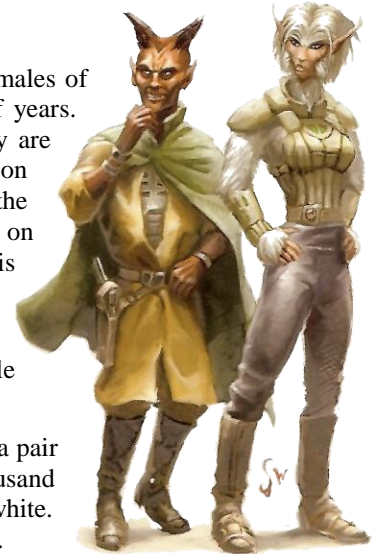
- **Ability Modifiers:** +2 Cha, -2 Wis
- **Size:** Medium
- **Speed:** 6 squares
- **Great Fortitude:** Arcona gain a +2 species bonus to their Fortitude Defense. Arcona have adapted to the harsh environment of Cona and can convert many different toxins into harmless chemicals.
- **Scent:** Arcona have a keen sense of smell. At close range (within 10 squares), Arcona ignore concealment and cover for purposes of Perception checks, and they take no penalty for poor visibility when tracking (see Survival skill, *Saga Edition Core Rulebook*, page 73).
- **Languages:** Arconese, Basic.

Devaronian

Devaronians are among 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. After reaching middle age, Devaronian males are driven by an urge to wander. 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 back to their families on Devaron, but they seldom return to the homeworld. The females are content with this arrangement, as they tend to view the restless males as disruptive to home life.

Personality Devaronian males are bold, daring, bull-headed, rash, terse, unscrupulous, and stingy with their credits. They love being the masters of their own destinies. Female Devaronians are generally bright, wise, scrupulous, and sharp-tongued.

Physical Description: Devaronian males are hairless with red-tinted skin, sharp incisors, and a pair of large horns growing from their foreheads. Their appearance is not unlike the devils of a thousand myths. Female Devaronians are covered in thick fur that ranges in color from brown to white. Females are hornless and have prominent canine teeth. Devaronians stand 1.6 to 1.8 meters tall.



Homeworld: Devaron, a world of low mountains and deep valleys linked by thousands of rivers.

Language: Devaronians speak and read Devaronese and Basic. Their speech is low, guttural, and full of snarling consonants.

Example Names: Dmaynel Kiph, Elassar Targon, Jubal, Kapp Dendo, Tyrn Jiton, Lak Jit, Oxbel, Saricia, Sires Vant, Trynic, Ulicx Vinaq, Vilmarh Grahrk.

Age in Years: Child 1-12; young adult 13-17; adult 18-44; middle age 45-64; old 65-79; venerable 80+.

Adventurers: Male Devaronian heroes tend to be scoundrels or scouts. Invariably, they are found in occupations that allow 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 that their freedom to travel was being curtailed.

Noteworthy female Devaronians on their homeworld tend to be nobles and scouts. However, any female Devaronian hero found elsewhere is already an exceptional individual who has decided to challenge the traditions of her culture. Such Devaronians may be of any class or role.

Devaronian Species Traits

- **Ability Modifiers:** +2 Dex, −2 Wis, −2 Cha (for males) or +2 Int, +2 Wis, −2 Dex (for females). Male Devaronians tend to be more carefree and less personable than female Devaronians, but they are also more agile.
- **Size:** Medium
- **Speed:** 6 squares
- **Conditional Bonus Feat:** Devaronians are master manipulators. A Devaronian with Deception as a trained skill gains Skill Focus (deception) as a bonus feat.
- **Natural Curiosity:** Once per encounter as a standard action, a Devaronian can make a Perception check against a single target within line of sight (DC 15 or the result of an opposed Stealth check, if the target is actively attempting to hide). If successful, the Devaronian gains a +1 insight bonus on attack rolls against that target. Because of their natural curiosity, Devaronians are very attentive to small details that can reveal weaknesses.
- **Languages:** Devaronese and Basic.

Nazren

Nazren are extremely tall humanoids from the arid and desolate world of Nizon. They are well adapted to the harsh conditions of their home planet and are remarkably strong and resilient. Unfortunately, these very traits have made them perfect targets for slavers, who use them for hard physical labor. Despite their massive size and intimidating demeanor, Nazren are not a warlike species. This proved to be their downfall when the Empire arrived and began enslaving them. However, they are not pacifists, either, and their will and ability to fight back grew slowly but surely.

Nazren typically wear sleeveless tunics tucked into black hide pants and heavy boots. Their clothes are normally fastened with hooks or clamps on the end of short lengths of cord or attached belts. Pads that strap onto the shoulders (to cushion a heavy load) and arm bracers are common, also attached with the hook system.

Personality: Nazren are pragmatic, serious, and traditional. Their harsh homeworld has taught them to be mindful of survival and never to take anything for granted.

Physical Description: Nazren are tall humanoids, approximately the same height as Wookiees (averaging 2.1 meters tall), but broader at the shoulders and narrower at the hip, with longer arms and torsos but shorter legs (averaging at about 130 kg). They are hairless, with thick skin that has a heavy hide or leather look. They are brown to light yellow in color, a natural camouflage for their dustbowl world. The head of a Nazren has no nose and is flatter than a Human's. A prominent brow ridge protects their eyes, and a series of small knobs start at the back of the head and run down to a visible spine.

Homeworld: Nizon, a harsh dustbowl of a planet, with driving winds and fierce sandstorms that can scour the skin from an unprotected creature's bones.

Language: Basic, Nazren.

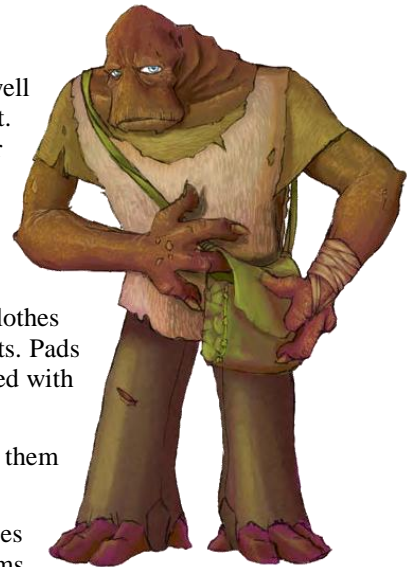
Example Names: Karzen, Martook, Naktok, Razmor, Sartok.

Age in Years: Child 1-15; young adult 16-30; adult 31-200; middle age 201-275; old 276-299; venerable 300+.

Adventurers: The Nazren are nomadic by nature, and recently freed slaves—or those who helped overthrow the yoke of the Empire from their home—are drawn by the wonders the galaxy has to hold. Some Nazren have shown potential in the Force, although they do not call it as such. Those capable of using the Force typically master healing powers and other light side abilities.

Nazren Species Traits

- **Ability Modifiers:** +2 Str, +2 Con, -2 Dex, -2 Cha
- **Size:** Medium
- **Speed:** 6 squares, Swim 4 squares
- **Nazren Resilience:** Once per encounter, when a Nazren would be moved down the condition track by taking damage equal to or exceeding the Nazren's damage threshold, the Nazren may reduce the number of steps moved down the condition track by 1 (minimum 0 steps).
- **Languages:** Nazren and Basic.

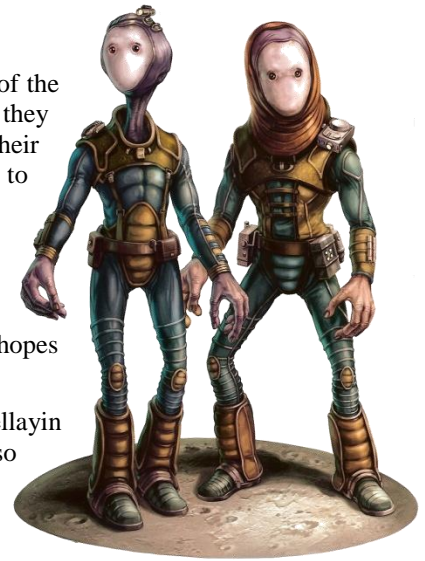


Polis Massans (aka the Kallidahin)

The small asteroid mining colony of Polis Massa in the Outer Rim is the current homeworld of the Polis Massans. Though the Polis Massans evolved on another world in the Subterrel sector, they have been away from their homeworld for so long that they have no living memory of their origins. Instead, they have dedicated themselves to researching a lost civilization, once native to Polis Massa, known as the Eellayin.

The planet once inhabited by the Eellayin was subject to a great and mysterious cataclysm which caused it to break apart into several million fragments. The Polis Massa asteroid is one of the largest fragments to survive, and many artifacts and traces of the fallen civilization are hidden within its depths. The Polis Massans seek to explore the origins of the Eellayin in the hopes that they may discover something of themselves in this ancient and extinct species.

It is a little-known fact that the Polis Massans believe that they are the descendants of the Eellayin species. Their ultimate goal is to preserve the memory of the Eellayin race. They intend to do so using advanced cloning techniques learned from the Kaminoans in an attempt to scientifically resurrect the Eellayin species. No viable genetic material has been recovered from the Polis Massan asteroid, but this does little to stop the Polis Massans from continuing to explore.



Personality: Gentle and compassionate are the two words that often come to mind when describing Polis Massans. They are an extremely inquisitive species, especially with regard to their own origins. They can be overly protective of their work, especially in regards to treasure hunters seeking wealth within the archaeological digs of Polis Massa. In this regard, they prefer to maintain their secrecy, and will hesitate to call attention to themselves.

Physical Description: Polis Massans possess smooth, gray skin. Their faces are featureless with the exception of their eyes, which are universally black. The hands of a Polis Massan are dexterous, with three long fingers and opposable thumbs. They tend to wear form-fitting body suits decorated with functional accessories, such as utility belts, tools, and medical instruments.

Homeworld: The Polis Massa planetary asteroid remains.

Languages: Basic (understand only) and Massan.

Example Names: Osh Scal, Maneeli Tuun.

Age in Years: Unknown.

Adventurers: Nobles and Scouts are common character classes for Polis Massan characters. Given their peaceful nature and respect for life, Polis Massans rarely take up arms as Soldiers, though they are perfectly capable of protecting themselves. Polis Massan Jedi and Scoundrels are unheard of, though their latent telepathic abilities and even personalities make them excellent candidates for Jedi teachings.

Polis Massans Species Traits

- **Ability Modifiers:** +2 Wis, -2 Str
- **Size:** Small
- **Speed:** 6 squares
- **Conditional Bonus Feat:** Polis Massans are known across the Galaxy for their skill with medicine. A Polis Massan with Treat Injury as a trained skill gains Skill Focus (Treat Injury) as a bonus feat.
- **Darkvision:** Polis Massan ignore concealment or total concealment from darkness.
- **Limited Telepathy:** In conjunction with their sign language and technological methods of communication, Polis Massans are able to employ a weak form telepathy that allows them to convey simple feelings and thoughts to any willing recipient within ten squares. They can use the Telepathy aspect of the Use the Force skill untrained (even if not Force-sensitive). If the target of the telepathy is within 10 squares, no skill check is required to initiate the telepathic contact.
- **Mute:** Polis Massans have no vocal cords, and must rely on a combination of sign language, computers, and telepathy in order to communicate with others. When they learn new languages, they can understand but not speak them.
- **Languages:** Massan (understand only) and Basic.

Pau'an

The Pau'ans are a tall, gray-skinned species of humanoids with sunken eyes and wrinkled skin. Gaunt and with sharp teeth that clearly indicate carnivorous tendencies, Pau'ans move with a deliberate pace and have soft, gravelly voices that are calming to hear. Pau'ans are taller than most humans (though not as tall as Wookiees) and have long, slender fingers that end in nails that closely resemble talons.

Xenobiologists from the University of Sanbra have uncovered connections between the Pau'ans and the Utai, the smaller species with whom they share the planet of Utapau. Genetic sampling has confirmed a few tenuous biological links, though the exact evolutionary process by which the Pau'an species developed separately from the Utai is still a mystery. Xenoanthropologists date the first Pau'an civilizations back almost 57,000 years before the Battle of Yavin, making theirs one of the youngest known civilizations. Though no written history of this time exists, scientists currently theorize that the long-lived Pau'ans are genetically closer to their progenitor species, and that as a result of their longevity the Pau'ans have likely only evolved a very little since the planet was settled.

Some time in the last ten thousand years, Utapau underwent a climate change that caused winds on the surface of the world to reach and maintain constant bursts at destructive speeds. Experts from the University of Sanbra speculate that the climate change was likely very sudden (at least, sudden in geological terms) given the fact that the Pau'an species did not evolve or adapt to the high winds as many other species did. The long gap between Pau'an generations caused by their extremely long lives was probably responsible for this evolutionary stumbling block, and were it not for the migration of Pau'an civilization underground they might not have survived the climate change.

The shift to life underground did not change the species' eating habits, as they maintained many of the biological signs of a carnivorous diet. The ecology of Utapau, particularly with regard to an abundance of animal life in sinkholes and below ground, allowed the Pau'ans to retain their carnivorous ways, which persist into modern times.

Pau'ans are one of two species native to the sinkhole-covered world. Pau'ans are the natural leaders and administrators of the people of Utapau, and though they have a frightful appearance, they have developed an amicable attitude toward outsiders. Most Pau'ans have been in leadership positions longer than many other beings in the galaxy have been alive, and it comes as naturally to them as speaking.

Personality: Despite their appearances, Pau'ans are exceptionally friendly on the whole and are particularly kind toward outsiders. As such, many Pau'ans get along well in the galaxy, showing none of the prejudice or fear that many other species show when encountering beings from other worlds.

Physical Description: Taller than most humans, Pau'ans are bald and have gray, wrinkled skin. Their sunken eyes and sharp teeth give them a slightly monstrous appearance.

Homeworld: The sinkhole planet of Utapau.

Languages: Pau'ans speak and are literate in Utapese and Basic.

Example Names: Timon Medon, Tion Medon, Lampay Fay.

Age in Years: Child 1-16; young adult 17-30; adult 31-400; middle age 401-500; old 501-699; venerable 700+.

Adventurers: Pau'an adventurers are usually the leaders and spokespersons for their respective groups. Their long years of experience make it easy for them to coordinate their comrades' efforts and produce the best results, and despite their friendly nature, many Pau'ans make excellent military officers.

Pau'an Species Traits

- **Ability Modifiers:** +2 Wis, +2 Cha, -2 Str
- **Size:** Medium
- **Speed:** 6 squares
- **Authority:** As a species accustomed to being in authority, Pau'ans add +1 to any insight or morale bonuses they grant to themselves or other characters.
- **Conditional Bonus Feat:** Pau'ans are born leaders. A Pau'an with Persuasion as a trained skill gains Skill Focus (Persuasion) as a bonus feat.
- **Low-Light Vision:** Pau'ans ignore concealment (but not total concealment) from darkness.
- **Languages:** Utapese and Basic.



Phindian

Phindians are technologically advanced sentients known for creating a variety of technological wonders, including devices capable of erasing one's memory.

Before the rise of the Empire, a criminal organization called the Syndicat ruled the Phindian homeworld. The Phindian leaders of the Syndicat used their control over the distribution of food and other provisions to keep the general population in line. Any who resisted the Syndicat had their memories erased and were exiled to other worlds. The Jedi helped the Phindian population overthrow the Syndicat and install a democratic government, which remained in place until the formation of the Emperor's New Order. Despite a handful of Phindian uprisings (all of which the Imperials easily quelled), the Phindian homeworld remained under Imperial rule until shortly after the Battle of Endor. Within a year of their liberation, the Phindian people joined the New Republic and have remained members ever since.

Personality: Phindians show great affection for family and friends, but strangers find them aloof and contrary. Though perceptive and astute, they can be cantankerous and somewhat sarcastic beings prone to melancholy and exaggeration. Dealing with them can be exasperating. For their part, Phindians like to tinker with technological devices, often preferring the company of such things above the company of other sentients.



Physical Description: The average Phindian stands between 1.6 and 1.9 meters tall. Phindians are thin, mournful-looking beings with dark skin that sometimes exhibits whit splotches. White circles surround their yellow or gold eyes. Phindians have long, flexible arms that hang below their knees. They prefer to wear simple, practical outfits with little adornment.

Homeworld: Phindar, a temperate Outer Rim planet.

Languages: Phindians speak Phindian and Basic. Their native language consists of soft sibilants and particularly long vowel sounds.

Example Names: Banikou, Guerra Derida, Paxxi Derida, Gerpha, Hem, Karke, Meerka, Teeyr Verke.

Age in Years: Child 1-12; young adult 13-16; adult 17-39; middle age 40-54; old 55-74; venerable 75+.

Adventurers: Phindian heroes are usually nobles, scoundrels, and scouts. Phindina Force-users are possible, but rare.

Phindian Species Traits

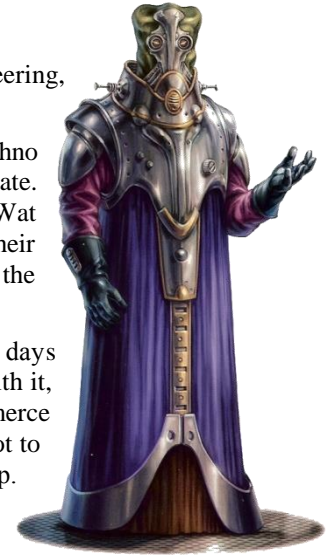
- **Ability Modifiers:** +2 Int, -2 Str
- **Size:** Medium
- **Speed:** 6 squares
- **Bonus Feat:** Phindians are technological savants. All Phindians receive Skill Training: Knowledge (Technology) as a bonus feat.
- **Conditional Bonus Feat:** Most Phindians are skilled mechanics. A Phindin with Mechanics as a trained skill gains Skill Focus (Mechanics) as a bonus feat.
- **Languages:** Phindian and Basic.

Skakoan

Skakoans are a technologically advanced species that specializes in microelectronics, starship engineering, and cutting-edge manufacturing techniques.

During the time of the Old Republic, Skakoans were among the most influential species in the Techno Union, a galaxy-spanning consortium of mega-corporations with representation in the Galactic Senate. Despite the misgivings of other high-ranking members of the Techno Union, Skakoan foreman Wat Tambor pledged to support the Separatists under Count Dooku. The Senate responded by expelling their Techno Union representatives. This contributed to the Skakoan homeworld breaking away from the Republic and joining the Separatist Movement.

The Skakoans were central to the Techno Union's success throughout the Clone Wars. However, the days of the Techno Union were numbered. From the ashes of the Old Republic emerged the Empire and with it, the Emperor's New Order. Gluttonous, self-serving bureaucracies like the Techno Union, the Commerce Guild, and the Trade Federation had outlived their usefulness, and their non-Human overseers were not to be trusted under the new regime. Humans forcibly displaced the Techno Union's Skakoan membership. The Skakoan people could do nothing except withdraw to their homeworld and watch helplessly as the Empire dismantled the Techno Union and placed its constituent companies (among them Baktoid Armor Workshop, Hoersch-Kessel Driveworks Inc., and Balmorran Arms) under Imperial supervision.



The fall of the Empire and the birth of the New Republic failed to overcome the Skakoan's growing sense of isolation. Their dislike for humanity clouded their infrequent dealings with the New Republic, and they are less inclined to share their technological advances. During the New Jedi Order era, the Skakoans are viewed by most other species as secretive, manipulative xenophobes best left to their own devices.

The Skakoan homeworld has a unique and highly pressurized atmosphere. For this reason, Skakoans can only survive in standard atmospheres with the aid of a special pressure suit. The Skakoan pressure suit completely hides the wearer's face and figure. If the suit is ruptured or destroyed, its Skakoan occupant cannot survive for long.

Personality: Skakoans are cool, calculating, and humorless beings with a strong sense of self-preservation. Few have the courage to leave their homeworld. They rely on logic to solve their problems, regardless of whether they are plotting galactic war or designing an efficient hyperdrive. Skakoans are usually encountered wearing their pressure suits, which they use to hide their emotions, leading many other species to presume that Skakoans are heartless automatons. In truth, they possess a full range of emotions.

Physical Description: Visitors are generally not welcome on the Skakoan homeworld: consequently, non-Skakoans have yet to learn what a Skakoan looks like beneath the full-body pressure suit. Without the pressure suit a Skakoan resembles a gaunt Human with folds of sickly gray-white skin draped over a narrow, skeletal frame. A Skakoan's leering visage features dark, sunken eyes, a flat nose, and a toothless, slit-like mouth set in a perpetual frown.

Skakoan pressure suits come equipped with synthesized vocalizers that deliberately distort their wearers' speech patterns, adding to the species' mystique.

Skakoan adults stand 1.4 to 2.1 meters tall.

Homeworld: Located in the Core Worlds region, Skako is a planetwide metropolis comparable to Corscant in scale and population, but without the charm or aesthetically pleasing architecture. Species accustomed to standard atmospheric pressure can only withstand the dense pressure of Skako's atmosphere for a short time before suffering permanent injury. The same holds true for Skakoans who find themselves on standard-pressure worlds without a special pressure suit to protect them.

Language: Skakoverbal is a complex machine language similar to Bocce, with traces of Binary. Skakoform, the written language of the Skakoan people, is often mistaken for technical schematics or circuit diagrams.

Example Names: Zona Dreon, Pel Karmek, Girt Marko, Orna Meng, Vol Meybor, Madeca Rex, Wat Tambor, Gregon Valt, Taron Von.

Age in Years: Child 1-11; young adult 12-15; adult 16-44; middle age 45-59; old 60-69; venerable 70+.

Adventurers: Skakoans are deathly afraid of suffering a horrible death by asphyxiation or explosive decompression. They rarely leave Skako for this reason. When they do, they always wear pressure suits that fully conceal their features and use vocalizers that distort their voices. Skakoans encountered away from their homeworld are usually nobles and scoundrels. No Skakoan Force-users are known to exist.

Skakoan Species Traits

- **Ability Modifiers:** –2 Dex, +2 Int
- **Size:** Medium
- **Speed:** 6 squares
- **Bonus Feat:** Armor Proficiency (light).
- **Conditional Bonus Feat:** Skakoans are often techno-savants. A Skakoan with Mechanics as a trained skill gains Skill Focus (Mechanics) as a bonus feat.
- **Mechanical Savant:** Once per encounter, a Skakoan can make a standard action Mechanics or Use Computer check as a swift action.
- **Special Equipment:** Skakoans suffer limitations outside their native atmosphere. Without a pressure suit, a Skakoan takes 1d6 points of damage each round and begins to suffocate. Skakoan characters begin play with a light pressure suit at no cost.
- **Languages:** Basic, Skakoform (written)/Skakoverbal (spoken).

In order to survive off planet, the Skakoans have created three types of pressure suits. The suits are as effective as certain types of armor, but they are bulkier due to the additional breathing equipment and pressurizers. Their stats can be found on the armor table below.

ARMOR	COST	ARMOR BONUS	FORT DEF BONUS	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Light Armor (–2 check penalty)								
Light Pressure Suit	4,000	+5	+2	+3	4 sq.	–	10 kg	Licensed, rare
Medium Armor (–5 check penalty)								
Medium Pressure Suit	7,000	+8	+2	+2	5 sq.	–	16 kg	Military, rare
Heavy Armor (–10 check penalty)								
Heavy Pressure Suit	12,000	+9	+3	+1	5 sq. ¹	–	35 kg	Restricted, rare

1 When running in heavy armor, you can only move up to three times your speed (instead of four times).

Pressure Suit, Heavy

This armored coverall is designed to keep Skakoans from asphyxiating or from explosively decompressing when off world. It contains vocalizers and a sealed life support system that provides everything a Skakoan needs to survive indefinitely in an atmosphere. It also allows a Skakoan to survive for 24 hours in the vacuum of space. If purchased anywhere besides Skako, double the listed price.

Pressure Suit, Light

This coverall is designed to keep Skakoans from asphyxiating or from explosively decompressing when off world. It contains vocalizers and a sealed life support system that provides everything a Skakoan needs to survive indefinitely in an atmosphere. It also allows a Skakoan to survive for 10 hours in the vacuum of space. If purchased anywhere besides Skako, double the listed price.

Pressure Suit, Medium

This bulky coverall is designed to keep Skakoans from asphyxiating or from explosively decompressing when off world. It contains vocalizers and a sealed life support system that provides everything a Skakoan needs to survive indefinitely in an atmosphere. Unlike other Skakoan pressure suits, this suit provides no defense against the vacuum of space. If purchased anywhere besides Skako, double the listed price.

Tusken Raider

Tusken Raiders, or Sand People, are primitive desert-dwelling warriors skilled at defending their harsh way of life and surviving in an even harsher environment. These brutal nomads were the dominant species on Tatooine until offworlders colonized the planet during the time of the Old Republic. Jawas, the planet's only other indigenous sentient species, were more intelligent than the Tusken Raiders but lacked the ferocity and size to compete with their predatory neighbors. Whereas the Jawas learned to coexist with the early off world colonists, the Tusken Raiders attacked offworlders on sight.

Tusken Raiders earned their name by destroying and plundering a human colony at Fort Tusken. The massacre ultimately failed to force settlers to leave Tatooine, and the Sand people have yet to repeat such a stunning attack, but it is remembered as an example of their bloodthirstiness. The settler's hatred and fear of these ruthless nomads led to the decimation of the Tusken Raider population in subsequent years. Entire tribes were wiped out, and the survivors were driven into the deep deserts.

The average Tusken Raider fears machines. The whine of a speeder or swoop usually foretells the approach of murderous offworlders, and even the bravest Tusken Raider must think twice before facing such foes. Tusken Raiders prefer to attack in large numbers, and even then, their targets are usually no more threatening than a moisture farm or ill-defended Jawa sandcrawler.

Although technologically primitive by galactic standards, Tusken Raiders make good use of whatever technological items they can scavenge from slain offworlders or Jawas.

Tusken Raiders use banthas, large herd animals native to Tatooine, as mounts during scouting missions and hunting expeditions. Some Tusken villages also use domesticated massifs as watchdogs. Tusken Raider hunters typically arm themselves with gaderffii sticks and slugthrower rifles.

Personality: The Sand People are ruthless tribal nomads who attack anyone they do not recognize, including members of other Tusken Raider tribes.

Physical Description: Roughly 2 meters tall, Tusken Raiders are swathed from head to toe in dusty bandages, as required by ancient custom. Protruding circular lenses protect their eyes, and filter masks cover their mouths.

Homeworld: Tatooine, a desert world located in the Outer Rim.

Language: The Tusken Raiders' language, Tusken, is punctuated with grunts, growls, and honking noises. Other species find great difficulty in speaking or understanding the Tusken language, though learning and speaking the language is possible for non-Tusken Raiders. The Tusken Raiders have no written form of their language.

Example Names: Grk'kkrs'arr, K'Sheek, Rrr'ur'R, RR'uruurrr, UroRRuR'R'R, Ur'Ru'r.

Age in Years: Child 1-8; young adult 9-13; adult 14-44; middle age 45-60; old 61-74; venerable 75+.

Adventurers: Tusken Raiders are typically scouts or soldiers. They are almost never nobles or Jedi, and Tusken Raiders with any form of technical aptitude are exceedingly rare.

Tusken Raider Species Traits

- **Ability Modifiers:** +2 Con, -2 Int, -2 Wis
- **Size:** Medium
- **Speed:** 6 squares
- **Sneaky:** Tusken Raiders are accustomed to laying ambushes and may choose to reroll any Stealth check, but the result of the reroll must be accepted even if it is worse.
- **Survival Instinct:** Tusken Raiders are hardy survivalists and may choose to reroll any Survival check, but the result of the reroll must be accepted even if it is worse.
- **Languages:** Tusken.



Zeltron

Zeltrons are known the galaxy over as unabashed hedonists. All members of the species encourage the pursuit of pleasure in all its forms. Known as the most fun-loving and convivial species in the galaxy, the Zeltrons take recreation and the pursuit of pleasure to new heights. Because of their popularity and lives spent pursuing gratification, Zeltrons are common throughout the galaxy, particularly at spaceports where they can find many prospective mates. Since many Zeltrons also love gambling, these locations serve two purposes for them. For lonely spacefarers living on the fringe and others who find lasting companionship elusive, the ever-willing Zeltrons provide a welcome respite.

Zeltrons can sense the feelings of others as well as to project their own emotions. For this reason, love and comfort are extremely important to them. Though generally pacifistic, Zeltrons are able fighters and stay in peak condition at all times. They enjoy high metabolisms, enabling them to indulge in the culinary cravings.

Zeltron technology is on par with most spacefaring worlds. The Zeltrons possess space travel, advanced agricultural and industrial methods, and excellent knowledge of medicine. Zeltron artists are renowned for their erotic sculptures, paintings and other works of art. Zeltron courtesans, known as *criblez*, fulfill any physical desire one might have, without limits. Many crime lords, particularly Hutts, have taken special interest in these Zeltron servants.

Personality: Gregarious, warm, lustful, and merry, Zeltrons love parties and people. Zeltrons who reach old age or endure great travails or suffering often manifest different personality traits: a deep melancholy, a fervent passion for justice or a cause, or an intense loneliness and desire for a lasting bond.

Physical Description: Zeltrons are near-Humans with skin colors ranging from pink to crimson. Nearly all are considered (by Human standards) shockingly beautiful and handsome. Zeltrons average 1.8 meters tall.

Homeworld: Zeltros, an idyllic planet located on the edge of the Outer Rim and Unknown Regions.

Language: Zeltrons have many ancient languages, all of which have faded into obscurity. Zeltrons prefer to speak Basic and dedicate time to master the many idioms that cultures infuse into the language.

Example Names: Adriav, Arno, Bahb, Dani, Froedi, Heigren, Impella, Jahn, Jahz, Jakira, Joi, Kainae, Kieral, Leonie, Maeve, Mahd, Marruc, Nerus, Opalica, Rahuhl, Rhajani, Sian, Soleil, Spenori, Tamair, Tanai, Trix, Welarem, Yahja.

Age in Years: Child 1-11; young adult 12-18; adult 19-49; middle age 50-64; old 65-79; venerable 80+.

Adventurers: Zeltron adventurers are found among all the classes. Force-sensitive Zeltrons find Jedi training difficult, as the tenants of the Jedi Order generally discourage the indulgence of strong emotions. Still, Zeltron Jedi do exist.

Zeltron Species Traits

- **Ability Modifiers:** -2 Con, -2 Wis, +4 Cha
- **Size:** Medium
- **Speed:** 6 squares
- **Conditional Bonus Feat:** Zeltrons are born socialites. A Zeltron with Persuasion as a trained skill gains Skill Focus (Persuasion) as a bonus feat.
- **Intuitive Initiative:** Zeltrons are known for their quick reactions. A Zeltron may choose to reroll any Initiative check, but the result of the reroll must be accepted, even if it is worse.
- **Zeltron Empathy:** Zeltrons are naturally empathic. As a free action, a Zeltron may make a Perception check opposed by a target's Will Defense. If successful, the Zeltron may discover the target's attitude toward him or her, as well as the target's general emotional state. The target cannot detect this check.
- **Languages:** Basic.

