

Amanin

These arboreal humanoids live in small tribes that each lay claim to one of the many sparse forests of Maridun, their homeworld. When a tribe grows too large, the younger adults set out to claim a new forest. The arrival of the Empire on Maridun went largely unnoticed, until one Amanin lorekeeper agreed to turn over prisoners from rival tribes as slaves. Not long after the Battle of Endor, operations on Maridun were taken over by the Hutts and various criminal syndicates, which constructed spaceports to support the growth of several small cities populated by crime lords, scoundrels, consortiums, mining companies, and Amanin slaves.

Personality: Traditionally, Amanin are fearless hunters due to their dominant station in Maridun's food chain and their natural resilience. Beyond their homeworld, Amanin tend to keep a low profile despite their towering height. As their society becomes more integrated with the rest of the galaxy, Amanin become more comfortable with space travel and technology, though they lack the scientific know-how to build technology of their own. Amanin collect various trappings of their rich history, such as trinkets and trophies.

Physical Description: Hooded humanoids with long, spindly arms, big hands, and stocky legs, Amanin stand about 2.25 meters tall. They have yellow and green skin and often wear little or no clothing.

Homeworld: Maridun, located in the Outer Rim, is a temperate world of long, flat plains dotted with small forests. During the Galactic Civil War, the Empire constructed several spaceports on Maridun to support their mining operations. These spaceports have been co-opted by smugglers, slavers, and pirates as bases of operation since the Empire's defeat.

Language: Amanin have no written language, relying instead on a tradition of oral history carried on by each tribe's loremaster.

Example Names: Aja, Brenjandor, Jorodus, Jott, Ojat Wan, Tonjon, Trijit, Unjor.

Age in Years: Child 1-11; young adult 12-16; adult 17-49; middle age 50-76; old 77-89; venerable 90+.

Adventurers: Amanin are relatively new to the civilized galaxy. After the dissolution of the Galactic Senate, many have begun living in the spaceports of Maridun and traveling off world. Each new generation of Amanin is more integrated into galactic society than the previous one. Amanin heroes are usually scouts with the occasional Force adept.

Amanin Species Traits

- **Ability Modifiers:** +2 Str, -2 Int, -2 Cha
- **Size:** Medium
- **Speed:** 6 squares
- **Primitive:** Amanin do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants those feats.
- **Reach:** Unlike most Medium-sized species, Amanin have a natural reach of 2 squares.
- **Resilient:** Amanin gain a +1 species bonus to their Fortitude Defense due to their natural resilience.
- **Roll:** When using the run action, Amanin may roll into a ball to move at greater speed. When rolling, Amanin take a -5 penalty on Perception checks, but their speed is doubled.
- **Expert Climber:** Due to their arboreal background, Amanin may choose to take 10 on Climb checks even when distracted or threatened.
- **Languages:** Amanese.

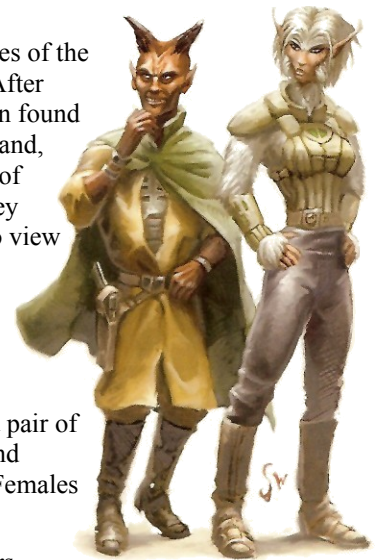


Devaronian

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.

Language: 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.

Age in Years: Child 1-12; young adult 13-17; adult 18-44; middle age 45-64; old 65-79; venerable 80+.

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

- **Ability Modifiers:** +2 Dex, –2 Wis, –2 Cha (for males) or +2 Int, +2 Wis, –2 Dex (for females). Male Devaronians tend to be more carefree and less personable than female Devaronians, but they are also more agile.
- **Size:** Medium
- **Speed:** 6 squares
- **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.
- **Languages:** Devaronese and Basic.

Geonosian

The Geonosians are a caste-dominated species from the world of Geonosis, in the system of the same name. They dwell in a spectacular architectural realm carved from the soaring rocky spires that dot the planet's landscape. They are somewhat resistant to the radiation that occasionally showers their world, though Geonosians actually live underground to escape that phenomenon.

Geonosians are born into specific castes divided along the lines of their physical attributes, and though most Geonosians are content to remain within their caste until they die, some develop ambition. The life of a low-ranking Geonosian worker is ordinarily one of ongoing toil, laboring to fulfill the whims of a Geonosian aristocracy that sometimes makes spectacular demands. The society allows Geonosians from lower castes to escape from the drudgery through gladiatorial combat.

Geonosians relish battle and public executions. Anyone the Geonosians capture is sent to the arena, to provide amusement for the masses. There, the hapless individual either faces some savage beast or fights to the death against another sentient being. A Geonosian from a low caste who volunteers for these battles can, if he survives, achieve some measure of status by distinguishing himself in the arena—if only in the form of fame, fortune, and the right to be recognized by aristocrats (though still not treated quite as an equal). Most who survive long enough to amass any amount of real wealth or prestige use it to buy their way off Geonosis, never to return.

Despite their proximity to the Corellian Run trade route, Geonosians receive few visitors. They might get none at all if their droid factories weren't among the finest and most productive in the galaxy.

Personality: Geonosians tend to be contemptuous of other species, although the lucky few who escape the toil of their caste-driven society quickly learn to be more tolerant. Geonosian aristocrats are manipulative, domineering, and ambitious. They constantly strive to improve their standing and holdings while conspiring to eliminate or ruin their rivals. Geonosian warriors are highly competitive and eager to prove themselves.

Physical Description: Geonosians come in two varieties: aristocratic leaders and warrior drones. Both are physically strong and covered with bony ridges that protect arms, legs, and vital organs. They walk on two legs, and most Geonosians have rapidly fluttering wings sprouting from their shoulder blades. They stand from 1.6 to 1.8 meters tall.

Homeworld: Geonosis, a rocky world in the Outer Rim that is periodically bombarded by radiation showers. Geonosis has its own asteroid ring, believed to be the remains of two collided moons.

Language: Geonosians speak and read Geonosian.

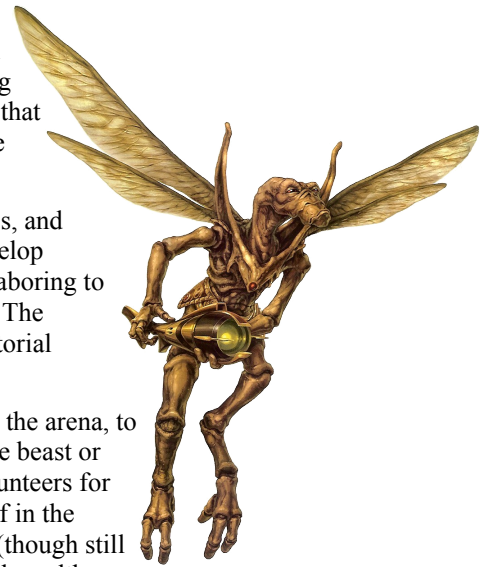
Example Names: Deetle, Eorlax, Hadiss, Krylla, Lysslo, Mazzag, Poggie, Qorn, Sollas, Vikkal.

Age in Years: Child 1-6; young adult 7-10; adult 11-35; middle age 36-50; old 51-64; venerable 65+.

Adventurers: Due to their reluctance to leave their hives, Geonosians are rarely encountered away from their homeworld. A few manage to buy their way offworld. Some Geonosian aristocrats pursue offworld adventure as nobles or scouts, while free warriors might become scoundrels, scouts, or soldiers. No Geonosian Force-users are known to exist.

Geonosian Species Traits

- **Ability Modifiers:** +2 Str, -2 Int, -2 Wis, -2 Cha
- **Size:** Medium
- **Speed:** 6 squares, Fly 8 squares
- **Natural Armor:** Geonosians have a thick exoskeleton that provides a +1 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with an armor bonus.
- **Radiation Resistance:** Geonosians gain a +2 bonus on Fortitude Defense against radiation.
- **Low-Light Vision:** Geonosians ignore concealment (but not total concealment) from darkness.
- **Bonus Feat:** Geonosians gain the Weapon Proficiency (advanced melee weapons) feat as a bonus feat.
- **Conditional Bonus Feat:** Geonosians are natural builders and engineers. A Geonosian with Mechanics as a trained skill gains Skill Focus (mechanics) as a bonus feat.
- **Languages:** Geonosian.



Jawa

Jawas are intelligent scavengers of short stature. Found in seemingly every dark nook and cranny of Tatooine, Jawas survive by scrounging for scrap, which forms the basis of their economy, and hiding from the planet's terrible predators.

Although not advanced technologically, Jawas have a gift for discovering unusual ways to make things work—at least for a little while. Though most people despise Jawas for their underhanded practices (and unpleasant odor), they also realize that Jawas occasionally lay their hands on priceless treasures.

Jawas prowl the deserts and rocky basins of their homeworld in enormous tracked vehicles called sand crawlers. These vehicles also contain workshops and storage chambers cluttered with treasure or junk, depending on how one views scrap.

Personality: Jawas are opportunistic and cowardly. They have a well-deserved reputation as thieves and swindlers, although they would hardly consider these words insults. Jawas are proud of their ability to acquire what others obviously no longer need and to sell things that require frequent maintenance and costly replacement parts.

Physical Description: Jawas stand 1 meter tall, on average. They wear dark-hooded robes that cover all but their glowing eyes. Xenobiologists speculate that Jawas evolved from cave-dwelling rodents, and few other species that have dealt with Jawas would disagree.

Homeworld: Tatooine, located in the Outer Rim.

Language: Jawa have a complex language incomprehensible and unteachable. To non-Jawas. It consists of almost meaningless syllables that only make sense when combined with phenomenally produced emphasis. (Even when a Jawa isn't actively conversing, his scent can tell others his mood.) When bargaining with non-Jawas, they use a simplified form of their native tongue known as Jawa Trade Language.

Although they can learn to understand other languages, Jawas lack the vocal capability to speak any language but their own.

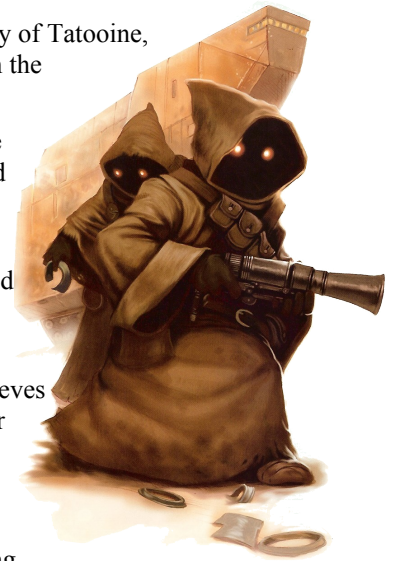
Example Names: Aved Luun, Dathcha, Eet Ptaa, Jek Nkik, Jik'tal, Het Nkik, Har Kkak, Rkik Dnec, Tteel Kkak.

Age in Years: Child 1-10; young adult 11-15; adult 16-36; middle age 37-52; old 53-64; venerable 65+.

Adventurers: Jawas have little understanding of the galaxy at large. Their fear of the unknown keeps them firmly grounded on Tatooine. A Jawa removed from his homeworld might assume the life of a scout or scoundrel.

Jawa Species Traits

- **Ability Modifiers:** +2 Con, -2 Str, -2 Cha
- **Size:** Small
- **Speed:** 4 squares
- **Darkvision:** Jawa ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.
- **Desert Survival:** Jawas are natural desert nomads. They may take 10 on Survival checks made in desert terrain.
- **Technical Aptitude:** Jawas are capable tinkers and may reroll any Mechanics checks made to repair an object, vehicle, or droid.
- **Languages:** Jawa and Jawa Trade Language.



Kaminoan

Not all Kaminoans are clone technicians, but Kaminoans are known—among those who still remember them—as cloners. Long ago, to better survive rising sea levels at the end of a planetary ice age, the Kaminoans used cloning technology to ensure the continuance of their species, weeding out physical weaknesses and enabling them to survive with less. Consequently, Kaminoans are somewhat hardier, but even genetic engineering has only taken them so far.

Kaminoans have no respect for weakness and tend to think of identifiably weak persons as beneath their notice. They do not bear such individuals any animosity; to the Kaminoans, such people should simply be culled from the “herd”—and they find it vaguely disturbing that others cannot seem to grasp this fact.

Although Kaminoans are all created from nearly identical genetic stock, there is still considerable variation. The cloning process does not create perfect duplicates, but rather children who fall into a given set of genetic parameters. These Kaminoan children then grow and develop along defined guidelines, but are still free to pursue any career that interests them—provided the Kaminoan community approves.

Personality: Kaminoans are outwardly polite, yet behind this lurks an intolerance of physical imperfection. They present an aspect of quiet curiosity and aloofness, but are generally pleasant and approachable. Their voices are as soft and soothing as their manner.

Physical Description: Kaminoans are slim, bipedal beings with pale skin and dark eyes. They stand 2.1 to 2.7 meters tall and are thin to the point of being gaunt. They have long, graceful necks and slender fingers. Their mouths are somewhat smaller than those of Humans, but seem smaller yet because of their large eyes. Female Kaminoans are bald, while most males possess a small head crest.

Homeworld: The stormy ocean world of Kamino, located on the edge of Wild Space.

Language: Kaminoans speak and read Kaminoan and Basic.

Example Names: Aya Lim, Lama Su, Maru Lan, Tau Shel, Taga Sai, Seva Ke, Taun We.

Age in Years: Child 1-6; young adult 7-10; adult 11-39; middle age 40-59; old 60-79; venerable 80+.

Adventurers: Kaminoans are genetically bred to fill various niches. A Kaminoan might become a noble just as easily as a soldier. Scouts are rare, scoundrels even more so, and Force-using Kaminoans are all but unheard of.

Kaminoan Species Traits

- **Ability Modifiers:** +2 Con, -2 Wis
- **Size:** Medium
- **Speed:** 6 squares
- **Aquatic Survival:** Kaminoans are adept at surviving oceanic environments and may take 10 on Survival checks made in aquatic terrain.
- **Expert Cloners:** Kaminoans are capable cloners and may choose reroll any Treat Injury or Knowledge (life sciences) checks, but the result of the reroll must be accepted, even if it is worse.
- **Languages:** Kaminoan and Basic.



Miraluka

To all outward appearances, Miraluka appear Human. Their speech could be of any region from Coruscant to the Outer Rim. Only one aspect distinguishes them from Humans: All Miraluka are born without eyes. Although they are not entirely concerned with appearing Human, they prefer not to draw attention to themselves when traveling.

Millenia of evolution robbed the Miraluka of sight, but granted them the ability to “see” through the Force. Rarely is an entire species sensitive to the ebb and flow of the Force, but Miraluka are clearly an exception.

The Miraluka species epitomizes the pure power of the Force. Not surprisingly, many Miraluka have been drawn to the teachings and traditions of the Jedi Order. Miraluka Jedi fought during the Sith War and helped to shape the Jedi Order in the years and centuries to follow. In the dying days of the Old Republic, the Jedi Order included not only Miraluka Jedi, but also scores of Miraluka with little or no formal training, most of them in administrative or teaching positions.

When the Empire arose from the ashes of the Old Republic, the Miraluka suffered tremendously. The Jedi Purge wiped out thousands of Miraluka and forced countless others into hiding. Some Miraluka were inspired to join the Rebel Alliance. A troubled few were pressed into service as pawns and spies for the Empire and either fell to the dark side or destroyed themselves.

By the time of the New Jedi Order, the Miraluka have only begun to rejoin galactic society, although the threat of the Yuuzhan Vong forces many to travel incognito.

Personality: Miraluka have no interest in personal gain or glory. They are thoughtful, pensive, and deliberate. Once they commit to a plan or course of action, they are rarely moved to change their mind.

Physical Description: Miraluka average 1.8 meters tall. In almost every respect, they look just like Humans except they have nearly featureless eye sockets. They tend to cover their eyeless visages with decorative cloth.

Homeworld: Alpheridies, a planet in the Abron system, which lies on the spinward edge of the Expansion Region.

Language: Miraluka speak and read Miralukese and Basic.

Example Names: Damaya Guru, Eloun Kooladi, Embrul Joff, Shoaneb Culu, Zebron Tadro.

Age in Years: Child 1-11; young adult 12-15; adult 16-44; middle age 45-69; old 70-84; venerable 85+.

Adventurers: Miraluka adventurers are usually nobles, Force adepts, or Jedi.

Miraluka Species Traits

- **Ability Modifiers:** +2 Int, -2 Dex
- **Size:** Medium
- **Speed:** 6 squares
- **Blindness:** Miraluka cannot see normally. Unless they are able to use Force Sight (see below), all targets effectively have total concealment from them.
- **Bonus Feat:** All Miraluka gain Force Sensitivity as a bonus feat.
- **Force Sight:** Miraluka have the ability to see through the Force despite being blind. This functions as the Force technique Improved Sense Surroundings (*Saga Edition Core Rulebook*, page 103).
- **Quick Reactions:** Miraluka may reroll Initiative checks, but they must keep the second result even if it is worse.
- **Languages:** Miralukese and Basic.



Nautolan

Although amphibious, Nautolans feel more at home in the water than on land. Their head tendrils, which serve as major sensory organs, barely function out of water. In water, Nautolans can sense odors through their tendrils. The average Nautolan can tell the emotional state of another being based entirely on the changes in pheromones. This acuity lends to the complexity of their language. Their ability to communicate is keyed to the perception of pheromonal signatures; without it, their spoken words lose a great deal of meaning.

Nautolans have coexisted relatively peacefully with their land-dwelling neighbors, the Anselmi, for several millennia. Conflicts between the species have usually been brief, though sometimes quite bloody. The Nautolan and the Anselmi fought brief wars over fishing rights, subaquatic development, and even waste disposal. Whenever space seems at a premium, Anselmi tend to encroach upon the Nautolan territories. Being physically superior, Nautolans push back most incursions long enough for attrition to render the problem moot. The Republic has stepped in multiple times to settle disputes, but it might be only a matter of time before the two native species of Glee Anselm conclude that they have irreconcilable differences.

Personality: Nautolans reflect the moods of those around them. When confronted by anger and violence, they respond in kind. When approached in a calm, civilized manner, they seem helpful and polite.

Physical Description: Nautolans are amphibious humanoids with mottled green skin and shark-like eyes. Instead of hair, a Nautolan sports a crown of long green tendrils. The Nautolan skeletal structure is reinforced with extra cartilage that makes the species exceptionally resilient. Adult Nautolans average 1.8 meters tall.

Homeworld: Glee Anselm, a planet of vast swamps, lakes, and seas located in the Mid Rim.

Language: Nautolans speak and read Nautila, but their language is pronounceable only underwater. On land, Nautila loses a great deal of detail, which most Nautolans find annoying. When out of water, Nautolans tend to speak Anselmian—learned from their non-amphibious neighbors, the Anselmi—or Basic, which serves them well enough when they travel throughout the galaxy.

Example Names: Garn, Hiskar Dorset, Kit Fisto, Ploss Niklos, Renko Losa, Setel Yast.

Age in Years: Child 1-9; young adult 10-14; adult 15-40; middle age 41-54; old 55-69; venerable 70+.

Adventurers: Nautolans crave adventure. Nobles, scouts, scoundrels, and soldiers are common. Nautolans can also be Force adepts or Jedi.

Nautolan Species Traits

- **Ability Modifiers:** +2 Con, -2 Int, -2 Wis
- **Size:** Medium
- **Speed:** 6 squares, Swim 4 squares
- **Breathe Underwater:** As amphibious creatures, Nautolans can't drown in water.
- **Damage Reduction:** Nautolans gain Damage Reduction 2 due to their tough, rubbery hides.
- **Expert Swimmer:** A Nautolan may choose to reroll any Swim check, but the result of the reroll must be accepted even if it is worse. In addition, a Nautolan may choose to take 10 on Swim checks even when distracted or threatened.
- **Low-Light Vision:** Nautolans ignore concealment (but not total concealment) from darkness.
- **Pheromonal Sensor:** Nautolans may choose to reroll any Perception check made to Sense Deception or Sense Influence, but the result of the reroll must be accepted even if it is worse. If a Nautolan is underwater, the Nautolan may take the better result of the two rolls instead.
- **Languages:** Nautila.



Noghri

The Noghri are a small, compact humanoid species native to the isolated Outer Rim planet of Honoghr. Natural-born hunters, they prefer to use primitive weapons, usually killing their victims up close.

The Noghri culture is built around clans (among them Kihm'bar, Bakh'tor, Eikh'mir, and Hakh'khar) with a long history of bloody rivalry. By the time of the Clone Wars, the clans had put aside their differences and learned to coexist, unaware of other intelligent species in the galaxy. A space battle in orbit over their world led to a starship crash that contaminated the planet with toxic chemicals. The Noghri faced famine and extinction when a black-garbed visitor from the stars arrived: Darth Vader. He promised to save their dying homeworld; in return, the Noghri pledged to serve him and the Empire.

The Noghri served Vader as his secret assassins for decades. Five years after Vader's death, one of them recognized Leia Organa-Solo as Darth Vader's daughter. They turned from serving the Empire to serving "Lady Vader." Several clans of Noghri remains dedicated to the protection of Leia and her family well into the New Jedi Order era.

The Noghri rarely travel the galaxy alone. During the Galactic Civil War, they are always found in the company of Darth Vader's agents or (briefly) with the forces of Grand Admiral Thrawn. Later, they can be found in the company of New Republic agents, as well as the allies, friends, and relatives of Leia Organa-Solo.

Personality: Noghri are fierce, dedicated warriors who place the honor of their clans and the safety of their charges above all. For a relatively primitive species, they are shrewd, quick to adept, and mindful of customs and rituals. They do not grasp the concept of humor well and are not particularly sociable.

Physical Description: Noghri are small, compact humanoids. A typical Noghri has gray skin, beady black eyes set deep within bony sockets, claws, and fangs. Adult Noghri average 1.3 meters tall.

Homeworld: The devastated world of Honoghr, located in the Outer Rim.

Language: Noghri speak and read Honoghran (sometimes called Noghrese by galactic linguists). They speak Basic with ease, albeit with soft, whispered, chilling voices.

Example Names: Cakhmaim clan Eikh'mir, Ekhrikhor clan Bakh'tor, Khabarakh clan Kim'bar, Ovkhevam clan Bakh'tor, Ruhk clan Baikh'vair, Sakhisakh clan Tlakh'sar.

Age in Years: Child 1-8; young adult 9-12; adult 13-44; middle age 45-59; old 60-74; venerable 75+.

Adventurers: Noghri adventurers are typically scouts or soldiers. Noghri Force-users are rare. Many who leave their homeworld become bodyguards in the employ of Darth Vader, Grand Admiral Thrawn, or Leia Organa-Solo (depending on the era).

Noghri Species Traits

- **Ability Modifiers:** +2 Dex, -4 Cha
- **Size:** Small
- **Speed:** 6 squares
- **Bonus Feat:** Noghri are always trained in self-defense from a very early age. All Noghri gain the Martial Arts I feat as a bonus feat.
- **Intuitive Initiative:** A Noghri has quick reflexes and may choose to reroll any Initiative check, but the result of the reroll must be accepted even if it is worse.
- **Low-Light Vision:** Noghri ignore concealment (but not total concealment) from darkness.
- **Primitive:** Noghri do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants those feats.
- **Scent:** Noghri have a keen sense of smell. At close range (within 10 squares), Noghri ignore concealment and cover for purposes of Perception checks, and they take no penalty for poor visibility when tracking (see Survival skill, *Saga Edition Core Rulebook*, page 73).
- **Languages:** Honoghran.



Pau'an

The Pau'ans are a tall, gray-skinned species of humanoids with sunken eyes and wrinkled skin. Gaunt and with sharp teeth that clearly indicate carnivorous tendencies, Pau'ans move with a deliberate pace and have soft, gravelly voices that are calming to hear. Pau'ans are taller than most humans (though not as tall as Wookiees) and have long, slender fingers that end in nails that closely resemble talons.

Xenobiologists from the University of Sanbra have uncovered connections between the Pau'ans and the Utai, the smaller species with whom they share the planet of Utapau. Genetic sampling has confirmed a few tenuous biological links, though the exact evolutionary process by which the Pau'an species developed separately from the Utai is still a mystery. Xenanthropologists date the first Pau'an civilizations back almost 57,000 years before the Battle of Yavin, making theirs one of the youngest known civilizations. Though no written history of this time exists, scientists currently theorize that the long-lived Pau'ans are genetically closer to their progenitor species, and that as a result of their longevity the Pau'ans have likely only evolved a very little since the planet was settled.

Some time in the last ten thousand years, Utapau underwent a climate change that caused winds on the surface of the world to reach and maintain constant bursts at destructive speeds. Experts from the University of Sanbra speculate that the climate change was likely very sudden (at least, sudden in geological terms) given the fact that the Pau'an species did not evolve or adapt to the high winds as many other species did. The long gap between Pau'an generations caused by their extremely long lives was probably responsible for this evolutionary stumbling block, and were it not for the migration of Pau'an civilization underground they might not have survived the climate change.

The shift to life underground did not change the species' eating habits, as they maintained many of the biological signs of a carnivorous diet. The ecology of Utapau, particularly with regard to an abundance of animal life in sinkholes and below ground, allowed the Pau'ans to retain their carnivorous ways, which persist into modern times.

Pau'ans are one of two species native to the sinkhole-covered world. Pau'ans are the natural leaders and administrators of the people of Utapau, and though they have a frightful appearance, they have developed an amicable attitude toward outsiders. Most Pau'ans have been in leadership positions longer than many other beings in the galaxy have been alive, and it comes as naturally to them as speaking.

Personality: Despite their appearances, Pau'ans are exceptionally friendly on the whole and are particularly kind toward outsiders. As such, many Pau'ans get along well in the galaxy, showing none of the prejudice or fear that many other species show when encountering beings from other worlds.

Physical Description: Taller than most humans, Pau'ans are bald and have gray, wrinkled skin. Their sunken eyes and sharp teeth give them a slightly monstrous appearance.

Homeworld: The sinkhole planet of Utapau.

Languages: Pau'ans speak and are literate in Utapese and Basic.

Example Names: Timon Medon, Tion Medon, Lampay Fay.

Age in Years: Child 1-16; young adult 17-30; adult 31-400; middle age 401-500; old 501-699; venerable 700+.

Adventurers: Pau'an adventurers are usually the leaders and spokespersons for their respective groups. Their long years of experience make it easy for them to coordinate their comrades' efforts and produce the best results, and despite their friendly nature, many Pau'ans make excellent military officers.

Pau'an Species Traits

- **Ability Modifiers:** +2 Wis, +2 Cha, -2 Str
- **Size:** Medium
- **Speed:** 6 squares
- **Authority:** As a species accustomed to being in authority, Pau'ans add +1 to any insight or morale bonuses they grant to themselves or other characters.
- **Conditional Bonus Feat:** Pau'ans are born leaders. A Pau'an with Persuasion as a trained skill gains Skill Focus (Persuasion) as a bonus feat.
- **Low-Light Vision:** Pau'ans ignore concealment (but not total concealment) from darkness.
- **Languages:** Utapese and Basic.



Tusken Raider

Tusken Raiders, or Sand People, are primitive desert-dwelling warriors skilled at defending their harsh way of life and surviving in an even harsher environment. These brutal nomads were the dominant species on Tatooine until offworlders colonized the planet during the time of the Old Republic. Jawas, the planet's only other indigenous sentient species, were more intelligent than the Tusken Raiders but lacked the ferocity and size to compete with their predatory neighbors. Whereas the Jawas learned to coexist with the early offworld colonists, the Tusken Raiders attacked offworlders on sight.

Tusken Raiders earned their name by destroying and plundering a human colony at Fort Tusken. The massacre ultimately failed to force settlers to leave Tatooine, and the Sand people have yet to repeat such a stunning attack, but it is remembered as an example of their bloodthirstiness. The settler's hatred and fear of these ruthless nomads led to the decimation of the Tusken Raider population in subsequent years. Entire tribes were wiped out, and the survivors were driven into the deep deserts.

The average Tusken Raider fears machines. The whine of a speeder or swoop usually foretells the approach of murderous offworlders, and even the bravest Tusken Raider must think twice before facing such foes. Tusken Raiders prefer to attack in large numbers, and even then, their targets are usually no more threatening than a moisture farm or ill-defended Jawa sandcrawler.

Although technologically primitive by galactic standards, Tusken Raiders make good use of whatever technological items they can scavenge from slain offworlders or Jawas.

Tusken Raiders use banthas, large herd animals native to Tatooine, as mounts during scouting missions and hunting expeditions. Some Tusken villages also use domesticated massifs as watchdogs. Tusken Raider hunters typically arm themselves with gaderffii sticks and slugthrower rifles.

Personality: The Sand People are ruthless tribal nomads who attack anyone they do not recognize, including members of other Tusken Raider tribes.

Physical Description: Roughly 2 meters tall, Tusken Raiders are swathed from head to toe in dusty bandages, as required by ancient custom. Protruding circular lenses protect their eyes, and filter masks cover their mouths.

Homeworld: Tatooine, a desert world located in the Outer Rim.

Language: The Tusken Raiders' language, Tusken, is punctuated with grunts, growls, and honking noises. Other species find great difficulty in speaking or understanding the Tusken language, though learning and speaking the language is possible for non-Tusken Raiders. The Tusken Raiders have no written form of their language.

Example Names: Grk'kkrs'arr, K'Sheek, Rrr'ur'R, RR'uruurr, UoRRuR'R'R, Ur'Ru'r.

Age in Years: Child 1-8; young adult 9-13; adult 14-44; middle age 45-60; old 61-74; venerable 75+.

Adventurers: Tusken Raiders are typically scouts or soldiers. They are almost never nobles or Jedi, and Tusken Raiders with any form of technical aptitude are exceedingly rare.

Tusken Raider Species Traits

- **Ability Modifiers:** +2 Con, -2 Int, -2 Wis
- **Size:** Medium
- **Speed:** 6 squares
- **Sneaky:** Tusken Raiders are accustomed to laying ambushes and may choose to reroll any Stealth check, but the result of the reroll must be accepted even if it is worse.
- **Survival Instinct:** Tusken Raiders are hardy survivalists and may choose to reroll any Survival check, but the result of the reroll must be accepted even if it is worse.
- **Languages:** Tusken.

