

VOID SPARROWS

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

VOIDSPARROWS

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The Voidsparrow player race is a radical rethinking of what was originally a self titled D20 Modern/D20 Future Advanced Class, published by Skortched Urf Studios in late 2008. While playing with some other projects, I realized I could easily re-skin this fun, old class as a standalone, high-tech race, suitable for use with my *Otherverse America*, *Psi-Watch* and *Heavy Future* campaign settings. The Voidsparrows are a fine ally race for the *Battlechangers* or the *Mantids*. Like these two other player races, the Voidsparrows are a homage to one of the great action cartoons of the mid 1980s, in this case, the high flying cyborg heroes of *The Silverhawks*.

Just a warning to players and game-masters alike: with their phenomenal speed, limited FTL flight capability, and plethora of cybernetic advantages, the Voidsparrows are a powerful race. The races right at home in high power settings like *Otherverse America*, or fighting alongside the equally over-powered *Battlechangers*, but might not be at home in low powered or medieval fantasy worlds. The Voidsparrows fit in my design philosophy that new races and concepts don't need strict mechanical balance as long as the gamemaster applies some story-level balance, and gives all the players at the table appropriate screentime.

Voidsparrow

Medium Monstrous Humanoid (cyborg, human)

The Voidsparrow is an iconic symbol of mankind's expansion into deep space, a visible reminder of human courage, ingenuity, and combat-readiness. Voidsparrows are scouts and soldiers, defenders and explorers- they are cybernetically enhanced champions of humanity. Voidsparrow flight wings patrol trade routes, protecting human star-travelers from space pirates and raiders, Lifespawn xeno-predators, and hostiles of all kind, human and otherwise.

A mated pair of Voidsparrow partners soaring vigilantly alongside a Terran starfreighter as it docks is a common sight in many human-operated ports of call. And an entire flight wing of Voidsparrow warriors filling the sky during maneuvers or during a large scale engagement is an unforgettable sight.

APPEARANCE

Voidsparrows are a sleek class of ultra-advanced, spaceworthy combat cyborgs. They are instantly recognizable thanks to their gleaming, glossy cyber-armor and avian design philosophy. Voidsparrows are far lighter and more nimble than other combat cyborgs, designed for mobility rather than raw, brute force. Lean and agile, Voidsparrows are fitted with hawk-like wings and a

raptor-styled combat helmet, which can fully enclose their highly lifelike synth-flesh faces.

Voidsparrow hull coloration and styling varies wildly among individuals. Most have hulls the silvery, blue-steel of a well polished firearm, but some specific individuals might have gleaming copper, burnished bronze, emerald or Corvette red exo-armor, but a Voidsparrow's armor is always a single shade of chrome. Armor styling is always inspired by birds, usually powerful, swift birds of prey, but the choice of a cyber-totem can influence the size and spread of an individual's wings, the placement of her control surfaces, and styling of her combat helm and cyber-optics.

Profile of a Voidsparrow

The first thing a rookie Voidsparrow learns is to love space, to embrace the cold and the utter silence. She learns to love the freedom of zero gravity, to thrill to the sheer kinetic joy of stretching titanium weave wings into the darkness, unbound by a planet's crushing gravity well. The Voidsparrow learns to love the silence of hard vacuum, to take a quiet pleasure in the endless, radiological crackle of solar winds against her invulnerable hull.

The meditative loneliness of patrolling a firing arc 1,000,000 kilometers across; the terror of running silent, sensors closed off and radiation signature locked down, hunting a pirate starship; the precise acrobatics and searing heat bloom of atmospheric reentry; a Voidsparrow learns to love it all. Anything less than total commitment to the job, anything less than an almost sexual passion for the bionics that mark her as a Voidsparrow means death for the rookie.... and her entire flight wing.

A Voidsparrow is a living combat starship carved down into an imitation of the human form. The product of ultra-advanced bionics technology, a Voidsparrow has given up her meat body and has chosen to become something inhumanly beautiful. The surgical transformation into a Voidsparrow alters the volunteer's mind as much as her body: implanted avian and dolphin neural tissue allows the cyborg starfighter to think and maneuver perfectly in three dimensions. Once the Voidsparrow volunteer recovers from the conversion, her training only reinforces the fundamental differences between a Voidsparrow cyborg and ordinary *homo sapiens*.



Few Voidsparrows ever willingly return to the planet of their birth once their training is complete, preferring to remain in deep space, continuing their lonely combat patrols. Voidsparrows prefer the company of their own kind. Only other Voidsparrows have seen and done the things they have. After all, what baseline human could ever understand the thrill of zero-G dog-fighting or comprehend the beauty of a supernova erupting, viewed in high infrared through advanced cyber-eyes?

Flight of the Voidsparrow: Organization and Tactics

The Voidsparrows are sworn to the protection of all human life, anywhere in the galaxy. Their mandate extends into all human held territory and systems, and allied governments often allow the Voidsparrows to pursue a fleeing criminal over their borders. Of course, if a human ship is



latitude. So long as a particular flight wing upholds the ethics and philosophies of the Voidsparrow order, it is left alone.

Disputes between flight wings are handled through mediation; nearby wings send senior representatives, which meet and negotiate until the situation is resolved. Though rare, actual warfare between rival flight wings has occasionally marred the Voidsparrow race's history.

Voidsparrows assigned to the same planet or orbital station group themselves into 'nests' of a few dozen cyborgs- which can best be thought of as an extended family rather than a conventional military unit. Nests are held together by bonds of friendship and intermarriage. Some nests are commanded by an 'alpha' - a senior Voidsparrow known for her courage under fire, tactical brilliance or great experience. Others are egalitarian collectives run by consensus or the manipulations of a particularly charming member.

threatened, Voidsparrows rarely bother to ask permission to enter foreign space.

Their mission area is massive, and the Voidsparrow organization is just as massive. Even though it is composed of millions of humans, from Mother Earth and her many out-colonies alike, the Voidsparrow species/armada is dwarfed by the enormity of its task.

The Voidsparrow armada is a loose, 'cellular' structure of likeminded smaller units. The cyborgs group themselves into flight wings; units of several hundred Voidsparrows assigned to a particular galactic sector. An assigned patrol sector can encompass several nearby solar systems.

Discipline and tactical decisions are made at the 'flight wing' level. Individual wings vary wildly in their goals, methods and in the treatment of the Voidsparrows assigned to that flight. Some wings are known for ironclad discipline, while others allow individual nests enormous

Mated Pairs: Voidsparrow Sexuality

The strongest and most basic (and most stable) form of Voidsparrow organization is the mated pair. Voidsparrows mate for life, choosing a cybernetic lover and combat partner who they trust above all else. Voidsparrows fight alongside their spouse, and no Voidsparrow commander can (or will) ever issue an order that will separate the pair. If a Voidsparrow falls in battle, it is her spouse's duty to avenge her or to die at her side.

Voidsparrow marriages are not limited by gender; homosexual pairings are just as common as heterosexual Voidsparrow marriages, and account for roughly 40% of all Voidsparrow marriages. The Voidsparrow has always been welcoming of promising pilots, regardless of orientation. Additionally, the extensive bionic conversion young Voidsparrows undergo is so radical and comprehensive, Voidsparrows are often more attracted to potential mates by their flight skills, combat expertise, personality and shared experience rather than to their birth-gender.

Voidsparrows can and do enjoy sex with their life-mate. Voidsparrow women can conceive and give birth, but their body-wide bionics made the pregnancy difficult.

Philosophy	Alignment	Domains (associated sub-domains)	Favored Weapon
The Code of Discovery	NG Philosophy	Animal (both), Earth (metal), Healing (restoration), Liberation (freedom), Travel (exploration)	Shortsword
Secular Technologists	LN Philosophy	Artifice (both), Community (good), Knowledge (both), Travel (exploration)	Spacer's Blaster
Starseekers	LN Philosophy	Fire, Knowledge (thought), Sun (both), Weather (storms)	Light Laser Pistol
Voidsparrow Ancestor Cults	LG Philosophy	Air, Glory (both), Good (archon), Protection (defense), Repose (ancestors), War (tactics)	Military Pulse Rifle

Voidsparrow medics are well-versed in the difficulties of a cybernetic pregnancy, and given the species' high level of technology can bring most pregnancies to term despite the risks. Gay and lesbian mated pairs have easy access to gene-tech, reproductive surrogates and exo-wombs to allow them to conceive.

The children of mated Voidsparrows are genetically human, but culturally Voidsparrow, and most undergo full bionic conversion shortly after puberty, or sometimes even before in the case of especially precious and determined children. Usually this conversion creates new generations of Voidsparrows, but it also might produce more traditional Light or Heavy Cyborgs closely allied with their Voidsparrow parents and peers.

Carriers and Nests

Voidsparrow wings are rarely headquartered planet-side, and unless on a dirt-side mission, most Voidsparrows avoid planetary gravity wells out of preference. The race makes it homes in high orbital stations and asteroid habitats. Several wings are even more mobile, using enormous FTL carrier ships as their launch bases. Voidsparrows are creatures of space, consciously maintaining a distance from air-breathing humanoids.

Voidsparrow ships and structures tend toward the monumental, and often are designed with sleek, avian lines. Voidsparrows are a proud people, who expend vast resources on making their technology more beautiful than it needs to be. Aesthetics matter to a Voidsparrow, but no matter how decorative a nest is, it is well built and designed to be readily defensible.

Religion

Voidsparrows are not a particularly religious species—most are technophile atheists, and more to the point, staunch and optimistic humanists. The race has an endless awe at the inventiveness, courage and limitless potential of the human mind and spirit.

The relatively few Voidsparrows who choose to worship a god often worship alien deities of the sky, the stars or the beautiful void beyond a planet's atmosphere. Voidsparrows stationed near Talos, the Tal-Anon homeworld, often come to worship The Flier in her aspect as the great, cosmic mother of all birds.

Though they rarely worship true gods, many Voidsparrows adhere to various philosophies and codes of behavior that can grant true believers divine spells and abilities.

The Code of Discovery is a philosophy embraced by many rookie Voidsparrows, those on their first missions away from the nest. The Code of Discovery is a set of scientific and ethical principles that demands respect for all life and all peaceful ways of life, and urges believers to 'seek out new life and new civilizations' to better understand the universe. A strong ecological concern is part and parcel of The Code.

Secular Technologists believe that the advancement of humanity comes from logic, discovery, the study of the universe and the continual innovation of technology. Many believers are transhumanists, and the cyber-



enhanced Voidsparrows find this belief exceptionally natural. Instead of a traditional afterlife, many hope to download their consciousness into vast mind-banks, to both guide humanity after the failure of their physical shells, and to see the ways in which humanity evolves down through the long eons.

The **Starseekers** are awed by the majesty of the universe and its spectacular stellar phenomena. Adherents are often physicists, engineers and astronomers, though some of the greatest fliers among the Voidsparrows follow this path. There are few creatures more knowledgably about stellar phenomena and theoretical physics than a Starseeker adherent. These believers often pepper their speech with astrological idioms: “Thank Starlight”, “I swear by the Stars,” and many others.

Several **Voidsparrow Ancestor Cults** venerate the heroic deeds of the past’s greatest Voidsparrows. These cults are often warrior societies that form the backbone of various Voidsparrow flight wings. Rituals are often centered around relics of the honored dead, and believers strive everyday to live honorably and hope to die in the service of humanity.

Names

Voidsparrows abandon their birth names upon their conversion to steel, taking a new name that better reflect their cyborg capabilities. These code-identities are usually as aggressive and technology focused as the designations of fighter aircraft and war planes. There is no meaningful difference between male and female Voidsparrow names. Voidsparrow names emphasize the attributes the race finds most attractive: courage, tenacity, speed, agility and curiosity, as well as controlled, disciplined aggression and fighting spirit. Rank is used throughout the culture- Voidsparrows have a militaristic culture and see nothing strange about referring to even their closest friends and relatives as Lieutenant or Commander.

Players might make use of the random name creation charts in *Battlechangers: Ironworks* (Otherverse Games, 2015) or the sci-fi surname generator in *Heavy Races* (Otherverse Games, upcoming) to build interesting Voidsparrow names.

Languages

Voidsparrows begin play speaking Galactic Common and one human language of choice, often English or Japanese. Voidsparrows with high INT scores can choose any language they wish as bonus languages, except for secret languages like Druidic.

Voidsparrow Racial Traits

All Voidsparrows share the following racial traits

Size and Type

Voidsparrows are Medium Monstrous Humanoids with the Cyborg subtype. As Medium creatures, Voidsparrows suffer no special bonuses or penalties due to their size.

Ability Score Modifiers

+2 CON, +2 to any other ability score of choice

Like all combat cyborgs, a Voidsparrow’s bio-mechanical body is extremely durable, but Voidsparrows are built with a lighter chassis than most. They lack the extreme mechanical strength of a Heavy Cyborg class-chassis, but are far more versatile and often more personable.

Cyborg Immunities (EX)

Voidsparrows are immune to suffocation, drowning, vacuum, thirst and hunger. Voidsparrows are immune to the *sickened* and *nauseated* conditions. They are immune to environmental heat and cold, death effects, ability drain and energy drain.

Cyber-Optics (EX)

A Voidsparrow’s cyber-optics provide them with Darkvision with a 500 ft range as well as lowlight vision. They can communicate wirelessly across cellular, wifi and futuristic equivalent signals, and can perceive radio and television broadcasts.

Cyber-Receptor (EX)

Voidsparrows have built-in power supplies. They can withstand an unlimited amount of Drain before suffering negative levels.

Light Integral Armor (EX)

Voidsparrows have built in dermal armor. They receive a +2 natural armor bonus to Armor Class at first level. This natural armor bonus increases by +1 at 5th level and by +1 at 10th, 15th and 20th level.

Voidsparrows can wear additional armor or use shields.

Normal Speed (EX)

Voidsparrows have a 30 ft base landspeed.

Onboard Computer (EX)

Voidsparrows receive the Onboard Computer implant.

Tactical Space Flight (EX)

Voidsparrows have a flight speed of 1,000 ft (perfect) in zero gravity. Their flight speed is reduced to 500 ft (good) in an atmosphere. Voidsparrows receive a +8 racial bonus on Fly checks, and Fly is always a class skill for them.

Unhealing (EX)

As a fully cybernetic creature, the Voidsparrow does not heal damage naturally, though the cyborg can be repaired like any other high tech device. Healing spells and effects have half their usual effect when benefiting a Voidsparrow. A DC 20 Craft (cybernetics or electronics) check, and approximately an hour of work restores 1d8 HP to a damaged Voidsparrow.

All Voidsparrows require extensive maintenance, performed by a competent cyber-mechanic in a well equipped shop. Each month of active service, the Voidsparrow must undergo extensive diagnostics and repairs. Doing so requires the Voidsparrow to receive a DC 30 Craft (electronics/cybernetics) check, which requires at least 16 hours in a well equipped repair bay. Due to the Voidsparrow's unique design, non-Voidsparrow mechanics suffer a -5 penalty on this check.

If the Voidsparrow doesn't receive these repairs, he suffers a -1 penalty to his STR and DEX scores, and is considered *fatigued* until he receives these necessary refits. These penalties increase by one per week (maximum -10) until the Voidsparrow receives repairs. If the Voidsparrow performs nothing but rest or light activity during a month, he does not require maintenance, but any stressful activity puts a strain on his cyber-systems and increases the likelihood of a catastrophic system failure.

Void Flier (EX)

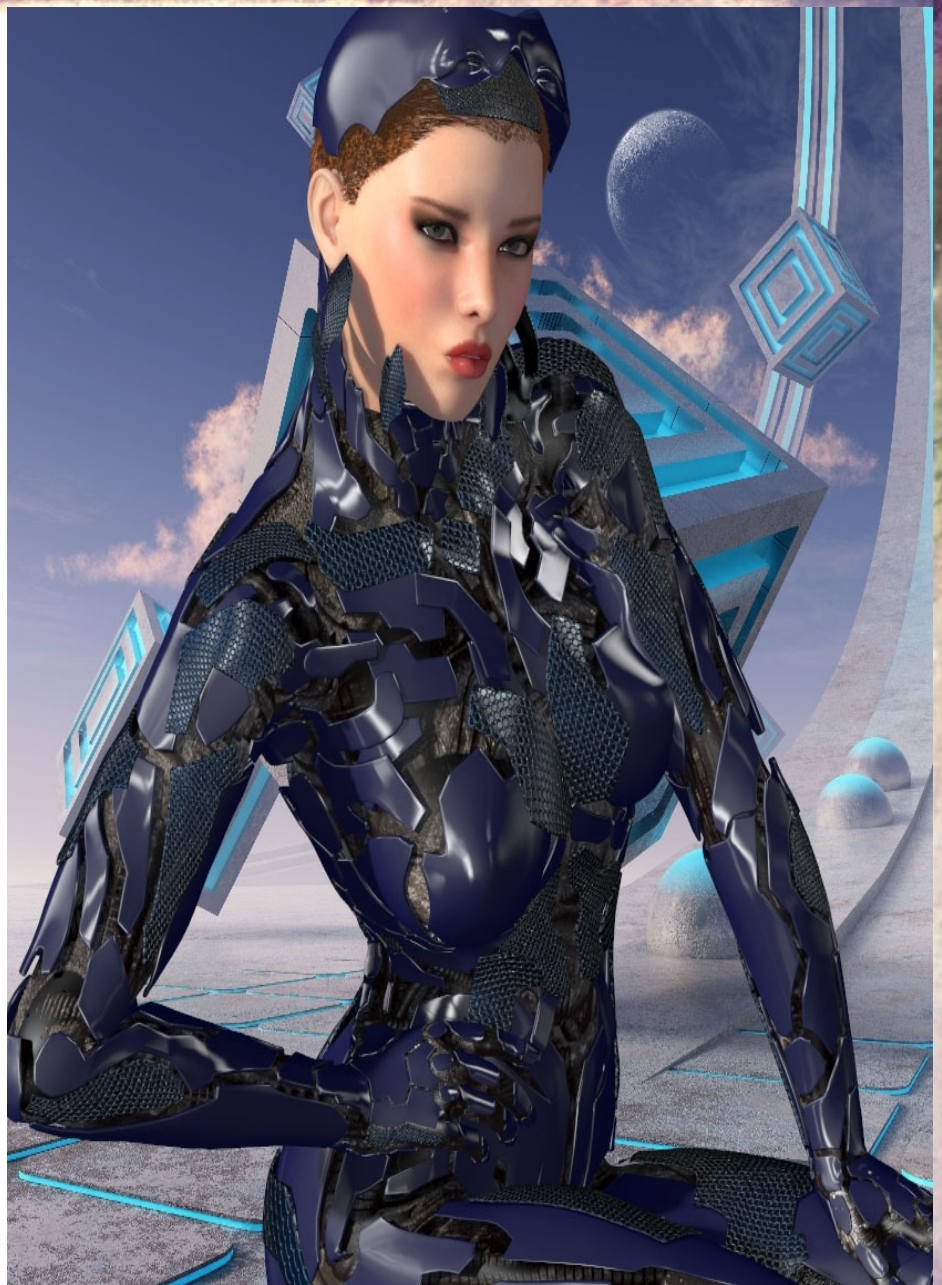
Voidsparrows are designed for deep-space operations. They gain the No Breath and Starflight racial qualities—they are roughly as fast as an intra-system shuttle.

Zero-G Training (EX)

Voidsparrows receive Zero-G Training as a racial bonus feat.

Alternate Voidsparrow Racial Traits

Excellence in zero-G combat is the defining goal of Voidsparrow modification, but occasionally members of a Voidsparrow nest are redesigned for a support role, rather than a pure space-superiority design.



Atmospheric Superiority (EX)

Replaces: Tactical Space Flight, Void Flier (both)

A rare few Voidsparrow wings exist tasked with protecting a single planet or nation, which lack the space-capability of true Voidsparrows. These variant cyborgs are designed for ultra-high speed in-atmosphere combat, and are more than a match for any military jet fighter. *Black Japan's* Voidsparrows are often built with this variant racial trait, and are usually stationed at Misawa air base in far northern Japan, flying alongside their glamorous Assault Witch sisters.

The Voidsparrow gains an in-atmosphere flight speed of 1,500 ft (perfect). She has a non-tactical speed of around Mach 2. Fly is always a class skill for the Voidsparrow, and the Voidsparrow receives a +8 racial bonus on Fly checks.

The Voidsparrow lacks the No Breath and Starflight qualities of others of her kind, and cannot fly in zero-g conditions.

Countermeasures (EX)

Replaces: Light Integral Armor

The Voidsparrow's armored hull is stripped down to make room onboard her cyber-chassis for advanced ECCM systems, smoke, chaff and flare launchers and other potentially life-saving countermeasures.

Once per day per four character levels, when the Voidsparrow is struck by a successful ranged weapon attack, the Voidsparrow can deploy her countermeasures as an immediate action. Doing so forces the opponent to re-roll the attack roll, using the same modifiers as the original roll. The Voidsparrow must accept the results of the re-roll, even if they are worse than the original, and must decide to use this ability prior to rolling for damage.

Durable Armor (EX)

Replaces: Light Integral Armor

The Voidsparrow's armor is designed to resist impacts rather than prevent them. The Voidsparrow gains Damage Reduction X/magical, where X is equal to half the natural armor bonus to AC a Voidsparrow without this alternate racial trait would have at their level.

Hover (EX)

Replaces: Zero-G Training

The Voidsparrow spends more of her time in-atmosphere than exo-orbital, and her training and systems reflect this. The Voidsparrow receives Hover as a racial bonus feat.

Satanic Star Bird (EX)

Replaces: Hover, modifies subtype

The Cosmic Satanists of the planet Walpurgisnacht field their own small wings of Voidsparrows. Marked by crimson and jet hulls and demonic chrome wings, these blazing eyed fliers are just as committed to protecting humanity from danger, but by their definition, the conformists and hypocrites of the ICG are the greatest danger. Resembling winged demons, or cybernetic gargoyles rather than mechanical raptors, Satanic Star Birds move with a terrifying grace.

The Satanic Star Bird gains either the Chaotic or Evil subtype; once chosen, this selection cannot be changed.

The Satanic Starbird is especially threatening, especially when in motion. The Satanic Starbird adds his DEX modifier to Intimidate checks in addition to his CHA modifier. If the Satanic Starbird also has the Intimidating Prowess feat, he also adds his STR modifier.



Ultra-Short Range Skirmisher (SP)

Modifies: Void Flier (starflight)

The Voidsparrow is designed for short range intercepts—within a few million kilometers of a planet—rather than in-system operations. Revolutionary, gravity based teleportation systems are built into the Voidsparrow's cyberframe.

The Voidsparrow can use *Dimension Door* as a spell-like ability once per day per four character levels. If the Voidsparrow activates this ability in zero-g conditions, its range is increased by a factor of ten (x10).

The Voidsparrow retains the No Breath racial quality but loses the Starflight racial quality, trading these systems for short range teleportation.

Void Angel (EX)

Replaces: Medium Size, Normal Speed, Ability Score Modifiers

Sometimes the gifted children of Voidsparrow parents are converted into a cyborg flier while still a child, either

because it's the only way to save their lives after a horrific attack or accident, or because the child is so spectacularly gifted why wait for adulthood and risk stifling an irrepressible spirit?

Void Angels are Small Monstrous Humanoids. As Small creatures, Void Angels receive a +1 size bonus to Armor Class and attack rolls, as well as a +4 size bonus to Stealth checks. They suffer a -1 size penalty to their combat maneuver score and CMD.

Void Angels have a base landspeed of 20 ft.

Void Angels have the following variant ability score modifiers:

-2 STR, +2 CON, +2 CHA, +2 to any one ability score of choice

Though their child-like cyber-chassis are weaker than adult Voidsparrows, these child cyborgs are irrepressible and fun, and like adults, they can excel in a variety of fields.

Void Rider (EX)

Replaces: Tactical Flight Speed, Void Flyer (starflight) Void Riders are often technological precursors to true Voidsparrow cyborgs. Rather than internalized flight systems, these prototype cyborgs are equipped with a fast and nimble Void-Cycle capable of faster-than-light spaceflight. A Void Rider's Void-Cycle is a sleek hoverbike with a hull made as the same gleaming chrome as the Void Rider's own. Each Void-Cycle is custom built for a specific Void Rider, designed to integrate with that cyborg's systems and draw power from her onboard reactor, merging machine and man into a cohesive, ultra-speed gestalt.

Each Void Rider chooses a specific style of Void-Cycle which she begins play with. If the Void-Cycle is lost or destroyed, it can be replaced through the Void Rider's wing when the character next gains a level. The Void Sparrow can choose a new Void-Cycle chassis type whenever she gains a level.

It requires a DC 25 Computer Use check for a Void Rider to activate and link with another Void Rider's cycle. As the cycle draws its power from the Void Rider's internal fusion reactor via specialized interface ports, it can only be activated by a Void Rider.

Void Riders receive a +4 racial bonus on Pilot checks made to control any Void-Cycle as well as Craft (mechanical) checks made to repair a damaged Void-Cycle. Pilot and Craft (mechanical) are always class skills for Void Riders.

Void-Cycles

The following Void-Cycle types are available to Void Riders. All of these cycles have minimal cargo space- a tiny locker behind the seat capable of holding a first aid kit or handweapons and not much else. All Void-Cycles include a vehicle mounted weapon usable by the pilot, which cannot be removed from the vehicle. These weapons all have effectively unlimited ammo, and may be enchanted if later desired.

Void-Cycle: Canary

The Canary Void-Cycle is the lightest, and quickest model but also the most fragile. It's got great acceleration. The Canary is armed with a single Masterwork quality Rocker that draws its power from the rider.

Small Areospace Vehicle

Squares 1 (aprox- 5 ft x 5 ft)

AC 11 (+1 size) **Hardness** 5 **HP** 25

Base Save +0

Offense

Maximum Speed Flight 1,200 ft

Non-Combat Speed Mach 2 in atmosphere, Starflight

Acceleration 600 ft

Propulsion fusion powered

Driving Check Pilot

Driving Space atop the vehicle's seat

Forward Facing facing the handlebars and prow

Decks 1

Void-Cycle: Peregrine

The Peregrine is a popular choice for scouts, couriers and skirmishers. The Peregrine is equipped with a Masterwork quality Pulse Rifle that draws its power from the rider.

Small Areospace Vehicle

Squares 1 (aprox- 5 ft x 5 ft)

AC 11 (+1 size) **Hardness** 5 **HP** 30

Base Save +0

Offense

Maximum Speed Flight 1,500 ft

Non-Combat Speed Mach 2.5 in atmosphere, Starflight

Acceleration 500 ft

Propulsion fusion powered

Driving Check Pilot

Driving Space atop the vehicle's seat

Forward Facing facing the handlebars and prow

Decks 1

Void-Cycle: Falcon

The Falcon Void-Cycle is an excellent balance between speed and durability. The Falcon is equipped with a



Masterwork quality Pulse Rifle that draws its power from the rider.

Medium Areospace Vehicle

Squares 2 (aprox- 10 ft x 5 ft)

AC 11 (+1 size) **Hardness** 10 **HP** 50

Base Save +0

Offense

Maximum Speed Flight 1,000 ft

Non-Combat Speed Mach 2 in atmosphere, Starflight

Acceleration 250 ft

Propulsion fusion powered

Driving Check Pilot

Driving Space atop the vehicle's seat

Forward Facing facing the handlebars and prow

Decks 1

Void-Cycle: Eagle

The heavier and more armored Eagle Void-Cycle is fitted for air-to-air combat. It's tough enough to take a pounding and keep flying. The Peregrine is equipped with a Masterwork quality Military Plasma Rifle that draws its power from the rider.

Large Areospace Vehicle

Squares 4 (aprox- 10 ft x 10 ft)

AC 9 (-1 size) **Hardness** 5 **HP** 10

Base Save +0

Offense

Maximum Speed Flight 800 ft

Non-Combat Speed around .7 Mach in atmosphere, Starflight

Acceleration 200 ft

Propulsion fusion powered

Driving Check Pilot

Driving Space atop the vehicle's seat

Forward Facing facing the handlebars and prow

Decks 1

Void-Cycle: Rukh

Named for the mythological, two headed Rukh, this Void-Cycle is one of the few that can carry a passenger: it is equipped with a second seat directly behind the pilot. This seat can be sealed with a retractable canopy to protect a rider that lacks the No Breath quality, or can be left open if ridden by another Void Rider or true Voidsparrow. Saddlebag-like cargo pods can carry about 100 lbs of additional gear.

The Rukh is equipped with a Masterwork quality Heavy Charge Pulse Rifle that draws its power from the rider.

Large Areospace Vehicle

Squares 4 (aprox- 10 ft x 10 ft)

AC 9 (-1size) **Hardness** 15 **HP** 65

Base Save +0

Offense

Maximum Speed Flight 600 ft

Non-Combat Speed around 500 mph in atmosphere, Starflight

Acceleration 100 ft

Propulsion fusion powered

Driving Check Pilot

Driving Space atop the vehicle's seat

Forward Facing facing the handlebars and prow

Decks 1

Wetware (EX)

Replaces: Unhealing and modifies Cyborg Immunities

Large portions of the Voidsparrow's organic internal anatomy remain after cyborg conversion. The Light Cyborg loses immunity to the following conditions: thirst, starvation, death effects and the *sickened* and *nauseated* conditions. The Light Cyborg does not have the Unhealing trait; instead she has the Slow Healing racial trait.

Voidsparrow Traits

Voidsparrows are a race of explorers, fliers and champions, sworn to protect humanity from the hazards of a very dangerous multiverse.

Combat Traits

Earth Defense Training

Ability Type Extraordinary

Requires Human or Voidsparrow race, BAB +1

Especially bold humans and Voidsparrow combat cyborgs fight alongside Freegear and wage battle to destroy the evil forces of the Tyrakrons. You receive a +1 racial bonus on attack rolls made against creatures with the Battlechanger subtype due to your extraordinary training against these foes.

Maximum Ride

Ability Type Extraordinary

Requires Voidsparrow race, Void Rider alternate racial trait

You've tuned your Void-Cycle for maximum performance. Increase your Void-Cycle's maximum flight speed by +100 ft. If your Void-Cycle is replaced, the replacement cycle also gains this modification.

Natural Ace

Ability Type Extraordinary

Requires Fly 1 rank, DEX 13+

Avionics and air-to-air combat are skills that can be taught, but a natural knack for piloting and love of the open sky is something a pilot is born with. You receive a +1 trait bonus on Fly checks made in combat, and Fly is always a class skill for you. You receive a +2 trait bonus on Initiative checks when airborne.

Partially Real!

Ability Type Extraordinary

Requires Voidsparrow race, CON 15+

Your organic components give your cyber-systems an edge that pure machines just can't match. You receive a +1 trait bonus on opposed skill checks made against Constructs with the Robot subtype or which are otherwise technological, robotic creatures.

Tougher Ride

Ability Type Extraordinary

Requires Voidsparrow race, Void Rider alternate racial trait

You've armored and custom-styled your Void-Cycle so it's even tougher and more robust than the norm. Increase your Void-Cycle's Hardness by +2 points, and its Hit Points by +10. If your Void-Cycle is replaced, the replacement cycle also gains this modification.

Voidsparrow Blaster

Ability Type Extraordinary

Requires Voidsparrow race

The standard issue weapon for many Voidsparrows is an implanted light blaster built into their clavicle joint or shoulder pauldrons. The weapon is a bit awkward to aim, but keeps the Voidsparrow's hands free.

The Voidsparrow is fitted with an implanted Masterwork quality *Spacer's Blaster* as a cybernetic implant in either their left or right shoulder. The weapon draws its power from the Voidsparrow's internal fusion reactor and has effectively unlimited ammunition.

Voidsparrow's Chirp

Ability Type Extraordinary

Requires Cybernetic Songbird trait

A small, retractable combat microphone is fitted into your bird-like combat helmet.

The Voidsparrow is fitted with an implanted Masterwork quality *Silver Microphone* as a cybernetic implant in their helmet. At 5th level, this device is treated as a Masterwork quality *Golden Microphone* instead. The weapon draws its power from the Voidsparrow's internal fusion reaction and has effectively unlimited ammunition.

Void Dancer

Ability Type Extraordinary

Requires Voidsparrow race

Hundreds of concealed maneuvering micro-thrusters allow you unparalleled maneuverability in deep space. You receive a +1 trait bonus on REF Saves made in zero gravity conditions.

Magic Traits

Partially Metal!

Ability Type Spell-like

Requires Voidsparrow race, INT 13+

Your gleaming cyber-systems are a badge of honor and pride, and with a thought, your hull gleams even more brightly!

You can cast *transmetalize* as an alchemist of your total character level (or the minimum level to cast the spell, whichever is higher), as a spell-like ability once per day. Though this spell is normally restricted to Battlechangers, the Voidsparrow can cast it.

Transmetalization

School abjuration **Level** alchemist 2, cleric 2

Casting Time one standard action

Components V, S, Racial (Battlechanger)

Range touch

Duration 1 minute/level (D)

Saving Throw WILL Negates (harmless)

Spell Resistance Yes (harmless)

The touched Battlechanger's hull becomes a superdense metal that sparkles brightly in the light. For the spell's duration, the Battlechanger becomes immune to Ballistic damage and Force damage. This spell has no effect if cast upon non-metallic creatures, though it can affect metallic creatures beyond Battlechangers.

Racial Traits

Battlechanger Tech

Ability Type Extraordinary

Requires Voidsparrow race

Many Voidsparrow wings are built using Battlechanger tech, and the two bio-mechanical races are natural allies, equally committed to protecting the galaxy from the Tyrakrons and other threats. The Voidsparrow gain the Battlechanger subtype and can select racial exclusive traits and feats. The Voidsparrow counts as a Battlechanger for effects based upon race and can speak and is literate in one Battlechanger language of choice, such as Tech-FG.

Darksparrow Hull

Ability Type Extraordinary

Requires Voidsparrow race

Your gleaming hull is as black as obsidian, and perfectly reflects starlight. You are all but invisible against the stars, and receive a +2 trait bonus on Stealth checks made in space (but not if you are silhouetted against a light source, planet, ship's hull or other large object that blocks line of sight to the stars).

Nanite Plasma

Ability Type Extraordinary

Requires CON 13+, at least one cybernetic implant

Prior to your first bionic implantation, you were injected with unique nanotech. Your blood stream is alive with trillions of repair nanites. If any of your cybernetic implants are damaged, they recover 1 HP per day thanks to your nano-laced blood. This trait has no effect on any destroyed implant. All your cybernetic implants receive the Nanotech tag.

Social Traits

Ansible Spine

Ability Type Extraordinary

Requires Voidsparrow or other Cyborg race

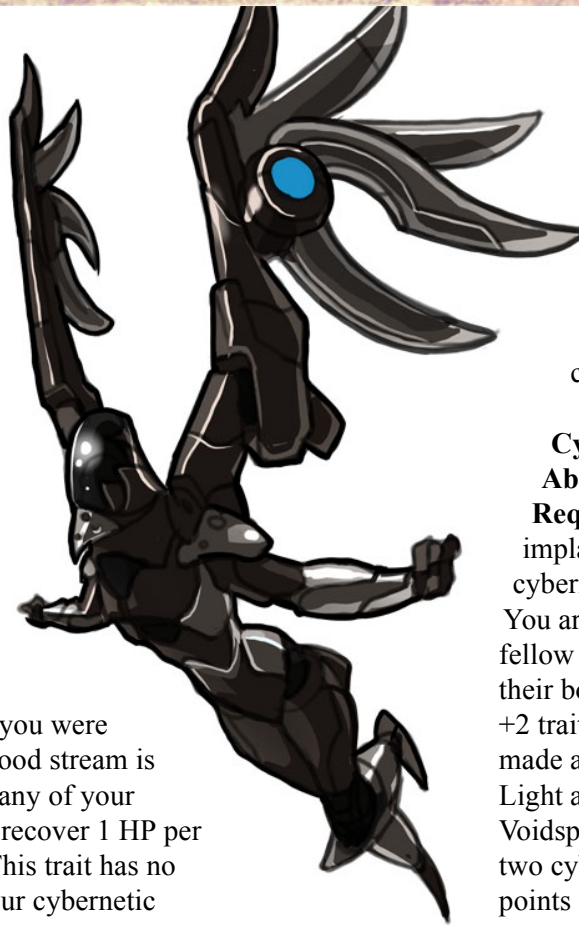
Voidsparrows with an ansible system implanted in their artificial spinal column are responsible for maintaining lines of communication between farflung wings and nests. The Voidsparrow is equipped with an onboard *ansible* communicator, capable of faster than light electronic voice and data communication with any similar system anywhere in the galaxy, including other Voidsparrows with this trait.

Cybernetic Songbird

Ability Type Extraordinary

Requires Perform (sing) 1 rank

Your cybernetic vocal cords and high-end speech synthesizers make you an especially good singer. Voidsparrows with this trait are often styled after canaries, songbirds or parrots, with especially vibrant chrome plumage. You add half your total amount of Drain (or number of implants) as a morale bonus on Perform (sing) checks, to a maximum of +5.



Cybernetic Guitarist

Ability Type Extraordinary

Requires Perform (stringed) 1 rank

Your cybernetic fingers need a guitar in them. You add half your total amount of Drain (or number of implants) as a morale bonus on Perform (stringed) checks, to a maximum of +5.

Cyberphile

Ability Type Extraordinary

Requires at least one cybernetic implant or membership in a cybernetic or robotic species

You are most comfortable among fellow cyborgs, who have upgraded their bodies and minds. You receive a +2 trait bonus on Diplomacy checks made against any character from the Light and Heavy Cyborg races, with Voidsparrows, or who has more than two cybernetic implants (or two or more points of Drain).

Extensive Simulator Time

Ability Type Extraordinary

Voidsparrow children spend years learning the intricacies of astronavigation and FTL flight before a single bionic is installed. The nest's flight simulator was your second home. You receive a +1 trait bonus on Fly, Knowledge (physical sciences) and Pilot checks.

Micro-Grav Assembly

Ability Type Extraordinary

Requires Zero G Training

You have worked as a micro-assembly technician, producing high tech weapons, consumer electronics or cyber-components in specially equipped micro-gravity laboratories. You receive a +1 trait bonus on all Craft checks when in low gravity or zero gravity environments.

Voidsparrow Teamwork

Ability Type Extraordinary

Requires Voidsparrow race

Teamwork is drilled into every young Voidsparrow from the moment they take their first check flight. Voidsparrows work exceptionally well together, as a result. When you aid, or are aided by another Voidsparrow character using the Aid Another action the bonus provided is +3.

Wing Mate

Ability Type Extraordinary

Requires Voidsparrow race, CHA 13+

You are exceptionally well-liked and trusted by other members of your wing and nest, and are a respected part of Voidsparrow society as a whole. You receive a +1 trait bonus on Bluff, Diplomacy and Perform checks made against fellow Voidsparrows.

Voidsparrow Feats

- **Deep Scan** – Voidsparrow race
- **Deep Space Flier** – Voidsparrow race, Void Flyer racial trait, character level 3rd
- **Fuelon Powered** – Voidsparrow race
- **Mini-Missile Flurry** – Voidsparrow race, BAB +3
- **Songbird Hard Light** – Voidsparrow race, CHA 13+, Cybernetic Songbird and Voidsparrow's Chirp traits
- **Space Harrier** – Voidsparrow race
- **Wing Shield** – Voidsparrow race

Deep Scan – Racial

Your artificial body is packed with advanced sensors that any military scout ship would envy.

Requires Voidsparrow race or Cyborg subtype

Benefit You are equipped with extraordinary sensors. When within 100 kilometers of any aircraft or starship, as a full round action, you can perform a deep scan. Doing so is a DC 15 Computer Use check. If the check is successful, you learn three pieces of the following information, plus one additional piece of information per five points you beat the check DC by. You may retry this check on successive rounds.

With a successful check, you can learn any of the following pieces of information about the aircraft or starship.

- The vehicle's current and maximum Hit Points
- The vehicle's maximum speed and acceleration
- The vehicle's number of pilots and crew
- The vehicle's number of passengers
- The vehicle's cargo tonnage
- If the vehicle is equipped with any integrated weapons, and if so, what types
- The vehicle's base saving throw bonus
- The pilot's ranks in Drive or Pilot or other applicable skill



- The general condition of the vehicle and any major system failures or mechanical problems
- The vehicle's registry data, if it is being publicly transmitted (by a transponder or IFF system, if installed)

Ability Type Extraordinary

Deep Space Flier – Racial

Some of the best starfliers of the Voidsparrow race are equipped with internal faster-than-light drives that give them range and agility equal to a top of the line star cruiser.

Requires Voidsparrow race, Void Flyer racial trait, character level 3rd

Benefit The Voidsparrow gains the Greater Starflight racial trait, and can enter hyperspace or the ITF Corridor by flying in normal space for at least one minute. The Voidsparrow has a non-tactical speed equal to a top of the line military starship.

Ability Type Extraordinary

Fuelon Powered – Racial

Rather than the conventional abdomen mounted fusion-plant powering most Voidsparrows, your advanced systems run on the alien energy source known as Fuelon.

Requires Voidsparrow race, Battlechanger Tech

Benefit The Voidsparrow gains a 3 point Fuelon Reserve, and can spend Fuelon to achieve the following effects, as a true Battlechanger could: *combat effort*, *defensive effort*, *extra effort*, *lethal targeting*, *self repair protocol*, or *wrecker*. The Voidsparrow does not need to expend Fuelon each day to keep their systems on-line, and does not enter sys-stasis when their Fuelon Reserve is depleted.

Ability Type Extraordinary

Mini-Missile Flurry – Racial

You deploy hidden mini-missile launchers from your chest, shoulder armor or other parts of your mechanical anatomy, and blast your enemies with a barrage of hundreds (or even thousands) of independently targeted mini-missiles. These mini-missiles are only the size of pin-heads, but pack a sub-nuclear micro-warhead capable of shredding tank armor.

Requires Voidsparrow race, base attack bonus +3

Benefit As a full-round action, you can unleash a mini-missile flurry against all targets within 500 ft of you who do not have total cover. You may target one opponent per two character levels (maximum 10 opponents), inflicting 5d8 damage + 1d8 damage per two character levels (maximum 10d8 damage). Half this damage is ballistic damage, half this damage is fire damage.

Targets of the mini-missile flurry may attempt a REF Save for half damage (DC 10 + $\frac{1}{2}$ your total character level + your CON modifier). You may use a mini-missile flurry once per day per three character levels.

Special The gamemaster might allow specific versions of this feat to inflict an alternate energy type, such as Acid (for acid filled warheads), Cold (cryogenic missiles) or the like. Once made, this choice cannot be changed.

Ability Type Extraordinary

Songbird Hard Light – Racial

Your 'songbird' technology allows you to construct hard light forcefields with the power of your music.

Requires Voidsparrow race, CHA 13+, Cybernetic Songbird and Voidsparrow's Chirp traits

Benefit You can cast *solid note* at will, as a spell-like ability, as a bard of your total character level. Your solid note's maximum size and base STR score increases as you gain levels:

- 3 ft sphere, base STR 12 (3rd level)
- 10 ft sphere, base STR 14 (5th level)
- 25 ft sphere, base STR 16 (10th level)

Ability Type Spell-like

Space Harrier – Racial

Once you lock on to a starship or other flier, it's difficult to shake you.

Requires Voidsparrow race

Benefit You receive a +2 bonus on any skill check made as part of a chase, as long as both you and the other character (s) involved are either airborne or in space. When you reach 10th level, this bonus increases to +3.

Ability Type Extraordinary

Wing Shield – Racial

You can deploy your carbon fiber wings as a nearly indestructible shield.

Requires Voidsparrow race

Benefit As a move equivalent action, you can deploy or retract your wings to serve as a Masterwork quality Large Steel shield. This functions identically to a normal shield in all respects, save your wing shield cannot be disarmed or stolen. Your wing shield can be sundered, gaining the *broken* property. If your wing *shield* is broken, your flight speed is reduced by half and your maneuverability is reduced to average, until it is repaired.

As you gain levels, your wing shield becomes more effective. It gains a +1 enhancement bonus per five character levels, in addition to gaining the following abilities at specific levels.

Special Abilities Gained: Benevolent (5th), either Blinding or Bolstering (10th), Light Fortification (15th).

Ability Type Extraordinary

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