

FACES OF MANDALORE

THE MANY PEOPLES OF THE CREED



Disclaimer

Faces of Mandalore is an unofficial fan-created roleplaying supplement inspired by the Star Wars universe. It is an original creative work intended to expand upon and reinterpret existing fictional settings through new stories, game mechanics, characters, and roleplaying material.

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John Favreau imagined a world I felt compelled to explore, and my hope is that Reclaiming Mandalore and Faces of Mandalore are seen as homage to his work. And if he wants to play any time I'd happily run a game for him.

AI assistance contributed to this solo passion project. Images are for illustrative purposes only. There is no art in this book.

Introduction

A Mandalorian's helmet hides many things. It conceals scars and smiles, triumphs and failures, fear and determination. Most of all, it conceals the face of the person who chose the Creed. Behind one visor may stand a Human raised in the Core Worlds. Behind another, a Cathar whose ancestors cursed the name Mandalore. A Rodian hunter, a Twi'lek refugee, a Togorian warrior, a Devaronian wanderer, or a Togruta pilgrim may all wear the same armor, yet no two arrived there by the same path.

Those differences are not obstacles to the Creed—they are among its greatest strengths.

Every Mandalorian brings more than weapons and armor to the clan. They bring a history, a culture, a family, and a lifetime of experiences that shape the way they see the galaxy. Those experiences influence the Calling they answer, the skills they cultivate, the weapons they trust, and the wisdom they pass on to the next generation. Together, they create a people united by shared purpose rather than shared blood.

Faces of Mandalore is an exploration of those hidden stories. It is a celebration of the countless peoples who have chosen to stand beneath the same helmet without surrendering who they are beneath it. For while the helmet makes Mandalorians equals, the face beneath it reminds us that every warrior carries something unique into the clan.

The Mandalorian helm does not homogenize; it unifies.

"Some days I fight beside my brothers from dawn until dusk before I remember we're not all the same species beneath our helmets."

—Voren Keld, Clan Keld

Species Skills: 3 Experience Points. This book contains special species-specific skills. These represent inherent attributes of the species. Purchasing one of these skills represents honing an innate biological attribute for combat effectiveness, after all, not every clawed sapient is familiar with specific weakness of enemy armor.



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Humans

What Are Humans?

Humans are the most widespread and adaptable species in the Star Wars galaxy, found on nearly every major world and integrated into countless cultures, governments, and organizations. While many species remain concentrated around their ancestral homeworlds, humans have established thriving communities across the Core Worlds, Colonies, Mid Rim, and Outer Rim alike. Their remarkable flexibility allows them to succeed in environments ranging from bustling ecumenopolises like Coruscant to isolated frontier settlements on remote worlds. Human societies vary enormously in language, customs, technology, and political beliefs, making it difficult to define a single human culture. Instead, their greatest strength lies in their ability to learn, adapt, and cooperate with other species. This

versatility has enabled humans to become explorers, merchants, soldiers, politicians, settlers, and leaders throughout the galaxy, often serving as a bridge between diverse cultures and helping shape the course of galactic history.

Humans in the Galaxy

Many alien species view humans with a mixture of respect and unease. Their astonishing spread across the galaxy has made them difficult to ignore and, at times, difficult to trust. Humans seem able to adapt to almost any environment, absorb foreign customs, and establish themselves wherever they settle, a trait that some species interpret as ambition bordering on opportunism. Major galactic powers such as the Republic, Empire, and New Republic have all been heavily influenced by humans, leading some non-human cultures to associate humanity with expansionism, political dominance, and cultural

homogenization. Yet these same qualities make humans well suited to Mandalorian life. Mandalorian culture values determination, resilience, and the willingness to reinvent oneself, traits that many humans possess in abundance. While other species may fear humans for their drive and influence, Mandalorians judge them by their deeds. A human who embraces the Creed, serves their clan, and proves their worth in battle is accepted as readily as any other warrior beneath the helmet.

Human Technology

Human technological achievement is rarely defined by a single revolutionary invention, but rather by an unmatched ability to refine, standardize, and distribute technology across vast distances.

Throughout galactic history, human engineers and manufacturers have been responsible for producing some of the most widespread starships, weapons, and industrial systems ever created. Human-designed hyperdrive systems, modular starship components, and mass-produced blaster technologies became common throughout much of known space due to their reliability and ease of maintenance. Companies founded and operated primarily by humans often excelled at adapting alien innovations into affordable, scalable products that could be deployed across thousands of worlds. As a result, many species encounter human technology daily without realizing its origins. While other cultures may surpass humanity in specialized fields, humans have earned a reputation for taking existing ideas, improving their practicality, and spreading them across the galaxy until they become the standard by which all others are measured.

Humans as Mandalorians

Roleplaying a human Mandalorian offers a different experience from playing many other species because humans lack the obvious biological advantages, specialized senses, or deeply ingrained cultural expectations that define much of the galaxy. A Rodian may be expected to be a hunter, a Wookiee a warrior, or a Twi'lek a diplomat, but a human can come from almost any background and become almost anything. This flexibility allows human Mandalorians to embody the core Mandalorian ideal

that identity is forged through choice and action rather than birth. Human characters often find themselves navigating a galaxy where their species is simultaneously familiar and viewed with suspicion due to humanity's long association with powerful governments, expanding civilizations, and galactic institutions. For many human Mandalorians, the journey is not about embracing a biological heritage but choosing a cultural one, proving that loyalty to clan, creed, and community matters more than the world or people from which they originated. This makes human Mandalorians particularly well suited for stories of reinvention, adoption, redemption, and the search for belonging.

Human Skills

Socially Dependent - Anyone providing the Help action to you may reroll their Help die. *-Humans can accomplish anything. A human, on the other hand, is pretty much just lunch.*

Tech Adapters - Advantage on Mental Challenge Rolls associated with Field Crafting. *-A human can pick up a rock, hit it a few times with another rock, and suddenly have a knife. A Trandoshan would never have thought to pick up the rock in the first place.*

Human Tech

Frontier Scattergun - While many species independently developed a version of this simple and deadly weapon, humans kept it close at hand on every frontier in their rapid expansion across the galaxy. A common sight in spaceports, transports, bloodsports and any other port you can think of, the scattergun has become as ubiquitous as humanity itself.

Vibro-weapons - A technology now as standardized as pants, humans crafted the first vibro blades. Vibro blades carve through armor a normal blade would bounce from, and part flesh and bone to inflict hideous injury with little effort. While humans are quick to adapt anything new to their own needs, vibro-tech has spread from humans to every corner of the galaxy. Mechanically, the difference between a vibroblade and a dagger is that vibro- will remove

the Primitive rule, allowing normal attacks and damage against modern armor.

"Bridge is out!" shouted Vesh, skidding to a stop as blaster bolts cracked against the canyon walls.

"There's no way across!"

The squad hit the rocks behind him. Three pirates occupied the opposite ridge, pinning them down while another half-dozen closed from behind.

"So we fight here?" growled Krassk, the towering Trandoshan, checking the charge on his repeater.

"We'll be surrounded in thirty seconds," replied Sira, a Cathar scout. "I don't like those odds."

The human, Jace Ordo, peered over the lip of the stone. Between the cliffs lay a thirty-meter gap where an old suspension bridge had once crossed. Only a pair of rusted support cables remained, sagging over the abyss.

"I've got an idea."

Krassk snorted. "Humans always have ideas."

"They usually work."

"Usually?"

Jace ignored him, unclipping his grapnel launcher.

"Cover me."

Before anyone could object, he sprinted from cover. Enemy fire tore chips from the stone around his boots. He fired the grapnel into the remaining cable support, the line locking with a metallic clank. Without slowing, he vaulted over the edge.

"He's insane!" shouted one of the pirates.

Jace swung beneath the canyon, boots skimming empty air. Halfway across he twisted his body, drew his blaster, and fired three quick shots. One pirate spun backward. Another ducked, giving Sira the opening she needed.

"Now!" she yelled.

The Cathar rose from cover, dropping a second defender while Krassk's repeater hammered the barricade into splinters.

Still hanging beneath the cable, Jace reached the opposite cliff. Instead of climbing immediately, he planted two breaching charges on the ancient anchor bolts.

"What is he doing?" Vesh muttered.

Jace hauled himself onto the ledge just as the

remaining pirates turned toward him.

"Wrong target," he said.

They charged.

He didn't.

He backed away three steps and triggered the detonator.

The rotten cable snapped free with a thunderous crack, whipping across the canyon like the tail of some enormous beast. Two charging pirates disappeared into the ravine. The loose end wrapped around a rocky spire before coming to rest, stretched tightly across the gap.

Jace keyed his helmet comm.

"Bridge is back."

There was a moment of silence.

Then Krassk laughed.

"I take back everything I said."

"You'll have to be more specific," Jace replied.

"You say a lot of things."

One by one the Mandalorians clipped onto the cable with their harnesses and crossed while Jace provided covering fire. Within moments the pirates found themselves attacked from both sides. The fight ended quickly.

As the last blaster shot echoed through the canyon, Sira removed her helmet and looked at the improvised crossing.

"I was trying to figure out how to defeat them."

Jace shrugged.

"I was trying to figure out how to change the battlefield."

Krassk clapped the human on the shoulder hard enough to make his armor ring.

"That's why I like serving with humans."

"Oh?"

"You don't always know the strongest answer."

Jace smiled beneath his helmet.

"You usually know there isn't only one."

The squad continued into the mountains, leaving the broken canyon behind. The bridge they crossed had not existed ten minutes before.

It was a very human solution: not stronger than the obstacle, not faster than the enemy—simply unwilling to accept that the situation had only one answer.



Rodians

Who Are the Rodians?

The Rodians originate from the lush jungle world of Rodia, a planet once teeming with dangerous predators and fierce competition for survival. In Rodian society, hunting evolved from a necessity into a central cultural value, shaping everything from social status to personal identity. Skill in tracking, trapping, and defeating worthy prey is highly respected, and many Rodians view life itself through the lens of the hunt. Traditional Rodian stories celebrate legendary hunters, while trophies and displays of skill often serve as symbols of achievement and honor. Even after Rodia became more urbanized and technologically advanced, the hunting traditions remained deeply ingrained in the culture. As a result, Rodians are commonly found throughout the galaxy as scouts, bounty hunters, trackers, and explorers, relying on keen senses, patience, and determination to succeed where others would lose the trail. Their reputation as relentless pursuers has made them both respected and feared across the stars.

Rodians in the Galaxy

Throughout the galaxy, Rodians are widely associated with tracking, hunting, and pursuit. Other species often view them as determined, competitive, and sometimes unsettlingly focused once they have chosen a target. Their cultural emphasis on the hunt has produced generations of skilled scouts, bounty hunters, guides, and wilderness experts, making Rodians a common sight on the frontier and in professions where patience and persistence are valued. While this reputation earns them respect, it can also inspire caution, as many beings associate Rodians with bounty contracts, mercenary work, and the dangerous underworlds of the Outer Rim. In truth, most Rodians are no more violent than any other species, but their culture prizes initiative, self-sufficiency, and proving one's skill through achievement. As a result, Rodians are often seen as consummate professionals—individuals who may be difficult to befriend, but who can usually be trusted to follow a trail, complete a task, and see a challenge

through to its conclusion.

Rodian Technology

Rodian technology reflects their culture's enduring obsession with the hunt. Rather than focusing on heavy armor or overwhelming firepower, Rodian engineers traditionally favor equipment that improves tracking, detection, and the ability to bring down elusive prey. Rodian-made weapons are often lightweight, reliable, and designed for long pursuits through difficult terrain, with hunting carbines, precision blasters, net launchers, and specialized restraint devices being particularly common. Many Rodians also make extensive use of sensor packages, motion trackers, thermal optics, and scent-analysis scanners that allow them to follow targets beyond the capabilities of most species. The famed Rodian hunting visor has become synonymous with professional trackers throughout the galaxy, combining target acquisition systems with environmental analysis tools. While few technologies are truly exclusive to Rodia, their equipment is widely respected for its practicality and effectiveness, and many bounty hunters, scouts, and explorers seek out Rodian-designed gear when a target must be found, pursued, and captured rather than simply destroyed.

Rodians as Mandalorians

Roleplaying a Rodian Mandalorian offers a unique opportunity to blend two cultures that both prize skill and achievement, but for very different reasons. Traditional Rodian society emphasizes the hunt, measuring success through the pursuit and capture of worthy prey, while Mandalorian culture values loyalty to clan, service to community, and mastery of one's craft. A Rodian Mandalorian may constantly balance these influences, learning when personal glory must give way to collective responsibility. Compared to many other species, Rodians often approach problems with a tracker's mindset, seeing enemies as quarry, battlefields as trails, and mysteries as puzzles waiting to be unraveled. Their reputation as relentless hunters can create interesting roleplaying opportunities, particularly when dealing

with species that view Rodians with caution or suspicion. At the same time, Mandalorian culture challenges them to look beyond the individual hunt and embrace a larger purpose. This tension between the hunter's pursuit and the warrior's duty makes Rodian Mandalorians especially well suited for stories of discipline, loyalty, and learning what causes are truly worth chasing.

Rodian Skills

Cupped Fingers: Advantage on climbing related challenges. *-Rodians evolved cupped finger tips to climb through the thick jungles and swamps of their homeworld in pursuit of any prey.*

Hunters Senses: advantage on ambush detection rolls and tracking rolls. *-A Rodian's thermal vision and vibration sensitivity is dozens of times more accurate than modern scanners. They pick up on traces and hints that no quarry can obfuscate from a trained Rodian tracker.*

Rodian Tech

Repulsor Throwing Razors - Developed by Rodian weaponsmiths and typically employed by Rodian Bounty Hunters, this weapon can be thrown with exceptional range and accuracy. With a slight modification it can be safely recalled to the user as well. Melee/Medium. Thrown. D4.

Rodian Cryogen Whips - A hollow whip filled with cryogen that seeps from the end on contact, causing nearly explosive reactions as the point of impact freezes instantly, the cryogen whip is most often applied by underworld enforcers looking to make an example, and by assassins looking for an exotic option to incapacitate and torture their victims. Melee. 50% chance to inflict Area Trauma on hit. Crit D4.

"You lost them?" asked the human, staring across the windswept dunes.

"There were twelve," muttered the Zabrak. "Now there are none."

The Rodian crouched silently, gloved fingers brushing the dust. His large black eyes swept across the ground while his antennae twitched beneath his helmet's sensory hood.

"They're still here," he said quietly.

The others exchanged doubtful looks.

"I see one set of footprints," the human replied.

"You see footprints."

The Rodian pointed toward a patch of broken stone. "One favors his left knee. Another drags a heavy pack. The leader walks on the edges of his boots to hide his weight.

They're spacing themselves apart to fool anyone following."

"You can tell all that?"

"I can smell it."

The human blinked.

The Rodian rose and shouldered his rifle. "This way."

For nearly an hour he led them through gullies, over shattered glass-rock, and across bare stone where no trail seemed possible. Each time the others hesitated, he found another clue—a chipped crystal, a bent stalk of dry brush, a faint smear of lubricant where armor had scraped a cliff face.

Finally he raised a fist.

Ahead, hidden beneath camouflage nets, twelve pirates waited in perfect silence, their rifles trained on the path the Mandalorians would have taken.

"They were hunting us," whispered the Zabrak.

The Rodian gave a satisfied click.

"Not anymore."

Smoke grenades arced overhead. The pirates turned toward the sudden distraction just as Mandalorians descended from the cliffs behind them.

The battle lasted less than a minute.

When it was over, the human picked up the enemy commander's map.

"He knew every canyon except the one we came through."

The Rodian nodded.

"Hunters watch where the prey will walk."

"And you?"

The Rodian looked over the battlefield before lowering his helmet's visor.

"I watch where the hunter thinks no one else can."



Twilek

Who are the Twilek?

The Twileks originate from the harsh world of Ryloth, a planet of rocky badlands, deep canyons, and extreme temperature shifts that shaped a resilient and adaptable people. For much of their history, Twilek settlements were built within sheltered canyon systems and cave networks to escape the world's brutal climate, fostering strong family ties and close-knit communities. Twilek culture places great value on community, artistic expression, diplomacy, and perseverance, qualities that helped them endure centuries of hardship, foreign occupation, and exploitation. Daily life on Ryloth traditionally revolves around cooperation, trade, craftsmanship, and maintaining the social bonds that hold communities together. Storytelling, music, dance, and the subtle use of lekku-based body language remain important parts of Twilek communication and identity. Despite the many challenges their people have faced throughout galactic history, Twileks are widely known for their determination and ability to preserve their culture, finding ways to thrive even in the most difficult circumstances.

Twileks in the galaxy

Across the galaxy, Twileks are recognized as adaptable, charismatic, and remarkably resilient people whose influence extends far beyond their homeworld. Their natural communication skills, cultural emphasis on cooperation, and widespread diaspora have made them common participants in trade, diplomacy, entertainment, politics, and resistance movements. Ryloth's valuable ryll deposits have also drawn merchants, corporations, criminals, and governments to Twilek space for generations, creating both economic opportunities and sources of conflict. Unfortunately, Twileks have endured centuries of prejudice, exploitation, and stereotyping, as outsiders sought to profit from their people, their world, or its resources. As a result, many Twileks develop a keen awareness of social dynamics and an ability to navigate complex relationships with other species. While outsiders often underestimate them,

Twileks have repeatedly proven themselves as capable leaders, soldiers, entrepreneurs, and revolutionaries. Other species may perceive them as charming or diplomatic, but beneath that reputation lies a people shaped by hardship, whose determination to preserve their identity, control their own destiny, and protect their communities has earned them widespread respect throughout the galaxy.

Twilek technology

Twilek equipment reflects a culture shaped by survival, mobility, and communication rather than conquest. While they are not known for developing iconic weapons on the scale of Mandalorian armor or Wookiee bowcasters, Twileks have a long tradition of favoring concealable sidearms, lightweight carbines, and easily maintained equipment suited to life on Ryloth's rugged terrain and within its winding canyon settlements. Many Twileks also make use of specialized head coverings, lekku wraps, and communication devices designed to protect or accommodate their sensitive head-tails without restricting movement.

Ryll - While not a technology as such, ryll is an ore mined on the Twilek homeworld of Ryloth. It can be refined for a variety of medical purposes. It can also be turned into a powerful narcotic, which has attracted centuries of detrimental underworld attention to Ryloth. Ryll pain killers can be taken to combat the effects of Shaken, Stunned, and Unconscious critical results.

Twileks as Mandalorians

Roleplaying a Twilek Mandalorian is often a story about resilience, identity, and overcoming expectations. Unlike many species known primarily for martial traditions, Twileks come from a culture that has frequently survived through diplomacy, cooperation, adaptability, and resistance against more powerful foes. This background can create an interesting contrast with Mandalorian ideals of strength, honor, and warrior excellence. Compared to other Mandalorians, Twilek characters often excel

at building relationships, navigating social challenges, and finding solutions that rely on persuasion as readily as force. Their experiences with diaspora, prejudice, and the struggle to protect their communities can also create a particularly strong appreciation for the clan structure and sense of belonging that Mandalorian culture provides. This makes Twi'lek Mandalorians especially well suited for stories of perseverance, leadership, cultural pride, and proving that strength takes many forms.

Twi'lek Skills

Loyalty Action: Spend any fatigue to add d4 to any roll for allied Mandalorian. -*Culturally accustomed to exploitation, servitude, and slavery, Twi'lek warriors who find a better life as Mandalorians demonstrate exceptional loyalty to their adoptive Cadre.*

Lekku-enhanced Cognition: Spend either a Mental or Social Fatigue to reroll either a Mental or Social challenge roll. -*Lekku house significant brain mass, allowing an extrasensory ability to pick up on subtleties and nuances both intellectual and social.*

Twi'lek Tech

Layer'tsa ceremonial staff. A ceremonial staff made for ritualized dispute resolution, its strikes inflict extremely painful but less lethal blows. Vibro. Melee. 50% chance of light d4 crit on Hit. Light table only. D6. Polearm.

Tehk'la Blades. These custom-crafted balanced daggers were popular with Twi'lek assassins. Vibro. Cortosis. Thrown. D4. Melee. Always benefits from the Signature Weapon Skill.

"You have one minute," growled the pirate captain, leveling his blaster. "Convince me not to shoot." The Mandalorians stood surrounded in the center of the marketplace. Twenty rifles watched them from rooftops and balconies. The human reached for his pistol. The Twi'lek placed a hand on his wrist. "Not yet." She stepped forward, removing her helmet. Her blue lekku shifted gently as she addressed the pirates in

flawless Huttese.

The captain frowned.

"You speak Huttese?"

"I speak yours," she answered. "And Nikto. And Bocce. Your lieutenant has been whispering in Mando'a for the last five minutes."

Every head turned toward the lieutenant, who suddenly looked uncomfortable.

"You understand Mando'a?" he asked.

"I understand enough to know you're planning to betray your captain the moment we begin shooting." Silence.

The lieutenant's hand drifted toward his blaster.

The captain noticed.

"So," the Twi'lek continued calmly, "before anyone dies, perhaps we should discuss why you're all here."

The tension shifted.

Within moments she had uncovered the truth. The pirates had not come to raid the settlement. They had come searching for stolen medicine taken by the lieutenant, who had intended to sell it elsewhere while blaming the Mandalorians.

The lieutenant bolted.

This time the Twi'lek moved.

She flowed between two startled pirates, swept the fugitive's legs from beneath him, and pinned his arm before he could draw his pistol. By the time the others reacted, her vibroknife rested against his wrist.

"No."

Her voice remained calm.

"We've done enough fighting for one day."

The captain stared at his own lieutenant, then slowly lowered his weapon.

"You just saved every life in this square."

The Twi'lek released the prisoner into waiting hands.

"No," she replied as her clan gathered around her. "I simply made sure everyone understood each other before they started shooting."

The human laughed as they walked away.



Trandoshan

Who are the Trandoshans?

The Trandoshans hail from Trandosha, a rugged world of dense forests, steaming wetlands, and dangerous wilderness where survival has long favored strength, cunning, and persistence. Trandoshan culture is deeply influenced by the teachings of the Scorekeeper, a deity who is believed to measure the worth of every individual through acts of hunting, survival, and personal achievement. Success is often viewed as something earned through struggle rather than granted by circumstance, and many Trandoshans strive to accumulate honor through difficult challenges and worthy victories. Traditional Trandoshan communities place great importance on self-reliance, endurance, and proving one's capabilities through action. Their natural ability to regenerate lost limbs reinforces a cultural outlook that prizes resilience and perseverance in the face of injury or hardship. Daily life on Trandosha often revolves around hunting, craftsmanship, trade, and the pursuit of personal accomplishments, creating a society that respects strength but also values determination, patience, and the ability to overcome adversity.

Trandoshans in the Galaxy

Throughout the galaxy, Trandoshans are often viewed with a mixture of respect, caution, and outright fear. Their reputation as hunters, mercenaries, bounty hunters, and survivalists precedes them, leading many species to assume that a Trandoshan is dangerous even before a word is exchanged. This perception is reinforced by their imposing appearance, predatory instincts, and cultural emphasis on earning status through achievement and conquest. Long-standing rivalries, particularly with Wookiees, have further shaped how other species view them, sometimes unfairly painting all Trandoshans with the actions of a few. In reality, Trandoshans can be found in nearly every profession, from soldiers and explorers to traders and mechanics, though they often retain a direct, competitive outlook that reflects their upbringing. Many species regard them as blunt and intimidating, but also dependable in situations that require courage, endurance, or

decisive action. While a Trandoshan may struggle to earn trust in some parts of the galaxy, those who prove their honor and reliability often gain a level of respect that few can match.

Trandoshan technology

Trandoshan technology reflects a culture that prizes hunting, survival, and the pursuit of worthy challenges. Their equipment tends to emphasize durability, tracking capability, and close-quarters lethality rather than elegance or sophistication. Trandoshan hunters are particularly associated with heavy blaster rifles, slugthrowers, shock weapons, reinforced nets, and restraining gear designed to capture dangerous prey alive. Many also employ advanced tracking systems that combine motion sensors, thermal imaging, and biological scanners, allowing them to pursue targets across wilderness worlds and crowded urban environments alike. Trandoshan-made armor often favors rugged construction and freedom of movement over complete protection, reflecting a belief that skill and resilience are more valuable than hiding behind armor plating. Trophy racks, score markers, and personalized hunting gear are common features of Trandoshan equipment, with many weapons carrying visible reminders of past victories. Throughout the galaxy, Trandoshan gear is respected for its reliability and effectiveness in harsh conditions, making it popular among bounty hunters, frontier explorers, and others who expect to face dangerous opponents far from civilization.

Role Playing a Trandoshan

Roleplaying a Trandoshan Mandalorian presents challenges that few other species face because the values of Trandoshan and Mandalorian culture often align on the surface while diverging in important ways beneath. A Trandoshan may naturally seek to prove their worth through personal achievement, dominance, and the pursuit of difficult challenges, but Mandalorian life demands loyalty to clan and a willingness to place collective success above individual glory. This creates opportunities to explore questions of pride, restraint, and responsibility. Other characters may initially view a Trandoshan with

suspicion due to their species' fearsome reputation, forcing the character to earn trust through consistent action rather than words alone. Their physical toughness and confidence can make them natural front-line warriors, but roleplaying a Trandoshan becomes most interesting when they must decide whether to pursue personal victories or support the needs of their clan. The tension between the hunter who seeks recognition and the Mandalorian who serves a greater purpose provides rich opportunities for character growth, leadership, and difficult moral choices throughout a campaign.

Trandoshan Skills

Rapid Regeneration - You may spend a Creed Die to stabilize a Critical Injury. *-Trandoshans can learn to focus their bodies to perform astonishing feats of regeneration in combat.*

Power Through - You may use endurance instead of agility as your base defense. *-Trandoshans don't dodge much, but they're blasted tough to put down anyway.*

Trandoshan Tech

Accelerated Charged Particle Array Gun. A shotgun style weapon, loaded with shotgun shell style ammunition. Each shell contains charges particles magnetically accelerated along the barrel's length to deliver short range devastation. Slug weapon. Melee/close. D12. Lightsabers can't block. D2 hits on Hit.

Accelerated Charged Particle Repeater with boyonette. Utilizing the same shell ammo as the array, the repeater releases all charged particles into a containment chamber and releases them one at a time in a full automatic burst. Slug weapon. Melee/medium. D6. Make second attack at -4 on attack.

LS-150 Heavy Accelerated Charged Particle Repeater Gun. This is a fully automatic version of the particle array gun, unloading full shells of particles in a rapid succession with a single pull of the trigger. Melee/Medium. D10. Slug weapon. Make second attack at -4 on attack. Move actions cost +1 AP. Lightsabers can't block.

The pirate captain stood alone atop the wrecked speeder, his jeweled blaster raised in challenge. "Come then!" he shouted. "Face me if you dare!" Veskar's claws tightened around his rifle. The captain's scaled hide would earn him favor with the Scorekeeper, and a victory like this would be remembered. Around him, his cadre advanced through the smoke in disciplined silence. His helmet cracked. "Hold position," ordered Sergeant Ordo. "The Hunter team has located the prisoners. Forget the captain. Secure the civilians." Veskar stared at his quarry. The pirate grinned, knowing exactly what temptation he offered. "Afraid?" the pirate taunted. Every instinct screamed for the duel. Every scar on Veskar's body whispered that glory belonged to those who claimed it with tooth and claw. Then he glanced toward the burning warehouse. Children were trapped inside. His rifle lowered. "The captain isn't the objective," Veskar growled over the comm. "Move on me. We clear the building." The pirate fired wildly as the Mandalorians ignored him, jetting past in coordinated bursts. Moments later, the cadre emerged carrying frightened civilians through the flames. Only then did another Mandalorian report calmly, "Captain attempting escape." A single sniper round echoed across the valley. The pirate collapsed without ceremony. As the transports lifted away, Sergeant Ordo clapped a gauntleted hand against Veskar's shoulder. "You surrendered your glory." Veskar watched the rescued families board the shuttle. "No," he rumbled. "I traded one hunt for a greater one." For the first time since taking the Creed, the Trandoshan realized that among Mandalorians, honor was not measured by the enemy you killed—but by the people who still lived because you chose not to.



Zabrak

Who are the Zabrak?

The Zabrak people originate from the harsh world of Iridonia, a rugged planet of rocky wilderness, fierce storms, and unforgiving terrain that has shaped a culture built around endurance and self-discipline. Life on Iridonia traditionally demands resilience, and Zabrak society teaches individuals from an early age to overcome hardship through determination, focus, and personal growth. Family and local communities play an important role in daily life, but Zabrams also place great emphasis on individual responsibility and the pursuit of self-mastery. Many undergo rituals, physical training, and the application of distinctive tattoos that mark important achievements, beliefs, or stages of life. Throughout their history, Zabrams have earned a reputation for producing explorers, warriors, scholars, and pioneers who are willing to face challenges that would discourage others. On Iridonia, success is often measured not by comfort or status, but by the ability to persevere through adversity and emerge stronger than before.

Zabrak in the Galaxy

Throughout the galaxy, Zabrams are widely respected for their determination, discipline, and seemingly inexhaustible willpower. Other species often view them as individuals who refuse to quit, even when faced with overwhelming odds, a reputation earned through centuries of exploration, military service, frontier settlement, and personal achievement. Their distinctive horns and ritual tattoos can make them appear intimidating to those unfamiliar with their culture, but Zabrams are generally known more for their perseverance than their aggression. Many beings associate them with reliability, self-sufficiency, and a strong sense of personal conviction. While some species see Zabrams as stubborn or overly intense, others value them as dependable allies who remain committed to a cause long after others have given up. As a result, Zabrams can be found throughout the galaxy as soldiers, scouts, lawkeepers, adventurers, and leaders, earning respect not through privilege or influence, but through hard work, resilience, and an unwavering

refusal to be defeated.

Zabrak Technology

Zabrams are particularly associated with practical, hard-wearing equipment designed to function reliably in the harsh environments of Iridonia and beyond. Among the most recognizable Zabrak weapons are the traditional Zhaboka fighting staff, a durable melee weapon used in martial training and ceremonial combat, and the paired vibroblades favored by many Iridonian warriors. Zabrak scouts and explorers are also known for carrying rugged survival packs, environmental cloaks, climbing gear, and field repair kits capable of sustaining them through long expeditions in hostile terrain. Their blaster carbines tend to emphasize reliability and ease of maintenance over cutting-edge performance, reflecting a cultural preference for equipment that will still function after years of hardship. Many Zabrams customize their weapons and armor with clan markings, personal symbols, and tattoos echoed in etched metalwork, transforming practical gear into records of personal achievement. Throughout the galaxy, Zabrak-made equipment has earned a reputation for durability, self-sufficiency, and resilience, qualities that mirror the people who create and carry it.

Zabrak Mandalorians

Roleplaying a Zabrak Mandalorian offers the opportunity to explore a character whose native culture already shares many values with the Mandalorian way. Both societies admire resilience, self-discipline, personal responsibility, and the ability to endure hardship, which means a Zabrak may find Mandalorian life easier to embrace than many other species. This similarity, however, creates its own challenges. Unlike a Twi'lek struggling against expectations or a Trandoshan balancing personal glory against clan duty, a Zabrak may wrestle with the question of whether they are truly growing or simply replacing one demanding code with another. Zabrams are often intensely self-reliant and driven by personal standards of excellence, which can sometimes conflict with the compromises and cooperation required by clan life. They may be

tempted to shoulder burdens alone, refuse assistance, or judge themselves harshly when they fail. From a roleplaying perspective, a Zabrak Mandalorian excels in stories about perseverance, self-mastery, leadership under pressure, and learning that strength is not merely the ability to endure hardship, but also the wisdom to rely on others when the situation demands it.

Zabrak Skills

Stormbreaker: suffer reduced penalties/damage from environmental effects, falling, suffocation, per full plastoid plate. *-Zabrak can't distinguish between 'inhospitable' and 'uninhabitable'.*

Athletic Supremacy: Increase Exceptional Success range to 19-20 on Power, Agility, and Endurance Challenges. *-Every inch of my homeworld is worse than this obstacle course. No excuses, now.*

Zabrak Tech

Zhaboka Double Blade: This double bladed sword was traditionally wielded from a mount. Melee. Sword. D8. May be Vibro or Primitive.

Zabrak Vibroblade: A cortosis-threaded vibroblade. Melee. D4. May be thrown. Lightsabers don't ignore armor.

The crowd chanted for blood.

"Finish him! Finish him!"

Kaelor stood over the fallen Twi'lek, executioner's axe hanging at his side. Blood dripped from the blade into the sand.

High above, the arena master spread his arms.

"One final blow! Give these fine patrons what they paid for!"

Kaelor looked up.

"If I kill him... I'm free?"

The slaver smiled.

"You've earned your freedom ten times over."

"So yes?"

The smile widened.

"No. You'll earn the chance to earn it again."

The crowd laughed.

The Twi'lek met Kaelor's eyes.

"I'm sorry," he whispered. "They made you into this."

Before Kaelor could answer, the arena gates

exploded inward.

Armored warriors poured through the smoke, jetpacks roaring overhead. They fought with practiced discipline, one dragging wounded prisoners to safety while another stood between them and incoming fire.

A slaver officer pointed toward the captives.

"Forget the fighters! Kill the merchandise!"

One Mandalorian answered over the comm.

"Negative."

"But they're escaping!"

"The prisoners come first."

Kaelor frowned.

They weren't trying to win the battle.

They were trying to save people.

A guard lunged at the armored medic from behind.

Without thinking, Kaelor intercepted him, driving a horn into the man's chest before hurling him aside.

Minutes later, the slavers had fled.

An armored warrior approached him.

"You fight well."

Kaelor shook his head.

"I kill well."

The Mandalorian glanced toward the rescued prisoners.

"No. You protected someone you'd never met."

Kaelor was silent.

Finally he asked, "Why come here? There was nothing for you to gain."

"Gain?" the warrior replied. "If we wanted glory, we'd hunt warlords."

He rested a gauntleted hand on the shoulder of the wounded Twi'lek.

"We came for them."

Kaelor stared at the prisoners as they were helped to their feet.

His whole life had been spent proving he was stronger than the person in front of him.

These warriors measured strength by the people standing behind them.

The Mandalorian extended a hand.

"If you're finished fighting for someone else's entertainment... come learn what warriors are actually for."

Kaelor looked once at the blood-soaked arena.

Then he let the executioner's axe fall into the sand and walked through the shattered gate into the sunlight.



Togruta

Who are the Togruta?

The Togruta originate from the grassy plains and open savannas of Shili, where their culture was shaped by a tradition of communal living and cooperative hunting. Central to Togruta history are the great akul hunts, in which groups of hunters worked together to track and overcome the fierce akul predators that roamed their homeworld. These hunts were not merely a means of survival, but a demonstration of trust, discipline, and unity, with each participant relying on the others to fulfill a specific role. This emphasis on cooperation became deeply ingrained in Togruta society, fostering communities that value shared responsibility, mutual support, and collective success over individual achievement. Their distinctive montrals further reinforce this worldview, allowing Togrutas to perceive the world through a form of passive spatial awareness often compared to echolocation. From childhood, they become acutely aware of the presence and movements of those around them, creating a culture that prizes attentiveness, empathy, and social harmony. Even today, many Togrutas wear akul teeth or horns as symbols of accomplishment and remembrance, honoring the traditions of their ancestors while carrying forward the belief that the greatest achievements are those earned together rather than alone.

Togruta in the Galaxy

Throughout the galaxy, Togrutas are often viewed as perceptive, cooperative, and unusually aware of the people around them. Their communal traditions and reputation for teamwork have earned them respect as dependable allies, capable leaders, and effective mediators in situations where competing interests must be balanced. Many outsiders associate Togrutas with patience, wisdom, and a strong sense of responsibility, though some mistake their cooperative nature for passivity or a lack of ambition. In reality, Togrutas can be fiercely determined when protecting their communities or pursuing a cause they believe in. Their distinctive montrals and lekku also contribute to an air of mystery, with many species believing Togrutas possess heightened awareness or

instincts that border on the uncanny. As explorers, traders, soldiers, and adventurers spread beyond Shili, they have developed a reputation for remaining calm under pressure and maintaining strong bonds with those around them. While other species may seek glory, wealth, or influence, Togrutas are often perceived as people who measure success by the strength of their relationships and the well-being of the communities they help build.

Togruta Technology

Togruta technology and equipment are heavily influenced by the hunting traditions of Shili and the species' unique sensory abilities. The most recognizable Togruta weapons are the hunting spears and akul-tooth blades carried by generations of hunters who once pursued the deadly akul predators across the plains of their homeworld. Akul teeth and horns are commonly fashioned into knives, ornaments, and ceremonial weapons, serving as symbols of accomplishment and connection to ancestral traditions. Because Togrutas rely upon their montrals to perceive their surroundings through a form of passive echolocation, many favor lightweight armor, open-faced helmets, and specialized headgear that protects their lekku without obstructing their senses. Togruta scouts are also known for carrying advanced macrobinoculars, field sensors, and long-range communication equipment that allow hunting parties and exploration teams to coordinate over vast distances. Throughout the galaxy, Togruta-made gear is prized by pathfinders, rangers, and reconnaissance specialists for its emphasis on awareness, mobility, and teamwork, reflecting a culture that has always valued cooperation and careful observation over individual displays of force.

Role Playing Togruta

Roleplaying a Togruta Mandalorian offers a unique blend of cultures that both value teamwork, but for different reasons. Traditional Togruta society teaches cooperation through community, mutual support, and the shared responsibilities of the akul hunt, while Mandalorian culture emphasizes loyalty to clan, duty, and collective survival. As a result, Togrutas often adapt naturally to Mandalorian life, but they may still

struggle with the harsher realities of a warrior culture that sometimes demands sacrifice, violence, and difficult choices for the good of the clan. Their natural tendency to remain aware of others and seek consensus can place them at odds with more aggressive or individualistic companions. Roleplaying a Togruta Mandalorian presents opportunities to explore leadership, diplomacy, and the challenge of preserving compassion in a dangerous galaxy. Their heightened spatial awareness, communal instincts, and strong sense of belonging often make them natural coordinators and protectors, but they may also carry the burden of feeling responsible for everyone around them. This creates compelling stories about balancing personal convictions with duty, learning when to compromise, and discovering how far one is willing to go to defend the people who have become their clan.

Togruta Skills

Spatial Awareness: Suffer no penalties for fighting blind, in darkness, navigating in blinding conditions, etc. You are perfectly aware of your surroundings out to close range, and can detect movement withing line of sight out to medium range. *-Think Gotham City, and cell phones. Too much power for one man to wield.*

Direct the Hunt: 1 Combat Fatigue - After initiative is rolled, your cadre may redistribute the numbers rolled among the players, who then add their own initiative modifiers for the final results. *-Togruta hunting party coordination is peerless and effortless, and devastating when translated to the battlefield.*

Togruta Tech

Akul-Hunter's Helm - A Mandalorian helmet modified with directional sensors inspired by Togruta montrals. This hardware and Software upgrade allows a HUD to create an image using sonar.

Hunting Chorus Comms - This comm system uses sophisticated audio hardware and cues to aid coordination. Everyone using the same channel will sound as though their voice is coming from their physical direction, and the volume will indicate distance.

The bridge charges were armed.

"Thirty seconds!" someone shouted over the comm. Shayala sprinted across the shattered span as blaster fire carved glowing lines through the smoke. Behind her, six members of her cadre carried wounded brothers and sisters toward the waiting dropship. One blast struck the bridge supports.

The durasteel groaned.

"Go!" she called. "I'll hold it!"

Her sergeant hesitated. "Shayala—"

"That's an order."

The others vanished into the haze, trusting her without another word.

She smiled beneath her helmet.

As she planted the last detonator, her thoughts drifted—not to glory, nor to the enemies advancing toward her—but to her family beneath the bright skies of Shili. She remembered her mother's hand resting gently against one montral, her younger siblings laughing as they played among towering trees, and her father's quiet promise.

"A family is not the people who stand behind you. It is the people you stand in front of."

She had not understood those words as a child.

Now she did.

Her cadre had become another family. Different voices. Different worlds. The same bond.

Enemy troops flooded onto the bridge.

Shayala keyed her comm one final time.

"My family..." she whispered, "...is getting bigger."

She triggered the charges.

The bridge vanished in a roar of flame and twisted steel, carrying her and the pursuing force into the abyss below.

Hours later, as the rescued Mandalorians watched the horizon from the safety of their transport, no one spoke.

They did not have to.

Every one of them had made it home because, in her final moments, Shayala had been thinking about theirs.



Zeltron

Who are the Zeltron?

The Zeltrons originate from the vibrant world of Zeltros, a planet famous throughout the galaxy for its celebration of pleasure, art, hospitality, and emotional connection. Blessed with natural empathic abilities and pheromonal communication, Zeltrons experience the emotions of those around them more keenly than most species, shaping a culture that values openness, empathy, and social harmony. Life on Zeltros is often characterized by colorful festivals, music, creative expression, and a general belief that joy and companionship are among life's greatest treasures. Rather than emphasizing competition or hierarchy, Zeltron society tends to encourage cooperation, personal fulfillment, and the strengthening of social bonds. Visitors to Zeltros frequently describe its people as welcoming, charismatic, and emotionally expressive, though outsiders sometimes mistake this warmth for frivolity.

Zeltrons in the Galaxy

Throughout the galaxy, Zeltrons are often perceived as charismatic, sociable, and emotionally intuitive individuals who can put others at ease with a word. Their natural empathic abilities and subtle pheromonal influence have earned them a reputation as skilled negotiators, entertainers, diplomats, and merchants, though this reputation is sometimes accompanied by unfair stereotypes. Many outsiders mistakenly view Zeltrons as carefree pleasure-seekers who avoid responsibility, overlooking the emotional intelligence, adaptability, and social awareness that underpin their culture. Others regard them with caution, uncertain whether a Zeltron's charm is entirely natural or aided by biological advantages. Despite these misconceptions, Zeltrons have established themselves throughout the galaxy in a wide variety of professions, often excelling in roles that require communication, leadership, or an understanding of complex social dynamics. Those who take the time to know them frequently discover that beneath their warm and outgoing demeanor lies a people who place great value on empathy, personal

connections, and the well-being of the communities they help create.

Zeltron Technology

Zeltron technology reflects their culture's emphasis on social interaction, emotional awareness, and personal expression rather than military conquest. While they produce conventional weapons and equipment like any advanced society, Zeltrons are most closely associated with devices that enhance communication, entertainment, and sensory experiences. Zeltros is famous for its sophisticated holographic art, immersive entertainment systems, and atmospheric technologies used in the world's renowned festivals and celebrations. Zeltrons also make extensive use of personal communicators, mood-responsive clothing, and social technologies designed to strengthen connections between individuals. In more dangerous parts of the galaxy, Zeltron adventurers often favor concealable holdout blasters, elegant sporting pistols, and compact defensive weapons that can be carried without disrupting social settings. Because of their natural empathic and pheromonal abilities, Zeltrons have historically relied less on intimidation and heavier weaponry than many species, instead preferring equipment that supports negotiation, influence, and situational awareness. Throughout the galaxy, Zeltron-made goods are valued for their craftsmanship, comfort, and aesthetic appeal, with products from Zeltros often regarded as symbols of luxury, hospitality, and refined social culture.

Zeltrons as Mandalorians

Roleplaying a Zeltron Mandalorian presents a fascinating contrast between two cultures that value strong social bonds for very different reasons. Zeltron society is built around empathy, emotional openness, and the pursuit of personal connections, while Mandalorian culture emphasizes duty, discipline, and loyalty to clan. A Zeltron may find the sense of family and belonging within a clan deeply familiar, yet struggle with the emotional restraint and harsh decisions often required of a warrior. Their natural sensitivity to the feelings of others can

become both a strength and a burden, allowing them to understand allies and defuse conflicts while also making them acutely aware of suffering, fear, and grief. Other Mandalorians may initially mistake a Zeltron's warmth and sociability for softness, creating opportunities to challenge expectations and prove that compassion and strength are not opposites. From a roleplaying perspective, Zeltron Mandalorians excel in stories about leadership, mediation, morale, and preserving one's humanity in the midst of conflict. Their greatest challenge is often learning how to balance empathy with duty, deciding when to comfort, when to persuade, and when the needs of the clan require actions that weigh heavily on the heart.

Zeltron Skills

Defensive Projection: if you take severe critical damage, inflict the fear and pain on the one who hurt you, causing the Shaken Light Critical on them. 1AP. *-Weaponizing Empathics does not come naturally.*

Intuit Intention: You have learned to identify the particular emotional spike that accompanies a pulled trigger. You get +2 defense against the first attack targeting you on each turn. *-Grim experience is this skill's only teacher.*

Likeable: If you genuinely like an npc or pc, and behave appropriately, they will automatically like you too. Mechanically, anyone you like will not have a Disposition Rating lower than Comfort toward you, and you gain a +2 roll bonus when adding a Connection to your character sheet. *-Charming. Charismatic. Simpatico.*

Zeltron Tech

Elixir of Infatuation: A colorless odorless liquid that can be mixed undetectably into food and drink the Elixir of Infatuation causes intense infatuation and obsession in the first person a target sees after ingestion. For D4 hours, their Disposition toward you becomes Adoration.

Zeltron Flute: This elegant wind instrument evokes emotion in most listeners. +1 to rolls to change Disposition ratings if you've played for the subject.

The training hall had fallen silent.

A young recruit stood in the center of the mat, fists clenched beneath trembling gauntlets. His breathing was uneven, his visor fixed on the floor.

"I failed," he muttered. "I let my anger get the better of me."

Several veterans nodded.

"Control your emotions," one advised.

"Forget them," said another.

At the edge of the circle, Vesha—a Zeltron whose armor was painted in deep crimson and white—folded her arms.

"No."

Every helmet turned toward her.

"No?" one Hunter asked.

Vesha stepped into the circle.

"You cannot discipline an emotion by pretending it doesn't exist."

She placed a hand over her chest.

"Fear tells us what matters. Anger tells us something is wrong. Grief reminds us what we loved. Joy reminds us why we fight."

She looked around the room.

"None of them are your enemy."

The recruit raised his head.

"Then why did I lose control?"

"You didn't lose control because you felt anger."

Vesha smiled gently. "You lost control because you stopped listening to everything else."

The room was quiet.

"A warrior without emotion is a droid," she continued. "A warrior ruled by emotion is a berserker. A Mandalorian feels everything—and chooses which feeling deserves obedience."

The recruit nodded slowly.

"So courage isn't the absence of fear."

"No," Vesha said. "Courage is deciding that your duty speaks louder."

She helped him back to his feet.

"Now," she said, drawing a practice blade, "let's teach your anger to fight beside your honor instead of ahead of it."

The veterans exchanged thoughtful glances before reforming the training circle.

That day, the lesson had not been how to suppress emotion.

It had been how to forge it into something worthy of the Creed.



Devaronian

Who are the Devaronian?

The Devaronians hail from the lush and ancient world of Devaron, a planet of dense forests, rugged mountain ranges, winding rivers, and thriving trade cities. Devaronian culture has long been shaped by exploration and travel, with a traditional custom in which many males leave their homeworld for years—or even decades—to seek fortune, adventure, and experience among the stars before eventually returning home. This wanderlust has produced generations of merchants, scouts, smugglers, navigators, and explorers, giving Devaronians a reputation as one of the galaxy's most well-traveled peoples. In contrast, Devaronian women have historically played a central role in governing communities, managing commerce, and preserving cultural traditions on Devaron itself. Daily life on the homeworld is characterized by strong family ties, lively markets, storytelling, and a deep appreciation for personal freedom and self-determination. While outsiders often focus on the species' adventurous nature, Devaronian society is built upon a balance between those who journey outward to experience the galaxy and those who maintain the communities and traditions that await their return.

Devaronians in the Galaxy

Throughout the galaxy, Devaronians are often viewed as adventurous, charismatic, and somewhat unpredictable individuals who rarely remain in one place for long. Their long tradition of travel has made them a common sight on trade routes, frontier worlds, starships, and spaceports, where they are frequently encountered as merchants, pilots, scouts, explorers, and occasionally smugglers. Other species often associate Devaronians with a love of freedom and a willingness to take risks, giving them a reputation as natural wanderers who are always searching for the next opportunity or adventure. Their distinctive horns and devil-like appearance have also led to unfortunate misconceptions among less informed cultures, with some beings wrongly assuming they are untrustworthy or dangerous. In reality, Devaronians are as varied as any other

people, though many do possess an independent streak and a curiosity about the wider galaxy. Those who earn a Devaronian's friendship often find them to be loyal companions, skilled storytellers, and experienced travelers whose knowledge of distant worlds and forgotten routes is difficult to match.

Devaronian Technology

Devaronian technology reflects the needs of a people renowned for exploration, trade, and life among the stars. Rather than being associated with a single iconic weapon, Devaronians are known for practical gear that supports long journeys and self-sufficiency far from home. Many favor compact blaster pistols, holdout weapons, and versatile carbines that can be carried comfortably aboard starships or through crowded spaceports. Devaronian explorers are particularly associated with advanced star charts, navigation computers, survey scanners, and rugged field kits designed for extended travel on unfamiliar worlds. Traditional Devaronian knives and horn-handled blades are common personal possessions, often carried as both tools and symbols of independence. Merchant captains and frontier scouts frequently customize their equipment with hidden compartments, encrypted data storage devices, and emergency survival gear, reflecting a culture that prizes preparedness and adaptability. Throughout the galaxy, Devaronian-made equipment is respected less for battlefield performance than for reliability, portability, and usefulness on the frontier, making it especially popular among traders, scouts, pilots, and those who make their living moving from one world to the next.

Roleplaying Devaronians

Roleplaying a Devaronian Mandalorian offers a compelling contrast between a culture of wanderers and a culture built around clan loyalty. Traditional Devaronian life encourages exploration, independence, and the pursuit of new experiences, while Mandalorian society asks its members to commit themselves to a people, a creed, and a shared future. This tension creates rich roleplaying opportunities, as a Devaronian character may

constantly feel the pull of distant horizons even while building bonds within their clan. Their natural curiosity, experience with different cultures, and talent for navigating unfamiliar situations can make them valuable scouts, diplomats, traders, and pathfinders. At the same time, they may struggle with restlessness, finding it difficult to remain rooted in one place or accept responsibilities that limit their freedom. Other Mandalorians may question whether a wanderer can truly commit to the clan, giving the Devaronian opportunities to prove that loyalty is not measured by where one travels, but by whether one returns when their people need them. This makes Devaronian Mandalorians especially well suited for stories about belonging, duty, exploration, and the search for a home worth fighting for.

Devaronian Skills

Fire Immunity: Ignore “Area Trauma” Critical Effect from fire sources such as flame weapons, lava, etc. *-I bathe in pools of lava on Devaron. Good luck with your little hose.*

Inhumanly Strong: No penalty for Heavy Weapons. *-Deceptively dense bones anchor shockingly powerful muscles, allowing for literally super-human feats of strength.*

Wanderlust: May recover the Acolyte Creed Die when leading a Travel Challenge. *-Guardsmen may keep their sedentary honor. Mine is far afield. Let's go find it.*

Devaronian Tech

Sulphur Stims: Devaronian biology allows them to take metabolic advantage of some truly gruesome concoctions. Gain 1 AP/round for one minute. After that time, take one Hit, so to speak.

The tunnel should have ended a kilometer ago. Instead, it plunged deeper beneath Mandalore, its walls giving way to ancient stone untouched since before the Republic had first charted the system. Strange symbols covered the passages, and every scanner in the cadre reported interference. "We've found enough," one Mandalorian muttered. "Let's mark it and come back with a larger team." Rath Vesk laughed, his curved horns nearly scraping the ceiling as he shouldered his pack. "If every explorer waited until the path was safe," he said, "there'd still be blank stars on our maps." He shined his lamp into the darkness ahead. The passage continued. "Could be unstable," warned the surgeon. "Could be," Rath agreed. "Could also be the vault of a forgotten clan, a lost forge, or the answer to a question no one's asked in a thousand years." The others exchanged uncertain glances. Rath turned, his grin visible even beneath the edge of his helmet. "We're Mandalorians. We reclaim what was lost. You don't do that by admiring the entrance." A distant rumble echoed through the depths. "Still with me?" he asked. One by one, helmets nodded. "Good," Rath said, clapping the nearest warrior on the shoulder. "Then let's go discover something worth telling our grandchildren." The cadre disappeared into the black, following the Devaronian's unwavering stride. Danger waited somewhere ahead—of that there was no doubt—but so did possibility. And Rath had long ago decided that the only tragedy greater than dying in the unknown was leaving it unexplored.



Togorians

Who are the Togorians?

The Togorians originate from the world of Togoria, a planet known for its vast plains, rugged wilderness, and strong nomadic traditions. Togorian society has historically been divided between settled communities and roaming clans that travel great distances across the landscape, following seasonal routes and maintaining ancient customs. Strength, courage, and personal honor are highly valued, but these traits are balanced by a deep respect for family, clan, and the bonds that hold a community together. Togorians are natural hunters and travelers, and much of their culture revolves around proving oneself through exploration, survival, and service to one's people. Storytelling, oral history, and the preservation of clan traditions play an important role in daily life, allowing each generation to learn from the achievements and mistakes of those who came before. Although Togorians are often perceived as fierce due to their imposing feline appearance, their culture places significant emphasis on loyalty, hospitality, and the responsibilities that accompany strength, producing a people who value both independence and community in equal measure.

Togorians in the Galaxy

Throughout the galaxy, Togorians are often perceived as formidable, independent, and intensely self-confident individuals. Their towering feline stature, powerful physiques, and predatory features can make them appear intimidating to species unfamiliar with their culture, leading many outsiders to assume they are little more than warriors or hunters. While Togorians certainly possess a reputation for courage and martial skill, those who know them better often discover a people guided by strong personal honor, loyalty, and a deep respect for tradition. Togorians are commonly encountered as scouts, mercenaries, explorers, security specialists, and frontier travelers, professions well suited to their physical capabilities and adventurous spirit. Other species frequently view them as direct and straightforward, valuing honesty and action over politics or manipulation. This can earn them both

respect and frustration, as Togorians are often reluctant to engage in deception or compromise their principles for convenience. Throughout the galaxy, they are generally regarded as dependable allies and dangerous enemies—individuals whose word carries weight and whose loyalty, once earned, is not easily broken.

Togorian Technology

Togorian technology reflects a culture that values mobility, self-reliance, and personal prowess. While the species is not strongly associated with any single iconic weapon in canon, Togorians are frequently depicted carrying heavy melee weapons, vibroblades, hunting spears, and powerful blaster carbines suited to their imposing size and strength. Their nomadic traditions have also fostered a preference for durable field equipment, survival gear, and rugged vehicles capable of operating far from established settlements. Togorian hunters and scouts often rely on advanced macrobinoculars, tracking sensors, and environmental equipment that allows them to travel across wilderness regions for extended periods. Personal weapons are commonly customized and passed down through families or clans, serving as symbols of honor and accomplishment as much as tools of war. Throughout the galaxy, Togorian-made equipment is respected for its toughness and practicality rather than technological sophistication, and many frontier explorers, mercenaries, and wilderness guides favor Togorian gear when reliability and durability are more important than comfort or refinement.

Role Playing Togorians

Roleplaying a Togorian Mandalorian offers the chance to portray a character caught between two cultures that both value strength, honor, and loyalty, but express those values in different ways. Togorians often possess an independent, nomadic spirit rooted in clan traditions and personal achievement, while Mandalorian culture demands commitment to a larger collective identity and the responsibilities that come with it. A Togorian character may struggle with balancing personal freedom against obligations to

clan and creed, especially when duty requires remaining in one place or following orders they would rather challenge. Their imposing appearance and predatory instincts can also lead others to assume they are simple warriors, creating opportunities to reveal wisdom, compassion, or leadership beneath the intimidating exterior. Togorian Mandalorians naturally excel in stories involving courage, exploration, scouting, and protecting their people from external threats. Their greatest roleplaying challenge often lies in learning that true strength is not merely the ability to stand alone, but the willingness to place one's talents in service of others. This tension between independence and belonging creates rich opportunities for character growth, leadership, and the forging of deep bonds within the clan.

Togorian Skills

Unleash Savagery: 1 Power Fatigue - Your attacks this turn ignore Mass Reduction Rule. *-A long history of hunting megafauna lead to a particular knack for it.*

Catleap: 1AP - Leap 20 feet. This Action has no Type. *-My knees don't bend backwards. Those are my ankles.*

Always armed: you may inflict severe critical injuries when otherwise unarmed. *-Shink!*

Togorian Tech

Sc'rath, the masterwork scimitar. Often vibro- or electro-, each Sc'rath is unique to the tribe that made it, and is the favored weapon of Togorian warriors who find blasters distasteful.

Togorian Galactic Scoreboard - Nearly every Togorian alive is registered in this HoloNet database, and some adoptive non-togorians as well. If a registered Togorian is honored by a higher scoring member of the Togorian Galactic Scoreboard, they may recover their lowest missing Creed Path Die as if honored by a superior.

Rask had the highest score in the trials.
Most targets eliminated. Fastest course. Strongest

lift.

He also had the lowest mission rating.

The Togorian stared at the results in disbelief.

"There has to be a mistake."

Across the briefing room, the instructor folded his arms.

"Your cadre finished last."

"They slowed me down."

A quiet chuckle came from one of the veterans.

"So you left them behind."

"They couldn't match my pace."

The instructor nodded.

"That's true."

Rask crossed his arms triumphantly.

"So I proved I was the best."

"No," the instructor replied. "You proved your cadre was the worst."

The words hit harder than any punch.

Rask frowned.

"I don't understand."

The instructor placed four training knives on the table.

"One knife is sharp."

Then he bound them together with a length of cord.

"Four knives are stronger."

He slid the bundle toward the Togorian.

"A lone hunter can bring down prey. A hunting pack can shape the future."

Rask looked around the room. His cadre bore bruises from covering his retreat, carrying equipment he had abandoned, and fighting enemies he had sprinted past in pursuit of his own objectives.

"They failed because of me," he murmured.

"No," said the instructor. "They succeeded despite you."

The room fell silent.

From that day forward, Rask stopped asking whether he was the strongest warrior in the cadre. Instead, he asked a different question before every mission.

"When this is over, will my cadre be stronger because I was with them?"

Only then did the Togorian begin to understand that among Mandalorians, the greatest hunter was never the one who stood alone at the end of the trail—it was the one whose entire pack returned home together.



Cathar

Who are the Cathar?

The Cathar originate from the world of Cathar, a planet of broad savannas, forests, and coastal regions that gave rise to a proud warrior culture deeply rooted in family, honor, and communal responsibility. Historically organized into clans and prides, Cathar society places great importance on courage, self-discipline, and the protection of one's people, while also emphasizing compassion and restraint. Much of Cathar history has been shaped by hardship and survival, most notably the devastating Mandalorian attack on Cathar during the era of the Mandalorian Wars, an event that left deep scars upon the species and remains a defining cultural memory generations later. Despite this tragedy, the Cathar endured and rebuilt, preserving traditions that celebrate perseverance, unity, and the duty to stand against oppression. Storytelling, oral history, and the remembrance of ancestors remain central aspects of daily life, ensuring that each generation understands both the triumphs and sacrifices of those who came before. As a result, Cathar culture blends the spirit of a warrior people with a strong moral tradition that teaches strength should be used to protect the vulnerable rather than dominate them.

Cathar in the Galaxy

Throughout the galaxy, Cathar are often regarded as proud, honorable, and fiercely loyal individuals whose strong sense of justice has earned them widespread respect. Their traditional pride-based social structure emphasizes family bonds, personal responsibility, and the protection of one's community, values that many Cathar carry with them long after leaving their homeworld. Other species frequently describe Cathar as passionate and courageous, willing to stand their ground in defense of their beliefs or those under their care. Their feline features and warrior traditions can make them appear intimidating at first glance, but they are often equally known for their compassion and self-discipline. Notable Cathar such as the Jedi Knight Juhani and Republic military hero Aric Jorgan have reinforced the species' reputation for determination, leadership,

and service. Throughout the galaxy, Cathar are commonly found as soldiers, lawkeepers, explorers, and guardians, earning admiration not because they seek conflict, but because they are often willing to place themselves in harm's way to protect others.

Cathar Technology

Cathar technology reflects a culture that values self-reliance, martial skill, and a close connection to its hunting traditions. While the species is not known for a single iconic weapon on the scale of a Wookiee bowcaster, Cathar are strongly associated with claw-shaped blades, hunting knives, war spears, and other melee weapons that complement their natural agility and predatory instincts. Traditional Cathar warriors often carried paired blades designed to mimic the slashing attacks of their natural claws, and many weapons were passed down through family prides as treasured heirlooms. Cathar hunters also made extensive use of tracking gear, survival equipment, and lightweight armor suited for operating across the varied terrain of their homeworld. Personal equipment frequently incorporates pride markings, family symbols, and trophies commemorating important hunts or achievements. In the modern galaxy, Cathar are just as likely to carry blaster carbines and military equipment as any other species, but many continue to favor weapons that reward skill, speed, and courage over overwhelming firepower. Throughout the galaxy, Cathar-made gear is respected for its practicality, craftsmanship, and emphasis on the warrior's abilities rather than reliance upon technology alone.

Roleplaying Cathar as Mandalorians

Roleplaying a Cathar Mandalorian offers a unique opportunity to explore the intersection of two proud warrior traditions that share many values while carrying very different historical memories. Both Cathar and Mandalorians place great importance on courage, honor, loyalty, and protecting those under their care, making the transition into Mandalorian culture feel natural in many respects. At the same time, a Cathar character may wrestle with questions of identity, heritage, and what it means to embrace a

culture once associated with suffering in Cathar history. Their strong sense of justice and protective instincts can make them natural leaders, guardians, and champions of the weak, but those same qualities may create tension when faced with the harsh compromises often required by survival on the frontier. Cathar are often passionate individuals who form deep bonds with their clanmates, making betrayals, failures, and losses especially meaningful roleplaying moments. A Cathar Mandalorian excels in stories about forgiveness, belonging, and the choice to judge people by their actions rather than their ancestry. This creates rich opportunities to explore how old wounds heal, how trust is earned, and how a warrior can honor both their ancestral pride and their adopted clan without sacrificing either.

Cathar Skills

Coordinate the Pack: 1 Social Fatigue - Add your social fatigue to each other player's attack rolls until your next turn. *-Predatory instincts can easily be refined into battlefield tactics.*

Catleap: 1 AP - Leap 20 feet. This Action has no Type. *-Even the most innate abilities must be drilled tirelessly before trusting those skills under fire.*

Always armed: you may inflict severe critical injuries when otherwise unarmed. *-Some clawed sapients prepare their natural weapons with sharpening, resins, or even metal coating.*

Cathar Tech

Cat Lock Territorial Marker/Reader - A Cathar carries a small cylinder on its hip or leg. This cylinder sprays a tiny burst of resin molecularly unique to the individual. A paired wrist device scans constantly for these spray patterns and identifies who was there. Cathar used to use these devices to claim territory, but now they are used just to show others of their kind where they've been.

Neural Sonic Disseminator - Cathar hearing is second to none, and a simple neural interface can translate the pinpoint accuracy of sonic information their brains process into Heads-Up-Display markers for a whole team of hunters.

The cadre sat around the evening fire, armor stripped to cooling vests as they shared the day's meal.

Someone laughed.

"So, Rheza... what did your family think when you said you were joining Mandalorians?"

The Cathar stared into the flames.

"My grandparents taught me never to trust Mandalorians."

The laughter vanished.

Across the fire, Sergeant Var nodded.

"My grandparents taught me never to become the Mandalorians who burned Cathar."

Rheza looked up.

"You... know about that?"

"We all do."

"No one ever apologized."

"No apology could repay it."

The old sergeant tossed another branch onto the fire.

"But I can choose what kind of grandfather I'll become."

Silence settled over the camp.

After a long while, Rheza smiled faintly.

"My grandchildren are going to hear very different stories than I did."

Var nodded.

"So are mine."

The fire crackled between them, warming warriors whose ancestors would once have tried to kill one another.

Tonight, they shared food, stories, and the same future.



Mandalorian Callings

In Reclaiming Mandalore, a Calling is more than a profession—it is the path a Mandalorian chooses to serve the clan and the future of their people. Every Mandalorian is a warrior, every warrior is Called to Reclaim Mandalore, and every Calling represents a vital contribution to rebuilding a shattered civilization. Mandalorians measure one another not by status or wealth, but by dedication, competence, and the willingness to shoulder responsibility. A Calling grants specialized abilities, equipment, and opportunities for advancement, but no Calling stands above another. A settlement cannot survive on soldiers alone; every forge needs smiths, every campaign needs logisticians, every expedition needs scouts, and every wounded warrior needs a healer. Your Calling defines how you answer the question every Mandalorian must face: How will you help reclaim Mandalore?

Surgeon

To many outsiders, Mandalorians are defined by armor, weapons, and warriors. Those who know them better understand that every clan survives because someone is there to save the lives those warriors risk. Surgeons stand at the intersection of science, determination, and compassion, preserving the people who will build Mandalore's future.

A Surgeon is far more than a battlefield medic. They are physicians, trauma specialists, xenobiologists, cybernetic experts, pharmacists, and researchers, capable of treating everything from broken bones and blaster burns to alien pathogens and catastrophic organ failure. Whether operating in a sterile medical facility, an underground bunker, or the cargo bay of a dropship, they are trained to make life-or-death decisions under relentless pressure.

Choosing the Surgeon Calling means accepting that every mission carries another responsibility beyond completing the objective: bringing everyone home alive. While others measure success by enemies defeated, a Surgeon measures it by lives saved, scars healed, and comrades who live to don their armor another day.

Gore's Anatomy - Replace all melee critical dice with a D12. *-Medicine and killing are both lifetime studies.*

Chirurgion - When you hit with a ranged attack, call arm leg or center, then roll a d3. If they match, choose a relevant light critical injury to add to the hit, or a severe injury if your target has no combat fatigue. *-That's gotta go.*

Field Surgeon - Treat Critical only costs you 1AP. *-If it still hurts we can still save it.*

Hunter

For some Mandalorians, rebuilding is not enough. Every forge raised, every child born, and every settlement reclaimed remains vulnerable so long as those who once burned Mandalore still draw breath. Hunters dedicate themselves to ensuring that the enemies of the Mandalorian people never have the opportunity to threaten their home again.

The Hunter Calling represents the pinnacle of martial pursuit. Hunters are relentless combatants, trackers of dangerous prey, bounty hunters, commandos, and battlefield specialists who excel at finding hostile forces, pursuing them across worlds, and ending the threat permanently. Whether hunting Imperial war criminals, pirate kings, raiders, slavers, or monstrous predators, they believe that peace is secured through vigilance and decisive action.

To walk the path of the Hunter is to accept that someone must stand between Mandalore and those who would see it fall again. Hunters are the spear cast beyond the borders of their homeworld, carrying the fight wherever danger gathers. They are feared by their enemies, respected by their allies, and driven by a simple conviction: War is a Mandalorian export. It will never come home, again.

Lethal Strikes - Ignore First Crit Light Table rule. *-What you know about enemy weak spots could fill a book. But who's earned that?*

Supreme Proficiency - Your Practice trainings count twice. *-You've elevate simple target practice to an art form.*

At All Costs - You may spend Combat Fatigue as Action Points. *-Self-sacrifice marks the Mandalorian Creed.*

Ranger

To a Ranger, reclaiming Mandalore means more than rebuilding what remains—it means recovering everything that was lost. Ancient knowledge, forgotten technology, stolen artifacts, abandoned outposts, missing clans, hidden resources, and even old traditions scattered across the galaxy are all pieces of Mandalore's legacy waiting to be brought home.

Rangers are explorers, pathfinders, scouts, archaeologists, and expedition leaders. They venture into forgotten ruins, chart unexplored wilderness, investigate mysterious signals, and travel to distant worlds in search of anything that can strengthen their people. Where others see danger or dead ends, Rangers see unanswered questions and opportunities waiting to be discovered.

The path of the Ranger demands curiosity as much as courage. Every expedition may uncover a cache of beskar, a lost Mandalorian enclave, a forgotten forge, or a fragment of history that changes what the clans know about themselves. Their successes are measured not only in miles traveled, but in the treasures, knowledge, and hope they bring back.

For a Ranger, every discovery is another piece of Mandalore reclaimed.

Ranger Only Skills

At Home On The Range - All guns larger than a pistol have range Close/Extreme. Pistols have Melee/Medium. *-Where they orbit at all points lagrange, Where EM interferes and we challenge our fears, And the skies are all...KZZZZT KbSH BANG KRUUUMMM!*

Beast Master: 1 Combat Fatigue on hit: Against Beasts you may choose your light critical result. Against monsters you may choose your severe critical result. *-It's like being a doctor. But for animals*

Domain - If you are being pursued, you may spend one Endurance Fatigue to roll a Random Encounter and choose to encounter it, or have your enemy encounter it. *-I know a place....*

Lore Master

Empires can destroy cities, melt armor, and scatter a people across the stars, but a culture truly dies only when its stories are forgotten. Lore Masters devote their lives to ensuring that Mandalore's identity endures, preserving the language, history, traditions, and beliefs that define the Mandalorian people.

Lore Masters are historians, linguists, archivists, teachers, philosophers, and keepers of the Creed. They memorize ancient epics, record new deeds worthy of remembrance, safeguard clan genealogies, recover forgotten texts, and teach each new generation what it means to be Mandalorian. They distinguish fact from legend without diminishing either, understanding that history teaches, while legends inspire.

To choose the path of the Lore Master is to become a guardian of Mandalore's collective memory. They preserve the Mando'a language, the customs of the clans, the stories of heroes and tragedies, the wisdom of the forge, and the principles that have bound the people together through centuries of triumph and hardship. Without them, Mandalore might survive—but it would forget what it was fighting to become.

Lore Master Only Skills

Indominable - 1 Social Fatigue: Enter a Social Challenge against one target. Consider multiple factors to apply an appropriate difficulty. Shout intimidating Scripture to disturb an opponent. If you succeed they must retreat to safety. *-A proper brow beating can prevent the need for a real one.*

Millenia of Heroes - You recall how a hero of the past handled this very opponent. Enter a Rating 4 Mental Challenge to recall the details of an epic battle against your current enemy type. After you succeed your attacks gain “Inflict D2 hits on Hit.” *-Oh! I know this one! Hold on.... I think he... or was it her?*

Rapturous Battlefervor - 1 Combat Fatigue. All other characters recover all non-combat fatigue. *-FOR MANDALORE! FOR THE CREED! FOR OUR ANCESTORS! FOR OUR CHILDREN!*

Forge Master

To a Forge Master, Mandalore's future begins at the anvil. Every ingot of reclaimed beskar, every repaired breastplate, every newly forged blade, and every tool placed into capable hands is another step toward restoring a civilization. They believe that to reclaim beskar is to reclaim Mandalore itself.

Forge Masters are blacksmiths, armorers, weaponsmiths, engineers, and master craftsmen. They recover precious materials from ancient battlefields and ruined cities, refine them with generations of hard-earned knowledge, and transform them into the armor, weapons, and tools that sustain both warriors and settlers alike. Their work is equal parts artistry and engineering, demanding patience, precision, and an unwavering commitment to excellence.

To walk the path of the Forge Master is to shape the future with hammer and flame. Others may wield the weapons, but it is the Forge Master who places them in their hands, proving that the strength of Mandalore is forged long before the battle begins.

Forge Master Only Skills

Hammer Speech - 1 Combat Fatigue: You hear the whispers of the hammer, the forge, and the armor, even in battle. Enter a Power or Attunement Challenge when in Melee range with an opponent, minimum Rating 6. For each successful roll, render one random armor piece useless until repaired. If you win the challenge inflict one Severe Critical Injury. *-The transcendence you've achieved in the forge now speaks to you in battle.*

Weap-Un-Smith - You may attack equipment directly with your Hits. Weapons have 2 combat fatigue and the Generic special rule. Smaller items have one combat fatigue and the Generic special rule. Equipment has the Defense of its wielder. *-It is yours to make. It is yours to unmake.*

Steel Guidance - Just as the metal told you how to strike while it was forged, it now whispers to you how to move as you wear it. You may lose Attunement Fatigue instead of Combat Fatigue if you choose. *-You can't quite hear your armor whisper, but you can feel it move.*

Equipment Expanded

The expanded weapons list provided in this book gives access to more esoteric weapons and new weapon types. It is up to the Structure Inflicter to decide what weapons to allow, which to allow players to have and, most importantly, WHEN to allow them. Not all weapons are created equal. They're not even intended to be. Weapon Specializations do a lot to keep every weapon type useful but even within type there are options for upgrading. For example, the A280 Longblast rifle is superior in both range and power to a standard issue medium blaster rifle, and the Pulse Cannon is a souped up version of a long blaster, still in the medium blaster category, benefiting from Medium Blaster Specialization, but is objectively superior in all ways to both others. Don't let players start with a Pulse Cannon. Give them somewhere to grow and something to earn.

D-29 Repulsor Rifle – A powerful repulsor weapon that batters enemies backward with every shot, trading raw lethality for relentless battlefield control. Light Critical Table Only. Each Hit inflicts Light Critical. Hit moves targets up to Medium Large size ten feet back.

Jet Hammer – A rocket-assisted warhammer that delivers crushing impacts augmented by a miniature jet engine with a flick of the thumb. Melee. D10. D2 hits on Hit.

Force Pike – A long-reach electropolearm favored by elite guards, capable of piercing even lightsaber defenses with lethal or stunning energy. Melee. Lightsabers don't negate armor. On critical damage choose D10 or stun D4 or both. Polearm.

Stohkli Spray Stick – A compact stun baton that projects a hardening foam spray and powerful electrical shock to incapacitate opponents from a safe distance. Melee/Medium. D4. Stun.

Adumari Blast Sword – An elegant hybrid blade that channels explosive energy through its edge, allowing skilled wielders to turn devastating blows into decisive strikes. Melee. D6. May reroll critical table result. Sword.

Pulse Cannon – A modified DLT-20A Longblaster with enhanced accuracy and power. Close/Extreme. D10.

Electro Shock Prod – A simple electrified prod designed to overwhelm the nervous system and leave

victims reeling rather than wounded. Melee. Hit inflicts Shaken instead of Hit.

500 Riot Gun – A rapid-firing riot suppression weapon that blankets close quarters with stunning blasts to overwhelm multiple targets. Close. D6. Make second attack at -4 on attack. Stun D4. Medium Blaster.

Electrostaff – A reinforced double-ended staff wrapped in crackling energy, equally effective against armored foes and lightsaber wielders. Melee. D8. Stun D4. Lightsabers don't ignore armor.

Frontier Scattergun – A rugged shotgun that hurls a devastating spread of metal shot too dispersed for lightsabers to deflect effectively. Melee/Close. D10. D2 hits on Hit. Lightsabers can't block. Primitive. Scattergun. Slug Thrower.

Vibro-voulge – A heavy vibro polearm reinforced with an electroplasma filament, allowing it to clash directly against lightsaber blades. Melee. D12. Lightsaber attacks don't ignore armor. Polearm.

Electro-bisento – A swift, sweeping glaive that combines a vibroblade with an energized filament for graceful yet devastating anti-lightsaber combat. Melee. D10. +2 Initiative. Lightsaber attacks don't ignore armor. Polearm.

Bilari Electro-Chain Whips – Flexible electrified chain whips that entangle, lash, and punish enemies with arcs of crackling energy from unexpected angles. Melee. **Whip:** Inflict Light D4 instead of Hit.

Sword: D6. Lightsabers don't ignore armor. Sword.

Vibro-abir Blades – A matched pair of linked vibroswords designed for fluid dual-weapon combat, allowing rapid follow-up strikes while parrying lightsabers. Melee. D6. Lightsabers don't ignore armor. If paired, your second melee attack costs 1AP. Sword. Your third would still cost 3, and so on.

Doctrine Blanket Transmitter - broadcasts over a relatively small area, a kilometer radius or so. Transmits your message, live or recorded, over thousands of communication frequencies. Anyone using standard communications devices within this area will hear your message, and only your message, for as long as the single-use fusion battery lasts. Every hour of continuous play roll a d4. On a 1 the battery has expired and can no longer project the broadcast power necessary to override competing signals.

Speed Cloning Vat - you may have a personal retainer of some kind: domestic, labor, combat, etc. This clone is genetically unstable and will not naturally live more than two or three years, but can be replaced in a matter of weeks via the Speed Cloning Vat. This cloning technique is rough and produces a body conditioned with rudimentary abilities that in no way could be confused for any but the most unfortunate actual person. They are somewhat mishapen, cannot communicate, and will not react to save themselves. They feel little pain and will work to destruction if left unattended. In most instances a droid makes a superior retainer, but in areas where meat is more plentiful than replacement parts, the Speed Cloning Vat produces a cheap replaceable assistant as often as you can load it with sufficient bio mass. Choose conditioning module when you take training for this equipment, and that is the type of retainer you may produce unless you are able to obtain additional conditioning modules, which are also extremely rare and expensive. And illegal among the Core Worlds.

Composite Betaplast armor - an upgrade of the plastoid used by Empire Stormtroopers, composite betaplast focuses on greater ballistic properties, while maintaining the option for environmental

enclosure that made traditional stormtrooper armor useful. 1 armor point per segment. Composite Betaplast Full Set Bonus: Ignore Suffocation from environmental effects for fifteen minutes. +2 defense.

Combat Holo-Emitters - Small disks that can be thrown, placed, or worn, then controlled from a HUD or wrist mounted device, displaying pre-programmed images and patterns that play like a GIF. The devices may hold many hours of content, but require recharging after about an hour. If plugged into a power source they may play continuously.

Skills Expanded

Tireless - Sleeplessness or other exhaustion type fatigue never increases challenge difficulties. *-I could track that beast with my eyes closed. In bed. With a nice comforter. Maybe sipping camomile tea. I'M SO TIRED.*

Bushwhacker - Ambushed targets have disadvantage on Mental challenge rolls to pinpoint your position. *-It's not what it sounds like.*

Beast Lore - Beasts and monsters generated by random encounter tables are initially oblivious to the Ranger's presence. *-Know the beast: know it's blind spot.*

Sword Specialization - +1 to attack rolls with Swords. If an opponent misses you with a melee attack, you may riposte once per turn, making a free attack at -4. *-Extremely versatile, but point-and-click it ain't.*

Scattergun Specialization - +5 Initiative against targets within Close Range. *-You're worried about a SWORD cutting you in half? HA!*

Clarification from core book: The vibro axe does not innately allow critical result replacement. This is granted by the Polearm Specialization skill.

Expanded Weapons Table

Name	Optimal Range (Min/Max)	Critical Table Die	Special
D-29 Repulsor Rifle	Close/Medium	D10	Light Crit Only. Each Hit inflicts Light Crit. and pushes up to ten feet.
Jet Hammer	Melee	D10	D2 hits on Hit.
Force Pike	Melee	D10 or D4 Stun or both.	Lightsabers don't negate armor.
Stohkli Spray Stick	Melee/Medium	D4 Stun	
Adumari Blast Sword	Melee	D6	May reroll critical result
Pulse Cannon	Close/Extreme	D10	
Electro Shock Prod	Melee	None	Hit inflicts Shaken instead of Hit
Electro Staff	Melee	D8/Stun D4	Lightsabers don't ignore armor
500 Riot Gun	Close.	D6/StunD4	Second attack at -4 on attack.
Frontier Scatter Gun	Melee/Close	D10	D2 hits on Hit. Lightsabers can't deflect.
Vibro-voulge	Melee	D12	Lightsabers don't negate armor
Electro-Bisento	Melee	D10	Lightsabers don't ignore armor. +2 Initiative.
Bilari Electro-Chainwhips	Melee	D6/Stun D4	Lightsabers can't deflect. Lightsabers don't ignore
Vibro-abir Blades	Melee	D6	second attack costs 1AP. Lightsabers don't ignore
Accelerated Charged Particle Array Gun	Melee/Close	D12.	Lightsabers can't deflect. D2 hits on Hit.
Accelerated Charged Particle Repeater	Melee/Medium	D6.	Make an attack at -4 on attack.
LS-150 Heavy Accelerated Charged Particls Repeater Gun	Melee/Medium	D12	D2 hits on Hit. Second attack at -4 on attack. Lightsabers can't deflect. Move actions +1AP.

FACES OF MANDALORE



BEYOND THE HELMET.
BEHIND THE LEGACY.

For millennia, Mandalorians have been defined by more than armor and weapons. This book unveils the people behind the beskar—warriors, leaders, artisans, parents, and dreamers—whose stories shape a culture forged in hardship and honor.

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