

# **STAR WARS: EDGE OF THE EMPIRE**

## **THE UNOFFICIAL SPECIES MENAGERIE, REVISED & EXPANDED**

### **AQUALISH**



<http://starwars.wikia.com/wiki/Aqualish>

#### Species Abilities

*Wound Threshold:* 12 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Aqualish begin the game with one free rank in Coerce. They still may not train Coerce above Rank 2 during character creation.

*Natural Swimmers:* Aqualish gain a free boost die on all Athletics checks made to swim.

#### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

### **ARKANIAN**



<http://starwars.wikia.com/wiki/Arkanian>

#### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Arkanians begin play with one free rank in Coerce. They still may not train Coerce above Rank 2 during character creation.

*Intellectual:* Arkanians receive a free boost die when making a Lore skill check.

#### Characteristic Rating

Brawn 2	Cunning 2
Presence 1	Agility 2
Intellect 3	Willpower 2

## ARKANIAN OFFSHOOT



[http://starwars.wikia.com/wiki/Arkanian\\_Offshoot](http://starwars.wikia.com/wiki/Arkanian_Offshoot)

### Species Abilities

*Wound Threshold:* 8 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 110

*Special Abilities:* Arkanian Offshoots begin play with one rank in any two career skills. They still may not train those skills above Rank 2 during character creation.

*Determination:* Arkanian Offshoots may choose to suffer 1 Strain to receive a free boost die to a single Brawn or Agility-based check made on their turn.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## BARABEL



<http://starwars.wikia.com/wiki/Barabel>

### Species Abilities

*Wound Threshold:* 14 + Brawn

*Strain Threshold:* 8 + Willpower

*Starting XP:* 80

*Special Abilities:* Barabels begin the game with one free rank in Coerce. They still may not train Coerce above Rank 2 during character creation.

*Natural Weapons:* When a Barabel makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.

*Radiation Resistance:* Barabels may add one boost die to Resilience checks made to resist the effects of radiation.

*Stun Resistance:* Barabels reduce the Strain damage suffered from Stun attacks by two.

### Characteristic Rating

Brawn 3	Cunning 2
Presence 2	Agility 1
Intellect 2	Willpower 2

## BITH



<http://starwars.wikia.com/wiki/Bith>

### Species Abilities

*Wound Threshold:* 9 + Brawn

*Strain Threshold:* 11 + Willpower

*Starting XP:* 100

*Special Abilities:* Bith begin the game with one free rank in Perception. They still may not train Perception above Rank 2 during character creation.

*Talent Bonus:* Bith begin play with one rank in the Researcher talent.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 2	Agility 2
Intellect 3	Willpower 2

## CAAMASI



<http://starwars.wikia.com/wiki/Caamasi>

### Species Abilities

*Wound Threshold:* 9 + Brawn

*Strain Threshold:* 12 + Willpower

*Starting XP:* 100

*Special Abilities:* Camassi begin the game with one free rank in either Charm or Negotiate. They still may not train Charm or Negotiate above Rank 2 during character creation.

*Talent Bonus:* Caamasi begin play with one rank in the Kill with Kindness talent.

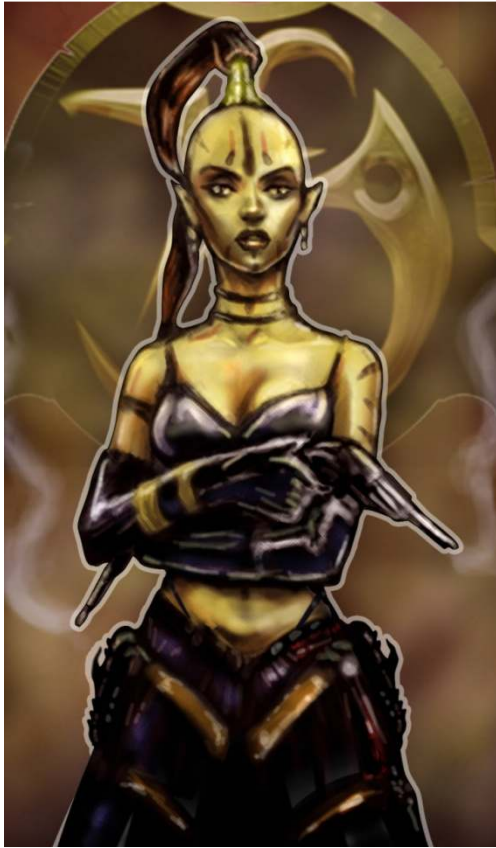
*Memory Sharing:* Caamasi possess very strong memories as well as the ability to share them with others of their kind. As a result, Caamasi receive a free boost die when making a roll for a Knowledge skill they possess at least one rank in to reflect the shared memories.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 3



## CATHAR



<http://starwars.wikia.com/wiki/Cathar>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Cathars begin the game with one free rank in either Athletics or Stealth. They still may not train Athletics or Stealth above Rank 2 during character creation.

*Claws:* When a Cathar makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 3
Intellect 1	Willpower 2

## CEREAN



<http://starwars.wikia.com/wiki/Cerean>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Cereans begin the game with one free rank in Perception or Vigilance. They still may not train Perception or Vigilance above Rank 2 during character creation.

*Binary Mind:* Cereans may add one boost die to any Cool or Vigilance checks when rolling to determine initiative at the start of combat.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## CHISS



<http://starwars.wikia.com/wiki/Chiss>

### Species Abilities

*Wound Threshold:* 11 + Brawn

*Strain Threshold:* 11 + Willpower

*Starting XP:* 110

*Special Abilities:* Chiss begin the game with one free rank in Leadership or Vigilance. They still may not train Leadership or Vigilance above Rank 2 during character creation.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## CHADRA-FAN



<http://starwars.wikia.com/wiki/Chadra-Fan>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Chadra-Fan begin the game with one free rank in Mechanics. They still may not train Mechanics above Rank 2 during character creation.

*Talent Bonus:* Chadra-Fan start play with one rank in the Tinkerer talent.

*Night Vision:* Chadra-Fan may remove one setback die imposed by concealment that is caused by darkness.

*Size:* Chadra-Fan have a Silhouette of 0.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 2	Agility 3
Intellect 2	Willpower 2

## CLAWDITE



<http://starwars.wikia.com/wiki/Clawdite>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 90

*Special Abilities:* Clawdites begin the game with one free rank in Deceit. They still may not train Deceit above Rank 2 during character creation.

*Talent Bonus:* Clawdites start play with one free rank in the Indistinguishable talent.

*Change Form:* At the cost of 2 Strain, a Clawdite can choose upgrade their Deceit check to convey a false appearance, and lasts until the Clawdite wills the change to end, or they are knocked unconscious or killed. The Strain spent is not recovered until the Clawdite reverts back to their normal shape.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## DASHADE



<http://starwars.wikia.com/wiki/Dashade>

### Species Abilities

*Wound Threshold:* 12 + Brawn

*Strain Threshold:* 9 + Willpower

*Starting XP:* 90

*Special Abilities:* Dashade begin the game with one free rank in Coerce or Vigilance. They still may not train Coerce or Vigilance above Rank 2 during character creation.

*Talent Bonus:* Dashade start play with one rank in the Outdoorsman talent.

*Force Resistance:* Upgrade the difficulty of Discipline checks to affect a Dashade with a Force power or talent by one.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 1	Agility 3
Intellect 2	Willpower 2



## DEFEL



<http://starwars.wikia.com/wiki/Defel>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Defel begin the game with one free rank in Vigilance. They still may not train Vigilance above Rank 2 during character creation.

*Light-Sensitivity:* See page 197 of Edge of the Empire Beta for details.

*Shadowed:* See page 197 of Edge of the Empire Beta for details.

*Size:* Defel have a Silhouette of 0.

### Characteristic Rating

Brawn 2	Cunning 3
Presence 2	Agility 2
Intellect 1	Willpower 2

### Protective Goggles (New Gear)

Cost: 100 credits

Effect: These negate the effects of a Defel's Light-Sensitivity trait when worn.

## DEVARONIAN



<http://starwars.wikia.com/wiki/Devaronian>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Devaronians begin the game with one free rank in either Deceit or Streetwise. They still may not train Deceit or Streetwise above Rank 2 during character creation.

*Natural Curiosity:* Devaronians receive a free boost die on Perception rolls.

### Characteristic Rating

Brawn 1	Cunning 3
Presence 2	Agility 2
Intellect 2	Willpower 2

## DUG



<http://starwars.wikia.com/wiki/Defel>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 90

*Special Abilities:* Dugs begin the game with one free rank in Brawl. They still may not train Brawl above Rank 2 during character creation.

*Ombidexterous:* Dugs add a boost die to all Coordination checks and to combat checks when attacking with two weapons.

*Size:* Dugs have a Silhouette of 0.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 3
Intellect 2	Willpower 1

## DUROS



<http://starwars.wikia.com/wiki/Duros>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Duros begin the game with one free rank in either Astrogation or Pilot (Space). They still may not train Astrogation or Pilot (Space) above Rank 2 during character creation.

*Talent Bonus:* Duros start with one rank in the Skilled Jockey talent.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 2	Agility 2
Intellect 3	Willpower 2



## EWOK



<http://starwars.wikia.com/wiki/Ewok>

### Species Abilities

*Wound Threshold:* 9 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Ewoks begin the game with one rank in either Stealth or Survival. They still may not train Stealth or Survival above rank 2 during character creation.

*Scent:* Ewoks may remove all setback dice imposed due to concealment against a target that is within Short Range.

*Size:* Ewoks have a Silhouette of 0.

### Characteristic Rating

Brawn 1	Cunning 3
Presence 2	Agility 2
Intellect 2	Willpower 2

## FALLEEN



<http://starwars.wikia.com/wiki/Falleen>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Falleen begin the game with one free rank in Charm. They still may not train Charm above Rank 2 during character creation.

*Hold Breath:* Falleen can hold their breath for a number of rounds equal to 10 times their Brawn rating before they risk drowning.

*Pheromones:* Falleen receive a free boost die when making Charm or Deceit rolls against opponents they are engaged with.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## FARGHUL



<http://starwars.wikia.com/wiki/Farghul>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Farghul begin the game with one free rank in Deceit or Skulduggery. They still may not train Deceit or Skulduggery above Rank 2 during character creation.

*Talent Bonus:* Farghul begin play with one rank in the Convincing Demeanor talent.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 3	Agility 2
Intellect 2	Willpower 2

## GAMORREAN



<http://starwars.wikia.com/wiki/Gamorrean>

### Species Abilities

*Wound Threshold:* 12 + Brawn

*Strain Threshold:* 8 + Willpower

*Starting XP:* 90

*Special Abilities:* Gamorreans begin the game with one free rank in Melee. They still may not train Melee above Rank 2 during character creation.

*Savage Warrior:* When making a Brawl or Melee check, Gamorreans add the Vicious 1 quality to their weapon. If the weapon already has the Vicious quality, increase the listed value by 1.

### Characteristic Rating

Brawn 3	Cunning 2
Presence 2	Agility 2
Intellect 1	Willpower 2

## GIVIN



<http://starwars.wikia.com/wiki/Givin>

### Species Abilities

*Wound Threshold:* 12 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 90

*Special Abilities:* Givins begin the game with one free rank in Knowledge (Education). They still may not train Knowledge (Education) above Rank 2 during character creation.

*Talent Bonus:* Givins begin play with one rank in the Researcher talent.

*Sealed Exoskeleton:* Givens are immune to the effects of vacuum as well as inhaled chemicals and poisons.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 2	Agility 2
Intellect 3	Willpower 2

## GOTAL



<http://starwars.wikia.com/wiki/Gotal>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 90

*Special Abilities:* Gotals begin the game with one free rank in either Charm or Negotiate. They still may not train Charm or Negotiate above Rank 2 during character creation.

*Mood Sense:* Gotals receive a free boost die on all Cool rolls made to resist Social Interaction.

*Sensory Cones:* Gotals are able to read and interpret electromagnetic signals to help their otherwise poor senses. They do not suffer setback dice from darkness or other poor visibility conditions.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2



## GRAN



<http://starwars.wikia.com/wiki/Gran>

### Species Abilities

*Wound Threshold:* 11 + Brawn

*Strain Threshold:* 11 + Willpower

*Starting XP:* 100

*Special Abilities:* Gran begin the game with one free rank in Perception. They still may not train Perception above Rank 2 during character creation.

*Swift Aim:* Once per encounter, a Gran can Aim as an incidental instead of as a maneuver, but is still limited to using the Aim maneuver twice in the same round.

### Characteristic Rating

Brawn 2	Cunning 3
Presence 2	Agility 2
Intellect 1	Willpower 2

## GUNGAN



<http://starwars.wikia.com/wiki/Gungan>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Gungans begin the game with one rank in Coordination. They may still not train Coordination above rank 2 during character creation.

*Hold Breath:* Gungans can hold their breath for a number of rounds equal to 10 times their Brawn rating before they risk drowning

*Natural Swimmers:* Gungans gain one boost die when making Athletics checks to travel through water.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 1	Agility 3
Intellect 2	Willpower 2

## HERGLIC



<http://starwars.wikia.com/wiki/Herglic>

### Species Abilities

*Wound Threshold:* 14 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 90

*Special Abilities:* Herglics begin the game with one free rank in Charm. They still may not train Charm above Rank 2 during character creation.

### Characteristic Rating

Brawn 3	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 1

## ITHORIAN



<http://starwars.wikia.com/wiki/Ithorian>

### Species Abilities

*Wound Threshold:* 11 + Brawn

*Strain Threshold:* 11 + Willpower

*Starting XP:* 100

*Special Abilities:* Ithorians begin the game with one free rank in Knowledge (Xenology). They still may not train Knowledge (Xenology) above Rank 2 during character creation.

*Nature Lore:* Ithorians negate one setback die when making Survival checks.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 3

## JAWA



<http://starwars.wikia.com/wiki/Jawa>

### Species Abilities

*Wound Threshold:* 9 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Jawas begin the game with one free rank in Mechanics. They still may not train Mechanic above Rank 2 during character creation.

*Talent Bonus:* Jawas start play with one rank in the Utinni! talent.

*Desert Dweller:* Jawas may remove one setback die imposed due to arid or hot environmental conditions.

*Size:* Jawas have a Silhouette of 0.

### Characteristic Rating

Brawn 1	Cunning 3
Presence 2	Agility 2
Intellect 2	Willpower 2

## KLATOOTINIAN



<http://starwars.wikia.com/wiki/Klatootinian>

### Species Abilities

*Wound Threshold:* 12 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Klatootinians begin the game with one free rank in Knowledge (Underworld). They still may not train Knowledge (Underworld) above Rank 2 during character creation.

*Talent Bonus:* Klatootinians begin play with one rank in the Durable talent.

### Characteristic Rating

Brawn 2	Cunning 3
Presence 2	Agility 2
Intellect 1	Willpower 2



## KUBAZ



<http://starwars.wikia.com/wiki/Kubaz>

### Species Abilities

Wound Threshold: 9 + Brawn

Strain Threshold: 11 + Willpower

Starting XP: 100

*Special Abilities:* Kubaz begin the game with one free rank in Perception. They still may not train Perception above Rank 2 during character creation.

*Talent Bonus:* Kubaz start with one free rank in the Street Smarts talent.

### Characteristic Rating

Brawn 1	Cunning 3
Presence 2	Agility 2
Intellect 2	Willpower 2

## MON CALAMARI



[http://starwars.wikia.com/wiki/Mon\\_Calamari](http://starwars.wikia.com/wiki/Mon_Calamari)

### Species Abilities

Wound Threshold: 10 + Brawn

Strain Threshold: 11 + Willpower

Starting XP: 100

*Special Abilities:* Mon Calamari begin the game with one free rank in Perception. They still may not train Perception above Rank 2 during character creation.

*Amphibious:* Mon Calamari may breathe underwater without penalty and never suffer movement penalties for traveling through water.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 2	Agility 2
Intellect 3	Willpower 2

## NAGAI



<http://starwars.wikia.com/wiki/Nagai>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 11 + Willpower

*Starting XP:* 100

*Special Abilities:* Nagai begin the game with one free rank in Charm or Coordination. They still may not train Charm or Coordination above Rank 2 during character creation.

*Talent Bonus:* Nagai begin play with one rank in the Kill with Kindness talent.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 3	Agility 2
Intellect 2	Willpower 2

## NAUTOLAN



<http://starwars.wikia.com/wiki/Nautolan>

### Species Abilities

*Wound Threshold:* 12 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Nautolans begin the game with one free 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.

*Pheromonal Sensor:* Nautolans may remove one setback die imposed due to concealment, but only when making Perception checks.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## NEIMOIDIAN



<http://starwars.wikia.com/wiki/Neimoidian>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 110

*Special Abilities:* Neimoidians begin the game with one free rank in Charm or Deceit. They still may not train Charm or Deceit above Rank 2 during character creation.

*Talent Bonus:* Neimoidians begin play with one rank in the Plausible Deniability talent.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 3	Agility 2
Intellect 2	Willpower 1

## NIKTO



<http://starwars.wikia.com/wiki/Nikto>

### Species Abilities

*Wound Threshold:* 12 + Brawn

*Strain Threshold:* 8 + Willpower

*Starting XP:* 100

*Special Abilities:* Nikto begin the game with one free rank in Resilience. They still may not train Resilience above Rank 2 during character creation.

*Talent Bonus:* Nikto begin play with one rank in the Outdoorsman talent.

### Characteristic Rating

Brawn 3	Cunning 2
Presence 2	Agility 2
Intellect 1	Willpower 2



## NOGHRI



<http://starwars.wikia.com/wiki/Noghri>

### Species Abilities

*Wound Threshold:* 11 + Brawn

*Strain Threshold:* 11 + Willpower

*Starting XP:* 90

*Special Abilities:* Noghri begin the game with one free rank in Brawl. They still may not train Brawl above Rank 2 during character creation.

*Scent:* Noghri may remove all setback dice imposed due to concealment against a target that is within Short Range.

*Talent Bonus:* Noghri begin play with one rank in the Stalker talent.

*Size:* Noghri have a Silhouette of 0.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 1	Agility 3
Intellect 2	Willpower 2

## ORTOLAN



<http://starwars.wikia.com/wiki/Ortolan>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Ortolans begin the game with one free rank in Survival. They still may not train Survival above Rank 2 during character creation.

*Intestinal Fortitude:* Ortolans downgrade the difficulty of Resilience checks made to resist the effects of any poison by one.

*Keen Senses:* Ortolans receive a free boost die on Perception checks.

*Size:* Ortolans have a Silhouette of 0.

### Characteristic Rating

Brawn 3	Cunning 2
Presence 2	Agility 1
Intellect 2	Willpower 2

## QUARREN



<http://starwars.wikia.com/wiki/Quarren>

### Species Abilities

*Wound Threshold:* 11 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Quarren begin the game with one free rank in either Deceit or Negotiation. They still may not train Deceit or Negotiation above Rank 2 during character creation.

*Amphibious:* Quarren may breathe underwater without penalty and never suffer movement penalties for traveling through water.

### Characteristic Rating

Brawn 1	Cunning 3
Presence 2	Agility 2
Intellect 2	Willpower 2

## RYN



<http://starwars.wikia.com/wiki/Ryn>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Ryn begin the game with one free rank in Deceit or Streetwise. They still may not train Deceit or Streetwise above Rank 2 during character creation.

*Talent Bonus:* Ryn begin play with one rank in Know Somebody.

*Prehensile Tail:* Ryn can use their tails to hold and manipulate small items, but cannot use that item to make an attack.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## SELKATH



<http://starwars.wikia.com/wiki/Selkath>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Selkaths begin the game with one free rank in Medicine or Negotiate. They still may not train Medicine or Negotiate above Rank 2 during character creation.

*Talent Bonus:* Selkaths begin play with one rank in the Surgeon talent.

*Amphibious:* Selkaths may breathe underwater without penalty and never suffer movement penalties for traveling through water.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## SHISTAVANEN



<http://starwars.wikia.com/wiki/Shistavanen>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Shistavanens begin the game with one free rank in Vigilance. They still may not train Vigilance above Rank 2 during character creation.

*Night Vision:* Shistavanens may remove one setback die imposed by concealment that is caused by darkness.

*Uncanny Tracker:* Shistavanens always treat Survival as being a career skill, regardless of their starting career.

### Characteristic Rating

Brawn 1	Cunning 3
Presence 2	Agility 2
Intellect 2	Willpower 2



## SLUISSI



<http://starwars.wikia.com/wiki/Sluissi>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 90

*Special Abilities:* Sluissi begin the game with one free rank in Mechanics. They still may not train Mechanics above Rank 2 during character creation.

*Talent Bonus:* Sluissi begin play with one rank in either Gearhead or Solid Repairs.

*Practiced Mechanic:* A Sluissi can choose spend a maneuver just prior to making a Mechanics roll, upgrading one of their ability dice.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 1	Agility 2
Intellect 3	Willpower 2

## SNIVVIAN



<http://starwars.wikia.com/wiki/Snivvian>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 12 + Willpower

*Starting XP:* 100

*Special Abilities:* Snivvians begin the game with one free rank in Charm or Perception. They still may not train Charm or Perception above Rank 2 during character creation.

*Cold Resistance:* When making skill checks, Snivvians may remove two setback dice imposed due to cold environmental conditions.

*Size:* Snivvians have a Silhouette of 0.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## SQUIB



<http://starwars.wikia.com/wiki/Squib>

### Species Abilities

*Wound Threshold:* 9 + Brawn

*Strain Threshold:* 11 + Willpower

*Starting XP:* 100

*Special Abilities:* Squibs begin the game with one free rank in Negotiation. They still may not train Negotiation above Rank 2 during character creation.

*Tech Savvy:* Squibs always treat Mechanics as being a career skill, regardless of their starting career.

*Size:* Squibs have a Silhouette of 0.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 2	Agility 3
Intellect 2	Willpower 2

## SULLUSTAN



<http://starwars.wikia.com/wiki/Sullustan>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Sullustans begin the game with one free rank in Perception. They still may not train Perception above Rank 2 during character creation.

*Darkvision:* Sullustans may remove all setback dice imposed due to concealment caused by darkness.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## TOGORIAN



<http://starwars.wikia.com/wiki/Togorian>

### Species Abilities

*Wound Threshold:* 14 + Brawn

*Strain Threshold:* 8 + Willpower

*Starting XP:* 90

*Special Abilities:* Togorians begin the game with one free rank in Coerce. They still may not train Coerce above Rank 2 during character creation.

*Claws:* When a Togorian makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.

### Characteristic Rating

Brawn 3	Cunning 2
Presence 2	Agility 2
Intellect 1	Willpower 2

## TOGRUTA



<http://starwars.wikia.com/wiki/Togruta>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 90

*Special Abilities:* Togrutas begin the game with one free rank in either Stealth or Survival. They still may not train Stealth or Survival above Rank 2 during character creation.

*Pack Hunter:* Togrutas deal an extra point of damage on attacks made against an opponent that they and at least one other ally are engaged with.

*Spatial Awareness:* Togrutas may remove one setback dice imposed due to concealment.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 2	Agility 3
Intellect 2	Willpower 2



## TOYDARIANS



<http://starwars.wikia.com/wiki/Toydarian>

### Species Abilities

*Wound Threshold:* 8 + Brawn

*Strain Threshold:* 12 + Willpower

*Starting XP:* 90

*Special Abilities:* Toydarians begin the game with one free rank in Deceit or Negotiation. They still may not train Deceit or Negotiation above Rank 2 during character creation.

*Talent Bonus:* Toydarians start play with one rank in Wheel and Deal.

*Flight:* Toydarians may ignore the effects of difficult terrain.

*Force Resistance:* Attempts by a Force-user to alter the emotions or thoughts of a Toydarian have the difficulty increased by one.

*Size:* Toydarians have a Silhouette of 0.

### Characteristic Rating

Brawn 1	Cunning 3
Presence 2	Agility 2
Intellect 2	Willpower 2

## WEEQUAY



<http://starwars.wikia.com/wiki/Weequay>

### Species Abilities

*Wound Threshold:* 12 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 100

*Special Abilities:* Weequay begin the game with one free rank in either Resilience or Survival. They still may not train Resilience or Survival above Rank 2 during character creation.

*Communicative Pheromones:* Weequay can communicate non-verbally with other members of their species up to Medium Range.

### Characteristic Rating

Brawn 3	Cunning 2
Presence 1	Agility 2
Intellect 2	Willpower 2

## WHIPHID



<http://starwars.wikia.com/wiki/Whiphid>

### Species Abilities

*Wound Threshold:* 12 + Brawn

*Strain Threshold:* 8 + Willpower

*Starting XP:* 90

*Talent Bonus:* Whiphids begin play with one rank in the Expert Hunter talent.

*Claws:* When a Whiphid makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.

*Scent:* Whiphids may remove all setback dice imposed due to concealment against a target that is within Short Range.

*Insulated Fur:* When making skill checks, Whiphids may remove one setback die imposed due to cold environmental conditions.

### Characteristic Rating

Brawn 3	Cunning 2
Presence 2	Agility 2
Intellect 1	Willpower 2

## VERPINE



<http://starwars.wikia.com/wiki/Verpine>

### Species Abilities

*Wound Threshold:* 11 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 90

*Special Abilities:* Verpine begin the game with one free rank in Mechanics. They still may not train Mechanics above Rank 2 during character creation.

*Talent Bonus:* Verpine begin play with one rank in the Gearhead talent.

*Microscopic Sight:* Verpine may remove one setback die when making Perception checks involving tiny or microscopic details.

### Characteristic Rating

Brawn 1	Cunning 2
Presence 2	Agility 2
Intellect 3	Willpower 2

## ZABRAK



<http://starwars.wikia.com/wiki/Zabrak>

### Species Abilities

*Wound Threshold:* 11 + Brawn

*Strain Threshold:* 11 + Willpower

*Starting XP:* 100

*Special Abilities:* Zabraks begin the game with one free rank in either Perception or Resilience. They still may not train Perception or Resilience above Rank 2 during character creation.

*Talent Bonus:* Zabraks gain a free rank in the Second Wind talent.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 2	Agility 2
Intellect 2	Willpower 2

## ZELTRON



<http://starwars.wikia.com/wiki/Zeltron>

### Species Abilities

*Wound Threshold:* 10 + Brawn

*Strain Threshold:* 10 + Willpower

*Starting XP:* 90

*Special Abilities:* Zeltrons begin the game with one free rank in Charm. They still may not train Charm above Rank 2 during character creation.

*Empathy:* Opponents attempting to use Charm or Deceit on a Zeltron receive one setback die on their roll.

*Pheromones:* Zeltrons receive a free boost die when making Charm or Deceit rolls against opponents they are engaged with.

### Characteristic Rating

Brawn 2	Cunning 2
Presence 3	Agility 2
Intellect 2	Willpower 1



## **SPECIES BY AUTHOR**

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Aqualish, Arkanian, Arkanian Offshoot, Barabel, Bith, Caamasi, Cathar, Chadra-Fan, Chiss, Devaronian, Falleen, Farghul, Ithorian, Jawa, Nautolan, Nikto, Noghri, Quarren, Squib, Snivvian, Togorian, Verpine, Whiphid, Zabrak

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Cerean, Clawdite, Dashade, Defel, Ewok, Gamorrean, Givin, Gotal, Gran, Gungan, Herglic, Klatoonian, Kubaz, Mon Calamari, Nagai, Neimoidian, Ryn, Selkath, Shistavanen, Sluissi, Sullustans, Toydarian, Weequay

*“Gallandro”*

Duros, Zeltrons

*“Profgoldfinch”*

Togruta

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