

Alien Commoners

Species	Homeworld	Spd	SZ*	Ability Modifiers	Species Bonuses
Aqualish	Ando	10 m	M	+2 Con, -2 Wis	+2 Swim
Arcona	Cona	10 m	M	None	None
Barabel	Barab I	10 m	M	+2 Str, +2 Con, -2 Dex, -4 Wis	+5 bite attack
Bimm	Bimmisaari	6 m	S	-4 Str, +2 Int, +2 Cha	None
Bith	Clak'dor VII	10 m	M	+4 Int, +2 Wis, -2 Str, -2 Con	+2 Search, +2 Spot (both up to 5 meters away)
Bothan	Bothawui	10 m	M	+2 Dex, -2 Con, -2 Wis	+2 Gather Information, +2 Sense Motive
Cerean	Cerea	10 m	M	+2 Int, +2 Wis, -2 Dex	+2 initiative
Chadra-fan	Chad	6 m	S	+2 Dex, +2 Cha, -2 Str, -2 Wis	None
Chagrian	Champala	10 m	M	None	None
Chiss	Csilla	10 m	M	None	Tactics (see officer prestige class in Chapter 12)
Devaronian	Devaron	10 m	M	+2 Dex, -2 Int, -2 Wis (male)	None
				+2 Int, +2 Wis, -2 Dex (female)	
Dug	Malastare	6 m	S	+2 Dex, -2 Wis, -2 Cha	+2 Climb, +2 Jump, great shout
Duros	Duro	10 m	M	+2 Dex, +2 Int, -2 Str, -2 Con	Spacer feat
Ewok	Endor	6 m	S	+2 Dex, -2 Str	+2 Search, +4 Hide
Falleen	Falleen	10 m	M	None	+1 Charisma checks (except Disguise or Force skills)
Gamorrean	Gamorr	10 m	M	+2 Str, -2 Dex, -2 Int	+2 Intimidate, +2 Fortitude save, +1 melee
Geonosian	Geonosis				
Worker		10 m	M	+2 Str, -2 Int, -2 Cha	+2 Craft, +2 natural armor, Endurance feat
Aristocrat		10 m**	M	+2 Dex, -2 Con	+2 natural armor
Gotal	Antar IV	10 m	M	None	+3 Bluff, +3 Diplomacy, +3 Intimidate, +3 Sense Motive
Gran	Malastare	10 m	M	+2 Cha, -2 Wis	None
Gungan	Naboo	10 m	M	+2 Con, -2 Wis	+2 Listen, +2 Swim, +1 Reflex save, low-light vision
Human	Varies	10 m	M	None	Bonus feat (any), extra skill points each level
Hutt	Nal Hutta	2 m	L	+2 Str, +2 Con, +2 Int, +2 Wis, +2 Cha, -4 Dex	+6 Will save against mind-affecting Force powers

Ithorian	Ithor	10 m	M	+2 Wis, +2 Cha, -2 Dex	+2 Knowledge (nature), +4 Survival, +1 Will save
Jawa	Tatooine	6 m	S	+2 Dex, -4 Str, -2 Cha	+4 Hide, +2 Survival (desert), darkvision (20 meters)
Kaminoan	Kamino	10 m	M	+2 Con, -2 Wis, -2 Cha	+2 Survival
Kel Dor	Dorin	10 m	M	+2 Dex, +2 Wis, -2 Con	Low-light vision
Kubaz	Ku'bakai	10 m	M	-2 Str, +2 Dex	Light sensitive (-4 penalty to actions in normal light)
Mon Calamari	Mon Calamari	10 m	M	+2 Int, -2 Con	+4 Swim, +4 Craft (any), +1 Will save (moist places)
Neimoidian	Neimoidia	10 m	M	+2 Int, +2 Wis, -2 Str	+2 Appraise, +2 Bluff
Noghri	Honoghr	6 m	S	+2 Dex, +2 Wis, -4 Cha	Scent, +4 Hide
Quarren	Mon Calamari	10 m	M	+2 Con, -2 Wis, -2 Cha	+4 Swim
Rodian	Rodia	10 m	M	+2 Dex, -2 Wis, -2 Cha	+2 Listen, +2 Search, +2 Spot
Snivvian	Cadomai Prime	6 m	S	None	None
Sullustan	Sullust	10 m	M	+2 Dex, -2 Con	+2 Climb, +2 Listen, darkvision (20 meters)
Toydarian	Toydaria	6 m	S	+4 Dex, -4 Str, -2 Con	Improved Initiative feat
Tusken Raider	Tatooine	10 m	M	+2 Con, -2 Int, -2 Wis	+2 Hide, +2 Move Silently, +2 Survival (desert)
Twilek	Ryloth	10 m	M	+2 Cha, -2 Wis	+1 Fortitude save, low-light vision
Trandoshan	Trandosha	10 m	M	+2 Str, -2 Dex	+1 natural armor, darkvision (20 meters)
Ugnaught	Gentes	6 m	S	+2 Con, -2 Dex, -2 Wis	Endurance feat
Verpine	Varies	10 m	M	None	Gearhead feat, natural "comlink" with other Verpines
Wookiee	Kashyyyk	10 m	M	+4 Str, -2 Dex, -2 Wis, -2 Cha	+2 Climb, +4 Intimidate, Wookiee rage, recuperation
Yuuzhan Vong	Unknown	10 m	M	+2 Str, +2 Con, -2 Wis	Force immunity
Zabrak	Iridonia	10 m	M	None	+2 Fortitude save, +2 Will save

*Small aliens get a +1 size bonus to Defense and attack rolls. Large aliens (like Hutts) suffer a -1 size penalty to Defense and attack rolls.

**Geonosian aristocrats also have a flying speed of 15 m (poor).