

STAR WARS®

ROLEPLAYING GAME

SAGA EDITION WEB ENHANCEMENT DEVARONIANS

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During the development of the *Star Wars Roleplaying Game Saga Edition Core Rulebook*, some material had to be cut for space. One such section was the Devaronian species.

DEVARONIAN

Devaronians are among the first species in the galaxy to develop interstellar travel, and the males of the species have been common sights in spaceports throughout the galaxy for thousands of years. After reaching middle age, Devaronian males are driven by an urge to wander. As such, they are often found traveling the galaxy as tramp freighter captains and scouts. Female Devaronians, on the other hand, are content to remain in a single location, and as such, raise the young and run the government of Devaron. The males send as much money as they can back to their families on Devaron, but they seldom return to the homeworld. The females are content with this arrangement, as they tend to view the restless males as disruptive to home life.

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

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

Devaronians stand 1.6 to 1.8 meters tall.

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

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

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

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

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

DEVARONIAN SPECIES TRAITS

Devaronians share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Wisdom, –2 Charisma (for males) or +2 Intelligence, +2 Wisdom, –2 Dexterity (for females). Male Devaronians tend to be more carefree and less personable than female Devaronians, but they are also more agile.

Medium Size: As Medium creatures, Devaronians have no special modifiers due to their size.

Speed: Devaronian base speed is 6 squares.

Some rules mechanics are based on the *Star Wars Roleplaying Game Revised Core Rulebook* by Bill Slavicsek, Andy Collins, and JD Wiker, the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Conditional Bonus Feat: Devaronians are master manipulators. A Devaronian with Deception as a trained skill gains Skill Focus (Deception) as a bonus feat.

Natural Curiosity: Once per encounter as a standard action, a Devaronian can make a Perception check against a single target within line of sight (DC 15 or the result of an opposed Stealth check, if the target is actively attempting to hide). If successful, the Devaronian gains a +1 insight bonus on attack rolls against that target. Because of their natural curiosity, Devaronians are very attentive to small details that can reveal weaknesses.

Automatic Languages: Basic and Devaronese.

DEVARON

Region: Colonies

Climate: Temperate

Gravity: Standard

Moons: 2

Length of Day: 24 standard hours

Length of Year: 390 local days

Sapient Species: Devaronians

Government: Matriarchy

Capital: Montellian Serat

Major Exports: Hyperdrive technology

Major Imports: High technology, luxury items

Knowledge (Social Sciences)

DC Result

- 10 Devaronians are divided among the sexes, with females running the planetary government while males tend to wander the galaxy.
- 15 Devaronian males are not even allowed to participate in government, and are constantly kept out by the females. The males are gripped by an irresistible wanderlust upon reaching adulthood, driving them away from their homes.
- 20 Devaronian males who take off-world jobs often send money back to Devaron to support their families in their absence.

Knowledge (Galactic Lore)

DC Result

- 10 Devaron is a beautiful planet of deep valleys, low mountains, and plentiful rivers.
- 15 The Devaronians were among the first species to develop hyperspace travel and are one of the oldest known species in the galaxy.
- 20 Devaron is a dangerous planet due to its strict policies and extensive use of capital punishment. As such, outsiders rarely visit the world.
- 25 The capital city of Montellian Serat is one of the most ancient cities in the galaxy and is said to possess sections that are as old as the lowest levels of Coruscant.

DEVARONIAN DRIFTER

A common sight throughout the galaxy, a Devaronian drifter is a vagabond among the stars. Moving from port to port, wherever his fate may take him, a Devaronian drifter may be friend or foe depending on the situation. Many drifters are violent and untrustworthy, but others look for honest work wherever they can find it.

Devaronian Drifter

CL 2

Medium male Devaronian nonheroic 3/soundrel 1

Force 1; Dark Side 1

Init +4; Senses Perception +8

Languages Basic, Devaronese

Defenses Ref 16 (flat-footed 14), Fort 14, Will 14

hp 16; Threshold 14

Speed 6 squares

Melee unarmed +1 (1d4-1)

Ranged hold-out blaster +4 (3d4)

Base Atk +2; Grp +1

Abilities Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 14

SQ natural curiosity

Talents Sneak Attack +1d6

Feats Improved Defenses, Point Blank Shot, Skill Focus (Deception), Skill Training (Perception), Skill Training (Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Perception +8, Persuasion +9

Possessions hold-out blaster pistol, traveler's garb, various personal belongings



Male and female Devaronian