

## Estillan

The Estillan are a strange race of people from the world of Urid Eti. They were a Fierce warrior race in the days of the Old Republic and fought in many conflicts, for many sides including in a few of their own wars. Their homeworld was devastated during the clone wars, however, and they were then enslaved brutally by the empire. During the Empire's 'arrival' in system the planet suffered heavy damage again just as the last vestiges of damage from the clone wars were being undone. The Estillan who managed to escape or were not on the planet at the time scattered throughout the galaxy. The Empire treats any free Estillan as runaways and tries to recapture them. Because of their enslavement, many people in the galaxy assume Estillan are primitive.

Estillan are fairly tall humanoid beings standing up to six-feet five inches tall, often with broad shoulders and a muscular build. They are closely related to both Napanese and Nokiawans. In fact it is believed that either the two races descend from Estillan or that the Estillan somehow descend from them. They have slightly tanned skin and larger than normal eyes with vibrantly bright colour. Their hair is almost always a strange colour, though a percentage of them have black hair. Their eyes and hair make them stand out enough as it is, however what really points them out as not human is their tails.

They have strong furred monkey-like tails which they often wrap around their waists when they are walking about. These long prehensile tails can grasp things and can even hold the Estillan's body weight up, letting them hang upside down. However the tails are even more clumsy than Estillan fingers and cannot perform any fine manipulation.

Attribute Dice: 13D

Dexterity 2D+2/4D

Knowledge 1D/4D

Mechanical 1D/4D

Perception 2D/4D

Strength 3D/5D

Technical 1D/3D

Move: 11/15

Height: 1.5-2.1 m

### Special Skills:

Strength:Acrobatics: Time to use: one round. This is the skill of tumbling, jumping and other complex movements. This skill is often used in sports and athletic competitions, or as part of dance.

Characters making acrobatics rolls can also reduce falling damage. The difficulty is based on the distance fallen.

Distance Fallen:	Difficulty:	Reduce Damage By:
3-6	Very Easy	-2D
7-8	Easy	-2D+2
9-12	Moderate	-3D
13-15	Difficult	-3D+2
16+	Very Difficult	-4D

### Special Abilities:

Agility: Estillan are incredibly nimble and agile. At character creation they gain an extra 2D skill dice to put in either Acrobatics, Dodge, or split up between the two. They get +2D to all jumping attempts and may jump half their move code, rounded down, vertically.

Prehensile Tail: Estillan have limited use of their tails. They have enough control to move objects, but the control is not fine enough to perform fine manipulation such as firing a blaster. The tail has a strength equal to 3/4 the character's strength rounded down.

Enhanced Senses: Because the Estillan have a combination of highly specialized senses, they receive +2D when using their search skill.

Manual Dexterity: Though they are very agile, estillan have poor manual dexterity. Their fingers are naturally clumsy. Anything requiring delicate manipulation, such as surgery or repair work, Estillan suffer a -1D to.

### Story Factors:

Enslaved: The Empire has brutally enslaved the Estillan since the beginning of its foundering. They let very few go free, and Imperials never trust any Estillan who isn't wearing a slave collar. Many times Imperials will assume an Estillan is an escaped slave and try to capture them.

Reputation: Because of the Empire's condescending nature towards them, the general sentiment of Estillan being primitive has spread from ignorance. Many who encounter an Estillan will assume they are backwards and primitive.

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