

| Species / Names | Common roles | Appearance | Personality | Culture |
|---|---|--|--|---|
| Bothan Kai Tu'Sei Nek Lya'Dza Borsk Lya'Ab Yaqee Trey'Lya Lo Lya'Lya | Operators Merchants Spys Slicers Scoundrels | Short, lionine humanoids. Beards and pointed ears. Fur ripples in emotional response. | Curious, manipulative, crafty, suspicious, occasionally paranoid. | Industrial world of Bothawui, with colony worlds throughout the Mid Rim. information as a measure of wealth and power |
| Cerean Ki-Adi So Leet Ti-Dal | Diplomat Negotiator Administrator Medic | Humanoid with elongated cranium. | Calm and rational. Binary brains that can hold both sides of an argument. | Blissful planet of Cerea. Matriarchy that values harmony. |
| Duro Loran Tacem Eslor Zhalto Enssar Tazi Lesla Tazi Tarla Madak | Explorers Spacers Scientists Engineers Astrogators. | Tall, hairless humanoids, large eyes, wide lipless mouths, skin blue gray to azure. | Intense, adventurous, what's past the next jump, proud, self-sufficient, fun-loving. | Orbiting cities of Duros system. |
| Gamorrean Vronta Tarke Norguul Durokk Vomag | Enforcers Guards Labor Muscle | Porcine humanoids. Close-set eyes, thick snout, small horns, thick green skin. | Brutish, violent, proud. Often sell themselves into indenture contracts that benefit their clan. | Preindustrial world of Gamorr. Clans always at war |
| Gran Aks Moe Maks Leem Mawhonic Kharrus | Colonist Merchant Enforcer. | Humanoids with three eyes and goat-like snout. Excellent vision into infrared. | Companionable, herd nature, usually pacifistic. | Pastoral and forest planet, Kinyen; established colonies: Hok and Malastare; many enclaves elsewhere. |
| Hutt Boorka Baco Smotta Maca Riaro Greba Jaca Zorbu Tira Gorra Desilijic Borvo Kapa Gardo Velra | Mob boss Slaver Merchant Operator | Large gastropod, vastly wide mouth, hermaphroditic like worms, living 800 years. | Intelligent, self-serving, and manipulative. Slug-like view of the world. | Forest planet Vari, but now widespread. Crime clans connected through hermaphroditic lineages. |
| Ithorian Thaali Pefan Chuli Coran Nebool Cellwa Yukaw Ixlithh | Agriculturalists Ecologist Diplomat Artist Colonist | “Hammerheads.” Long necks curl forward supporting a domed head with an eye bulge on each side. | Peaceful, gentle, artistic. Two mouths, one on each side of the neck. They speak in stereo. | Cultivate the Mother Jungle. Planet: Ithor. |
| Kel Dor Dorn Tlo Plo Koon Torin Dol | Diplomats Law enforcers Bounty hunters Vigilantes | Peach to red skin with black eyes. Wears breather mask. Breathes toxic atmosphere. | Calm, kind, and helpful. | Believe in quick, simple justice. |

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| Mon Calimari Chalu Bant Gialu Pashna Barai Gahal Clighal Pfaan Jesmin Perit | Thinkers Dreamers Idealists Commanders Administrators | Amphibious land-dwellers, fish heads and goggle eyes. | Creative, quiet, inquisitive, analytical. | Water world, Mon Calimari |
| Rodians Koobis Atzamm Chido Tanwa Janneesh Intamm Navik Cairna Greelo Ondak Andoorni Kena | Hunters Enforcers Bounty hunters Actors Artists | Humanoid with multifaceted eyes, tapered snout, deep green skin, horn antennae, pointed ears. | Violent, tenacious, and dedicated. | Jungle World, Tyrius in the Mid Rim. Clan society. Gladiatorial tradition. Philosophy glorifies “the hunt.” |
| Sullustan Sien Juun Ar Huj Dua Nunb | Explorers Merchants Scoundrels Operators | Short. Large round eyes, big ears, and jowls. Nightvision. | Pragmatic, pleasant, and enjoy practical jokes. Impulsive and value personal experience. | Volcanic technological world of Sullust. |
| Trandoshan Krussk Crad Sliss Slyssk Cras Nak Sdo Niss | Enforcers Mercenaries Bounty hunter | Reptilian. Scaly hides protect against attack. See infrared. | Violent, brutal, and driven. Crave the thrill of battle. Enmity with Wookiees. | Arid world of Trandosha. (Shares system with Kashyyyk). Tribal warrior society. |
| Twi'lek Char'bana Shar'reshal La'synda Chur'men Ra'vida Na'fenna Shad'men | Administration Traders Crime lords Merchants Bureaucrat Diplomat Entertainers | Tall, thin humanoids with twin <i>lekku</i> “head tails.” Skin can be white, blue, green, red, or orange. Speak sign language with <i>lekku</i> . | Calculating, pragmatic, and charismatic. Tend to avoid conflict, ducking away to observe and plan to profit. | Sub-arctic Ryloth in the Outer Rim. Entrepreneurial. Eat cultivated molds, fungi, and rycrit meat. |
| Wookiees Garwooken Grorwaa Brikawar Rikoo Chawwaa | Explorer Spacer Engineer | Large, furry bipeds. Unable to speak Basic. Sheathed climbing hooks in wrists and ankles. | Honorable, rash, loyal, and short-tempered. | Forest world of Kashyyyk, in the same system as Trandosha. Culture of honor and loyalty, including the “honor family” and life debt. |
| Zabrak Aagh Odok Eeth Koth Kooth Aan | Scoundrels Diplomants Merchants Scouts Soldiers | Vestigial horns, striped skin. | Confident. Dedicated, intense, focused, sometimes obsessive. | Iridonia and eight Mid Rim colony worlds. |

Human Male

Klyn Qorbin
Exeden Doneeta
Gareth Cruz
Tal Dannuz
Kallukoras Naa
Cash Bendak
Zark Borabrex
Gorden Foda
Silas Sokotoski
Orus Riencam
Elix Lunelle
Ait Shenuri

Human Female

Heron Shodon
Kytana Miicjaa
Fama Mcknight
Kandori Dahn
Lizsen Zythor
Plionij Tala
Zhymmia Stark
Trance Corra
Zentoo Roseland
Channa Groeg
Garnet Kodd
Jenna Aban

Vocabulary

Cantina
Lounge
Saloon
Trackhouse
Speakeasy
Night Spot

Lodge
Hostelry
Crashhouse
caravansary

dock
berth
platform
landing bay

Quadrant
Sector
System

Repulsorlift
Ion engines

Vortex Injectors
Field Baffles
Flow Modulator
Regulator circuit
Field Damper
Flux regulator
Multiphasic resonator

Realspace
Lightspeed vortex
Gravitic intrusion

hyperdrive motivator
hyperdrive field guide

Droids

98K-C 5Z1-Z
7-C4 1-Q0
G-T5 K6X-I
2TZ-1 34E-3
02-D7 GW-6
5-246 L7-K8

Locations

Amfar
Deep Core Region
Belsavis System
Salis D'aar
Jospro Sector
Ananuru City
Aesolian System
Boordii
Cyrillia
Sepan Sector
Anoat Sector
Corutarn
Boledge System
Amma
Katorrs System
Senta
Babbadod System

The Ibblek Station above Tala
The Living City of Oran
The Wreckage of the Varix on Mindo
The Radioactive Ocean of Corlo
The Pascia Terraform Complex on
Tine
The Radioactive Ocean of Kati

The Luminous Ocean of Krusa
The Naniium Mines of Gandria
The Ticia Station above Aral
The Shattered Continent of Bissi
The Ruins of Kraka City on Dono
The Tela Colony

The Karnsti Colony
The Bothi Station above Belne

The Shattered Moon of Kada
The Radioactive Ocean of Done
The Highlands of Kashi
The Living City of Raiusi

The Crystalline Highlands of Tela
The Luminous City of Thani
The Luminous City of Thoono
The Ruins of Troni City on Tanda
The Nama Military Base above Dere
The Vorcia Military Outpost on Safa

The Agan Gas Mines of Calfuu
The Ronia Colony
The Coeurlly Industrial Complex on
Gone
The Ruins of Micia City on Hara
The Shattered Continent of Ivin

Planet Names

Sela
Kala
Axus
Espis
Kidra
Sedrea

Nera
Hurra
Kaala
Dara
Doone
Damphi

Anar
Safuu
Hogantu
Obryke
Gligawa
Ogloth

Sleaphus
Adracore
Promayrus
Xekin
Afryke
Choamia