



Barabel Soldier

Dex	4D	Blaster 5D, Blaster: blaster rifle 6D, Melee combat 5D, Melee: vibro-axe 6D, Dodge 5D, Melee parry 5D
Str	5D	Brawling 6D
Per	3D+1	Sneak 4D+1, Search: tracking 4D+1
Kno	2D	
Mech	2D	
Tech	1D+2	
Special		Natural armor (+2D physical, +1D energy) Radiation resistance (+2D)
Items		Blaster rifle (3-30/100/300, 5D) Vibro-axe (Moderate, STR+3D+1, max 7D)
Extras		Move: 11. FPs: 1, DSPs: 0, CPs: 5, credits: 500



Duro Spacer

Dex	3D	Blaster 4D, Blaster: heavy blaster pistol 5D, Dodge 4D
Str	2D+1	
Per	2D+2	
Kno	2D+1	Planetary systems 3D+1
Mech	4D+2	Astrogation 6D+2, Space transports 6D+2, Space transports: (ship of choice) 8D+2, Starship gunnery 6D+2
Tech	3D	Space transports repair: (ship of choice) 4D
Special		2D for first 1D at creation for <i>Astrogation</i> , <i>Sensors</i> , or any starship piloting/shield/gunnery skill
Items		Heavy blaster pistol (3-7/25/50, 5D) Vacuum suit (+1D physical, +2 energy, +2D <i>Survival</i> or Strength to resist vacuum in space)
Extras		Used light freighter of choice Move: 10. FPs: 1, DSPs: 0, CPs: 5, credits: 800

Coynite Mercenary

Dex	5D	Blaster 6D, Melee combat 6D, Melee combat: Sa't'skar 7D
Str	4D	Brawling 5D, Brawling: martial arts 6D
Per	3D	Sneak 4D
Kno	2D	
Mech	2D	Beast riding: Tris 3D
Tech	3D	Demolitions 4D, First Aid 4D
Special		Skill bonuses: +1D to <i>Sneak</i> , +1D to <i>Intimidation</i> . Claws: +1D to hit, STR+1D+2 damage. MA: Silent strike: Diff: if unnoticed: uncon 2D min
Items		Blaster rifle (3-30/100/300, 5D), Sa't'skar sword (Difficult, STR+3D+1), Coy'n'skar polearm (blade Moderate, STR+2D; hook V.diff, STR+2, can disarm), D'skar dagger (Easy, STR+1D+1) Coynite battle armor (+2D phys/energy, -1D Dex) Medpacs (4)
Extras		Move: 11. FPs: 1, DSPs: 0, CPs: 5, credits: 100



Triani Minor Jedi

Dex	3D+1	Lightsaber 5D+1, Dodge 5D+1
Str	2D+2	Brawling: claws 3D+2
Per	3D	Persuasion 4D, Search: tracking 4D, Sneak 4D
Kno	2D	Scholar: Jedi lore 3D, Willpower 3D
Mech	2D	
Tech	2D	First Aid 3D
Force		Force skills: Control 1D, Sense 1D, Alter 1D Powers: Lightsaber combat (C&S), telekinesis (A) +2D at creation to Dexterity skills
Special		Claws: STR+1D damage, +2D <i>Climbing/Jumping Acrobatics</i> : +2D, can roll to reduce fall damage Lightsaber (Difficult, 5D)
Items		Combat jumpsuit (+1D physical, +2 energy) Medpacs (2) Various gems and trinkets of uncertain significance
Extras		Move: 12. FPs: 2, DSPs: 0, CPs: 5, credits: 1000



Gotal Fixer

Dex	3D+1	Blaster 4D+1, Dodge 4D+1
Str	2D+2	
Per	5D	Bargain 6D, Con 6D, Persuasion 6D
Kno	3D	Bureaucracy 4D, Streetwise 4D
Mech	2D	
Tech	2D	
Special		+1D to Initiative <i>Search</i> : +3D bonus in open areas, +1D bonus in crowded areas, -1D penalty in high radiation areas Mood detection : moderate Perception roll for bonus to opposed Perception rolls; if succeed by 0-7 +1D, 8-14 +2D, >15 +3D; fail by 1-1D, 2-5 -2D, ≥6 -3D Droid hatred: -1D to Perception if droid < 3 m away
Items		Heavy blaster pistol (3-7/25/50, 5D) Tiny hold-out blaster (3-4/8/12, 3D+2) Vibro-dagger (Easy, STR+2D) Datapad of various illicit contacts
Extras		Move: 10. FPs: 1, DSPs: 0, CPs: 5, credits: 1200



Kerestian Bounty Hunter

Dex	4D+1	Blaster 5D+1, Blaster: blaster rifle 6D+1, (A) Darkstick 5D+1, Dodge 5D+1
Str	3D	
Per	3D	Investigation 4D, Search: tracking 4D
Kno	3D	Intimidation 4D, Streetwise 4D
Mech	2D+2	Space transports: (ship of choice) 3D+2
Tech	2D	
Special		(A) Darkstick: starts at Dex, advance as normal. If attack roll succeeds by 5+, can catch stick on return. Blaster rifle (4-40/120/350, 5D+1) Darkstick (thrown, 5-10/30/50, 4D+2 energy) Stun baton (Easy, STR+1D or 5D stun)
Items		Camo armor (+1D physical, +2 energy, +1D <i>Sneak</i>) IPKC bounty hunting license Magnacuffs (6D+2 to break) Used freighter/scout ship of choice
Extras		Move: 10. FPs: 1, DSPs: 0, CPs: 5, credits: 200

Verpine Technician

Dex	3D	Blaster 4D, Dodge 4D
Str	2D	
Per	2D+2	Bargain: components 3D+2
Kno	2D	Business: components 3D
Mech	3D+1	Astrogation 4D+1, Space transports 4D+1, Space transports: (ship of choice) 5D+1
Tech	5D	Computer programming/repair 6D, Security 6D, Space transports repair 6D
Special		+2D to all Technical rolls Natural armor: +1D physical Vision: +1D <i>Search</i> for small objects Organic telecom: can communicate silently with other Verpines < 1 km away
Items		Blaster pistol (3-10/30/120, 4D+1) Blast vest (+1D physical, +1 energy to torso) Security interface (+1D against code-based devices) Light freighter of choice
Extras		Move: 10. FPs: 1, DSPs: 0, CPs: 5, credits: 100



Farghul Rogue

Dex	5D	Dodge 6D, Pickpocket 6D
Str	2D	
Per	4D	Bargain 5D, Con 5D, Sneak 5D
Kno	2D+1	Streetwise 3D+1
Mech	2D	
Tech	2D+2	Security 3D+2
Special		Teeth: STR+2D damage Claws: STR-1D damage Tail: can use as extra hand with -1D-1 penalty Skill bonuses: +2D to <i>Acrobatics</i> , +2D to <i>Con</i> Blaster pistol (3-10/30/120, 4D+1)
Items		Garrote (Moderate, STR+1D, +10 diff to parry) Vibroblade (Moderate, STR+3D, max 6D)
Extras		Move: 10. FPs: 1, DSPs: 0, CPs: 5, credits: 1200



IG-Series "Protocol" Droid

Dex	4D	Blaster 5D, Dodge 5D, Missile weapons 5D
Str	4D	
Per	3D+1	Search 4D+1, Search: tracking 5D+1
Kno	2D+1	Intimidation: interrogation 3D+1, Languages 3D+1, Languages: droids 4D+1
Mech	2D+2	
Tech	1D+2	Droid programming 2D+2
Special		Broadband antenna Long-range sensor (+4D <i>Search</i> 50-400 m, +2D 401-750 m) Sonic stunner (10 m, 4D stun) Flamethrower (10 m, 3D damage per round) Grenade launcher (1-250/350/500, holds 5)
Items		Blaster rifle (3-30/100/300, 5D) 5 frag grenades (radius 0-2/4/6/10, dmg 5D/4D/3D/2D)
Extras		Move: 13. FPs: 0, DSPs: 0, CPs: 5, credits: 400

Jenet Merchant

Dex	3D+1	Blaster 4D+1, Dodge 4D+1
Str	2D+2	
Per	4D	Bargain 5D, Hide: objects on self 5D
Kno	4D	Bureaucracy 5D, Business 5D, Streetwise 5D, Streetwise: black market 6D, Willpower: persuasion 5D
Mech	2D	
Tech	2D	
Special		+1D to all improved Knowledge skills +1D to Perception for hearing-based rolls Advance <i>Swimming</i> and <i>Climbing</i> at half-cost Flexible: can disjoint limbs to fit small spaces
Items		Blaster pistol (3-10/30/120, 4D) Concealed vibrodagger (Easy, STR+2D) Concealed blast vest (+1D physical, +1 energy to torso) Concealed audio recorder Datapad with up-to-date market prices for various goods
Extras		Move: 12. FPs: 1, DSPs: 0, CPs: 5, credits: 1200



Duros

Home planet: Duro **Size:** 1.8 - 2.2 m

Story factors: Blue-skinned thin humanoids known for being outstanding pilots, Duros have a long history of space travel and technology. Usually very peaceful, reasonable, dependable, and methodical, they have transformed their homeworld into a giant automated farm and instead live above it on space stations. Their unusual aptitude for piloting is reflected in the skill bonus at creation. Duro and its corporate government is officially loyal to the Empire, but many individuals favor other factions, such as criminal organizations or the Rebels.

Usual character types: pilots, smugglers, pirates, anything involving space travel

Source: Galaxy Guide 4: Alien Species, p.39

Trianii

Home planet: Trian **Size:** 1.5 - 2.2 m

Story factors: Trianii are bipedal felineoids whose society is run by tribunals of females called yu'nar and centered around their religious beliefs, a millennia-old coalition of previously existing sects. Their space force, the Trianii Rangers, are famous for their success against the reaches of the Corporate Sector Authority. They are extremely dextrous (+2D to add to Dex skills at creation) and the females are larger and more physical (+1 to Dex and Str after attribute dice applied). They are fiercely independent and self-reliant, establishing colonies on worlds far from Trian.

Usual character types: pilots, gunners, commandos, scouts, spies, mercenaries.

Source: Alien Encounters, p. 157.

Kerestians

Home planet: Kerest **Size:** 1.8 - 2.5 m

Story factors: Savage hunters from a dying planet, Kerestians are known for being merciless bounty hunters. Kerest endured an unusual cooling cycle resulting in near-extinction and a "hunt or be hunted" culture. While the species has recovered thanks to descendants of colony ships launched before the glacial disaster, their calm demeanor is still one of ruthless precision. Their unique technology is the darkstick, a retractable blade of silent black light energy, which is thrown similar to a boomerang. Kerest may still have valuable ancient technology buried under ice.

Usual character types: bounty hunters, assassins, mercs, guards for Imperial nobles.

Source: Galaxy Guide 12: Aliens, Enemies & Allies, p.45

Farghul

Home planet: Farrfin **Size:** 1.7 - 2.0 m

Story factors: The Farghul are a felineoid species who are extremely graceful and agile. They are very conscious of their appearance and often dress in elaborately decorated clothing. They have a reputation of having a "mischievous streak," preferring trickery and deception to open physical conflict, although their dexterity, claws, and teeth make them ferocious fighters. While they tend not to trust governments, Farrfin maintains positive relations with the Republic, and Farghul tend to be intimidated by Jedi.

Usual character types: rogues, smugglers, con men, criminal leaders.

Source: Thrawn Trilogy Sourcebook, p. 143

IG-Series Combat Prototype

Manufacturer: Holowan Labs **Size:** 2.0 m

Story factors: Constructed as one of the deadliest combat prototypes ever, the initial IG series droids went on a rampage when activated, killing the entire design team. They have a complex personality matrix and very sophisticated programming, leading to fierce independence. Of the five known IG-series droids to have been created, only two had been sighted (IG-72 and IG-88); it is unknown if these models have learned to replicate. Rumor is that several exist believing they are protocol droids, with assassination programming buried deep within the circuits waiting to be activated.

Usual character types: assassins, bounty hunters, spies, rare legitimate protocol droids.

Source: Cynabar's Fantastic Technology, p. 81.

How to play this character

- The Duros' 2-for-1 pilot skills at creation enables a very high piloting skill. As such, he can make very difficult maneuvers.
- Fairly functional in ranged combat, but relatively easily hit and hurt.
- Pairs well with characters with good combat skills and Perception/Knowledge skills.
- Can make minor upgrades to his ship.
- Consider increasing Per, Kno, and Tech skills with his first CPs.

How to GM this character

- Space missions like smuggling runs are an obvious choice.
- Challenge him to find extra utility from his extraordinary piloting skills.
- Don't just make him the chauffeur.

How to play this character

- Jedi are tough to start (like Wizards in D&D) because you take attribute dice for Force skills, and most rolls are too hard for only 1D of skill. Most CPs should go into Force skills.
- The Lightsaber is tough to use since you can hurt yourself with it (if you fail by 10+). Getting Control and Sense high enough to use the Lightsaber Combat power will help.
- You must be very careful with your actions. Think hard, "could this get me a DSP?" Unless, of course, you want to be Dark Side.

How to GM this character

- Since Jedi are so hard to play, you might use the kid gloves and give a few mulligans.
- Include the possibility of finding a teacher, some cool Lightsaber crystals, or a teaching Holocron into the story.

How to play this character

- Bounty hunters aren't simply fighters; you'll need *Search*, *tracking*, *Investigation*, and *Streetwise* for a successful hunt. Guile is often superior to firepower and brute force.
- If you need to make a stealthy ranged attack, use the darkstick.
- Although your Mechanical is at the species max but still fairly low, consider expanding piloting skills to aid in space raids and hunts.
- Your IPKC allows you to possess otherwise illegal weapons and armor in the Empire.

How to GM this character

- Bounty missions are obvious; if you've got no ideas, read *Wanted by Cracken* for targets.
- Try to put him in a situation that emphasizes thinking over blasting and smashing.

How to play this character

- While he has no improved combat skills other than *Dodge*, 5D should be enough to use just about any weapon of choice.
- Find ways to combine *Acrobatics* and *Sneak* to enact sneak attacks and thievery.
- Use early CPs to improve *Sneak* and *Security* to expand his thieving abilities...and maybe get a speeder bike or swoop to match.

How to GM this character

- Let him get the party into jams by getting caught stealing, but let them try to role-play their way out.
- Tie in the items he steals or cons people out of into the story, or have them be oddities whose use belies their appearance.
- Let *Acrobatics* replace movement rolls in appropriate situations.

How to play this character

- To begin, you actually think you're a protocol droid who occasionally thinks it's proper protocol to light someone on fire. You can't let anyone think you're an assassin droid.
- Utilize other droids to assist in keeping your cover and doing your bidding. Consider increasing the *Droid Programming* skill early.
- Since you're programmed to be very independent, you may find yourself working apart from the rest of the party.

How to GM this character

- Very few people should know this series of droid exists; those that do would fear it immensely and probably alert authorities.
- IGs have problems playing nicely with others. If the party doesn't agree on a plan, have him roll *Willpower* not to go solo.

Barabels

Home planet: Barab I **Size:** 1.9 - 2.2 m

Story factors: Tall, bipedal, warm-blooded reptiles, Barabels evolved from a dark, high-radiation planet. They are very aggressive by nature, but can temper it with intelligence. They are pragmatic and simple, preferring to leave decision-making to others. They are very feared as hunters and combatants and have a very deep respect for warriors with honor, such as the Jedi Order. While technology on Barab I is stone-age, this is due to indifference as opposed to inability to use or develop it, and off-world Barabels are capable of using galactic technology.

Usual character types: soldiers, mercenaries, thugs, bounty hunters, anything combat-based

Source: Galaxy Guide 4: Alien Species, p.17

Coyrnites

Home planet: Coyn **Size:** 2.0 - 3.0 m

Story factors: Hailing from the Elrood Sector in the outer rim, Coyrnites have a feudal society centered around a disciplined code of warfare, the En'Tra'Sol; their word is binding, conflicts are settled in open combat, and deception and cowardice are unforgivable. Failure to adhere to this code results in being branded af'hari ("cowardly deceiver"), punishable by expulsion from society or, usually, death. They have a reputation for being accurate and efficient mercenaries. All Coyrnites are trained in riding the Tris, a six-legged equine, and must place at least 1D in *Beast riding: Tris*.

Usual character types: mercenaries, personal guards, soldiers, diplomats,

Source: Planets of the Galaxy vol 3, p. 47

Gotals

Home planet: Antar IV **Size:** 1.8 - 2.1 m

Story factors: Gotals evolved in an environment rife with electromagnetic radiation; the cones on their heads allow detection of magnetic fields and even the moods and feelings of others. This leaves their communication to consist mostly of abstract ideas, since they can read the emotions of their peers. Their society is one of peaceful anarchy since central government is extraneous given their attunement to each other's needs. They are in demand throughout the galaxy among corporations, governments, and criminal organizations for their special abilities.

Usual character types: merchants, diplomats, counselors, con men, hunters, investigators

Source: Galaxy Guide 4: Alien Races, p. 46

Verpines

Home planet: Roche A.F. **Size:** 1.7 - 2.0 m

Story factors: An extremely technologically advanced bipedal insect species, the Verpine are renowned throughout the galaxy for their skills as engineers. They live in self-contained structures in the Roche Asteroid Field. Many are "employed" by the Empire or criminal organizations. They tend to eschew combat in favor of negotiation. They are hermaphroditic, but often take on either a male or female gender role to accommodate galactic society. Their sense of wonder regarding technology is nearly child-like; they will often examine and offer to "improve" any new machine or device.

Usual character types: technicians, engineers, hackers, surgeons, forgers.

Source: Galaxy Guide 4: Alien Species, p. 91.

Jenets

Home planet: Garban **Size:** 1.4 - 1.6 m

Story factors: Jenets are, by nearly all standards, ugly quarrelsome bipeds with pale pink skin and red eyes. They highly value truth, yet, they lack tact, not realizing that the truth can be very offensive to some cultures. Their memories are nearly perfect, a fact they use to manipulate others with things they "remember." Their society is rather peculiar, run by a huge bureaucracy whose job it is to remember as much about everyone as possible. One's social position is determined by their deeds which others can remember; they may not list their own deeds due to the risk of lying.

Usual character types: merchants, bureaucrats, con men, criminal leaders, businessmen.

Source: Galaxy Guide 4: Alien Species, p. 91.

How to play this character

- Very effective in melee or ranged combat, he can make tough shots and both give and take a beating (7D vs phys, 6D vs energy).
- Above-average perception can help prevent him from being conned and help him find sneaking/hiding characters.
- Relies on a party with good Perception and Knowledge skills, plus someone to fly him around and heal him.
- Consider increasing Perception skills and Tech skills like *First Aid* and *Demolitions*.

How to GM this character

- Finding enemies who will be a significant combat challenge for him would be very difficult for the other characters to beat.
- Try to encourage him to find uses for himself other than combat.

How to play this character

- He's effective in both ranged and melee combat, as well as open conflict and covert raids given his *Sneak* and *Demolitions* skills.
- The code of honor can be tough to abide by, especially some of the missions mercenaries may be given. If breaking the En'Tra'Sol, make sure there aren't any Coyrnites around.
- The battle armor's -1D Dexterity penalty shouldn't hinder you too much, but be aware of it should you need that extra die.
- Keep your martial arts and coyn'skar hook in mind if control is preferred over killing.

How to GM this character

- He's powerful; you may need to keep him in check a little bit with the code of honor.
- Keep combat scenes open-minded to let the player maximize the character's skills.

How to play this character

- A "fixer" is someone who will "fix" others up with information, items, transportation, and the like, legal or otherwise.
- Take every opportunity to engage use Mood Detection for an opposed Perception roll, such as buying objects, per, or searching for a sneaking character.
- Will almost always go first in combat (6D for initiative), but should try to take cover since his hit, evade, and resist rolls aren't great.

How to GM this character

- Despite getting to roll a lot of dice for persuading and haggling, the player still needs to role-play the scene. Give a penalty or bonus for how well he plays it out.
- Strategic placement of droids can cause him to change his plans in order to avoid them.

How to play this character

- Upgrade everything you can: the party's weapons, ships, armor, droids, etc. Your Technical rolls start at 7D (5D attribute plus +2D bonus, which is pretty sick, especially for a starting character).
- Your combat skills are functional at *best*. Try to avoid it, and take cover if able.

How to GM this character

- Set up raid missions in a manner that will require creative use of his *Security*, *Computer*, and/or *Demolitions* skills.
- If he fails a repair roll or gets 1 on the wild die using a modified item or ship, consider a complication which causes a story wrinkle.
- The Verpines' reputation precedes them: a Verpine in a sensitive area should trigger suspicion of a security breach.

How to play this character

- Use his Knowledge skills to help the party find items, services, and information, legal and otherwise, for the best possible price.
- Remember that his +1D Knowledge bonus is only to improved skills; increasing a skill +1 above the attribute is bascially worth +1D+1.
- The *Hide* skill is for objects, not for himself (would use *Sneak*). Conceal recorders and weapons to gain an advantage over an unsuspecting mark or enemy.

How to GM this character

- Remember that Jenets are tactless, and sometimes it will take a *Willpower* roll to prevent him from embarrassing or angering someone with some truth-telling.
- Don't say too much about places and people; have him realize there's more and roll for it.



Gand Findsman

Dex	3D+2	Blaster 4D+2, Blaster: blaster rifle 5D+2, Dodge 4D+2, Melee combat 4D+2
Str	4D	Brawling 5D
Per	3D+1	Investigation 4D+1, Search 4D+1, Search: tracking 5D+1
Kno	2D	
Mech	3D	Space transports: (ship of choice) 4D
Tech	2D	
		Exoskeleton: +2 physical, +1 energy; STR+1 brawl dmg
		Findsman ritual: takes 3 hours, +2D to <i>Search: tracking</i>
Special		Piercing touch: V.diff, STR+2D, no armor bonus to resist
		Striking mist: Difficult, STR damage, target cannot parry
		Mist vision: +2D against penalty for smoke, mist, etc.
		Blaster rifle (3-30/120/300, 5D)
		Vibro-dagger (Easy, STR+2D, max 6D)
Items		Stun baton (Easy, STR-1D or 5D stun)
		Scout ship or light freighter of choice
Extras		Move: 11. FPs: 1, DSPs: 0, CPs: 5, credits: 300

Carosite Surgeon

Dex	3D	Blaster 4D, Dodge 4D
Str	2D+1	
Per	4D	Bargain: medical 5D, Persuasion 5D
Kno	4D+1	Alien Species 5D+1, Languages 5D+1, Scholar: botany 5D+1
Mech	2D	
Tech	2D+1	First Aid 5D, (A) Medicine 1D, (A) Medicine: surgery 2D
Special		<i>First Aid</i> : starts at 5D, cannot add to it at creation
		Protective: +2D Strength while aiding helpless
		Blaster pistol (3-10/30/120, 4D)
		Diagnostic scanner (Easy <i>First Aid</i> for basic info, Moderate for specific ailment)
Items		Medpacs (6)
		Fabreth shock cloth (5 uses): +2D to heal for incapacitated (Mod) or mortally wounded (Diff)
		Laboratory equipment for processing plants
Extras		Move: 7. FPs: 1, DSPs: 0, CPs: 5, Credits: 1200



Filvian Slicer

Dex	2D+1	Blaster 3D+1, Dodge 3D+1
Str	2D+1	
Per	2D	
Kno	2D	
Mech	2D	
		Computer program/repair 9D+1, Comp prog/rep: cybersecurity 11D+1, Demolitions: buildings 7D+1, Droid programming 7D+1, Security 7D+1, (A)Medicine: cybernetics 2D
Tech	5D+1	2D-for-1D Technical skills at creation
Special		<i>Stamina</i> and <i>Survival: desert</i> : +2D bonus, advance ½ cost
		Curiosity: must make Willpower check at -1D penalty or examine any new device they encounter
		Heavy blaster pistol (3-7/25/50, 5D+2)
Items		Combat jumpsuit (+1D phys, +2 energy)
		Code slicer (+1D <i>Security</i> vs code-based devices)
Extras		Move: 8. FPs: 1, DSPs: 0, CPs: 5, credits: 200

Miraluka Apprentice

Dex	2D+1	Lightsaber 4D+1
Str	2D	
Per	2D+2	Persuade 3D+2, Search 3D+2, Sneak 3D+2, Hide: on self 3D+2
Kno	2D	Scholar: Jedi lore 3D, Willpower: Force 3D
Mech	2D	
Tech	2D	Lightsaber repair 3D
		Control 2D, Sense 2D, Alter 1D
Force		(C) Control Pain; (S) Life Detection, (C&S) Lightsaber Combat, (A) Telekinesis
Special		Force Sight: all vision is through the Force.
		Lightsaber w/special crystal (Diff, 5D, +1D to skill)
		Jedi robe with energy underlay (+2 vs energy)
Items		Odd octahedral device of uncertain significance
		Various jewelry and trinkets of sentimental value
Extras		Move: 10. FPs: 2, DSPs: 0, CPs: 5, Credits: 1000



M'shinn Chemist

Dex	2D	Firearms 3D, Dodge 3D
Str	2D+1	
Per	3D	Bargain 4D, Bargain: chemicals 5D, Con 4D
Kno	4D+2	Agriculture 5D+2, Business 5D+2, Scholar: chemistry 5D+2, Streetwise 5D+2
Mech	2D	
Tech	4D	First Aid 5D, (A) Medicine 1D, (A) Medicine: pharmacology 2D
Special		+3D at creation for several agriculture-related skills
		Natural healing: half time to heal if plant cover intact
		Golan Blister Blaster (5-20/40/60, 4D phys; deals 3D, 2D, 1D chem dmg next 3 rd; may change chemicals)
Items		Various common chemicals and lab equipment
		Restricted substance permit from various authorities
		Small hydroponic growing station (on ally's ship)
Extras		Move: 10. FPs: 1, DSPs: 0, CPs: 5, credits: 1200



Meri Assassin

Dex	5D+2	Blaster 6D+2, Blaster: blaster rifle 7D+2, Melee combat: dagger 6D+2, Dodge 6D+2
Str	2D+1	
Per	4D	Con 5D, Search 5D, Sneak 5D, Hide 5D
Kno	2D	
Mech	2D	Sensors: scope 3D
Tech	2D	First Aid 4D
		+2D bonus to <i>Sneak</i>
Special		+2D at creation, advance at ½ cost to <i>First Aid</i> , (A) <i>Medicine</i> , or <i>Agriculture</i>
		Blaster rifle (4-40/120/350, 5D+1) with macroscope (mod <i>Sensors</i> roll for +3D at med/long range)
Items		Loag curved dagger (Easy, STR+1D, 3D poison x5 rd)
		Camo armor (+1D phys, +2 en, +1D <i>Sneak</i> if still)
		4 smoke grenades (3-7/20/40, 3 m radius, +2D difficulty to sight checks)
Extras		Move: 10. FPs: 1, DSPs: 0, CPs: 5, credits: 100

Pho Ph'eahian Swordsman

Dex	4D	Melee combat 5D, Melee combat: vibro-rapier 6D, Melee parry 5D
Str	4D	Brawling: martial arts 5D
Per	3D	Con 4D, Sneak 4D, Hide: weapons 4D
Kno	2D	
Mech	2D	
Tech	3D	First Aid 4D, Melee weapon repair 4D
Special		4 arms: free additional action each round if using arms
		Martial arts: foot sweep (moderate, target prone rest of rd)
		2 Vibro-rapiers (Moderate, STR+3D, max 7D)
		2 Vibro-daggers (Easy, STR+2D, max 6D)
Items		Blaster pistol (3-10/25/90, 4D+1)
		Koromondain Mk-45 vest (torso, +1D+2 phys, +2 en)
		Walking staff which conceals rapiers
Extras		Move: 9. FPs: 1, DSPs: 0, CPs: 5, credits: 300



Squib Smuggler

Dex	4D	Blaster 5D, Dodge 5D
Str	2D	
Per	3D+2	Bargain: Bribery 4D+2, Con 4D+2, Hide: cargo 4D+2
Kno	2D	
Mech	4D	Astrogation 5D, Space Transports 5D, Starship Gunnery 5D
Tech	2D+1	Space Transports Repair: (ship of choice) 3D+1
Special		+1D <i>Bargain</i> for junk or scrap
		Heavy blaster pistol (3-7/25/50, 5D)
		2 concussion sticks (3-4/7/12, rad 0-1/2/4, 5D/4D/2D stun)
Items		Blast vest (torso, +1D physical, +1 energy)
		Light transport of choice with +1 Space and 10 T of concealed cargo space (+2D difficulty to find)
Extras		Move: 8. FPs: 1, DSPs: 0, CPs: 5, credits: 400



Defel Spy

Dex	3D	Blaster 4D, Dodge 4D
Str	4D	Brawling 5D
Per	4D	Bargain: contracts 5D, Search 5D, Sneak 5D
Kno	2D	
Mech	2D	Communications 3D, Communications: surveillance devices 4D, Sensors: surveillance devices 3D
Tech	3D	Security 4D
		Invisible: +3D <i>Sneak</i> if not in UV light, ↑1 diff lvl to detect Ultraviolet; cannot see visible spectrum, require visor
Special		Claws: STR+2D damage
		Blaster pistol (+1D to hit, 5-15/30/120, 4D) with silencer
		Sight visor (enables seeing visible spectrum)
Items		Orbital monitor (Easy <i>Communications</i> to set up)
		Motion scanner (0-25/50/100, uses <i>Sensors</i>)
		Sensor scrambler (Moderate <i>Sensors</i> , scrambles other sensors within 200 m, Diff <i>Sensors</i> to unscramble)
Extras		Move: 10. FPs: 1, DSPs: 0, CPs: 5, credits: 100



C4LR-Series "Litigation" Droid

Dex	2D	
Str	2D	
Per	5D	Bargain: bribery 6D, Con 6D, Persuasion 6D
Kno	5D	Business 6D, Bureaucracy 6D, Intimidation: interrogation 6D, Law Enforcement 6D, Streetwise 6D
Mech	2D	
Tech	2D	Droid programming: litigation droids 3D
Special		Holo projector, perfect memory of court proceedings
		Litigation modules: can load up to 4 (cost 2000 apiece)
		Built-in blaster (0-3/7/12, 3D+2)
Items		Built-in electric stunner (<i>Brawling</i> , Very Easy, 5D Stun)
		Droid scrambler (Other droids < 10 m get -1D to all rolls)
		Litigation module with Imperial and Republic laws
Extras		Move: 8. FPs: 0, DSPs: 0, CPs: 5, credits: 1500

Filvians

Home planet: Filve **Size:** 1.2 - 1.9 m

Story factors: Intelligent quadrupeds who evolved from the stark deserts of Filve, Filvians have mastered modern technology, especially computers. Many of the galaxy's most popular computer systems had Filvian programmers. They are good-natured with a fondness for communication and make every effort to understand the perspective of others. Their lust for learning new technology can be insatiable; hence, they often are extremely distracted when encountering new devices until they master them (which is usually fairly quick).

Usual character types: computer slicers, repairmen, engineers, programmers, any technically

Source: Thrawn Trilogy Sourcebook, p.144

Miraluka

Home planet: Alpheridies **Size:** 1.6 – 1.8 m

Story factors: Miraluka closely resemble humans, though with non-functioning eyes owing to their star emitting mostly infrared light. Because of this, they "see" through the Force, and are universally Force-sensitive. Few leave the peace of Alpheridies, as their planet has been nearly forgotten by Galactic society since the Great Sith War four millennia before the Battle of Yavin. Most of them have no desire to disrupt the equilibrium of the Force and the galaxy, but few experience an irrepressible wanderlust and live a nomadic, adventurous lifestyle.

Usual character types: Jedi, Sith, various Force-related roles.

Source: Tales of the Jedi Companion, p.101

Meris

Home planet: Merisee **Size:** 1.5 - 2.2 m

Story factors: Sharing their homeworld with the similar Teltior species, Meris have a distinct intimacy to the environment, with notable skills in agriculture, weather, and healing. They are hard-working and spend time in quiet contemplation or in mental exercises. On Merisee are a secret citadel of assassins called the Loag, once thought to have been eliminated; accepting contracts from all manner of sources (including Imperials and Rebels), their signature weapon is a curved dagger smeared in zollan venom. Also present are the Cult of Those Who Redeem, a religion which reveres the Jedi and their Code even though incapable of wielding the Force.

Usual character types: mercenaries, farmers, healers, spacers, and assassins.

Source: Planets of the Galaxy Vol 3 (Elrood Sector), p.68

Squibs

Home planet: Skor II **Size:** 0.8 - 1.3 m

Story factors: The Squibs are short, furry bipeds with deep red to brilliant blue fur who are confident, egotistical, and obsessed with haggling over garbage. Born as employees of the Squib Merchandising Consortium (a garbage collection and resale agency), they roam the galaxy in huge reclamation ships, tractor-beaming in space rubbish in competition with the Ugor species. They are fascinated by baubles and are masters of negotiation, often by accident as their excessive babble often results in little exchange of actual information.

Usual character types: traders, pilots, smugglers, thieves, spies.

Source: Galaxy Guide 4: Alien Races, p.83

C4LR-Series Litigation Droid

Manufacturer: Caldahlisen Mech **Size:** 1.6 m

Story factors: The C4LR is one of the few types of droids accepted and accredited within the Imperial legal system; their reliability has led the Imperial Inquisition to adopt them into service. Their perfect memory of all court proceedings, data transcripts, and holovid evidence and honesty programming led to the ad campaign "A C4LR is your best defense!"

However, this function and reputation has led renegade programmers to override the honestly protocols, enabling this droid to function independently, using its detailed knowledge of law to exploit it in any possible way, unbeknownst to its "masters."

Source: Cynabar's Fantastic Technology, p.74

How to play this character

- Obviously he is rather one-dimensional; however, his Technical skills (especially computers) are on par with the best in a region of the galaxy.
- The *(A) Medicine: cybernetics* skill could be used to help enhance his weaker attributes; use your imagination.
- Focus on improving combat and Per/Kno skills with his Character Points.

How to GM this character

- Give him a chance to use his computer skills, but don't let adventures just become a series of *Computer* rolls over and over again. Make his player identify opportunities to use it.

How to play this character

- Jedi are tough to start (like Wizards in D&D) because you take attribute dice for Force skils, and most rolls are too hard for only 1D of skill. Most CPs should go into Force skills.
- The Lightsaber is tough to use since you can hurt yourself with it (if you fail by 10+). Getting Control and Sense high enough to use the Lightsaber Combat power will help.
- You must be very careful with your actions. Think hard, "could this get me a DSP?" Unless, of course, you want to be Dark Side.

How to GM this character

- Since Jedi are so hard to play, you might use the kid gloves and give a few mulligans.
- Include the possibility of finding a teacher, some cool Lightsaber crystals, or a teaching Holocron into the story.

How to play this character

- His Dexterity and stealth abilities are obvious advantages. Do your best not to get hit since Strength is relatively low.
- Use *Sneak*, the camo armor, and the macroscope (consider increasing *Sensors*) to maximize sniping efficiency.
- Consider increasing Strength and adding Knowledge skills early on.
- First Aid* increases at half-cost. Consider acquiring zollan antivenin in case a target wounded by the dagger needs to be alive.

How to GM this character

- His weak spot in combat is Strength; grappling him will likely have better success.
- The Loag Assassins are very secretive; he should expose himself as one, he will likely be marked for execution by the law (or Loag).

How to play this character

- Since authorities may take a Squib for just another garbage collector, this affords an advantage to smuggling among the junk.
- Hide* the goods in the concealed compartments (+2D bonus), and utilize *Con* or *Bargain* for the customs officials.
- Given his small size, he won't be very intimidating, but his decent *Blaster* skill and heavy pistol can still come into use.
- His repair skill is only enough to fix minor damage; increase it to improve the ship's speed, stealth, and hidden compartment.

How to GM this character

- Squibs are easily lured into making deals or bargains; this is an easy trap for him to fall into, especially if he fails at *Willpower*.
- If you want to make him mad, have him compete with an Ugor for garbage.

How to play this character

- His purpose is to manipulate others under the guise of legitimate proceedings. All opposed Per/Kno skill checks, e.g. *Persuasion*, should be done in this fashion.
- Use other droids to help keep his cover by using the *Droid Programming* skill.
- He's almost useless in combat; take cover.

How to GM this character

- It's possible the droid's reprogrammers may not have done so perfectly; each time he engages in dishonesty, consider a "tic" or minor complication, especially with a 1 on the wild die.
- Use of a litigation droid in a function other than litigation should arouse suspicion. If used appropriately, however, targets would be unsuspecting; give a bonus to opposed rolls accordingly.

Gand

Home planet: Gand **Size:** 1.6 – 1.9 m

Story factors: The Gand are complex, secretive humanoid insects from an inhospitable world who mostly live in isolated colonies. They exhale their waste products through their exoskeleton and require only a fraction of sleep of other sentient species. They have vast biologic variability, some able to regenerate and some even having lungs; they often require breathing apparatus on other worlds. Gand almost always refer to themselves as "The Gand" and only are named after achieving great feats. The major subculture among the Gand are Findsmen, hunters who engage in mystic rituals in order to locate their prey.

Usual character types: bounty hunters (findsmen), mercenaries, transport pilots

Source: Alien Encounters, p.56

Carosites

Home planet: Carosi IV/XII **Size:** 1.3 - 1.7 m

Story factors: A species based almost entirely on medicine and prosthetics, the Carosites were pushed into this existence by the expansion of their star into a red giant, destroying the inner 4 planets of their system and forcing a migration. This has molded their existence and culture into a gentle, beneficent species with a nearly hopeless optimism. This leads them even to avoid interrogating or mistreating prisoners. However, when they witness a helpless sentient being threatened, they enter a state of "life-saving fanaticism" in order to protect others.

Usual character types: medics, doctors, biomedical engineers,

Source: Planets Collection, p.204

M'shinni

Home planet: Genassa **Size:** 1.5 - 2.2 m

Story factors: a uniformly female plant-covered mammal species, M'shinni developed a symbiosis with a moss-like plant. They reproduce by natural near-cloning, resulting in families called "Rootlines" which form the backbone of their society. Each Rootline controls a particular business such as terraforming, medicine, or trade, focusing on solar power and agriculture. Plant terminology dominates their vocabulary, and they often speak in puns. In the galaxy, they are often utilized for their agrarian or botanical talents, maximizing use of plant chemistry for healing, poison, or psychoactive uses.

Usual character types: shaman, chemists, healers, botanists, traders, engineers.

Source: GG12: Aliens, Enemies and Allies, p.55

Pho Ph'eahians

Home planet: Pho Ph'eah **Size:** 1.3 - 2.0 m

Story factors: With four arms and bright blue fur, Pho Ph'eahians don't fade into a crowd. Known as much for sense of humor as their extra appendages, they may be found in a cantina revelling in the attention, arm-wrestling two opponents at once. Having developed nuclear fusion and limited space flight on their own prior to Republic contact, they continue to be rather technologically adept. Evolved from mountain-dwelling hunters, their four arms are well-suited for climbing and combat, allowing them an extra action (provided it involves use of the arms) each round.

Usual character types: engineers, mechanics, soldiers, mercenaries.

Source: Alien Encounters, p.117

Defels

Home planet: Af'El **Size:** 1.1 - 1.5 m

Story factors: Also known as "Wraiths" and considered to be mythical, Defels appear as nothing more than shadows with red eyes and fangs; in UV light, they are stocky bipeds with yellow, pink, or blue fur with vicious claws. Relatively short and stocky (often as wide at the shoulder as they are tall), they are blind to visible light without a special sight-visor. Their invisibility tends to make them overconfident. They are a tough, independent but communal species, sharing resources equally, and believe any being that cannot honor its word has no need to survive. They shun those who have broken promises.

Usual character types: bodyguards, spies, thieves, assassins.

Source: Galaxy Guide 4: Alien Races, p.33

How to play this character

- Interactions with others may be difficult; it may be necessary to state things like "the Gand means no offense."
- The Findsmen ritual takes 3 hours of isolation, so be sure to use it wisely.
- Consider placing early CPs into Mech, Per, and Knowledge skills to round him out.

How to GM this character

- Ensure he keeps to the Gand way of speaking – failure to do so should result in "unexpected" occurrences or difficulties.
- He may need a breath mask on some worlds; a *Planetary Systems* or *Alien Species* roll might be needed to find out.
- The secretive, quiet nature of the Gand might strain relationships with unfamiliar characters of other species.

How to play this character

- Use *Scholar: botany* to determine possible plants/flowers to create healing or damaging compounds, and *(A)Medicine* (or its *pharmacology* specialization) to synthesize them.
- The +2D Strength bonus to aid the helpless can be very useful in combat, especially for resistance.
- (A)Medicine: surgery* should be used for incapacitated or mortally wounded characters when other modalities fail.
- Make use of the Medical Equipment table from SWD6 Quick Reference Guide, p.14.

How to GM this character

- Allow opportunities to use his botany, bargaining, and languages skills.
- Their reputation preedes them, and gov't or organizational leaders might seek out Carosites for their medical needs.

How to play this character

- Low Dexterity and Strength make her a combat liability; ensure she is paired with more combat-oriented characters.
- Her weapon may be augmented with poisons of various uses; be creative.
- Use *Business*, *Streetwise*, and *Bargain* to obtain and sell raw materials and perfected chemicals; consider additional uses beyond poison and healing.
- Her moss covering is of paramount importance; if destroyed (such as by burns or bacta tanks), she loses her natural healing ability.

How to GM this character

- Governments, businesses, or criminal organizations may seek her for various chemical applications: beefing up armies, curing a strange illness, murder...etc.
- Lethal use of poisons should incur a DSP.

How to play this character

- Opponents may be distracted by a dual-wielding four-armed swordsman; use the martial arts foot sweep to good effect.
- Remember your character's other talents beyond combat; his Per and Tech skills can be increased to good effect.
- Keep the rapiers hidden in the staff using the *Hide: weapons* skill.
- He's weak in ranged combat, so consider increasing *Dodge* or ranged weapon skill.

How to GM this character

- Which actions to grant for free might be a bit difficult, since their rules don't state exactly what involves "using the arms," such as blaster fire, etc. Be reasonable.
- Keep in mind that a four-armed light blue guy stands out and is not easily forgotten.

How to play this character

- Most of his spy skills rely on not being seen; he will need to increase his *Sensors* and *Communications* skills for better success.
- In combat, staying hidden and using claws for *Bravling* attacks will be very effective.
- 8D *Sneak* to remain hidden in visible light should almost always succeed; however, beware other security measures.
- Use of clothing or armor not from Af'El will nullify the invisibility bonus.

How to GM this character

- Countermeasures which focus on heat (IR), weight, the Force, or UV light will foil a Defel's invisibility bonus.
- Parts of the galaxy believe them to be mythic apparitions and may not trust them.