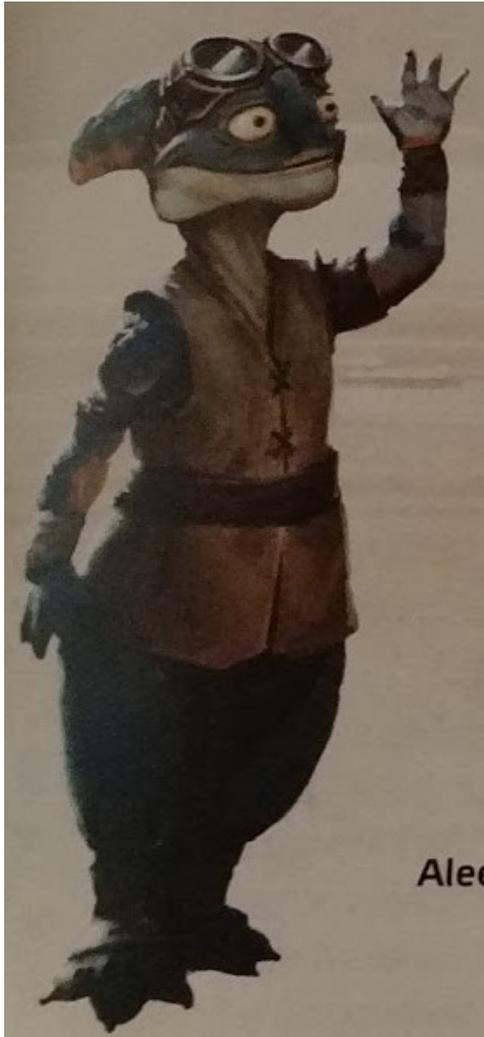


# Aleena

Force and Destiny – Nexus of Power p.98



## SPECIES ABILITIES



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Aleena begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation. Aleena are smaller than average and count as silhouette 0.
- **Sturdy Frame:** Aleena begin the game with one rank in the Durable talent.

# Anx

Force and Destiny – Savage Spirits p.18



Anx

## SPECIES ABILITIES



- **Wound Threshold:** 13 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 85 XP
- **Special Abilities:** Anx begin the game with one rank in the Kill with Kindness talent.
- **Anatomical Knowledge:** Anx have an innate grasp of how bodies are put together and are able to intuit the anatomical vulnerabilities of almost any species. Anx gain one rank of the Lethal Blows talent.
- **Mood Indicator:** If an Anx's head-crest is not covered, the character upgrades the difficulty of Deception checks once.

# Aqualish

Edge of the Empire – Dangerous Covenants p.19



- **Wounds Threshold:** 11 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** All Aqualish are capable of breathing underwater. In addition, they begin the game with one rank in Brawl. Characters cannot train Brawl above rank 2 during character creation.
- **Sub-Species Options:** A player choosing to play an Aqualish character must choose one of the following sub-species. No matter which sub-species is chosen, no skills may be trained above rank 2 during character creation.
  - **Aquala:** Aquala begin the game with one rank in Resilience. Furthermore, Aquala may remove ■ imposed due to any cold or wet conditions.
  - **Ualaq:** Ualaq begin the game with one rank in Survival or one rank in Perception. Furthermore, Ualaq may remove ■ imposed due to dark conditions, but suffer ■ to Perception checks in brightly lit environments.
  - **Quara:** Quara begin the game with one rank in Athletics or one rank in Coercion. Furthermore, Quara may remove ■ when attempting to track anything through a natural environment.

# Arcona

Edge of the Empire – Far Horizons p.19



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Arcona begin the game with one rank in Vigilance. They still may not train Vigilance above rank 2 during character creation. When making skill checks, Arcona may remove ■ imposed due to arid or hot environmental conditions.
- **Mood Readers:** Arcona add 🌀 to any Charm or Negotiation checks they make.

# Bardottan

Force and Destiny - Nexus of Power p.98



## SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 105 XP
- **Special Abilities:** Bardottans begin the game with one rank in Knowledge (Lore). They still may not train Knowledge (Lore) above rank 2 during character creation.

# Besalisk

Edge of the Empire – Special Modifications p.20



3	1	2	1	2	2
BRAWN	AGILITY	INTELLECT	FINNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 7 + Willpower
- **Starting Experience:** 85 XP
- **Special Abilities:** Besalisks begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.
- **Additional Limbs:** Besalisks have multiple sets of arms. As a result, they gain an additional free maneuver per turn, though still may not perform more than two maneuvers per turn.

# Bothan

Edge of the Empire CRB p.43, Age of Rebellion CRB p.51



1	2	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Ability:** Bothans begin the game with one rank in Streetwise. They still may not train Streetwise above rank 2 during character creation. They also start with one rank in the Convincing Demeanor talent.

# Caamasi

Age of Rebellion – Desperate Allies p.19



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Caamasi begin the game with one rank in either Charm or Discipline. They still may not train Charm or Discipline above rank 2 during character creation.
- **Memnii:** Caamasi often imprint significant events in their life as unfading memories called memnii. Once per game session, a Caamasi may form a new memnis that encompasses one scene or encounter. At any time, a Caamasi may perfectly recall any memnis that he has formed or witnessed, or share it with another Caamasi or a Force-sensitive character.

# Cerean

Force and Destiny CRB p.54



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 13 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Cereans begin the game with one rank in Vigilance. They still may not train Vigilance above rank 2 during character creation.
- **Binary Processing:** Cereans treat all Knowledge skills as career skills.

# Chadra-Fan

Age of Rebellion – Stay on Target p.20



1	3	3	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Chadra-Fan are smaller than average and count as silhouette 0. Chadra-Fan begin the game with one rank in Mechanics. They still may not train Mechanics above rank 2 during character creation.
- **Acute Senses:** Chadra-Fan hearing, vision, and olfactory senses are all far superior to most humanoids. They remove up to ■ ■ from their Perception checks.

# Chagrian

Age of Rebellion – Lead by Example p.20



Chagrian



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Chagrians begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.
- **Amphibious:** Chagrians can breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Knowledge Specialization:** Chagrians start with one rank in the Knowledge Specialization talent.

# Chevin

Edge of the Empire – Far Horizons p.21



3	1	2	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Chevin begin the game with one rank in Negotiation. They still may not train Negotiation above rank 2 during character creation.
- **Advanced Olfaction:** Though it originally developed to track prey, a Chevin's keen sense of smell can be valuable in many situations. Add  to Perception checks involving the sense of smell.
- **Thick Hide:** A Chevin's hide is thick and tough enough to absorb some damage, so they start the game with one rank in the Durable talent.

# Chiss

Edge of the Empire – Enter the Unknown p.20



2	2	3	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Chiss begin the game with one rank in Cool. They still may not train Cool above rank 2 during character creation.
- **Infravision:** Chiss have adapted to be able to see in both the infrared and normal visual spectra. This enables Chiss characters to remove up to ■ added to checks by lighting conditions.

# Clawdite

Edge of the Empire – No Disintegrations p.22



Clawdite

## SPECIES ABILITIES

2	2	2	3	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Clawdites begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.
- **Changeling:** As an action, a Clawdite may suffer 3 strain and make an **Average (◆◆) Resilience check**. If the Clawdite succeeds, she changes her appearance to match that of a silhouette 1 character whom she has observed before. An observing character must make opposed **Perception vs Deception check** to detect that something is amiss with the impersonated character's likeness, mannerisms, or behavior. As always, the GM can add  or  for situational effects that might affect the check, such as  if the Clawdite's garb does not match expectations or  if the Clawdite has studied the impersonated individual's mannerisms closely.

# Corellian Human

Edge of the Empire – Suns of Fortune p.93



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 xp
- **Special Abilities:** Corellians begin the game with one rank in Piloting (Planetary) or Piloting (Space). Because Corellians are naturally exceptional pilots and grow up handling swoops, airspeeders, and spacecraft from a young age, they may train Piloting up to rank 3 during character creation.

# Devaronian

Edge of the Empire – No Disintegrations p.24  
Force and Destiny – Nexus of Power p.100



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Devaronians begin the game with one rank in Survival or Deception. They still may not train Survival or Deception above rank 2 during character creation.
- **Resilient Metabolism:** Devaronian physiology is naturally hardy and resistant to toxins. Members of the species add automatic ✨ to all Resilience checks they make.

# Drall

Edge of the Empire – Suns of Fortune p.90



Drall



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Drall begin the game with one rank in Knowledge (Education). They still may not train Knowledge (Education) above rank 2 during character creation. Drall have a mind for problems and their solutions. In addition to using his skill or characteristic rating, a Drall adds  to the dice pool when providing skilled assistance.

# Dressellian

Age of Rebellion – Stay on Target p.23



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** Dressellians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
- **Primitive:** Dressellians upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on the Dressellian's home planet, though individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. Dressellians can spend 10 XP at character creation to remove this penalty permanently.

# Droid

Edge of the Empire CRB p.45, Age of Rebellion CRB p.53



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175 XP
- **Special Abilities:** Droids do not need to eat, sleep, or breathe, and are unaffected by toxins or poisons. Droids have a cybernetic implant cap of 6 instead of their Brawn rating. In addition, after selecting their career, a Droid Player Character may train one rank in six of the eight career skills (instead of the usual four). After selecting their first specialization, a Droid Player Character may train one rank in three of the four specialization skills (instead of the usual two).
- **Inorganic:** Since droids are inorganic, they do not gain the benefits of recovering with a bacta tank, stimpack, or Medicine skill checks. Droids do recover naturally by resting, as their systems attempt self-repairs. Otherwise, droids need to be tended to with a Mechanics check, using the same difficulties and results of Medicine checks for organic beings. Emergency repair patches can be used to repair damage just like stimpacks are used on organic beings. See page 220 for more on droid repairs and healing. Due to their resilient metallic construction, droids start the game with one rank in the Enduring talent.
- **Mechanical Being:** Droids cannot become Force sensitive, nor acquire a Force Rating by any means. Droids cannot use Force powers, and also cannot be affected by mind-altering Force powers.

# Dug

Edge of the Empire – Special Modifications p.22



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Dugs begin the game with one rank in Brawl. They still may not train Brawl above rank 2 during character creation.
- **Born to Ride:** Whether it be atop dangerous beasts or screaming repulsorcraft, Dugs are particularly adept riders. They begin the game with one rank of the Defensive Driving talent.

# Duro

Edge of the Empire – Enter the Unknown p.21  
Age of Rebellion CRB p.55



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Duros begin the game with one rank in Piloting (Space). They still may not train Piloting (Space) above rank 2 during character creation.
- **Intuitive Navigation:** Duros may add  to all Astrogation checks they make.

# Elom

Age of Rebellion – Forged in Battle p.21



## ELOM SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Eloms begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.
- **Digging Claws:** Before using a maneuver to move, an Elom may spend a maneuver to dig, allowing the Elom to use that move maneuver to travel through loose soil or similar terrain. At the Game Master's discretion, this excavation can result in a low, narrow tunnel that others can use.

# Elomin

Age of Rebellion – Forged in Battle p.21



## ELOMIN SPECIES ABILITIES

2	2	3	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 105 XP
- **Special Abilities:** Elomin begin the game with one rank in Charm and one rank in Knowledge (Education). They still may not train Charm or Knowledge (Education) above rank 2 during character creation.

# Falleen

Edge of the Empire – Fly Casual p.18



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Falleen begin the game with one rank in Charm. They still may not train Charm above rank 2 during character creation.
- **Beguiling Pheromones:** By emitting pheromones and altering their skin color, Falleen can affect emotional states of other sentients. Once per check as an incidental, a Falleen may suffer 2 strain to upgrade the ability of a Charm, Deception, or Negotiation check against a living sentient being within short range once. This ability has no effect on targets wearing breath masks or without respiratory systems.

# Gand

Edge of the Empire CRB p.47  
Force and Destiny – Endless Vigil p.20



Gand

2	2	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gands begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.
- **Ammonia Breathers:** One notable difference between the two main sub-species of Gand is that one has lungs and one does not. Those that have lungs breathe an ammonia gas mixture. Those without lungs do not respire and gain all necessary metabolic substances through food. When playing a Gand, each player chooses whether he wishes his character to have lungs or not. If he selects to be playing a lungless Gand, his character is immune to suffocation (but not the wounds suffered from being exposed to vacuum). If he chooses to play a Gand with lungs, he starts the game with an ammonia respirator, and treats oxygen as a dangerous atmosphere with Rating 8. However, he gains +10 starting XP.

# Gank

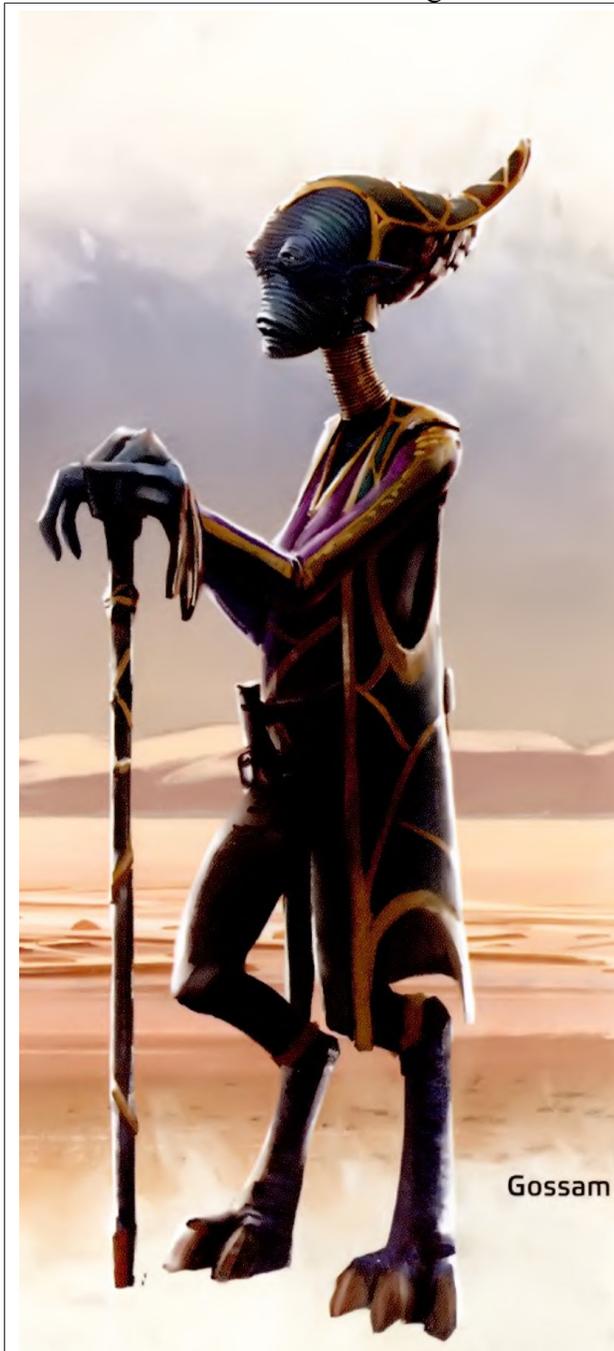
Edge of the Empire – Lords of Nal Hutta p.95



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** Ganks begin the game with one rank in Coercion or Vigilance. They still may not train Coercion or Vigilance above rank 2 during character creation.
- **Cyborg:** All Ganks are cyborgs, and each one often possesses several different cybernetic implants. A Gank begins play with up to two cybernetics (such as those on page 173 of the **EDGE OF THE EMPIRE** Core Rulebook or on page 106 of this book) that cost a total of up to 5,000 credits. If a character takes on additional Obligation for credits at character creation, he may apply these extra funds to the 5,000 credit budget to purchase cybernetics. Ganks have a cybernetic implant cap of 3 plus Brawn rating.

# Gossam

Age of Rebellion – Desperate Allies p.22



Gossam

1	2	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gossams begin the game with one rank in Deception. They still may not train Deception above rank 2 during character creation.
- **Small:** Gossams are smaller than average and count as silhouette 0.

# Gotal

Edge of the Empire – Fly Casual p.21



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gotal's begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.
- **Energy Sensitivity:** The head cones of a Gotal are finely tuned sensory organs used to detect almost the entirety of the electromagnetic spectrum. Once per encounter as a maneuver, a Gotal may sense the presence and current emotional states of all living things within short range of himself.

# Gran

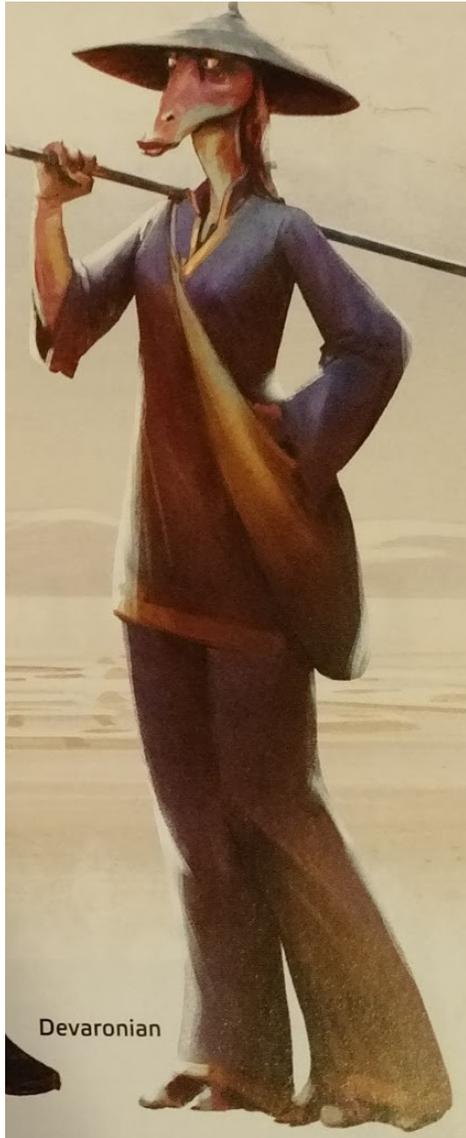
Edge the Empire – Far Horizons p.22  
Age of Rebellion CRB p.56



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gran begin the game with one rank in Charm or Negotiation. They still may not train Charm or Negotiation above rank 2 in character creation.
- **Enhanced Vision:** When making ranged combat or Perception checks, Gran remove up to ■■ imposed due to environmental conditions or concealment (but not defense).

# Gungan

Force and Destiny – Nexus of Power p.101



2	2	1	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gungans begin the game with one rank in Athletics. They still may not train Athletics above rank 2 during character creation.
- **Amphibious:** Gungans may breathe underwater without penalty and never suffer movement penalties for traveling through water.



# Human

Edge of the Empire CRB p.48

Age of Rebellion CRB p.57

Force and Destiny CRB p.55



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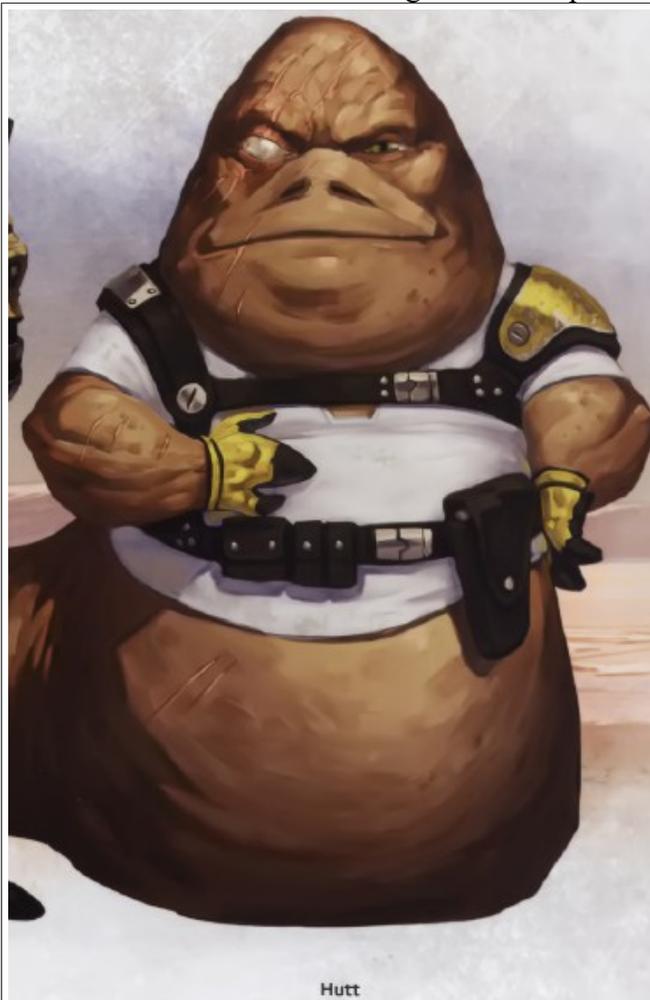
Human



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** Humans start the game with one rank in two different non-career skills of their choice. They still may not train these skills above rank 2 at character creation.

# Hutt

Edge of the Empire – Lords of Nal Hutta p.94



- **Wound Threshold:** 13 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 70 XP
- **Special Abilities:** Hutts begin the game with one rank in the Enduring talent and one rank in the Nobody's Fool talents. Hutts begin the game with one rank in Coercion or Discipline. They still may not train Coercion or Discipline above rank 2 during character creation.
- **Ponderous:** A Hutt can never spend more than one maneuver moving per turn.

# Iktotchi

Force and Destiny – Keeping the Peace p.18



2	2	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Iktotchi begin the game with one rank in Vigilance. They still may not train Vigilance above rank 2 during character creation.
- **Precognition:** Iktotchi occasionally see glimpses of the future, letting them predict certain events even before they occur. In addition to seeing flashes of the future at the GM's discretion, an Iktotchi may spend ⚔ on a check to determine Initiative to perform a free maneuver before the encounter begins or to have an ally in short range perform a free maneuver before the encounter begins.

# Ishi Tib

Age of Rebellion – Lead by Example p.21



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Ishi Tib begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.
- **Amphibious:** Ishi Tib can breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Water Dependence:** If an Ishi Tib has not been doused in salt water in the last twenty-four hours, the character's wound threshold is reduced by 2. This condition remains in effect until the Ishi Tib is doused in salt water.

# Ithorian

Force and Destiny – Savage Spirits p.20  
Age of Rebellion CRB p.58



2	1	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

## SPECIES ABILITIES

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Ithorians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
- **Ithorian Bellow:** With two mouths and four throats, Ithorians have a unique natural weapon they can call upon when threatened (Resilience; Damage 6; Critical 4; Range [Short]; Blast 3, Concussive 1, Slow-Firing 2, Stun Damage). Each time the Ithorian uses this ability, he suffers 3 strain.

# Kalleran

Edge of the Empire – No Disintegrations p.26



3	2	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

## SPECIES ABILITIES

- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Kallerans begin the game with one rank in Streetwise. They still may not train Streetwise above rank 2 during character creation.
- **Hypersensitive Antennae:** Kallerans begin the game with the Heightened Awareness talent.

# Kel Dor

Force and Destiny CRB p.57



Kel Dor



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Kel Dors begin the game with one rank in Knowledge (Education). They still may not train Knowledge (Education) above rank 2 during character creation.
- **Dark Vision:** When making skill checks, Kel Dors remove up to ■■ imposed due to darkness.
- **Atmospheric Requirement:** Kel Dors must wear a specialized mask to breathe and see outside of their native atmosphere. A Kel Dor character starts the game with an antitox breath mask and treats oxygen as a dangerous atmosphere with Rating 8 (see page 220). However, Kel Dors may survive in vacuum for up to five minutes before suffering its effects.

# Klatooinian

Edge of the Empire – Dangerous Covenants p.20



Klatooinian



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Klatooinians begin the game with one rank in either Brawl or Ranged (Heavy) or Ranged (Light). In addition, a Klatooinian starts the game with one additional rank of one non-career skill of his choice. He may not train any of these skills above rank 2 during character creation.

# Kyuzo

Age of Rebellion – Forged in Battle p.24



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Kyuzo begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation.
- **Dense Musculature:** Kyuzo are adapted for Phatrong's relatively high gravity, and can make impressive bounding leaps on most other worlds. Once per round as a maneuver, a Kyuzo may suffer 3 strain to leap horizontally or vertically to any location within medium range.

# Lannik

Age of Rebellion – Lead by Example p.23  
Force and Destiny – Keeping the Peace p.20



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Lanniks begin the game with one rank in Streetwise. They still may not train Streetwise above rank 2 during character creation.
- **Indomitable:** A Lannik removes up to ■ caused by Critical Injuries, fear, or the disoriented condition from all checks.

# Mandalorian Human

Friends Like These p.8



## SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 105 XP
- **Special Abilities:** Mandalorians begin the game with their choice of either one rank in a combat skill of their choice, or one rank each in two knowledge skills of their choice. They still may not train these skills above rank 2 during character creation.

# Mirialan

Force and Destiny CRB p.58



4 Dor

Mirialan



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Mirialans begin the game with one rank in Discipline and one rank in Cool. They still may not train Discipline or Cool above rank 2 during character creation.

# Mon Calamari

Age of Rebellion CRB p.59



Mon Calamari



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Mon Calamari begin the game with one rank in Knowledge (Education). They still may not train Knowledge (Education) above rank 2 during character creation.
- **Amphibious:** Mon Calamari can breathe underwater without penalty and never suffer movement penalties for traveling through water.

# Mustafarian

Edge of Empire – Special Modifications p.24



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Each Mustafarian subspecies has its own special abilities, listed below.

## NORTHERN MUSTAFARIAN

Tall and spindly, many northern Mustafarians can be found working alongside their southern cousins in Mustafar's many mining facilities. Though they are typically not as sturdy as southern Mustafarians, their faceted eyes are quite keen, helping them to pick out flaws in ore and machines alike.

- **Special Abilities:** Northern Mustafarians may remove ■ ■ from checks to resist arid or hot environmental conditions. Additionally, they begin play with one rank in the Eye for Detail talent (see page 34).

## SOUTHERN MUSTAFARIAN

Bulkier and tougher than their northern cousins thanks to their adaptation to relatively higher gravity in their homeland, southern Mustafarians do a great deal of the grunt work in Mustafar's mining facilities. Their thick carapaces makes them difficult to harm and help them survive the incredible heat and frequent accidents on the lava flows.

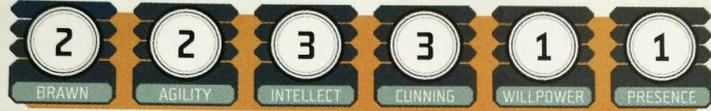
- **Special Abilities:** Southern Mustafarians may remove ■ ■ from checks to resist arid or hot environmental conditions. Additionally, they begin play with one rank of the Enduring talent.

# Muun

Force and Destiny – Endless Vigil p.21



## SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Muun begin the game with one rank in Knowledge (Education) and one rank in Knowledge (Core Worlds). They still may not train Knowledge (Education) or Knowledge (Core Worlds) above rank 2 during character creation.
- **Deep Pockets:** Muun characters start the game with an additional 1,000 credits (they may not spend these credits during character creation).

# Nautolan

Force and Destiny CRB p.59



Nautolan

3	2	2	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Nautolans begin the game with one rank in Athletics. They still may not train Athletics above rank 2 during character creation.
- **Amphibious:** Nautolans may breathe underwater without penalty and never suffer movement penalties for traveling through water.

# Neimoidian

Age of Rebellion – Desperate Allies p.21



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Neimoidians begin the game with one rank in either Deception or Negotiation. They still may not train Deception or Negotiation above rank 2 during character creation.

# Nikto

Edge of the Empire – Lords of Nal Hutta p.96



## KAJAIN'SA'NIKTOS (RED NIKTOS)

Having evolved in the blasted expanse of the Endless Wastes, Red Niktos are adapted for this arid environment. The most common Nikto subspecies, Kajain'sa'Niktos have ruddy skin ranging from light orange to red and sport small facial horns on the brow and chin. A Red Nikto's nose is protected by a semi-permeable membrane that prevents sand inhalation. Similar membranes cover the breathing tubes on either side of the neck to reduce water vapor loss. This allows a Red Nikto to survive up to a week without fresh water.

**Special Abilities:** Kajain'sa'Niktos begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation. When making skill checks, Red Niktos may remove ■ imposed due to arid or hot environmental conditions.

## KADAS'SA'NIKTOS (GREEN NIKTOS)

Originating in the forests and temperate coastal regions of Kintan, the Kadas'sa'Niktos have scaly green skin and a fringe of bony ridges terminating in small horns around the eyes and chin. Kadas'sa'Niktos have visible, highly sensitive noses and long claws for climbing.

**Special Abilities:** Kadas'sa'Niktos begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation. They also gain □ to Athletics checks made to climb trees and other surfaces their claws can pierce.

**Claws:** When a Green Nikto makes Brawl checks to deal damage to an opponent, he deals +1 damage and has a Critical Rating of 3.

## ESRAL'SA'NIKTOS (MOUNTAIN NIKTOS)

The bluish-gray Esral'sa'Niktos, or Mountain Niktos, evolved in the mountainous hinterlands of Kintan. Prominent facial fins protrude from their cheeks, providing them with excellent hearing and assisting with heat regulation, both of which provide an edge in the wilds.

**Special Abilities:** Esral'sa'Niktos begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation. They also gain the Natural Outdoorsman talent (once per game session, a Mountain Nikto may reroll any one Resilience or Survival check).



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Each Nikto subspecies has its own special abilities, listed here.

Continued on Next Page...

### GLUSS'SA'NIKTOS (PALE NIKTOS)

Native to the rocky Gluss'elta Islands of their homeworld, Gluss'sa'Niktos, or Pale Niktos, have white-gray skin, tiny horns around their eyes, and small facial fins. Evolving near the oceans of Kintan, the Pale Niktos are born sailors and swimmers, possessing slightly webbed fingers and toes to help propel them through the water.

**Special Abilities:** Gluss'sa'Niktos begin the game with one rank in Athletics. They still may not train Athletics above rank 2 during character creation.

**Swimmer:** A Pale Nikto never suffers movement penalties for traveling through water and can hold his breath for a number of rounds equal to twice his Brawn rating before beginning to drown.

### M'SHENTO'SU'NIKTOS (SOUTHERN NIKTOS)

The Southern Niktos have cream, white, yellow, or orange skin and lack the horns and prominent facial ridges common to other Niktos. Instead, the M'shento'su'Niktos have evolved long, well-developed breathing tubes on the backs of their necks. In addition to facilitating respiration, the tubes allow the Southern Niktos to perceive ultrasonic vibrations.

**Special Abilities:** M'shento'su'Niktos begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation. Southern Niktos may add  to Perception and Vigilance checks to detect sounds.

## Polis Massan

Age of Rebellion – Strongholds of Resistance p.99



Polis Massan



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Polis Massans begin the game with one rank in Medicine. They still may not train Medicine above rank 2 during character creation.
- **No Vocal Chords:** The vast majority of Polis Massans are born without vocal chords, though a small subset does possess them. Referred to as "speakers" by their people, these rare individuals can physically speak languages, though their voices are soft and strangely resonant. When creating a Polis Massan character, a player may spend 10 starting XP to specify that the character possesses vocal chords.
- **Telepathy:** Polis Massans can communicate with other beings at short range using a simple form of telepathy. This communication is akin to a broadcast, and anyone within short range "hears" the Polis Massan's speech. Polis Massans can only "whisper" privately to beings they are engaged with.

# Pantoran

Force and Destiny – Endless Vigil p.23



## SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** Pantorans begin the game with one rank in either Cool or Negotiation. They still may not train Cool or Negotiation above rank 2 during character creation.
- **Tundra Dwellers:** When making skill checks, Pantorans may remove  imposed due to cold environmental conditions.

# Quarren

Edge of the Empire – Fly Casual p.23

Age of Rebellion – Strongholds of Resistance p.101



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Quarren begin the game with one rank in Negotiation. They still may not train Negotiation above rank 2 during character creation.
- **Amphibious:** Quarren can breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Ink Spray:** Quarren can spit ink from a specialized sac within their gills that disperses in water, creating a brief murk used to confuse foes or escape predators. This ability can be used on land as well, though it is considerably less effective because it must be sprayed directly on the target. Once per encounter, as an out-of-turn incidental, a Quarren may suffer 2 strain to add ■ to a combat check made by a character within short range (under water, it adds ■■■ to the combat check instead).

# Quermian

Force and Destiny – Savage Spirits p.21



## SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 85 XP
- **Special Abilities:** Quermians begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.
- **Additional Limbs:** Quermians have six limbs: two legs and four arms. As a result, they gain an additional free maneuver per turn, although they still may not perform more than two maneuvers per turn.

# Rodian

Edge of the Empire CRB p.49



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Rodians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation. Rodians start with one rank in the Expert Tracker talent.

## Sakiyan

Edge of the Empire – Lords of Nal Hutta p.98



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Sakiyans begin the game with one rank in Perception or Vigilance. They still may not train Perception or Vigilance above rank 2 during character creation. Sakiyans also start with one rank in the Expert Tracker talent.

# Sathari

Force and Destiny – Chronicles of the Gatekeeper p.15



## SPECIES ABILITIES

1	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CHARM	WILLPOWER	PRESENCE

- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Sathari begin with one rank in Coordination. They still may not train Coordination above rank 2 during character creation.
- **Glider:** A Sathari can fall safely from any height and can glide over small gaps or distances while falling. While conscious, a Sathari character does not suffer damage from falling (see page 221 of the **FORCE AND DESTINY** Core Rulebook).

# Selonian

Edge of the Empire – Suns of Fortune p.91



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Selonians begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation. The structure of a Selonian's eyes allows her to see in near total darkness. She may

remove all ■ added to checks due to darkness, though she still cannot see in absolute darkness.

- **Tail:** A Selonian's tail may be used as a Brawl weapon. When used to attack, it uses the Brawl skill combined with the Agility characteristic, but like most Brawl weapons, adds its weapon damage to the character's Brawn for total damage. It always counts as equipped, and has the following weapon profile (Brawl; Damage + 1; Critical 5; Range [Engaged]; Disorient 2, Knockdown). The Selonian may trigger Knockdown with ☹, but still must spend additional ☹ to knock down targets with a higher silhouette as per the Knockdown quality rules.

# Shistavanen

Age of Rebellion – Forged in Battle p.26



2	3	3	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Shistavanens begin the game with one rank in either Brawl or Survival. They still may not train Brawl or Survival above rank 2 during character creation.
- **Hunter's Instincts:** When making a check for Initiative, a Shistavanen may make a Survival check instead of a Discipline or Cool check.

# Sullustan

Age of Rebellion CRB p.60



2	3	2	1	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Sullustans begin with 1 rank in Astrogation; they may not train this skill above rank 2 at character creation. They also start with one rank in the Skilled Jockey talent.

# Togruta

Force and Destiny CRB p.60



Togruta

1	2	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Togrutas begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.
- **Pack Instincts:** When performing the assist maneuver, Togrutas grant   instead of .

# Toydarian

Edge of the Empire – Enter the Unknown p.23



Toydarian



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Toydarians are smaller than average and count as silhouette 0.
- **Hoverer:** Toydarians have wings that allow them to hover slightly off of the ground. When hovering, Toydarians do not have to spend additional maneuvers when navigating difficult terrain. Otherwise, their wings allow them no extra capabilities beyond those of a normal, walking character.

# Trandoshan

Edge of the Empire CRB p.50



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Trandoshans begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.
- **Regeneration:** Whenever a Trandoshan would recover one or more wounds from natural rest or recuperation in a Bacta tank, he recovers one additional wound. He does not recover one additional wound when receiving first aid or medical treatment from a character, or when using a stimpack. Trandoshans can regrow lost limbs as well, though it usually takes at least a month before the limb is usable.
- **Claws:** When a Trandoshan makes Brawl checks to deal damage to an opponent, he deals +1 damage and has a Critical Rating of 3.

# Twii'lek

Edge of the Empire CRB p.51  
Force and Destiny CRB p.60



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Twii'lek



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Twii'leks begin the game with one rank in either Charm or Deception. They still may not train Charm or Deception above rank 2 during character creation. When making skill checks, Twii'leks may remove ■ imposed due to arid or hot environmental conditions.

# Verpine

Age of Rebellion – Strongholds of Resistance p.103



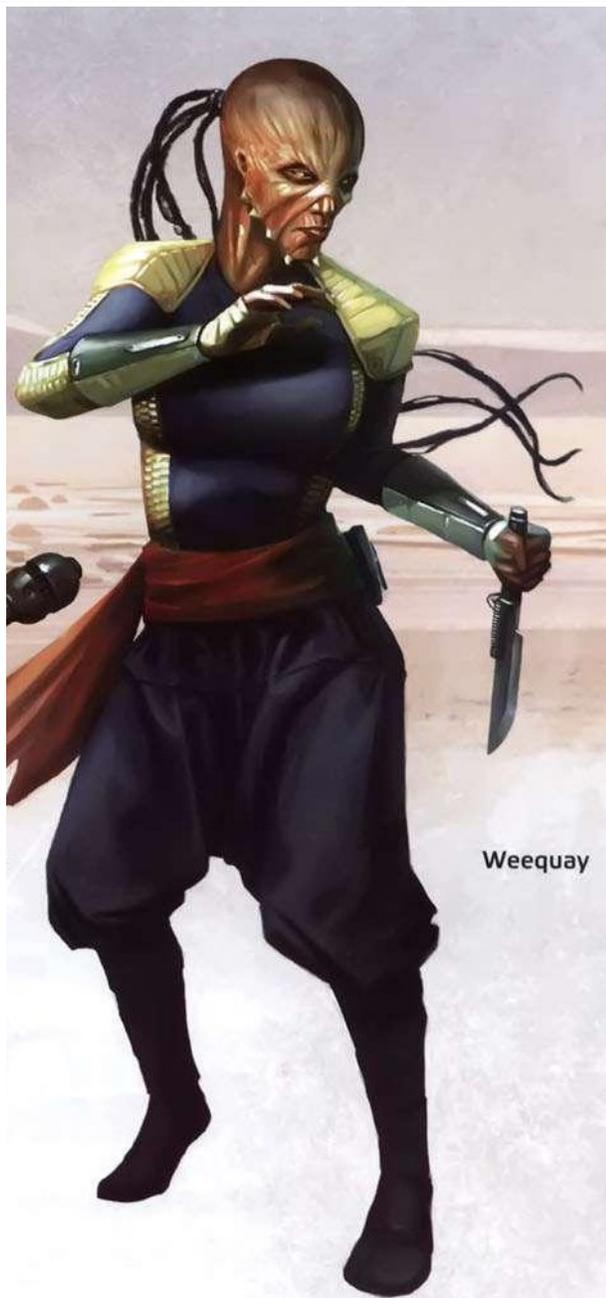
Verpine

2	3	3	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Verpine begin the game with one rank in Mechanics. They still may not train Mechanics above rank 2 during character creation.
- **Microvision:** The compound eyes of a Verpine are capable of seeing tiny, even microscopic, details. When closely examining an object, Verpine characters add  to their Perception checks.
- **Radio-wave Communication:** Verpine can produce and hear radio waves, which allows them to silently communicate with other Verpine and specially tuned comlinks within a 100-kilometer range.

# Weequay

Edge of the Empire – Dangerous Covenants p.22



Weequay

3	2	1	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Weequays begin the game with one rank in Resilience or one rank in Athletics. They still may not train Resilience or Athletics above rank 2 during character creation.
- A Weequay can communicate with other Weequays using pheromones. This is completely non-verbal, and undetectable to any other species nearby. Weequays can only communicate like this if they are within short range of each other.

# Whipid

Force and Destiny – Keeping the Peace p.21

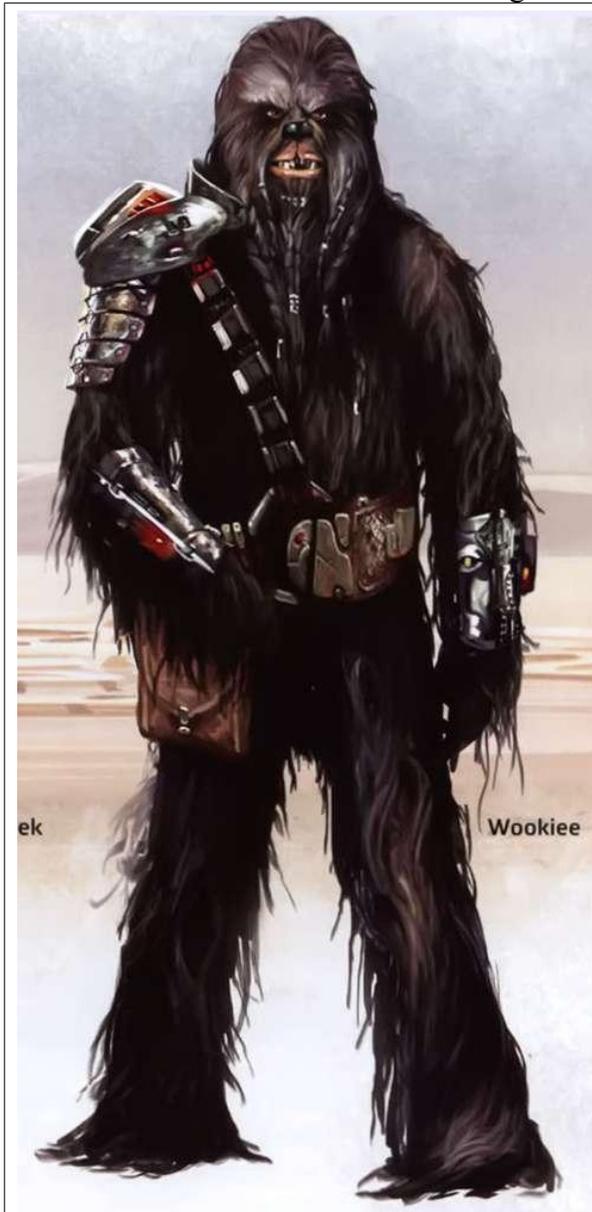


3	2	2	1	2	2
BRAWN	ABILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Whipids begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
- **Hardy Survivalist:** A Whipid adds automatic ✨ to Survival checks and can survive for several weeks without food thanks to reserve blubber.
- **Tusks:** When a Whipid makes a Brawl check to deal damage to an opponent, he deals +2 damage, has a Critical Rating of 4, and the Vicious 1 quality.

# Wookiee

Edge of the Empire CRB p.52



3	2	2	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 14 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Wookiees begin the game with one rank in Brawl. They still may not train Brawl above rank 2 during character creation.
- **Wookiee Rage:** When a Wookiee has suffered any wounds, he deals +1 damage to Brawl and Melee attacks. When a Wookiee is Critically Injured, he instead deals +2 damage to Brawl and Melee attacks.

# Xexto

Age of Rebellion – Stay on Target p.24



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 85 XP
- **Special Abilities:** Xexto begin play with one rank in the Confidence talent.
- **Additional Limbs:** Xexto have six limbs: two legs and four arms. As a result, they gain an additional free maneuver per turn, though still may not perform more than two maneuvers per turn.

# Zabrak

Force and Destiny CRB p.62



Zabrak



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Zabrak begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
- **Fearsome Countenance:** Zabrak add automatic  to all Coercion checks they make.