



Aliens of the Known Universe v6.0

January, 2025



Table of Contents

Legal.....	2	Half Life.....	19
Introduction.....	2	Halo.....	20
Human (Cost: 0).....	3	Mass Effect.....	24
Babylon 5.....	4	Predator (Yautja).....	32
District 9.....	11	Star Wars.....	33
Farscape.....	12	Stargate.....	39
Fifth Element.....	18	Star Trek.....	39

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Introduction

We have all seen the movies with alien races all around, read the stories, and wished we could play them for our own characters. Well now you can. This book is a compilation of species from all around the movie spectrum.

The following are statistics using the Sundered Epoch: Generations species rules. Each section is sorted by the movie or novels from which they originated.

This document will be updated frequently. Each version will include a revision number. If significant changes are made, such as the inclusion of a new set of species, it will be considered a "full version" change (thus 1.0, 2.0, 3.0 and so on). Minor revisions to add new races or make corrections will be minor versions (thus 1.1, 1.2, 1.3, etc.)

Human (Cost: 0)

Human	
Character Size	Cost
Medium 1-2 m, 45-150 kg Unarmed Attack 1d6c Temp	0
Attributes	Cost
Agility +0	0
Physique +0	0
Focus +0	0
Guile +0	0

Skills	Cost
No modifiers	0
Human Traits	Cost
Lifespan, 80 years	0
Vision, Standard	0
Natural Armor 0 TAR	0
Movement, Ground	0
Horizontal Jump = 2m	0
Vertical Jump = 1m	0
Total	0 CP

If you are reading this, you're probably human and should know what humans look like. If you need more information than personal experience, this book is NOT the place to look.

However, given that we are talking about nonhumans we start with a baseline, and humans are "it". If something appears to be missing from the species description it is because it does not differ from a normal human's abilities listed here.

Babylon 5

http://en.wikipedia.org/wiki/Civilizations_in_Babylon_5

<http://babylon5.wikia.com/wiki/Races>

Abbai



Abbai Cost:

7 CP/ -1 Attribute, -3 Skill Points

Attribute Modifiers:

None

Special Abilities:

Amphibious

Natural Armor 2 AR

Empathic – Abbai gain a +2 bonus to Awareness skills when attempting to detect emotions. This bonus can be used with the BS meter, Detect Aura, Persuasion, Persuasion, and Performance skills as appropriate.

Brakiri



Brakiri Cost:

1 CP/ 0 Attribute, -1 Skill Point

Attribute Modifiers:

None

Special Abilities:

Brakiri Call – Brakiri can emit a high-pitched cry that can be heard by other Brakiri at least 100 meters away, even through barriers. The pitch of the call determines the meaning, either a warning, a cry for help, or to gather.

Centauri



Centauri Cost:

1 CP/0 Attribute, -1 Skill Point

Attribute Modifiers:

None

Special Abilities:

-1 Drain on any spell cast

Dilgar



Dilgar Cost:

5 CP/ -1 Attribute, -1 Skill Point

Attribute Modifiers:

+1 Agility

Special Abilities:

+1 Perception

Drakh



Drakh Cost:

8 CP/ -1 Attribute, -5 Skill Points

Attribute Modifiers:

+1 Physique

Special Abilities:

Natural Armor 4

Drazi



Drazi Cost:

6 CP/-1 Attribute, -2 Skill Points

Attribute Modifiers:

None

Special Abilities:

Resist Cold +2

Natural Armor 2

Gaim


Gaim Cost:

6 CP/ -1 Attribute, -2 Skill Points

Attribute Modifiers:

+2 Agility

Special Abilities:

Alien Atmosphere – Gaim breathe a methane atmosphere. If they are exposed to a human atmosphere without an encounter suit they will begin to suffocate.

Hive Mind – All Gaim are tied to their queen via a telepathic link.

Grome


Grome Cost:

8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:

+1 Physique, +1 Focus

Special Abilities:

None

Hurr


Hurr Cost:

2 CP/ 0 Attribute, -2 Skill Points

Attribute Modifiers:

+1 Physique, -1 Focus

Special Abilities:

Persuasion +1

Perception +1

Hyach

**Hyach Cost:**

2 CP/ 0 Attribute, -2 Skill Points

Attribute Modifiers:

None

Special Abilities:

Scent Glands – Unless the Hyach is wearing a specially scented garment, they give off a scent that non-Hyach find nauseating causing a -2 penalty to all skill checks while within melee range of the Hyach.

Llort

**Llort Cost:**

8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:

None

Special Abilities:

Lowlight Vision
Natural Armor 3

Markab

**Markab Cost:**

0 cp/0 Attribute, 0 Skill

Attribute Modifiers:

None

Special Abilities:

Skin Breather – Attempts to suffocate a Marcab by smothering its face will have no effect.

Minbari



Minbari Cost:

8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:

+2 Physique

Special Abilities:

Alcohol Poisoning – Minbari cannot consume alcohol and treat it as a psychotic poison causing violent, homicidal rage. T# 15

Narn



Narn Cost:

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

None

Special Abilities:

Darkvision – Narn can see infra-red

Onteon

**Onteon Cost:**

0 CP/0 Attribute, 0 Skill Points

Attribute Modifiers:

None

Special Abilities:

None

Pak'ma'ra

**Pak'ma'ra Cost:**

6 CP/-1 Attribute, -2 Skill

Attribute Modifiers:

None

Special Abilities:

Nerve Toxin – The Pak'ma'ra's bite can deliver a paralyzing toxin. Method: Injected, T#: 15, Speed: 1 Minute, Duration: 600 minutes, Fail: numbness, Fail 5+: paralysis, Fail 10+: coma

Four Legs – Grants +2 Encumbrance and Balance Movement -2

Yolu



Yolu Cost:

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

None

Special Abilities:

Darkvision

Detect Aura (Guile) – Many Yolu can read a creature’s aura. Reading an aura requires concentrating on the person and rolling a skill test as if it was an Awareness skill.

District 9

<http://district9.wikia.com/wiki/Non-humans>

Poleepkwa



Cost:

26 CP/ -3 Attribute, -10 Skill Points

Attribute Modifiers:

-1 Focus, +2 Physique

Special Abilities:

Natural Armor 8

Size: Large (T# 8)

Farscape

http://en.wikipedia.org/wiki/List_of_races_in_Farscape
<http://www.atomicthinktank.com/viewtopic.php?p=448932>

Banik



Banik Cost:

12 CP/ -1 Attribute, -8 Skill Points

Attribute Modifiers:

+1 Focus

Special Abilities:

+2 to one Social Skill

+1 to all Technical Skills

+2 Resistance to mental effects such as poison, magic, etc.

Delvian



Delvian Cost:

9 CP/ -1 Attribute, -5 Skill Points

Attribute Modifiers:

+1 Agility, -1 Physique, +1 Focus

Special Abilities:

+1 Medical Aid and Science

-1 Drain on any spell cast

+4 Resistance to non-systemic poisons

Diagnosian



Diagnosian Cost:
2 CP/ 0 Attribute, 2 Skill Points

Attribute Modifiers:
-2 Physique, +2 Focus

Special Abilities:
+2 Medical Aid and Science
-2 Stamina

Eidelon



Eidelon Cost:
8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:
-1 Physique, +2 Focus

Special Abilities:
+4 Persuasion

Hynerian



Hynerian Cost:
16 CP/ -2 Attribute, -8 Skill Points

Attribute Modifiers:
-2 Physique, +1 Focus, +2 Guile

Special Abilities:
-2 Movement
Size: Small (T# 12, +2 Luck, ½ cost)
Lowlight vision
+2 Appraising
+2 Persuasion
+4 Resistance to Poisons

Illanic

**Illanic Cost:**

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

+1 Focus, -1 Guile

Special Abilities:

+2 Bonus to all Technical skills

Blood Poisoning – If the character takes single attack that exceeds their Endurance score they must roll a Contest on 1d20 + Physique vs. the amount of damage they received. If they fail then the character takes 1 point of Temporary Damage each round until Medical Aid is received.

Kalish

**Kalish Cost:**

12 CP/ -1 Attribute, -8 Skill Points

Attribute Modifiers:

+1 Agility, -1 Physique, +2 Focus

Special Abilities:

Gravity Shift – The character is able to change their gravitational field to walk on walls, the ceiling, and other surfaces.

Luxan

**Luxan Cost:**

0 CP/ 0 Attribute, 0 Skill Points

Attribute Modifiers:

+1 Physique, -1 Focus, -1 Guile,

Special Abilities:

Tongue Sting – Unarmed attack. If it causes at least 1 point of damage a toxin is injected (Stamina T# 15). Fail: unconscious for 1 minute.

+2 Intimidate

30 Minute Vacuum Survival

Blood Poisoning – If the character takes single attack that exceeds their Physique score they must roll a Contest on 3d6 + Physique vs. the amount of damage they received. If they fail then the character takes 1 point of Temporary Damage each round until Medical Aid is received.

Nebari



Nebari Cost:

3 CP/ 0 Attribute, -3 Skill Points

Attribute Modifiers:

+1 Agility, -1 Focus

Special Abilities:

Lowlight Vision

+1 Ranged Defense

Scarren



Scarren Cost:

-2 CP/ 0 Attribute, +2 Skill Points

Attribute Modifiers:

-2 Agility, +2 Physique, -1 Guile

Special Abilities:

-2 Movement

Monstrous Appearance +/-2

+4 Natural AR

Hot Blooded – When the temperature is below 10 degrees Celsius the character is Wrecked on all skills.

Sebacean



Sebacean Cost:

-4 CP/ 0 Attribute, +4 Skill Points

Attribute Modifiers:

As Human

Special Abilities:

Heat Delirium – If the temperature is above 35 degrees Celsius the character takes 1 Temporary Damage every minute. The character cannot recover damage unless the temperature is below 30 degrees. If the character is rendered unconscious due to temperature, they continue taking damage until they die.

Sheyang



Sheyang Cost:

6 CP/ 1 Attribute, 2 Skill Points

Attribute Modifiers:

+2 Physique, -2 Focus, -2 Guile

Special Abilities:

-2 Movement

Darkvision

Fire Breath – Treat as a Thrown Weapon with 1 Zone MER that causes 4d6 Glance. It takes 2 Combat Rounds to prepare to breathe fire. If injured while preparing to expel the fire, roll 1d20 + Stamina vs. T# 15. If the character fails, they take 6d6 damage due to an internal explosion. Fire Breath can be used up to three times and regenerates after 1 hour.

Talvek



Talvek Cost:

7 CP/ -1 Attribute, -3 Skill Points

Attribute Modifiers:

+1 Physique

Special Abilities:

Lowlight Vision

Monstrous Appearance +/-2

+2 Resistance to Sleep effects

Vorcarian



Vorcarian Cost:

8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:

+1 Agility, +1 Physique, -1 Focus

Special Abilities:

Lowlight Vision

-2 Persuasion

+2 Stamina

+2 Perception

Zenetan



Zenetan Cost:

0 CP/0 Attribute, 0 Skill Points

Attribute Modifiers:

As Human

Special Abilities:

As Human

Fifth Element

http://fifth-element.wikia.com/wiki/Fifth_Element_Wiki

Mandoshowan



Mandoshowan Cost:

0 CP/ 0 Attribute, 0 Skill Points

Attribute Modifiers:

-2 Agility, +2 Focus

Special Abilities:

Power Armor – Mandoshowan’s require a powered suit that allows them to function in space and under pressure. This suit restricts their movement and abilities significantly (-2 Movement, 10 Armor Rating). The suit acts as a space suit and allows the Mandoshowan to function in any atmosphere and most planets. The power armor is charged wirelessly via the Mandoshowan spaceship. Without the ship's power, the suit will function for approximately 72 hours.

Mangalore



Mangalore Cost:

-5 CP/ 0 Attribute, +5 Skill Points

Attribute Modifiers:

+1 Physique, -2 Focus

Special Abilities:

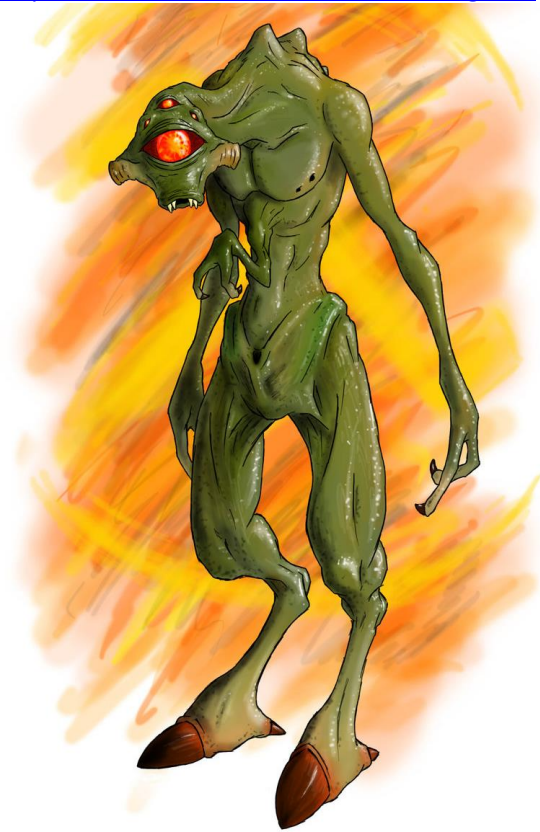
-2 Moxie (Mangalores won't fight without their leader)
 Change Appearance - Mangalores are able to change their appearance significantly including a shift in apparent weight, species, gender, and so on – even their voice changes. The new appearance must be roughly the same mass as the Mangalore’s own body (+/- 30%). Only biological scans can identify a disguised Mangalore. However, it requires a significant amount of concentration to maintain the disguise. While maintaining the appearance, all skills are Wrecked. Shape change can last for 10 minutes per point of their Focus, minimum of 10 minutes. After that, the Mangalore must make a Stamina check T# 15 every 10 minutes.

Half Life

http://half-life.wikia.com/wiki/Main_Page

Vortigaunt

<http://wiki.blackmesasource.com/Vortigaunt>



Vortigaunt Cost:

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

-1 Physique, +2 Focus

Special Abilities:

Lightning Charge – Vortigaunts can summon electricity as a Magical Ability and is raised as a skill.

Claw – 1d6s Glance

Movement +1

Perception +1

Halo

http://halo.wikia.com/wiki/Category:Living_Organisms

Huragok/Engineer



Huragok Cost:

14 CP/ -2 Attribute, -6 Skill Points

Attribute Modifiers:

-2 Physique, -2 Guile, +2 Focus

Special Abilities:

Size: Large (3m, 57kg, T# 8)

Fly

Bio-Computer – Can interface directly with any computer

Tech Adept – +4 on all Operation/Repair Skills on high tech items.

Lifespan Unknown

Jiralhanae/Brutes (100cp)



Jiralhanae Cost:

22 CP/ -3 Attribute, -11 Skill Points

Attribute Modifiers:

+4 Physique, -2 Focus

Special Abilities:

Size: Large (2.6m, 680kg, T# 8)

Rage: +4 Glance w/melee attack. Must be at SN x3 or higher to activate

Natural Armor 2

Lifespan Unknown

Kig-Yar/ Jackals (20cp)



Kig-Yar Cost:

6 CP/ -1 Attribute, -2 Skill

Attribute Modifiers:

+2 Agility, -1 Physique

Special Abilities:

Size: Medium (2m, 88kg, T# 10)

Perception +2

Lifespan Unknown

Mgalekgolo/Hunter



Mgaleklolo Cost:

22 CP/ -3 Attribute, -11 Skill Points

Attribute Modifiers:

+6 Physique, -2 Focus

Special Abilities:

Size: Large (3.7m, 4,800kg, T# 8)

Lifespan Unknown

San 'Shyuum (Prophet)



San 'Shyuum Cost:

14 CP/ -2 Attribute, -6 Skill Points

Attribute Modifiers:

-2 Physique, +2 Focus, +2 Guile

Special Abilities:

Size: Large (2.2m, 90kg, T# 8)

Lifespan Unknown

Sangheili (Elites)



Sangheili Cost:

6 CP/-1 Attribute, -2 Skill Points

Attribute Modifiers:

+2 Physique, -2 Focus

Special Abilities:

Size: Large (2.2m, 145kg, T# 8)

Lifespan Unknown

Unggoy (Grunts)



Unggoy Cost:

-8 CP/ +1 Attribute, +4 Skill Points

Attribute Modifiers:

-2 Focus

Special Abilities:

Size: Medium (1.7m, 118kg, T# 10)

Lifespan Unknown

Yanme'e (Drones)



Yanme'e Cost:

0 CP/ 0 Attribute, 0 Skill Points

Attribute Modifiers:

-1 Physique, -1 Focus

Special Abilities:

Size: Medium (1.8m, 77kg, T# 10)

Fly (Precision/Reaction)

Lifespan Unknown

Mass Effect

http://masseffect.wikia.com/wiki/Mass_Effect_Wiki

Asari



Asari Cost:

16 CP/ -2 Attribute, -8 Skill Points

Attribute Modifiers:

+2 Agility, +2 Guile

Special Abilities:

All Asari can use magic.

Batarian



Batarian Cost:

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

None

Special Abilities:

+2 Persuasion

+2 Perception

Collectors



Collector Cost:

26 CP/ -4 Attribute, -10 Skill Points

Attribute Modifiers:

+2 Physique

Special Abilities:

Fly (wings)

+4 Natural Armor

+2 Perception (four eyes)

Overseer Control (Focus) – A collector can be controlled by an overseer that can use the drones body, but has the mental abilities and skills of the overseer. Overseer Control is treated like a magical ability and has a Spell Rank of 4 (2 Effect +2 Visual Range). Unwilling drones can attempt to resist using their Resist Magic (Focus) skill.

Drell



Drell Cost:

0 cp/ 0 Attribute, 0 Skill Points

Attribute Modifiers:

+1 Physique

Special Abilities:

Kepral's Syndrome – Prolonged exposure to high humidity causes breathing issues. Every full day of exposure to humidity over 70% requires a Stamina check. The first Target Number is 10 and increases by +2 for each continuous day of high humidity and reduces by -2 for each day of humidity below 50%. Each failure causes a -1 Endurance and -1 penalty to all skills due to trouble breathing. If a character's Physique falls to 0 then they die.

Elcor



Elcor Cost:

4 CP/0 Attribute, -2 Skill Points

Attribute Modifiers:

+5 Physique, -3 Agility, -2 Guile

Special Abilities:

Size: Large (3m, 250kg, T# 8)

No Fine Manipulation

Geth

The Geth have several sub-types that can be used as playable characters.

Geth Trooper



Geth Trooper Cost:

50 CP/ -7 Attribute, -22 Skill Points

Attribute Modifiers:

-2 Guile

Special Abilities:

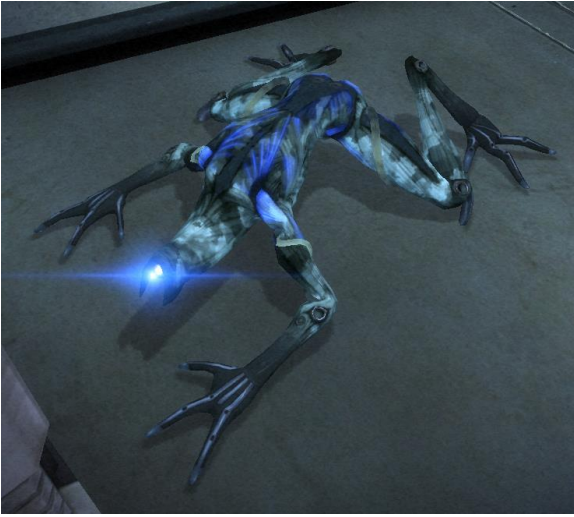
Construct

Fearless – Immune to intimidation and fear.

Neural Network – All Geth in line of sight can share processing power and transmit information wirelessly. Thus, as long as one Geth can observe something, then all Geth in the area are aware of the threat. Thus, Stealth does not affect any Geth as long as one Geth can see the Stealthy character.

Geth Armor 10 – All Geth are armored with a standard exoskeleton. This can be upgraded, but is extremely costly.

Geth Hopper



Geth Hopper Cost:

37 CP/-5 Attribute, -17 Skill Points

Attribute Modifiers:

+2 Agility, -2 Physique, -2 Guile

Special Abilities:

Construct

Fearless – Immune to intimidation and fear.

Neural Network – All Geth in line of sight can share processing power and transmit information wirelessly. Thus, as long as one Geth can observe something, then all Geth in the area are aware of the threat. Thus, Stealth does not affect any Geth as long as one Geth can see the Stealthy character.

Geth Armor 3 – All Geth are armored with a standard exoskeleton. This can be upgraded, but is extremely costly.

+6m Jump Distance

Spider Climb

Geth Destroyer



Geth Destroyer Cost:

61 CP/-8 Attribute, -29 Skill Points

Attribute Modifiers:

-1 Agility, +2 Physique, -2 Guile

Special Abilities:

Size: Large (3m, 300kg, T# 8)

Construct

Fearless – Immune to intimidation and fear.

Neural Network – All Geth in line of sight can share processing power and transmit information wirelessly. Thus, as long as one Geth can observe something, then all Geth in the area are aware of the threat. Thus, Stealth does not affect any Geth as long as one Geth can see the Stealthy character.

Geth Armor 10 – All Geth are armored with a standard exoskeleton. This can be upgraded, but is extremely costly.

Hanar



Hanar Cost:

0 CP/ 0 Attribute, 0 Skill Points

Attribute Modifiers:

-4 Physique

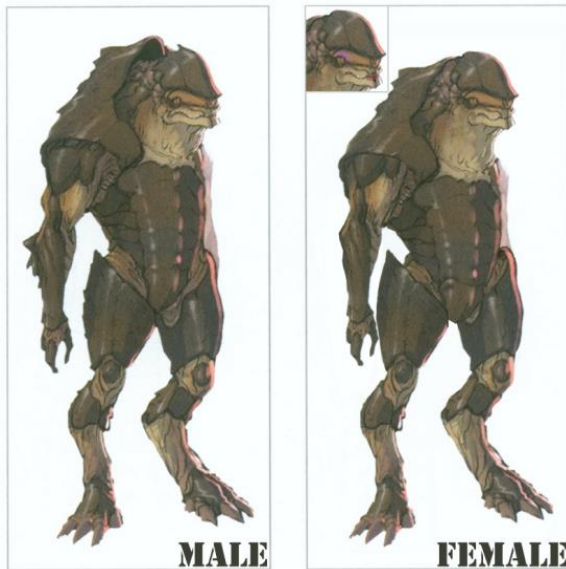
Special Abilities:

+6 Elasticity/Flexibility

Extra Arms (2)

Natural Toxins – Hanar can secrete a natural toxin that can cause paralysis. Method: Contact, T#: 10, Speed: 10 Minutes, Duration: 10 Hours, Fail: numbness, Fail 5+: paralysis, Fail 10+: coma

Krogan



Krogan Cost:

28 CP/ -4 Atts, -12 Skill Points

Attribute Modifiers:

-1 Agility, +2 Physique

Special Abilities:

Size: Large (2.5m, 200kg, T# 8)

Narrow Rear Arch – Krogans have wide-set eyes that narrow their rear facing from 180 degrees to 90 degrees.

Focused Regeneration – Once every round Krogan can spend 1 Combat Action to recover 1d6 Combat Damage.

Unconscious Krogan cannot use Focused Regeneration.

+2 Stamina

4 Natural Armor

Monstrous Appearance +/-2

Quarian



Quarian Cost:

-2 CP/ 0 Attribute, +2 Skill Points

Attribute Modifiers:

+1 Focus

Special Abilities:

-2 Stamina

Degraded Immune System – Quarian's have weak immune systems and can become ill with casual contact with others. Roll a Stamina check, T# 10, once per day that they are unprotected by their suit or medication or sterile environment. On a failure, the character becomes ill and suffers a -2 penalty on all skill checks including Stamina checks. Failure by 5+ causes a serious infection and results in a -4 penalty to skill checks.

Salarian



Salarian Cost:

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

-1 Physique, +2 Focus

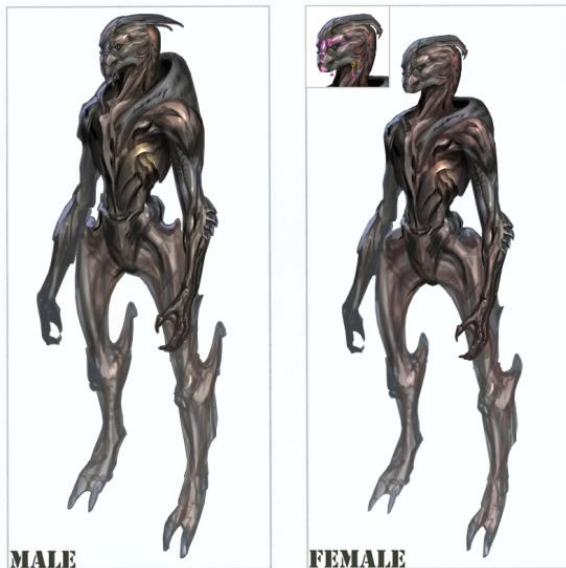
Special Abilities:

Amphibian

1 Hour Sleep – Salarians can operate normally with only one hour of sleep.

High Metabolism – Salarians have a high metabolism and heal faster than humans. Mended wounds recover 1 additional point of Combat Damage every ten minutes.

Turian

**Turian Cost:**

12 CP/ -1 Attribute, -8 Skill Points

Attribute Modifiers:

None

Special Abilities:

5 Natural Armor

+2 Perception

Claws 1d6s Physical Damage

Volus

**Volus Cost:**

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

+1 Physique

Special Abilities:

Non-human Atmosphere – Volus require an ammonia-based atmosphere and a pressurized suit while in human colonies.

+2 Persuasion

Vorcha



Vorcha Cost:

6 CP/ -1 Attribute, -2 Skill Points

Attribute Modifiers:

+1 Physique, -1 Focus

Special Abilities:

Monstrous Appearance +/-2

Slow Regeneration – Vorcha can regenerate lost limbs in approximately 20 days. After that, the limb will suffer a -2 penalty on all skills dependent on that limb. After 40 days, the limb will be fully healed.

Adaptive DNA – Vorcha can spend Merit Points towards buying species abilities. However, these abilities must be related to some form of trauma the Vorcha endured such as extreme cold, heat, starvation, etc. This does not include attribute or skill-based modifications. The maximum bonus for any racial ability is +2.

Yahg



Yahg Cost:

26 CP/ -4 Attribute, -10 Skill Points

Attribute Modifiers:

+4 Physique

Special Abilities:

Size: Large (3m, 800kg, T# 8)

+2 BS Meter

+2 Perception (8 eyes)

Predator (Yautja)



Predator Cost:

17 CP/-2 Attribute, -9 Skill Points

Attribute Modifiers:

+3 Physique

Special Abilities:

Jump +2m

Size: Large (2-3m, 150kg, T# 8)

Monstrous Appearance +/-2

Lifespan 400 years

Inhuman Atmosphere – If the character does not have its environmental mask they suffer a -2 penalty to all skills

Star Wars

[http://en.wikipedia.org/wiki/List_of_Star_Wars_races_\(A%E2%80%93E\)](http://en.wikipedia.org/wiki/List_of_Star_Wars_races_(A%E2%80%93E))

Bothan



Bothan Cost:

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

+1 Agility, -1 Physique

Special Abilities:

+2 Perception

+2 Grapevine

Lifespan 85 years

Cerean



Cerean Cost:

2 CP/ 0 Attribute, -2 Skill Points

Attribute Modifiers:

-1 Agility, +1 Focus

Special Abilities:

+2 Initiative

Lifespan 65 years

Duros

**Duros Cost:**

8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:

+1 Agility, -1 Physique, +1 Focus

Special Abilities:

+2 Piloting

+2 Tech

Lifespan 70 years

Ewok

**Ewok Cost:**

2 CP/ 0 Attribute, -2 Skill Points

Attribute Modifiers:

+1 Agility, -1 Physique

Special Abilities:

Size: Small (T# 12, +2 Luck, ½ cost)

-2 Movement

+2 Perception

Lifespan 60 years

Gamorrean

**Gamorrean Cost:**

-2 CP/ +0 Attribute, +2 Skill Points

Attribute Modifiers:

-1 Agility, +1 Physique, -1 Focus

Special Abilities:

+2 Stamina

Lifespan 45 years

Gungan


Gungan Cost:

5 CP/ 0 Attribute, -5 Skill Points

Attribute Modifiers:

+1 Physique, -1 Focus

Special Abilities:

Amphibious

+4 Swim

+2 Perception

+1 Ranged Defense

Lifespan 65 years

Ithorian


Ithorian Cost:

9 CP/ -1 Attribute, -5 Skill Points

Attribute Modifiers:

-1 Agility, +1 Guile, +1 Focus

Special Abilities:

+4 Survivalist

+1 Magic Defense

Lifespan 85 years

Kel Dor


Kel Dor Cost:

-0 CP/ 0 Attribute, 0 Skill Points

Attribute Modifiers:

+1 Agility, -1 Physique, +1 Focus

Special Abilities:

Nearly Blind

Technological Vision Enhancement (Lowlight)

Alien Atmosphere

Lifespan 70 years

Mandalorian

Mandalorians are a race of humans. As a result, use the stats for humans.

Mon Calamari

**Mon Calamari Cost:**

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

-1 Physique, +1 Focus

Special Abilities:

Lowlight Vision

Amphibious

+4 Swim

Lifespan 80 years

Quarren

**Quarren Cost:**

8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:

+1 Physique, -1 Guile, -1 Focus

Special Abilities:

Amphibious

+4 Swim

Lifespan 80 years

Rodian

**Rodian Cost:**

-2 CP/ +0 Attribute, +2 Skill Points

Attribute Modifiers:

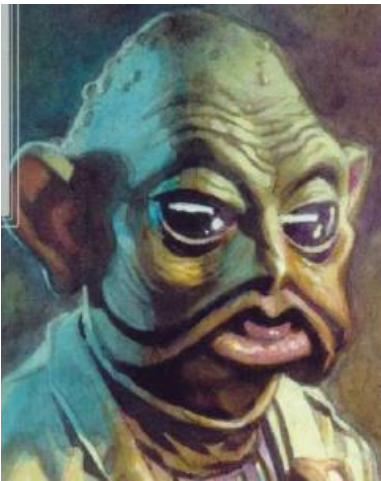
+1 Agility, -1 Focus, -1 Guile

Special Abilities:

+2 Perception

Lifespan 60 years

Sullustan



Sullustan Cost:

8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:

+1 Agility, -1 Physique

Special Abilities:

Darkvision

+2 Acrobatics

+2 Perception

Lifespan 70 years

Trandoshan



Trandoshan Cost:

8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:

-1 Agility, +1 Physique

Special Abilities:

Darkvision

+2 Natural Armor

Lifespan 60 years

Twi'lek



Twि'lek Cost:

3 CP/ 0 Attribute, -3 Skill Points

Attribute Modifiers:

+1 Guile, -1 Focus

Special Abilities:

Lowlight Vision

+1 Stamina

Lifespan 80 years

Wookiee

**Wookiee Cost:**

8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:

-1 Agility, +2 Physique, -1 Focus, -1 Guile

Special Abilities:

+2 Acrobatics

+4 Intimidate

Rage: +2 Glance. Lasts 1 minute. Character is stunned until he can rest for 10 minutes.

Fast Healing +1d6/Rest Interval

Lifespan 400 years

Zabrak

**Zabrak Cost:**

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

None

Special Abilities:

+2 Stamina and Magic Defense

Lifespan 70 years

Stargate

http://en.wikipedia.org/wiki/Mythology_of_Stargate

Star Trek

http://en.wikipedia.org/wiki/List_of_Star_Trek_races

Bajoran



Bajoran Cost:
0cp/ 0 Attribute, 0 Skill Points

Attribute Modifiers:
As Human

Special Abilities:
As Human

Ferengi



Ferengi Cost:
0cp/ 0 Attribute, 0 Skill Points

Attribute Modifiers:
-1 Physique

Special Abilities:
+2 Perception
+2 Persuasion

Klingon



Klingon Cost:

0cp/ 0 Attribute, 0 Skill Points

Attribute Modifiers:

+1 Physique, -2 Guile

Special Abilities:

+2 Intimidate

+2 Moxie

Romulan



Romulan Cost:

4 CP/ 0 Attribute, -4 Skill Points

Attribute Modifiers:

-1 Guile, +1 Physique, +1 Focus

Special Abilities:

As Human

Vulcan



Vulcan Cost:

8 CP/ -1 Attribute, -4 Skill Points

Attribute Modifiers:

-1 Guile, +1 Physique, +1 Focus

Special Abilities:

Vulcan Neck Pinch (Focus) – Treat as a skill. An unarmed attack that succeeds by 5+ can knock an opponent out for 1 minute.

Mind Meld – Vulcans can psychically bond through touch and can pass information between melded people. This can be used to extract information and defeat Persuasion. It takes a minimum of 1 minute to complete the mind meld.