

The title 'STAR WARS' is rendered in a large, yellow, outlined font. The word 'AGE OF THE EMPIRE' is written in a smaller, white, solid font, centered between 'STAR' and 'WARS'. The background is a dark blue space filled with numerous small, bright stars of varying colors (yellow, white, blue).

STAR AGE OF THE EMPIRE WARS

Compatible with the Fantasy AGE Basic Rulebook

by Dustin Ahonen

A long time ago in a galaxy far,
far away...



STAR AGE OF THE EMPIRE WARS

CREDITS

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Special Thanks to: The “Mang Stuff” group

The Wednesday Night gaming group

Enrique Bertran for his work on **Star Wars: AGE of Rebellion** for the AGE system

Ben for his graphic design expertise,

the NASA Jet Propulsion Laboratory for the gorgeous photos

and to my loving wife

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CHAPTER 1 INTRODUCTION

FORWARD

Thank you for your interest in this adaptation of the Star Wars universe. This book could not exist without your support, encouragement, and interest. A special thanks is also due to Enrique Bertran and his **Star Wars: AGE of Rebellion** conversion, which served as the foundation for this book. This is the byproduct of many months of playtesting, suggestions, and feedback from those on the Green Ronin community message boards and the Dustin & Dragons blog. It has been enjoyed across a small number of tables and now soon by you.

Star Wars is a vast setting that spans millenia and decades of multi-media. The era that this adaptation takes place is between the end of the Clone Wars and the proclamation of the First Galactic Empire to their defeat at the Battle of Jakku and the signing of the Galactic Concordance, a period known as the Age of the Empire. The hallmarks of this span of time are the tyranny of the Empire, the defiance of the Rebel Alliance, and the persecution of Force-wielders across the galaxy. This rarity of Force sensitive characters may require further adaptation for playing in eras where this was not the case, such as during the Old Republic.

With that, this in no way intends to be the definitive version of Star Wars using the AGE System. It is meant to be a way to provide guidance for GMs and players to bring the excitement and action of Star Wars to the table. This is also not an authoritative guide to the setting originally imagined by George Lucas. It gives brief descriptions that mostly rely on Canon material and online resources, such as Wookieepedia, and readers are encouraged to seek out those references for more information.

I hope this helps you craft stories of your own in a galaxy far, far away. Thank you all again for your support and happy gaming!

Bests,
Dustin Ahonen

FANTASY AGE COMPATIBILITY

This book assumes familiarity with the Adventure Game Engine (AGE) and access to the *Fantasy AGE Basic Rulebook* from Green Ronin. Game terms, such as stunts, TN, Armor Rating, Defense, and basic or advance ability tests function as they normally do and will not be further explained here. A few of the more notable exceptions are listed here.

ILLEGAL EQUIPMENT

Some items are not easily available and considered contraband, with no price given. This is to both represent the control of the Empire over galactic commerce during the Age of the Empire and to allow the GM to decide which equipment to make accessible. For example, the inclusion of drugs may not be suitable for all audiences and having to go on a quest to retrieve the parts to assemble a lightsaber is far more interesting than simply being able to buy one from any merchant.

LANGUAGES

There are a vast array of species in the galaxy and an equal number of languages spoken in it. Not all speak a common language, and although most understand Galactic Basic, not all are capable of speaking it. For simplicity, those that do not understand but do not speak a shared language suffer a -1 penalty on all Communication ability tests against each other. To make up for this, player characters begin play with more languages and it is often prudent for the party to speak and understand each other.

LEVEL 10 CAP

Unlike in Fantasy AGE, a character can only advance to Level 10. This not only

serves to de-emphasize some of the more fantastical elements present in the basic game, but to also make early player choices with regards to his or her character more influential.

SPACES VS. YARDS

The conversion assumes the use of a battle mat at the table. This is in part due to the complications of cover and ranged combat. For a more “theatre of the mind” style of play, the Chapter 5: Starting Credits And Equipment contains a reference table for converting spaces to meters.

RANGED COMBAT AND INTERRUPT ATTACKS

Due to the prevalence and power of ranged weapons, this conversion also introduces Interrupt Attacks that are further explained in the Chapter 7: Supplemental Rules And Vehicles.

WHERE TO LEAVE FEEDBACK

Feedback can be shared on the Fantasy AGE/Titansgrave/Blue Rose forum on the Green Ronin Community Message Boards or by commenting or leaving a message at www.dustinanddragons.com.

COMMON SPECIES

The number of sentient space-faring species throughout the galaxy is beyond counting. What is available here are just some of the more common or noteworthy species one might encounter. Common species can be seen wherever species are intermingling and most share the ability to both understand and speak Basic.

BOTHAN

Often derided for their under-handedness and secrecy, bothans are a peaceful species that see conflict as destructive and wasteful. Steadfast in their support of the Republic, bothans have perhaps suffered the most as a species by the oppressive rule of the Empire. The Bothan SpyNet is one of the largest intelligence agencies in the galaxy and serves as a vital resource to the Rebellion.

Appearance: Bothans are covered in short, tan to brown fur, favoring to where their manes long and males favoring long beards. Their long snout-like face that has expressive lips that easily smile and snarl, and their long ears flatten, droop, or perk with interest.

Height: 1.4-1.5 meters.

Homeworld: Their home planet of Bothawui lies in the Mid Rim, where it lies at the crossroads of many hyperspace trade routes. This position, and the political deftness of its inhabitants, has made it very influential throughout the centuries.

Sample Names: Borsk, Fey'lya, Karka, Kre'fey, Koth Melan, Tav Breii'lya, Tereb Ab'lon.

Bothan Characters

- **Ability Adjustment(s):** Add 1 to Communication.
- **Pick One Ability Focus:** Communication (Etiquette) or Dexterity (Stealth).
- **Eloquence:** Any time you roll 1 on a Communication ability test against someone who shares a language with you, you can reroll that die it but must



SPECIES

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AGE OF THE EMPIRE

CHAPTER 2

SPECIES

ANCIENT



keep the second result.

- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Bothese. You also know a number of languages equal to your Intelligence.

Bothan Benefits

2d6 Roll	Benefit
2	+1 Strength
3-4	Focus: Communication (Gambling)
5	Language: Select one
6	Focus: Communication (Deception)
7-8	+1 Dexterity
9	Focus: Intelligence (Galactic Lore)*
10-11	Focus: Dexterity (Acrobatics)
12	+1 Willpower

CATHAR

The fierce and proud cathars are known for their prowess in battle. They are devoted to family and friendship and this ferocity is directed against anyone who threatens either. They have a long-standing enmity for the Mandalorians, who enslaved and nearly destroyed their race during the Mandalorian Wars.

Appearance: Cathars have a distinctively leonine appearance, with cat-like ears, pointed ears, retractable claws, prominent fangs, and manes of thick hair. Their skin color ranges from gold to yellow-brown that often has dark stripes.

Appearance: Cathars have a distinctively leonine appearance, with cat-like ears, pointed ears, retractable claws, prominent fangs, and manes of thick hair. Their skin color ranges from gold to yellow-brown that often has dark stripes.

Height: 1.5-1.9 meters.

Homeworld: Wide, dry savannahs and rugged uplands dominate Cathar. Its inhabitants live in the few city-trees that remain after the Battle of Cathar.

Sample Names: Elashi, Feeth, Larducias, Manshara, Nonak, Stragos, Sylvar, Tinisho.

Cathar Characters

- **Ability Adjustment(s):** Add 1 to Dexterity.
- **Pick One Ability Focus:** Dexterity (Acrobatics) or Strength (Climbing).
- **Claws:** Your hands end in sharp claws and your fists inflict 1d6 damage, rather than 1d3. If you take the Unarmed Style talent, this damage increases to 1d6+2.
- **Unfettered Speed:** Your Speed is equal to 4 + Dexterity (ignoring armor penalty, if applicable).
- **Starting Languages:** You can understand and speak Basic and Catharese. You also know a number of languages equal to your Intelligence.

Cathar Benefits

2d6 Roll	Benefit
2	+1 Strength
3-4	Focus: Dexterity (Initiative)
5	Focus: Perception (Seeing)
6	Focus: Accuracy (Brawling)
7-8	+1 Dexterity
9	Focus: Strength (Jumping)
10-11	Focus: Dexterity (Stealth)
12	+1 Willpower

CHISS

A near-human species, the chiss hail from the Unknown Regions. Due to the remoteness of their home territory, known as the Chiss Ascendancy, they are mysterious and isolated from the rest of the galaxy. Despite this, they are technologically advanced and have a shadowy legacy of aligning themselves with the Dark Side.

Appearance: Chiss resemble humans, with black hair, blue skin and red eyes. They mature much more quickly than humans, with a more active metabolism that result in fit physiques.

Height: 1.85-1.95 meters.

Homeworld: Originating from the frozen planet of Csilla on the Outer Regions, the planet was once lush and tropical until it was ravaged by war and now locked in an eternal winter. The inhabitants live

beneath the planet's surface due to its inhospitably cold environment.

Sample Names: Dreel, Prakk, Karyce, Lev, Sorn, Szandra, Talos, Voss, Zilvad.

Chiss Characters

- **Ability Adjustment(s):** Add 1 to Communication.
- **Pick One Ability Focus:** Communication (Deception) or Strength (Intimidation).
- **Vicious:** You add +1 to all damage rolls.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Cheunh. You also know a number of languages equal to your Intelligence.

Chiss Benefits	
2d6 Roll	Benefit
2	+1 Communication
3-4	Focus: Perception (Hearing)
5	Focus: Dexterity (Disable Device)*
6	Focus: Intelligence (Military Lore)
7-8	+1 Accuracy
9	Focus: Communication (Investigation)
10-11	Focus: Dexterity (Stealth)
12	+1 Intelligence

*New ability focus, see Chapter 4

HUMANS, NEAR HUMANS, AND MIXED SPECIES

The **Fantasy AGE Basic Rulebook** describes mixed race characters. Given the amount of diversity within the galaxy, this is more rare in Star Wars but not impossible. This is most common amongst humans and other near human species. When doing so, replace the human Heroic feature with the Ability Adjustment(s) of the other parent. You also add 1 to one ability and subtract 1 from one ability of your choice.

Near Human Species: Cathar, Chiss, Mirialan, Togruta, Twi'lek, and Zabrak.

GAND

This unassuming, mysterious species are rarely seen outside their home system. Adding to their enigmatic ways is the fact that they will only identify and refer to themselves as “gand” until completing a ritual in which they earn the right to speak their own name. The exception of this and their isolation are the “findsmen,” renowned trackers with mystical powers with potential ties to the Force.

Appearance: Gand are stocky insectoids, with large multi-faceted eyes that range from silver to metallic blue, three-fingered hands, a thick and mottled carapace that ranges in hue from deep brown to bright yellow. Due to the ammonia-rich environment of their home planet, gand often must wear respirators.

Height: 1.4-1.6 meters.

Homeworld: Accentuating their mystery is the ammonia, mist-shrouded world of Gand. Deeply isolationist and xenophobic, non-gand are not permitted on the planet.

Gand Characters

- **Ability Adjustment(s):** Add 1 to Willpower.
- **Pick One Ability Focus:** Intelligence (Evaluation) or Willpower (Faith).
- **Carapace:** You have a thick exoskeleton, which gives you a natural Armor Rating of 2. If the armor you are wearing provides you with better protection, you instead add 1 to your Armor Rating.
- **Respirator:** You have a respirator. Without it, you must hold your breath or begin to suffocate immediately when in an oxygen-rich environment.
- **Slow Speed:** Your Speed is equal to 3 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand but can't speak Basic. You can understand and speak Gand. You also know a number of languages equal to your Intelligence.



Gand Benefits

2d6 Roll	Benefit
2	+1 Dexterity
3-4	Focus: Intelligence (Religious Lore)
5	Focus: Perception (Tracking)
6	Focus: Willpower (Self-Discipline)
7-8	+1 Constitution
9	Focus: Perception (Searching)
10-11	Focus: Intelligence (Engineering)
12	+1 Accuracy

Human Benefits

2d6 Roll	Benefit
2	+1 Dexterity
3-4	Focus: Intelligence (Healing)
5	Focus: Willpower (Morale)
6	Focus: Communication (Leadership)
7-8	+1 Constitution
9	Focus: Perception (Empathy)
10-11	Focus: Intelligence (Astrogation)*
12	+1 Willpower

*New ability focus, see Chapter 4

HUMAN

Intrepid explorers, daring adventurers, and ruthless tyrants—humans are all these things and more. They are not only the most numerous species in the galaxy but also whose actions have shaped galactic history. Their adaptability as a species and their diversity between different groups, and even among individuals within the group, make humans nearly impossible to generalize.

Appearance: Humans vary greatly in shape, size, and complexion. They are just as diverse in their attitudes, customs, and garb, adapting to their environment.

Height: Average 1.8 meters.

Homeworld: Humans inhabit all but the most isolated and inhospitable worlds. They are most dominant on the Core Worlds, with notable majority amongst the sprawling towers of Coruscant.

Sample Names: Arani, Beel, Ezra, Harkin, Jace, Korbin, Matha, Tanis, Vale.

Human Characters

- **Heroic:** You receive +1 Stunt Point whenever you Stunt.
- **Pick Any One Ability Focus:** You begin play with one ability focus of your choice.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and one other of your choice. You also know a number of languages equal to your Intelligence.

Humans of Notable Worlds

Although humans make their homes on many planets throughout the galaxy, some have further distinguished themselves from those on other worlds. Provided here are just a few such examples. When doing so, replace the options on the randomized benefits table with the following.

Alderaanian: Hailing from the planet of Alderaan, its natural splendor both inspires and is home to artists, philosophers, scholars, and rebels. (7-8) +1 Communication or (10-11) Speak Language: Any.

Corellian: The Corellia System maintains its rough-and-tumble character despite being amongst the Core Worlds, and whose natives are notorious for their independence, daring, and a knack for finding trouble. (3-4) Dexterity (Initiative) or (6) Focus: Communication (Deception).

Mandalorian: Renowned and feared warriors of the planet Mandalore, they are guided by a rigid code of honor and their devotion to their house and clan. (3-4) Focus: Strength (Intimidation) or (9) Weapon Group: Heavy Weapons.

MIRIALAN

Mirialans are renowned for their cultural affinity for the Force. Their religion teaches that each and every individual's actions contribute to his or her own destiny and affect the Force. All children receive religious instruction and are screened for their ability with the Force.

Appearance: Mirialans are a near-human species with green to yellow skin and vibrantly colored irises that are double the size of humans. The geometric tattoos on their faces are unique to every mirialan, and are a reflection of his or her accomplishments.

Height: 1.6-1.8 meters.

Homeworld: Mirial is a cold, dry planet that has remained isolated despite its location along the Hydian Way. Although its lack of commercially lucrative resources has also contributed to this seclusion, its strategic position has made it the target of invasion, such as by the Trade Federation during the Clone Wars.

Sample Names: Anabi, Chesni, Dayd, Eyavai, Iabki, Qis, Yat, Zuni.

Mirialan Characters

- **Ability Adjustment(s):** Add 1 to Perception.
- **Pick One Ability Focus:** Communication (Bargaining) or Intelligence (Religious Lore).
- **Mindfulness:** You can reach out with your senses to draw upon the living Force as you rest. You regain additional health while resting equal to your Perception.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Mirialan. You also know a number of languages equal to your Intelligence.

Mirialan Benefits

2d6 Roll	Benefit
2	+1 Communication
3-4	Focus: Perception (Empathy)
5	Focus: Communication (Investigation)
6	Focus: Willpower (Faith)
7-8	+1 Dexterity
9	Focus: Perception (Force Alter)
10-11	Focus: Dexterity (Initiative)
12	+1 Willpower

MON CALAMARI

The amphibious mon calamari see order in all things, and are known for their keen analytical abilities and organizational skills. These qualities have made them one of the foremost ship builders and designers in the galaxy. They are often soft-spoken, but when they do speak their minds, it is with great certainty and when doing so serves the best interest of the whole.

Appearance: Mon calamari have high-domed heads, with large amber to gold-colored eyes, wide mouths, and other fish-like features such as webbed hands and feet. Their mottled skin ranges in color from rust red, burnt orange, to pale yellow.

Height: 1.3-1.8 meters.

Homeworld: The mon calamari share watery Mon Cala with another aquatic species, the quarren. The two species have often been at odds, having been on opposing sides during the Clone Wars.

Sample Names: Abdar, Bant, Cilghal, Ibtisam, Jesmin, Oro, Perit, Rekara.

Mon Calamari Characters

- **Ability Adjustment(s):** Add 1 to Intelligence.
- **Pick One Ability Focus:** Communication (Investigation) or Intelligence (Military Lore).
- **Amphibious:** You can breathe underwater and move your normal speed while swimming.

- **Darkvision:** You can see in darkness without a light source.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic, Mon Calamarian, and Quarren. You also know a number of languages equal to your Intelligence.

Mon Calamari Benefits

2d6 Roll	Benefit
2	+1 Perception
3-4	Focus: Constitution (Swimming)
5	Focus: Intelligence (Astrogation)*
6	Focus: Communication (Leadership)
7-8	+1 Communication
9	Focus: Perception (Seeing)
10-11	Focus: Intelligence (Healing)
12	+1 Willpower

*New ability focus, see Chapter 4

RODIAN

The green-skinned rodians have sparsely spread throughout the galaxy as expert trackers and bounty hunters. Their planet once teemed with dangerous wildlife that necessitated a killer instinct to survive. Even after the extinction of many of these predators millenia ago, their culture continues to revolve around the concept of “the hunt.”

Appearance: Rodians are distinguished by their long and narrow snout, large pupil-less eyes, and saucer-shaped antenna that adorns the tops of their heads. Males have sparse, wiry dark hair that sprouts from their heads while females typically wear their blonde tresses long.

Height: 1.5-1.7 meters.

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Homeworld: Rodia is an industrial planet on the Outer Rim choked by primeval rain forests that refuses to be marred by civilization. The two major domed cities of Equator City and Iskaayuma have

rotated serving as the planet’s capitol throughout the ages.

Sample Names: Beedo, Chido, Doda, Griv, Malo, Navik, Neesh, Treedor.

Rodian Characters

- **Ability Adjustment(s):** Add 1 to Dexterity.
- **Pick One Ability Focus:** Dexterity (Disable Device*) or Perception (Seeing). *New ability focus, see Chapter 4.
- **Expert Tracker:** You can always pick up the trail and you do not take penalties to Perception (Tracking) tests due to span of time. You also move at normal speed, rather than half speed as is usual.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand but can’t speak Basic. You can understand and speak Rodese. You also know a number of languages equal to your Intelligence.

Rodian Benefits

2d6 Roll	Benefit
2	+1 Constitution
3-4	Focus: Constitution (Stamina)
5	Focus: Perception (Tracking)
6	Focus: Intelligence (Underworld Lore)*
7-8	+1 Strength
9	Focus: Dexterity (Initiative)
10-11	Focus: Communication (Bargaining)
12	+1 Perception

*New ability focus, see Chapter 4

SULLUSTAN

Developing their society and civilization underground, sullustans are known for their expertise in manufacturing and commerce. Their keen intellect is fed by acute senses that make them notoriously inquisitive and curious. Friendly, with a fondness for the unusual and weird, sullustans are welcoming and are equally known for their steadfast friendship.

Appearance: Sullustans have large jowls or “dewflaps,” with large ears and eyes.



for navigating the lava tubes and subterranean passageways of their homeworld and even the fittest sullustan have a somewhat squat appearance.

Height: 1.5-1.7 meters.

Homeworld: Sullustans hail from the volcanic world of Sullust, living in bustling city-caves beneath the planet's surface. Sullust-based SoroSuub is the largest manufacturing conglomerates outside of the Empire and has maintained its independence with concessions and contracts.

Sample Names: Aril Nunb, Bigin Mu, Dllr Nep, Lii Yulb, Mirn Sib, Olo Cast, Sian Tevv, Syub Snunb.

Sullustan Characters

- **Ability Adjustment(s):** Add 1 to Intelligence.
- **Pick One Ability Focus:** Intelligence (Astrogation*) or Strength (Climbing). *New ability focus, see Chapter 4.
- **Keen Hearing:** You can hear twice as far as normal and do not take penalties to Perception (Hearing) tests due to distance. You can also detect pitches that are too high for most others to hear.
- **Slow Speed:** Your Speed is equal to 3 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand but can't speak Basic. You can understand and speak Sullustese. You also know a number of languages equal to your Intelligence.

Sullustan Benefits

2d6 Roll	Benefit
2	+1 Dexterity
3-4	Focus: Perception (Hearing)
5	Focus: Intelligence (Evaluation)
6	Focus: Intelligence (Engineering)
7-8	+1 Perception
9	Focus: Dexterity (Stealth)
10-11	Focus: Perception (Seeing)
12	+1 Constitution

TOGRUTA

Despite their inclusion in galactic civilization, the togruta have many holdovers from their more primitive past and are the subject superstition. This includes a strong pack mentality that is distrustful of outsiders and the false belief that their bite is poisonous. In reality, the togruta have a strong sense of unity that values the needs of the group over the individual.

Appearance: Togruta are colorful, with skin tones that range from deep purple to indigo, rust red to bright yellow, to chalk white. Twin montrals, horn-like structures that amplify their acute senses and serve as camouflage in the foliage of their home planet, adorn their hairless heads with large head-tails and sharp teeth.

Height: 1.5-1.9 meters (excluding montrals).

Homeworld: Shili is a wild planet, with savannahs of tall turu-grass and high-canopied valley forests. Urban areas are limited to the few large cities, such as the capitol of Corvala, which hosts traders from along the Hydian Way and is known for its healers and rare medicines.

Sample Names: Asokim Dir, Badaan Deza, Creev Zrgaat, Dyani Zaan, Jir Taalan, Qusak Laal, Suro Sibri, Vika Saaris.

Togruta Characters

- **Ability Adjustment(s):** Add 1 to Dexterity.
- **Pick One Ability Focus:** Intelligence (Natural Lore) or Perception (Searching).
- **Spatial Awareness:** You ignore penalties for attacking a target with light cover (see Chapter 7).
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Togruti. You also know a number of languages equal to your Intelligence.

Togruta Benefits

2d6 Roll	Benefit
2	+1 Willpower
3-4	Focus: Perception (Hearing)
5	Focus: Constitution (Running)
6	Focus: Dexterity (Piloting)
7-8	+1 Perception
9	Focus: Communication (Animal Handling)
10-11	Focus: Perception (Touching)
12	+1 Constitution

TWI'LEK

Twi'leks are often both admired and distrusted. Sometimes referred to as "Rylothians" because of their home planet, they have been spread throughout the galaxy by slavery, often in the roles of entertainers or household servants. Resourcefulness and subtlety are not just values for twi'leks, they are means of survival.

Appearance: Tall and striking, twi'leks have two long, prehensile head tentacles called lekku that are used when communicating in their native language. Skin and eye color varies wildly across the spectrum, with blue and green being the most common, but bright red, yellow, even white is not unusual.

Height: 1.6-2.1 meters.

Homeworld: Ryloth, like its people, have been the subject of exploitation. Although it is classified as free and independent protectorate by the Empire, nothing could be further from the truth, and its resources and inhabitants unwilling fuel the Imperial war machine.

Sample Names: Crig, Deel Surool, Firith Olan, Koyi Komad, Lyn Me, Nufu, Tott Doneeta, Vim Masae.

Twi'Lek Characters

- **Ability Adjustment(s):** Add 1 to Communication.

- **Pick One Ability Focus:** Dexterity (Legerdemain) or Communication (Performance).
- **Charisma:** You do not suffer the usual -1 penalty on Communication-based ability tests when you do not share a language, other than Basic.
- **Fast Speed:** Your Speed is equal to 5 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Ryl. You also know a number of languages equal to your Intelligence.

Twi'Lek Benefits

2d6 Roll	Benefit
2	+1 Strength
3-4	Focus: Communication (Gambling)
5	Focus: Dexterity (Stealth)
6	Language: Any
7-8	+1 Dexterity
9	Focus: Communication (Seduction)
10-11	Focus: Dexterity (Acrobatics)
12	+1 Willpower

ZABRAK

Proud and independent, zabraks are known for their intense focus. Other species often chafe at this intensity, as it often comes off as arrogance or single-mindedness. However, most zabrak's do not hold themselves above others and see anything less than one's full commitment as wasted effort.

Appearance: Zabrak's are distinguished from other near-human species by their striking facial tattoos and crown of vestigial horns. The arrangement of these horns varies by subspecies and most have tan to deep brown skin, while the Nightbrothers of Dathomir are known for bright red and yellow.

Height: 1.6-2.1 meters.

Homeworld: Although they originate on the canyon-scarred planet of Iridonia, were an early space-faring species with many colonies that have further



distinguished themselves. True to their nature, Iridonia has resisted occupation by the Empire and shadowy Dathomir remains quarantined due to a bizarre and terrifying disease.

Sample Names: Agen Kolar, Eeth Koth, Eryl Jeth, Kaz Lo, Ro Vira, Sayla Voth, Shad Raal, Tiran Vos.

Zabrak Characters

- **Ability Adjustment(s):** Add 1 to Willpower.
- **Pick One Ability Focus:** Constitution (Running) or Willpower (Self-Discipline).
- **Ferocity:** You receive +1 attack rolls and opposed ability tests when reduced half or less than your maximum Health.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Zabrak. You also know a number of languages equal to your Intelligence.

Zabrak Benefits

2d6 Roll	Benefit
2	+1 Strength
3-4	Focus: Strength (Jumping)
5	Focus: Constitution (Stamina)
6	Focus: Dexterity (Initiative)
7-8	+1 Constitution
9	Focus: Strength (Climbing)
10-11	Focus: Willpower (Courage)
12	+1 Fighting

RARE SPECIES

The galaxy teems with diverse, sentient life. Isolated though by politics or distance, these species are relative newcomers or just gaining widespread exposure to the galactic community. They also represent significant differences in terms of game mechanics.

BESALISK

Gregarious and gluttonous, besalisks seem to have an uncanny ability to blend in with any society they find themselves in despite their large size and larger than life habits. This latter characteristic stems for their ability to store up to a week's worth of food and water at any given time. Without representation in the Republic Senate, many found themselves making deals with underworld elements, such as the Hutts, in order to maintain their freedom when the Galactic Empire came to power.

Appearance: With four arms and unmistakable waddle, besalisks are thick with bulky frames. Males sport a bony headcrest, while females are noticeably larger and have been known to have as many as eight arms.

Height: 1.88 to 2.36 meters.

Homeworld: The frigid oceans of the planet Ojom lies within the Deep Core. The planet itself is only sparsely populated, while its many spacestations within its orbit hosts the majority of its off-world commerce and whose environment is more hospitable to visitors.

Sample Names: Ambrose Gond, Bixter Bhaal, Duran Gaster, Lexia Trexor, Kalo Trusk, Taster Dannex, Rysekn Mokksi, Henk Zessek.

Besalisk Characters

- **Ability Adjustment(s):** Add 1 to Communication and Constitution, and subtract 1 to Dexterity.
- **Pick One Ability Focus:** Communication (Bargaining) or Dexterity (Legerdemain).
- **Extra Arms:** You can Ready an item as a free action once per turn. Regardless of how many arms you have, you prefer one of your hands and it is more coordinated than the others. You can use a weapon in one of your off-hands but follow the same limitations laid out by the Dual Wield Style talent (see page 43 in the **Fantasy Age Basic Rulebook**). It is possible to use a two-handed weapon in your off-hands but the Minimum Strength required is considered 4 higher than normal.



- **Large Build:** Armor costs 50 credits more per AR to fit you.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Language:** You can understand and speak Basic and Besalisk. You also know a number of languages equal to your Intelligence.

Besalisk Benefits	
2d6 Roll	Benefit
2	+1 Strength
3-4	Focus: Intelligence (Underworld Lore)*
5	Focus: Communication (Persuasion)
6	Focus: Strength (Climbing)
7-8	+1 Perception
9	Focus: Constitution (Stamina)
10-11	Focus: Intelligence (Engineering)
12	+1 Accuracy

*New ability focus, see Chapter 4

DRALL

Thoughtful and studious, drall are a clannish species that has produced a number of great scholars and scientists. The comfort of home and their love of peace and familiarity, means that they rarely leave their home planet and are less technological advanced as a whole than other species. However, their curiosity and natural aptitude means that they easily adopt new technologies. **Appearance:** With inquisitive black eyes and brown to rust-colored fur covering their bodies, many overlook the diminutive drall. Often only adorning themselves with a workbelt or vest, they resemble bipedal burrowing mammals, with short muzzles, pronounced incisors, and clawed hands and feet.

Height: 0.9 to 1.5 meters.

Homeworld: Drall is a warm planet in the Corellian System known for its Boiling Sea and its medicinal properties. Legend tells that the Celestials, god-like beings powerful in the Force, moved the planet

to the Corellia system from elsewhere and raised them from their primitive status. **Sample Names:** Diggit, Garth, Gredda, Hedreg, Marcha, Mimm, Norghar, Toban.

Drall Characters

- **Ability Adjustment(s):** Add 1 to Intelligence and subtract 2 to Strength.
- **Pick One Ability Focus:** Dexterity (Acrobatics) or Perception (Smelling)
- **Evasive:** You receive +1 to Defense.
- **Keen Smell:** Your sensitive nose can pick up the presence of nearby creatures or creatures that have passed in the last minute with a Perception (Smelling) test.
- **Small:** You are Small, which limits the weapons you can use effectively to those that do not require a Minimum Strength.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand but can't speak Basic. You can understand and speak Drallish. You also know a number of languages equal to your Intelligence.

Drall Benefits

2d6 Roll	Benefit
2	+1 Constitution
3-4	Focus: Dexterity (Initiative)
5	Focus: Intelligence (Engineering)
6	Focus: Dexterity (Stealth)
7-8	+1 Perception
9	Focus: Willpower (Courage)
10-11	Focus: Intelligence (Evaluation)
12	+1 Accuracy

IG SERIES DROID

Manufactured during the waning days of the Galactic Republic, IG-series droids serve as bodyguards and sometimes more sinister purposes. They are superior from previous battle droids due to their agility, intelligence, and creativity. Some have gained sentience and independence beyond their core programming, seeking their own destiny.



Appearance: Tall and slender, IG-series droids are surprising agile and durable despite their awkward and fragile-looking build. They often sport the markings or symbol of their previous owner.

Height: 1.96 meters.

Homeworld: The industrial complexes of Halowan Mechanicals are located on the desolate planet of Halowan in the Colonies between the Inner Rim and Core Worlds. It is also the site of the trans-system data storage library.

Sample Names: Most go by their serial number (IG-88 followed by a letter), while others adopt names such as Bilge, Clank, Cypher, Finder, Gear, Lock, Slag.

IG Series Droid Characters

- **Ability Adjustment(s):** Add 1 to Intelligence.
- **Pick One Ability Focus:** Intelligence (Cryptography) or Perception (Searching).
- **Force Insensitivity:** You are unable to take the Force Sensitive talent. You are also immune to Senses Force Powers.
- **Ion Vulnerability:** You take penetrating damage from ion weapons.
- **Mechanical Body:** You do not need to equip armor, instead you have an Armor Rating equal to 5 + your Constitution. However, you do not regain health by resting. Instead, you must have a repair kit (droid) and make an Intelligence (Engineering) test as a major action by you or someone else to regain health equal to theirs or your Stunt Die x 2 + Intelligence.
- **No Vitals:** You do not need to breathe, drink or eat.
- **Slow Speed:** Your Speed is equal to 3 + Dexterity (minus armor penalty if applicable).
- **Starting Language:** You can understand but can't speak Basic. You can understand and speak Drallish. You also know a number of languages equal to your Intelligence.

IG Series Droid Benefits

2d6 Roll	Benefit
2	+1 Accuracy
3-4	Focus: Intelligence (Engineering)
5	Focus: Strength (Might)
6	Focus: Constitution (Stamina)
7-8	+1 Constitution
9	Weapon Group: Heavy Weapons*
10-11	Focus: Intelligence (Galactic Lore)*
12	+1 Strength

*If the class you choose provides this already, you can take the Accuracy (Heavy Weapons) instead.

KEL DOR

The masked kel dor are known throughout the galaxy for their proficiency with the Force. Although generally calm and kind, they are quick to judge with a strong sense of justice. This black and white approach to life leaves very little tolerance for moral ambiguity, with some taking up vigilantism.

Appearance: Kel Dor are tall, with rough, hairless skin that ranges from coral pink to deep red. An antiox mask covers their eyes, nostrils, and mouth, obscuring much of their face.

Homeworld: Dorin is a dark and dusty planet in the Expansion Region. Its helium-based atmosphere makes it inhospitable to most outworlders.

Height: 1.4-2 meters.

Sample Names: Dorn Tlo, Kal Qor, Eorin Zal, Roor Trevol, Torin Dol, Xol Kenyak, Yem Nemmin, Zel Thoth.

Kel Dor Characters

- **Ability Adjustment(s):** Add 1 to Dexterity and Perception, and subtract 1 to Constitution.
- **Pick One Ability Focus:** Dexterity (Initiative) or Perception (Force Senses*). *New ability focus, see Chapter 4.
- **Antiox Mask:** You have a goggles and a respirator as part of an antiox mask. The antiox mask functions as electrobinoculars (see Chapter 5:

Starting Credits and Equipment), and allows you to function normally in non-helium atmospheres and the vacuum of space for up to 3 minutes. Without the antiox mask, you are blind and must hold your breath or begin to suffocate immediately when in an oxygen-rich environment.

- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Languages:** You can understand and speak Basic and Kel Dor. You also know a number of languages equal to your Intelligence.

Kel Dor Benefits

2d6 Roll	Benefit
2	+1 Willpower
3-4	Focus: Perception (Empathy)
5	Focus: Communication (Investigation)
6	Focus: Perception (Seeing)
7-8	+1 Strength
9	Focus: Perception (Force Control)*
10-11	Focus: Willpower (Self-Discipline)
12	+1 Accuracy

*New ability focus, see Chapter 4

WOOKIEE

Wookiees are notorious throughout the galaxy for their great strength and quick temper. This ferocity is only equaled by their trustworthiness and intense loyalty. This is especially the case when owing a life debt, selflessly serving the one whoever they owe their gratitude until the act is repaid.

Appearance: These furry behemoths are covered with shaggy brown to black fur. They have a number of other bestial features, such as short muzzle full of sharp fangs and claws meant for climbing the towering trees of their home planet.

Height: 2.23-2.54 meters.

Homeworld: Wookiees hail from Mid Rim forest planet of Kashyyyk, where they have a longstanding enmity with the Trandoshans, who in the past hunted

them as prey. The planet is occupied by the Empire, with many of the enslaved wookiees being sent to work the mines on Kessel.

Sample Names: Busurra, Chenlambec, Gaartatha, Lolarro, Kerritharr, Mallatobuk, Tarkazza, Yarua.

Wookiee Characters

- **Ability Adjustment(s):** Add 3 to Strength and subtract 1 to Communication.
- **Pick One Ability Focus:** Strength (Climbing) or Strength (Intimidation).
- **Bowcaster Training:** You are trained with bowcasters.
- **Large Build:** Armor costs 50 credits more per AR to fit you.
- **Tough:** You receive an extra 5 Health.
- **Undisciplined:** Any time you are asked to do a Willpower (Self-Discipline) test you must succeed twice, otherwise you fail.
- **Speed:** Your Speed is equal to 4 + Dexterity (minus armor penalty if applicable).
- **Starting Language:** You can understand but can't speak Basic. You can understand and speak Shyriiwook. You also know a number of languages equal to your Intelligence.

Wookiee Benefits

2d6 Roll	Benefit
2	+1 Accuracy
3-4	Focus: Strength (Might)
5	Focus: Intelligence (Astrogation*)
6	Focus: Constitution (Stamina)
7-8	+1 Constitution
9	Focus: Accuracy (Exotic)
10-11	Focus: Intelligence (Engineering)
12	+1 Dexterity

*New ability focus, see Chapter 4