

STAR WARS

ALIEN RACES ENHANCEMENT

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Human

Home Planet: Various

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

Versatile: Humans can spend 2D for specialisations, so they could learn six specialisations or three specialisations with a bonus of 2D instead of the normal 1D specialisation Bonus, or a combination of the two ways. They could spend 3D instead of the normal 2D to each skill at the time of character creation (could be +2D specialisation skill bonus).

Alderaan: +4D extra skillpoints to knowledge skills.

Core Worlds: +2D for 1D spend in law, business, bureaucracy, investigations, bargain and all advanced skills (like medicine, engineering...)

Outer Rim/Lost Colony: +3D survival or agriculture and +1D to two combat skills.

Mandalore: +1D to three combat skills. +1D for the language specialisation: manda'o (mandalorian)

All the Rest: +2D beginning skill dice

Move: 10/12

Size: 1.5-2.0 meters tall

Human - To'Baal

Home Planet: Glaive

Attribute Dice: 13D

DEXTERITY 3D/5D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 3D/5D

TECHNICAL 1D/2D+2

Special Abilities:

Antique: To'Baal humans come from a out of date world. Culturally as technological. The tech Level are some in between medieval and industrial. So they get 2D extra skillpoints to combat skills and 2D they could spend at the following skills: agriculture, hunting, steelcraft and woodcraft.

Lost Technology: The cost of all hightech based skills (Mechanical and Technical) are doubled.

High Gravity World: The To'Baal are native on Glaive, wich is a high gravity world. This is why male To'baal humans get a 1D Strength bonus and females a 1D Dexterity bonus.

Move: 9/12 female, 10/14 male

Size: 1.7-2.3 meters tall

Human - Kelofnaer

Home Planet:

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D+1/3D

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D

STRENGTH 1D+2/3D+1

TECHNICAL 1D/3D

Special Abilities:

Enhanced memory: Kelofnaer have an eidetic mind. They get a 5D skillpoint bonus they could spend to all Knowledge and Perception skills. Because of their enhanced memory they are well educated. They could increase all Knowledge and Technical skills to half of the normal costs.

Miner: The Kelofnaer humans are very good miner. They bring these skills to perfection. So the Kelofnaer get a 1D bonus at digging and at demolition.

Move: 10

Size: 1.5-2.1 meters tall

Human - Kiffar

Home Planet: Kiffu and Kiffex

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 3D/5D

STRENGTH 2D/4D+2

TECHNICAL 1D/3D+1

Special Abilities:

Psychometry: Kiffar who are Force Sensitive and able to use the Sense Force skill automatically receive the Postcognition Force power (2nd Edition Revised and Expanded Page 146) for free. They do not need to learn the prerequisite powers first.

Move: 10/12

Size: 1.9-2.3 meters tall

STAR WARS

ALIEN RACES ENHANCEMENT

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Zabrak

Home Planet: Iridonia

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/5D+1

STRENGTH 2D/4D+2

TECHNICAL 1D/4D

Special Abilities:

Mental Willpower: Zabrak have a naturally developed high mental willpower. At the time of character creation only, they gain a +2D bonus to their willpower skill. They could increase the willpower skill to half of the normal costs.

Move: 10/12

Size: 1.8-2.3 meters tall