

Species



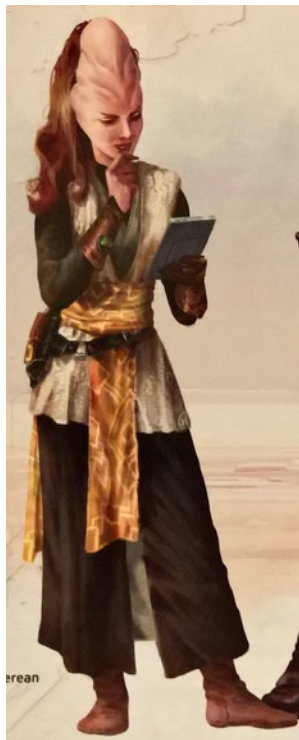
Bothan

-1 Brawn
+1 Cunning

Wound Threshold: 10 + Brawn
Strain Threshold: 11 + Willpower
Starting Experience: 100 XP

Special Ability: Bothans begin the game with one rank in the Streetwise skill and one rank in the Convincing Demeanor talent.

Background: Bothans come from the planet Bothawui, a temperate world in the Mid Rim section of the galaxy. They are covered in fur, and their features resemble a combination of canine, feline, and equine. They are known for being great spies and information brokers.



Cerean

-1 Agility
+1 Intellect

Wound Threshold: 10 + Brawn
Strain Threshold: 13 + Willpower
Starting Experience: 90 XP

Special Abilities: Cereans begin the game with one rank in the Vigilance skill.

Binary Processing: Cereans treat all Knowledge skills as career skills.

Background: Cereans come from the planet Cerea, a Mid Rim world with isolationist tendencies. They look much like humans, aside from the enlarged cranium, which houses their superior brains.



Droid

-1 to all Abilities (High XP and extra skills make up for this)

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 175 XP

Special Abilities: Droids do not need to eat, sleep, or breathe. They are immune to toxins and poisons. They can handle more cybernetic implants than living creatures are able to. They begin the game with training in three additional skills, based on their career and specialization.

Inorganic: Droids do not gain the benefits of using bacta, stimpacks, or Medicine skill checks to heal. Instead, they can be healed with Emergency Repair Patches and Mechanics skill checks. They start the game with one rank in the Enduring talent.

Mechanical Being: Droids cannot become Force sensitive or acquire a Force Rating. They cannot use Force Powers or be affected by mind-altering Force Powers.



Duros

-1 Brawn

+1 Intellect

Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Duros begin the game with one rank in the Piloting (Space) skill.

Intuitive Navigation: Duros may add 1 Advantage to all Astrogation checks they make.

Background: Duros come from the planet Duro, a temperate world in the Core Worlds section of the galaxy. It was once a lush, green world, but it is now uninhabitable due to pollution from their own industrial mining and manufacturing. They now live in massive space stations that orbit the planet. They are great pilots, navigators, and engineers.



Gand

+1 Willpower

-1 Presence

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Gands begin the game with one rank in the Discipline skill.

Ammonia Breathers: There are two subspecies of Gands. Some have lungs and some don't. Gands without lungs are immune to suffocation. Gands who do have lungs breathe ammonia. They start the game with an ammonia respirator, and they treat a normal oxygen atmosphere as being dangerous if they lose the respirator. Gands with lungs also start with an extra +10 XP.

Background: Gands come from the planet Gand, an Outer Rim world with an ammonia-based atmosphere. Gands who have not yet found their place in society refer to themselves simply as Gand. Once they have accomplished something important, they may use their family name, and once they have become considered a person of greatness, they may use their first name.



Gran

-1 Cunning

+1 Presence

Wound Threshold: 10 + Brawn

Strain Threshold: 9 + Willpower

Starting Experience: 100 XP

Special Abilities: Gran begin the game with one rank in the Charm or Negotiation skill.

Enhanced Vision: When making ranged combat or Perception checks, Gran remove up to 2 Setback Dice imposed due to environmental conditions or concealment.

Background: Gran come from the planet Kinyen, a beautiful and productive agriworld in the Expansion Region. Peace and unity are the foundation of their civilization. Their most notable physical features are their large ears and three large eyes.



Human

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Abilities: Humans begin the game with one rank each in two different non-career skills.

Background: Humans can be found all over the galaxy, and nobody is sure what planet they originally came from.



Ithorian

-1 Agility

+1 Willpower

Wound Threshold: 9 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 90 XP

Special Abilities: Ithorians begin the game with one rank in the Survival skill.

Ithorian Bellow: Ithorians have two mouths and four throats, allowing them to use their voice as a natural weapon to stun enemies in an emergency.

Background: Ithorians come from the planet Ithor, which is known as one of the most beautiful and life-filled planets in the galaxy. They live in orbital cities, and they tend to the planet as if it were a giant garden.



Kel Dor

-1 Brawn

+1 Willpower

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Kel Dors begin the game with one rank in the Knowledge (Education) skill.

Dark Vision: When making skill checks, Kel Dors remove up to 2 Setback Dice imposed due to darkness.

(Kel Dor continued)

Atmospheric Requirement: Kel Dors wear a special mask to breathe and see outside of their native environment. They start the game with a breath mask and treat normal atmosphere as dangerous. They can survive in vacuum for up to 5 minutes before suffering any effects.

Background: Kel Dors come from the planet Dorin, located between two black holes in the Expansion Region.



Mirialan

+1 Agility
-1 Cunning

Wound Threshold: 11 + Brawn
Strain Threshold: 10 + Willpower
Starting Experience: 100 XP

Special Abilities: Mirialans begin the game with one rank in the Discipline skill and one rank in the Cool skill.

Background: Mirialans come from the planet Mirial, near the Hydian Way and close to the Corporate Sector of the galaxy.



Mon Calamari

+1 Intellect
-1 Cunning

Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower
Starting Experience: 100 XP

Special Abilities: Mon Calamari begin the game with one rank in the Knowledge (Education) skill.

Amphibious: Mon Calamari can breathe underwater without penalty, and they never suffer movement penalties for traveling through water.

Background: Mon Calamari come from the planet Dac, also known by offworlders as Mon Cala. The entire planet is one large ocean, with only a few small islands dotting the surface. They are famous throughout the galaxy for their shipyards, where they churn out a good portion of the Rebellion's capital vessels.



Nautolan

+1 Brawn
-1 Willpower

Wound Threshold: 11 + Brawn
Strain Threshold: 9 + Willpower
Starting Experience: 100 XP

Special Abilities: Nautolans begin the game with one rank in the Athletics skill.

Amphibious: Nautolans can breathe underwater without penalty, and they never suffer movement penalties for traveling through water.

Background: Nautolans come from Glee Anselm, a Mid Rim world filled with a broad range of aquatic environments.



Rodian

+1 Agility
-1 Willpower

Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower
Starting Experience: 100 XP

Special Abilities: Rodians begin the game with one rank in the Survival skill and one rank in the Expert Tracker talent.

Background: Rodians come from the planet Rodia in the Mid Rim section of the galaxy. Their culture has a long history of violence, and they often seek careers as bounty hunters and gunmen.



Sullustan

+1 Agility
-1 Cunning

Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower
Starting Experience: 100 XP

Special Abilities: Sullustans begin the game with one rank in the Astrogation skill.

Background: Sullustans come from dangerous world of Sullust, where they live in a female-dominated clan society.



Togruta

-1 Brawn
+1 Cunning

Wound Threshold: 10 + Brawn
Strain Threshold: 10 + Willpower
Starting Experience: 100 XP

Special Abilities: Togrutas begin the game with one rank in the Perception skill.

Pack Instincts: When performing the Assist maneuver, Togrutas grant 2 Boost Dice instead of the usual 1.

Background: Togrutas come from the planet Shili in the Expanse Region, near the Hydian Way.



Trandoshan

+1 Brawn
-1 Agility

Wound Threshold: 12 + Brawn
Strain Threshold: 9 + Willpower
Starting Experience: 90 XP

Special Abilities: Trandoshans begin the game with one rank in the Perception skill

Regeneration: Whenever a Trandoshan recovers wounds from natural rest or time in a bacta tank, they recover one additional wound. They can also regrow lost limbs, although it takes about a month to be as good as new.

Claws: When a Trandoshan makes a Brawl check to deal damage to an opponent, he deals +1 damage and has a Critical Rating of 3.

Background: Trandoshans come from the planet Trandosha. They have a long tradition of hunting and enslaving other species.



Twi'lek

-1 Brawn
+1 Presence

Wound Threshold: 10 + Brawn
Strain Threshold: 11 + Willpower
Starting Experience: 100 XP

Special Abilities: Twi'leks begin the game with one rank in either the Charm skill or the Deception skill.

Desert Dwellers: When making skill checks, Twi'leks may remove 1 Setback Die imposed due to arid or hot environmental conditions.

Background: Twi'leks come from the planet Ryloth in the Outer Rim of the galaxy, along the Corellian Way. Twi'leks are commonly used as slaves throughout the galaxy, and many have never even been to their homeworld.



Wookiee

+1 Brawn
-1 Willpower

Wound Threshold: 14 + Brawn
Strain Threshold: 8 + Willpower
Starting Experience: 90 XP

Special Abilities: Wookiees begin the game with one rank in the Brawl skill.

Wookiee Rage: When a Wookiee has suffered any wounds, they deal +1 damage to Brawl and Melee attacks. When a Wookiee is critically injured, they deal +2 damage to Brawl and Melee attacks.

Background: Wookiees come from the planet Kashyyyk, a forest world in the Mid Rim section of the galaxy. This planet is in the same star system as Trandosha, and the Wookiees have a strong hatred of Trandoshans. Wookiees are extremely strong, tall, and quick to anger.



Zabrak

+1 Willpower

-1 Presence

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Zabrak begin the game with one rank in the Survival skill.

Fearsome Countenance: Zabrak automatically add 1 Advantage result to all Coercion skill checks.

Background: Zabrak come from the planet Iridonia, a world located in the Mid Rim. They appear similar to humans, aside from the horns on their heads.

These are not the only options. These are only the species from the core books, but there are many other books for this game with other species listed. If you know of a different species from Star Wars that you would like to play, let me know and I will get you the information for them. I know Logan wants to play an Ewok, so I will list Ewoks here:



Ewok

-1 Brawn

+1 Cunning

-1 Willpower

Wound Threshold: 9 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 120 XP

Special Abilities: Ewoks begin with one rank in either the Stealth skill or the Survival skill.

Active Senses: Ewoks add 1 Boost Die to Perception and Vigilance checks.

Low-Tech User: Upgrade the difficulty of any skill checks that involve using advanced technology. May spend 10 XP to remove this disadvantage.

Small: Ewoks have a silhouette of 0, instead of 1.

Background: Ewoks come from the forest moon of Endor. They have an extremely primitive society.