

# STAR WARS®

ROLEPLAYING GAME

## The Meerians and the Tchuukthai

*Ultimate Alien Anthology*  
Web Enhancement

By JD Wiker and Christopher Perkins



**DESIGN****JD WIKER AND CHRISTOPHER PERKINS****EDITING****RAY AND VALERIE VALLESE****ILLUSTRATION****KALMAN ANDRASOFSZKY****TYPESSETTING****NANCY WALKER****WEB PRODUCTION****JULIA MARTIN****WEB DEVELOPMENT****THOM BECKMAN****ART DIRECTION****ROB RAPER****LUCAS LICENSING EDITOR****MICHELLE VUCKOVICH****STAR WARS RPG DESIGN MANAGER****CHRIS PERKINS****VICE PRESIDENT AND DIRECTOR OF RPG R&D****BILL SLAVICSEK**

U.S., CANADA  
 ASIA, PACIFIC, & LATIN AMERICA  
 Wizards of the Coast, Inc.  
 P.O. Box 707  
 Renton WA 98057-0707  
 Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS  
 Wizards of the Coast, Belgium  
 P.B. 2031  
 2600 Berchem  
 Belgium  
 +32-70-23-32-77

[www.wizards.com/starwars](http://www.wizards.com/starwars) [www.starwars.com](http://www.starwars.com)

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## Meerian

Meerians are small, wiry humanoids who move in a slow, deliberate manner. Their short stature and relative strength make them excellent miners. When Republic survey teams learned that the Meerians' homeworld, Bandomeer, was rich with minerals, their discovery prompted hundreds of mining companies to begin pillaging the planet's resources. The Meerians, primitive by galactic standards, had little sway with the Republic and their mining consortiums. Despite the Republic Senate's recognition of the Meerians as the rightful owners of Bandomeer, the Meerians have earned nothing more than the right to help with the strip-mining and share the profits. Meerians continue to have little say in what happens to their world.

Hundreds of generations of mining on Bandomeer have forced the Meerians to adapt to the constant smog and particulate matter permeating the atmosphere. Their lungs and nose filter out the most harmful chemicals and toxins, allowing them to move around in areas where breath masks are normally required. Despite their resilience, Meerians want nothing more than to make Bandomeer a more hospitable home. They want to reduce the amount of mining and repair the damaged ecosphere, but to date their efforts have met with little success.

Meerians prefer to speak eye-to-eye and use comfortable seats with repulsorlifts when conversing with taller species. They believe that speaking eye-to-eye is one way to insure that all participants in a conversation regard one another as equals.

**Personality:** Meerians are agreeable, optimistic, and sympathetic to the needs of others. They can see and appreciate opposing sides of an argument, which often makes it hard for Meerians to reach a decision or consensus without much debate or equivocation.

The apathy of the mining corporations has introduced an "Every Meerian for himself" mentality into Meerian society—an attitude unknown to previous generations. Several Meerians who have embraced this philosophy have taken their earnings and left Bandomeer, setting their sights on the stars.

**Physical Description:** Meerians have metallic hair, with pale silver and lustrous gold being the most prominent colors. Meerians lack pupils, and their eyes also retain a metallic hue, often matching the color of their hair. Skin tone is pale, due to the lack of sunlight that makes it through the polluted sky of Bandomeer. Adult Meerians stand 1.1 to 1.6 meters tall.

**Homeworld:** Bandomeer, a mining world in the Outer Rim. One massive landmass and one enormous sea divide the planet nearly in half.

**Language:** Meerians speak and read Meerian. They can learn to speak Basic with no difficulty.

**Example Names:** GanFel, GilVog, HerZan, JegLor, LirTan, RonTha, SonTag, VeerTa, WinLos.

**Adventurers:** Meerian adventurers tend to be fringers and scoundrels.

## Meerian Species Traits

- **Ability Modifiers:** -2 Dexterity, +2 Constitution.
- **Small:** As Small creatures, Meerians gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- **Speed:** Meerian base speed is 6 meters.
- **Poison Resistance:** Meerians receive a +2 species bonus on Fortitude saves to resist ingested, contact, or injury poisons and a +4 species bonus on Fortitude saves to resist inhaled poisons and polluted air.
- **Automatic Language:** Speak and Read/Write Meerian.

**Meerian Commoner:** Init -1; Defense 10 (-1 Dex, +1 size); Spd 6 m; VP/WP 0/12; Atk +1 melee (1d2, unarmed) or +0 ranged; SQ Species traits; SV Fort +1, Ref -1, Will +0; SZ S; Str 10, Dex 8, Con 12, Int 10, Wis 10, Cha 10. Challenge Code A.

**Equipment:** Variety of personal belongings.

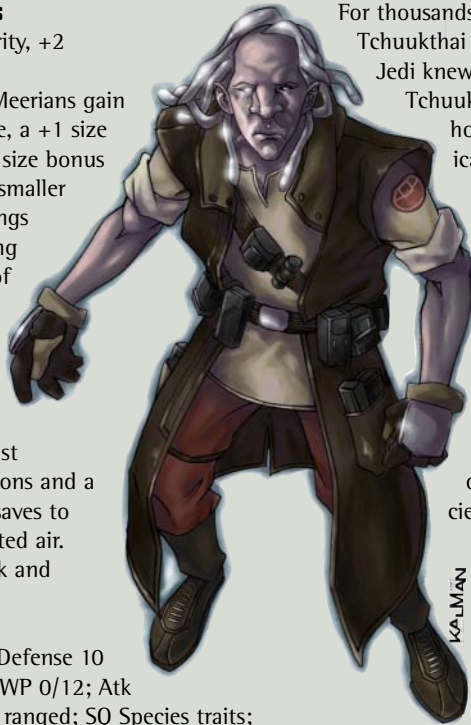
**Skills:** Hide +3, Knowledge (any one) +1, Profession (any one) +1, Read/Write Basic, Read/Write Meerian, Speak Basic, Speak Meerian.

**Feats:** None.

## Tchuukthai

For centuries, the Tchuukthai were considered little more than beasts. Their brutish appearance and vocabulary of grunts and growls helped perpetuate that myth—a misperception the Tchuukthai were more than happy to see thrive. Over several centuries, Tchuukthai were discovered more than once. Most times, explorers avoided contact with these seemingly dangerous creatures. The few who couldn't resist the urge to learn more about them were met with vicious snarls and displays of ferocity.

Their true intelligence remained a secret until a Jedi Master encountered them. The Jedi, whose name is lost in antiquity, explained much about the galaxy to a Tchuukthai he'd befriended. The Tchuukthai's interest was piqued, but he was wary of leaving his home and fearful that his people would be exploited if their true nature were known. The Jedi gave his word that he would protect their secret and offered to train the Tchuukthai in the ways of the Force. This Tchuukthai later became Jedi Master Thon of Ambria.



For thousands of years, Master Thon was the only Tchuukthai who had ventured into the galaxy. Only the Jedi knew his true nature. Since that time, other Tchuukthai might have ventured beyond their home system, perhaps even as pets or zoological exhibits. During the time of the New Republic, their existence is still considered a rumor across most of the galaxy.

**Personality:** Tchuukthai are contemplative, free thinking, secretive, and slow to anger. Some prefer to be left alone, while others seem genuinely interested in meeting new species. Depending on their general demeanor, Tchuukthai are either annoyed or amused by other species' reactions to their appearance and size. They disdain conflict but fight fiercely when sufficiently provoked.

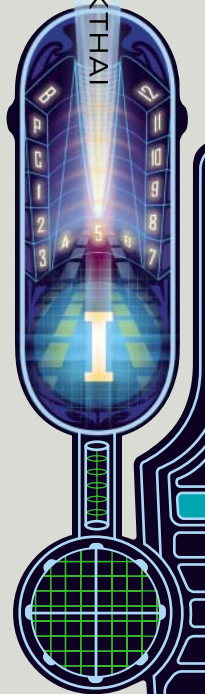
**Physical Description:** Tchuukthai are hulking, quadrupedal brutes with thick leathery skin, wide-set eyes, flaring nostrils, and sharp fangs. Bristling fur covers their shoulders and backs, and armor plating protects their head, joints, and vital organs. An adult Tchuukthai stands 2 meters tall at the shoulder or 3 meters tall when standing upright on his or her hind legs. Tchuukthai who consort with other species typically don clothing; others do not.

**Homeworld:** Unknown. The identity and location of the Tchuukthai homeworld is a closely guarded secret.

**Language:** Tchuukthai have their own guttural language (Tchuukthese).

**Example Names:** Bval, Drol, Gaarx, Huun, Nrak, Thon, Tkur, Zvod.

**Age in Years:** Child 1-12; young adult 12-20;



adult 21–189; middle age 190–249; old 250–299; venerable 300+.

**Adventurers:** Tchuukthai who travel among the stars are usually scouts interested in exploring new worlds or free-spirited Force adepts eager to learn the ways of the Force and discover new Force-using traditions.

### Tchuukthai Species Traits

- Ability Modifiers: +4 Strength, –4 Dexterity.
- Large: As Large creatures, Tchuukthai suffer a –1 size penalty to their Defense, a –1 size penalty on attack rolls, and a –4 size penalty on Hide checks. They have a Face/Reach of 2 m by 4 m/2 m. When moving on all fours, their lifting and carrying limits are triple those of Medium-size characters (see Carrying Capacity in the *Star Wars Roleplaying Game* revised core rulebook).
- Speed: A Tchuukthai’s quadrupedal base speed is 12 meters. A Tchuukthai moving on two legs has a base speed of 4 meters.
- Natural Armor: Tchuukthai have thick skin that grants a +5 natural armor bonus to Defense.
- Damage Reduction: A Tchuukthai’s armored hide provides DR 2.
- Quadrupedal: When standing on all four legs, a Tchuukthai gains a +4 stability bonus against trip attacks and bantha rush attacks.
- Bonus Feats: Tchuukthai gain the bonus feats Run and Weapon Group Proficiency (simple weapons).
- Free Language Skills: Read/Write and Speak Tchuukthese.

**Tchuukthai Commoner:** Init –2; Defense 12 (–1 size, –2 Dex, +5 natural); DR 2; Spd 12 m, upright 4 m; VP/WP 0/10; Atk +1 melee (1d4+2, unarmed) or –3 ranged; SQ Species traits; SV Fort +0, Ref –2, Will +0; SZ L; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 14, Dex 6, Con 10, Int 10, Wis 10, Cha 10. Challenge Code B.

**Skills:** Craft (any one) +1, Hide –6, Knowledge (any one) +1, Read/Write Tchuukthese, Speak Basic (understand only), Speak Tchuukthese, Survival +1.

**Feats:** Run, Weapon Group Proficiency (simple weapons).

## About the Authors

JD Wiker is one of the designers of the *Star Wars Roleplaying Game*, and is coauthor of *The Dark Side Sourcebook* and *The Power of the Jedi Sourcebook*. JD is the president of The Game Mechanics ([www.thegame-mechanics.com](http://www.thegame-mechanics.com)), a game design studio creating supplements and sourcebooks for the d20 System, including *Swords of Our Fathers* and *Cromagh’s Guide to Goblinoids*.

Christopher Perkins currently works as a design manager in RPG R&D, overseeing products for the *Star Wars Roleplaying Game*, the *d20 Modern Roleplaying Game*, and the new D&D campaign setting. Chris developed and edited the *Ultimate Alien Anthology*.