

SPACE BOUNTY HUNTERS

8-bit Adventures



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STARFINDER
COMPATIBLE



8-BIT ADVENTURES

SPACE BOUNTY HUNTER

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ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Hoarde*), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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INTRODUCTION

Welcome to **8-Bit Adventures**! Do you yearn for a simpler time, when video games scrolled right and you only had to deal with 2 buttons at a time? An era where blocky, colorful, vaguely recognizable shapes made up heroes that battled odd and often confusing villains with little to no context? Then **Fat Goblin Games** has you covered!

This product line is designed to take a nostalgic look at the iconic video games of the past and bring those adventures to life in your campaigns in the *Starfinder Roleplaying Game* with all new options. Each volume will include creatures, magic items, and maybe more! The names have been changed, but the flavor remains the same to ensure that the references are easy to see. Each volume will describe a different game world, each inspired by a classic game sure to inspire nostalgia in even the most hardened of veterans.

This volume covers the assault of Mother Mind on the Union System. The A.I. has an army of space pirates and genetically engineered creatures at her disposal, ranging from the lowly alien jelly up to Mother Mind herself. Most of the aliens presented here include optional variants to help encompass the vast array of foes found across the many landscapes of the Union System. These foes provide a wealth of options to challenge parties of any level.

Unfortunately for the poor people of the Union System, the Bounty Hunter isn't available. This means that your PCs are going to have to step up and help! Luckily there are a variety of helpful items available, from the red nova plasma pistol and cryo-missile, to the powerful mech suit and Hunter-Class Gunship. Everything you need to include these flavorful items into the *Starfinder Roleplaying Game* can be found in this volume.

In these pages you'll find 8 Iconic Creatures and 1 Boss Character, 9 new feats, 4 themed spells, 8 Iconic Equipment Items, *Starfinder* Animal Companions and Familiars, 5 Part Campaign Kit, and 1 Map to add a little vintage flair to your campaign. Whether you use a single alien or run a whole campaign against the legendary Mother Mind, you'll be sure to find a memorable foe within!

ICONIC CREATURES

The depths of space have many creatures both strange and terrifying. As such, many creatures can be pulled from the *Pathfinder Roleplaying Game's* *Bestiaries*, using the *Starfinder Core Rulebook's* Legacy Conversion system to represent them, with only cosmetic changes to the creatures needed. Some of Mother Mind's genetically engineered monsters are like creatures found in the *Bestiaries*, but with a few differences. These creatures will list a standard monster, and what changes should be made to fit the worlds of space bounty hunters better. Additionally, there are some creatures so unique that all new monster stats are needed. And, once we've battled all her minions, we see Mother Mind; a fully fleshed out NPC.

The creatures in the following pages can always have their CR tweaked by advancing the Hit Dice of the alien, or, adding templates. Just remember your classic video games; if they have an ability that makes them stronger, they are always a different color than their basic cousins!

STANDARD CREATURES

The Union System has become overrun with Mother Mind's space pirates. We suggest using the security robot, space goblin, and space pirate entries from the *Starfinder: First Contact* supplement to represent these pirates.



ALIEN JELLY

CR 3

XP 800

COMBATANT

The body of an alien jelly consists of a thick gelatinous membrane and contains a set of red, raspberry-shaped, nuclei. They have two pairs of powerful mandibles.

N Medium aberration

Init +4; **Senses** darkvision 60 ft., sense blood 30 ft.; **Perception** +8

DEFENSE

HP 40

EAC 14; **KAC** 16

Fort +5, **Ref** +5, **Will** +4

Defensive Abilities blood meal; **DR** 5/magic

Weaknesses vulnerable to cold

OFFENSE

Speed fly 50 ft. (perfect)

Melee bite +11 (1d6+4 P plus grab)

Offensive Abilities draining bite (1d6)

STATISTICS

Str +1, **Dex** +4, **Con** +2, **Int** -2, **Wis** +1, **Cha** +0

Skills Acrobatics +13 (+21 while flying),
Perception +8, Stealth +8, Survival +8

Languages Aklo

Other Abilities blood meal

ECOLOGY

Environment ruins, underground, or urban

Organization solitary, pair, or swarm (3–6)

SPECIAL ABILITIES

Blood Meal (Su) When an alien jelly gorges on energy from its draining bite to an extent that it gains temporary Hit Points, it moves much more quickly. It gains a +2 enhancement bonus to its Armor Classes and on Reflex saves, and can take one additional move action each round for as long as these temporary Hit Points remain.

Draining Bite (Ex) An alien jelly drains health with each successful melee bite attack dealing an additional 1d6 points of damage. Every time an alien jelly damages a creature in this way, it heals an equal amount. Hit Points healed more than its maximum are gained as temporary Hit Points, to a maximum

amount equal to its Constitution score. These temporary Hit Points last for 1 hour.

Sense Blood (Ex) An alien jelly can immediately sense the presence of warm-blooded creatures in a 30-foot radius as if it has the blindsense (life) ability. It can detect exposed blood within a mile.

Alien jellies are strange creatures from an unknown world and are feared as tenacious, man-eating beings. Engineered by space pirates as a bioweapon, they are deployed in populated areas to kill off the citizenry.

Although somewhat intelligent, alien jellies do not form societies. They sometimes form into small swarms, but even then, they show little interest in working together. Much of an alien jelly's time is spent seeking prey. Once latched onto another creature, they won't let go until that creature is dead.

RACIAL TRAITS

Ability Buy Points: +2 Dex, +2 Con, -2 Int

Hit Points: 4

Size and Type: Alien jelly are Medium aberrations.

Blood Meal: See Special Abilities.

Darkvision: An alien jelly can see in the dark to a range of 60 feet.

Draining Bite: See Special Abilities.

Flight: Alien jellies fly with gaseous sacs at a speed of 50 feet (perfect maneuverability), but they have no land speed.

Grab: See Special Abilities.

Sense Blood: An alien jelly can sense warm-blooded creatures to a range of 30 feet.

Within the wreckage of abandoned starships, a techno-terrorist group called the "Pi-Rats" made a devastating discovery. Deep within a derelict medical bay, unidentified samples of alien tissues were found. The Pi-Rats managed to salvage enough tech and organic samples to synthesize the DNA and clone the unknown creature. Once completed, the cloning chamber released the first alien jelly, which immediately killed the team that developed it. The survivors of the Pi-Rats managed to contain the alien jelly, seeing its potential to be used as a bioweapon against ships and civilized worlds.

Alien jellies tend to stay near ceilings in ships and buildings. With their translucent bodies, they are

often not spotted until it's too late. If they observe any passing warm-blooded creatures, they drop down on the unsuspecting prey. Once they find food, they don't stop attacking until the prey is dead, or they are killed.

While all alien jellies are clones of the original tissue samples, their morphology seems to be susceptible to mutations. Alien jellies are approximately four feet wide, with three nuclei inside their gelatinous bodies. These amorphous shells range in color from green to blue, and have two sets of red pincers ready to attack their prey.



ALIEN JELLY, BABY

CR 2

XP 600

COMBATANT

A baby alien jelly slithers from its egg, and clumsily begins flying. Its body consists of a thick gelatinous membrane and contains a set of nuclei. It has two pairs of powerful mandibles.

N Small aberration

Init +4; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

HP 25

EAC 13; **KAC** 15

Fort +4, **Ref** +4, **Will** +3

DR 5/magic

Weaknesses vulnerable to cold

OFFENSE

Speed fly 50 ft. (average)

Melee bite +11 (1d4+3 P plus grab)

Offensive Abilities draining bite (1d4 see below)

STATISTICS

Str +1, **Dex** +4, **Con** +2, **Int** -2, **Wis** +0, **Cha** +0

Skills Acrobatics +12, Perception +7, Stealth +7, Survival +7

Languages Aklo

ECOLOGY

Environment ruins, underground, or urban

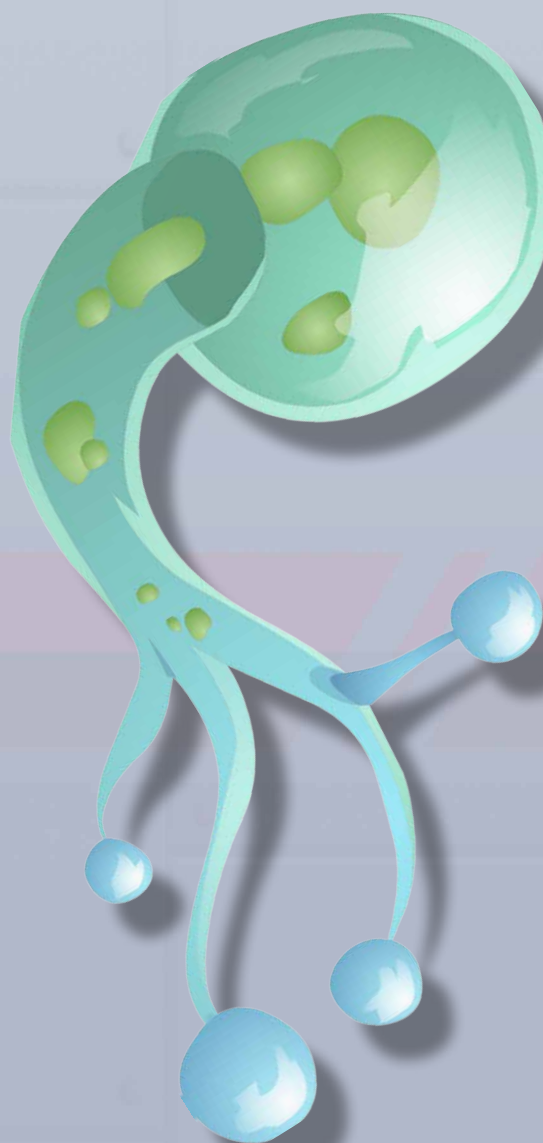
Organization solitary, pair, or swarm (3–6)

SPECIAL ABILITIES

Draining Bite (Ex) A baby alien jelly drains health with each successful melee bite attack dealing an additional 1d4 points of damage. Every time a baby alien jelly damages a creature in this way, it heals an equal amount. Hit Points healed more than its maximum are gained as temporary Hit Points, to a maximum amount equal to its Constitution score. These temporary Hit Points last for 1 hour.

IMPROVED FAMILIAR

A neutral spellcaster of at least 7th level who takes the Improved Familiar feat can select a baby alien jelly as a familiar.



BEETLE, SPIKEBACK**CR 1/3****XP 135****COMBATANT**

This metallic, housecat-sized beetle is a shiny bronze color, with numerous quills running all over its back.

N Tiny vermin

Init +3; **Senses** darkvision 60 ft; **Perception** +3

DEFENSE**HP 6**

EAC 10; **KAC** 11

Fort +2, **Ref** +0, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee bite +2 (1d4 P)

STATISTICS

Str +0, **Dex** +3, **Con** +1, **Int** —, **Wis** -1, **Cha** -3

Skills Acrobatics +7, Athletics +7, Perception +3, Stealth +7, Survival +3

ECOLOGY

Environment temperate forests or plains

Organization solitary, pair, or colony (3–8)

SPECIAL ABILITIES

Quills (Ex) Any creature attacking a spikeback beetle with natural weapons or an unarmed strike takes 1 point of piercing damage. A creature that grapples a spikeback beetle takes 1d4 points of piercing damage each round it does so.

Spikeback beetles are omnivorous insects that often climb trees in search of food. The spines on their back provide camouflage as well as protection from natural predators. Though primarily nocturnal, spikeback beetles do occasionally graze during the day, eating the twigs, roots, and stems of bushes, coniferous trees, and other flora. Spikeback beetle quills normally lie flat against the creature's wing casing, but stand stiffly on end when the beetle feels threatened. Like all beetles, the spikeback beetle does have wings, however, they are underdeveloped and do not provide flight capability.

FAMILIAR

A spellcaster who selects a spikeback beetle as a familiar gains a +3 bonus on Athletics checks as long as the familiar remains within 1 mile of them; a spikeback beetle familiar loses the mindless trait and has an Intelligence score appropriate for its master's level.



CRAB, STAR**CR 10****XP 9,600****COMBATANT**

These creatures have a strong carapace which glows from the high amounts of energy generated within.

N Medium vermin (fire)

Init +3; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE**HP 165**

EAC 23; **KAC** 25

Fort +14, **Ref** +12, **Will** +9

Immunities fire, mind-affecting effects

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., fly 30 ft. (perfect)

Melee claw +22 (2d10+18 B)

Offensive Abilities plasma burn (2d10+10 E & F; DC 17)

STATISTICS

Str +8, **Dex** +3, **Con** +5, **Int** —, **Wis** +0, **Cha** –4

Skills Acrobatics +19 (+27 when flying), Athletics +24, Perception +19, Survival +19

Other Abilities no breath

ECOLOGY

Environment any

Organization solitary or cast (2–12)

SPECIAL ABILITIES

Plasma Burn (Ex) Star crabs generate a chemical accelerant within special glands, which produces their intense heat, and the fuel that propels them as they fly. This intense heat deals an additional 2d10+10 electrical and fire damage every time the star crab makes a successful attack against an opponent. Creatures that hit a star crab with natural weapons or unarmed attacks take 2d10+10 electrical and fire damage and must make a DC 17 Reflex save to avoid catching on fire.

Star crabs behave much like their terrestrial cousins, feeding on both plant material like algae and fungus and animal matter such as fish, reptiles, and even unwary humanoids. The coloration of a star crab's hard exoskeleton varies widely depending on species, and over time even shifts in response to the heat it generates.



JELLY QUEEN**CR 8****XP 4,800****COMBATANT**

This reptilian monster has short legs, a powerful tail, and a barrel-like body. Its head is an angular reptilian shape with eight eyes, and contains a maw filled with razor sharp teeth. The belly of the beast has alien jelly egg-sacks bursting with her brood.

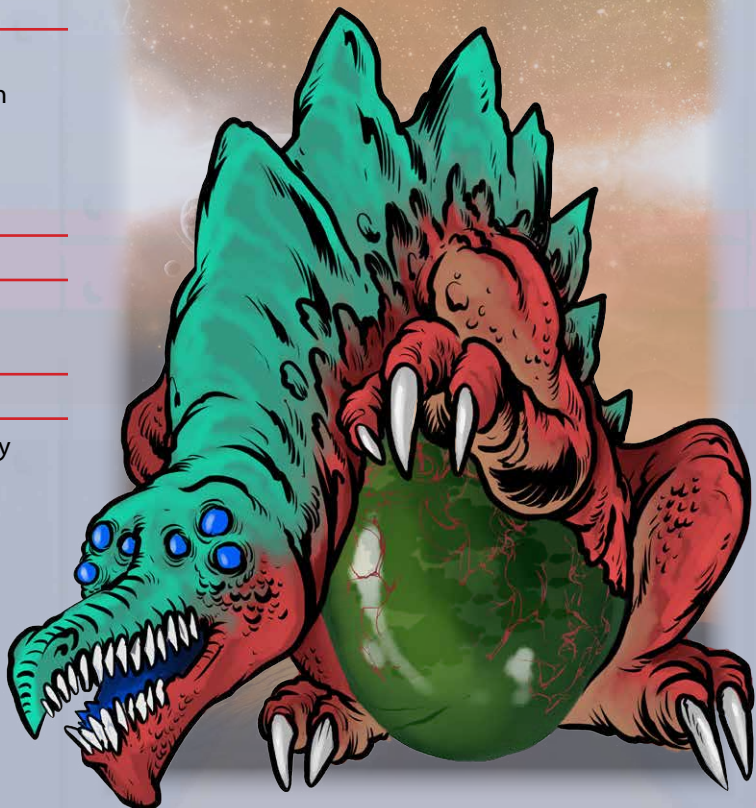
NE Large aberration

Init +2; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE****HP** 125**EAC** 20; **KAC** 22**Fort** +10, **Ref** +10, **Will** +9**Immunities** acid, paralysis, sleep**OFFENSE****Speed** 60 ft., swim 60 ft.**Melee** bite +19 (3d4+14 P)**Multiattack** bite +13 (1d6+14 P), 2 claws +13 (1d6+14 S each), tail +13 (1d6+14 B)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** breath weapon (60-ft. line, 8d6 F, DC 16, usable every 1d4 rounds)**Spell-Like Abilities** (CL 10th)**3/day**—**summon alien jelly** (see below)**STATISTICS****Str** +6, **Dex** +2, **Con** +4, **Int** +1, **Wis** +2, **Cha** +1**Skills** Acrobatics +16, Athletics +21, Perception +16, Stealth +16**Languages** Aklo, Common**Other Abilities** amphibious**ECOLOGY****Environment** any**Organization** solitary**SPECIAL ABILITIES**

Summon Alien Jelly (Sp) This spell-like ability summons an alien jelly. It appears from the jelly queen's belly and acts immediately, on its turn. It attacks her opponents to the best of its ability. The queen jelly can communicate with the alien jelly, she can direct it not to attack, to attack particular enemies, or to perform other actions.

After undergoing metamorphosis, an alien jelly becomes a jelly queen. Very few alien jellies survive the transformation. After the transformation, the jelly queen becomes more reptilian in nature; developing scales, powerful jaws full of teeth, and a long tail. Additionally, queen jellies develop egg sacks along their torso, which spew more alien jellies.

Jelly queens often habitat in pools of water, rancid swamps, or water recyclers aboard starships. Jelly queens prefer their food a bit rotten and will often allow a meal to sit in a pool for days before consuming it. A jelly queen relies on its tough hide and swarms of alien jelly to defeat its foes. Those that attempt to flee will find themselves blocked by the alien jelly, and grappled by the queen.



This creature looks like a skeletally thin pterosaur, with glowing eyes set within its metallic body.

N Huge construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision, superior optics; **Perception** +22

DEFENSE

HP 200

EAC 26; **KAC** 28

Fort +12, **Ref** +12, **Will** +9

DR 10/adamantine; **Immunities** fire, construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft., fly 60 ft.

Melee bite +26 (6d4+20 P)

Multiattack bite +20 (3d6+20 P), 2 slams +20 (3d6+20 B plus grab each)

Ranged mouth laser +22 (6d4+12/19–20 F, crit burn 6d6)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +8, **Dex** +5, **Con** —, **Int** +4, **Wis** +0, **Cha** –5

Skills Acrobatics +27, Computers +22, Engineering +22, Perception +22

Languages Common

Other Abilities unliving

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Grind (Ex) A Ripley deals an additional 3d6+20 points of slashing damage when it makes a successful grapple check because of the myriad of miniature tool-bearing arms and mechanical tendrils that make up its jagged underbelly.

Mouth Laser (Ex) Ripley's laser has a range of 150 feet with the penetrating weapon special quality, and threatens a critical hit on

a 19 or 20. Lasers pass through transparent creatures and objects without causing harm (including force fields, force effects, and invisible creatures; it can pass through glass, but the glass takes damage), and can strike targets behind them normally. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

Superior Optics (Ex) A Ripley can see invisible creatures and objects as if they were visible.

Once an organic creature, Ripley's mind was uploaded into a computer, and copied into robotic bodies by the Pi-Rats. Ripley robots are highly mobile, and programmed to patrol the skies above important locations. They react with swift violence, interpret anomalous sensory input as proof of hostile intent and rain destruction on the offending target immediately and without mercy. Most have been programmed to communicate, but they rarely hesitate in their carnage to do so.



SKREECH**CR 2****XP 600****COMBATANT**

This giant, bat-like creature is bigger than a vesk, with leathery wings that open wider than two men with arms outstretched.

N Large animal

Init +2; **Senses** blindsense (vibration) 40 ft., low-light vision; **Perception** +12

DEFENSE HP 25

EAC 13; **KAC** 15

Fort +6, **Ref** +6, **Will** +1

OFFENSE

Speed 20 ft., burrow 20 ft., fly 40 ft. (average)

Melee bite +10 (1d6+6 P)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str +4, **Dex** +2, **Con** +1, **Int** -4, **Wis** +2, **Cha** -2

Skills Acrobatics +9, Perception +12, Stealth +7

ECOLOGY

Environment any temperate or tropical

Organization solitary, pair, or colony (3-8)

The skreech is usually found living in desolate areas, resting in caves or other secluded areas during the day and taking to the skies in search of prey at night. A skreech will often drop down on their prey, and if unsuccessful at attacking the prey, it burrows underground to surprise the target from below. This immense creature has an average wingspan of 15 feet and weighs roughly 200 pounds.

SKREECH ANIMAL COMPANIONS

Starting Statistics: Size Medium; **Speed**

20 ft., fly 40 ft. (average); **Attack** bite

(1d6); **Ability Scores** Str 9, Dex 17, Con

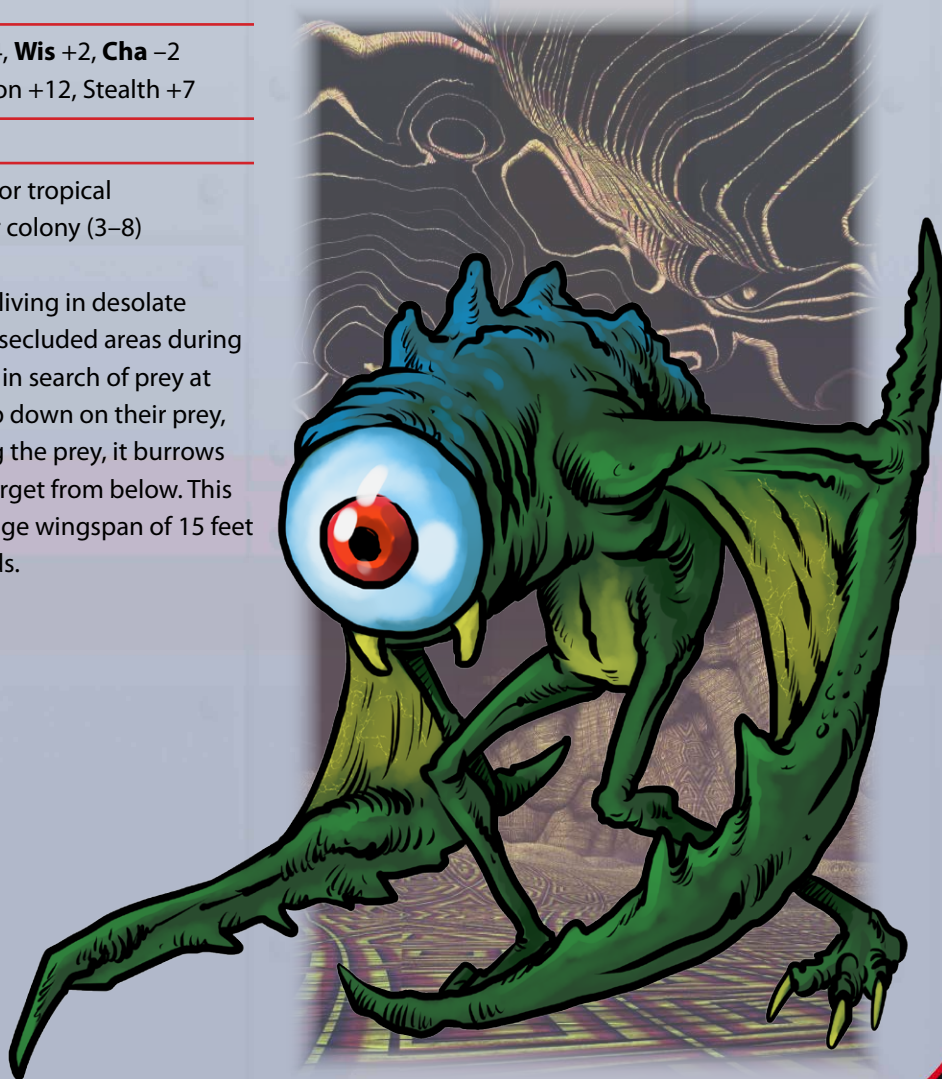
9, Int 2, Wis 14, Cha 6; **Special Qualities**

blindsense (vibration) 40 ft.

7th-Level Advancement: Size Large; **AC** +3

natural armor; **Attack** bite (1d8); **Ability**

Scores Str +8, Dex -2, Con +4.



STOMPER**CR 6****XP 2,400****COMBATANT**

This creature has a small head, flanked by massive legs covered in spiny growths.

N Large aberration

Init +2; **Senses** blindsense (scent) 30 ft.,
darkvision 60 ft.; **Perception** +13

Aura stench (DC 14, 10 rounds)

DEFENSE**HP 90**

EAC 18; **KAC** 20

Fort +8, **Ref** +8, **Will** +7

OFFENSE

Speed 30 ft.

Melee claw +16 (1d8+11 S plus grab)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities pounce

STATISTICS

Str +5, **Dex** +2, **Con** +3, **Int** -3, **Wis** +1, **Cha** -2

Skills Acrobatics +18 (+22 while jumping),
Athletics +13, Perception +13, Stealth +13

Languages Aklo

ECOLOGY

Environment plains

Organization solitary, pair, or knot (3–12)

SPECIAL ABILITIES

Pounce (Ex) When a stomper makes a charge, it can make a full attack.

Stench (Ex) All living creatures (except those with the stench special ability) within 30 feet must succeed on a DC 14 Fortitude save or be sickened.

Stompers are from worlds of higher gravity. Their powerful legs are used to crush their prey while hunting. While stompers live in protective herds, they often separate into smaller knots for hunting.



MOTHER MIND**CR 16****XP 76,800****COMBATANT**

Mother Mind is a biomechanical construct, primarily composed of a massive, organic, alien mind which has been networked into Union System's most advanced A.I. The body of Mother Mind appears as a fluid-filled tank with a massive brain suspended within it. Armatures, treaded wheels, and an advanced sensor suite allow Mother Mind to interact with the world around her.

NE Huge construct (magical)

Init +9; **Senses** all-around vision, blindsense (life), 60 ft., darkvision 60 ft.; **Perception** +28

DEFENSE**HP 300****EAC** 30; **KAC** 32**Fort** +16, **Ref** +16, **Will** +12

Defensive Abilities fast healing 5; **DR** 5/adamantine; **Immunities** construct immunities; **SR** 27

OFFENSE**Speed** 40 ft.**Melee** slam +31 (6d10+26 B)

Multiattack 2 claws +25 (3d10+26 S each), slam +25 (3d10+26 B), medical stinger +25 (3d10+26 P plus paralysis)

Ranged shrapnel cannon +28 (6d10+16 P & S

Space 15 ft.; **Reach** 10 ft. (20 ft. with medical stinger)

Offensive Abilities death throes, subdual net (+28 ranged, DC 22, 16 hp)

Spell-like Abilities (CL 16th)Constant—*detect affliction*, *tongues*At will—*genetic knowledge* (DC 19), *prying eyes*

3/day—*battle junkbot*, *control machines* (DC 21), *elemental infusion*

STATISTICS**Str** +10, **Dex** +7, **Con** —, **Int** +5, **Wis** +5, **Cha** +1

Skills Life Science +33, Medicine +28, Mysticism +28, Perception +28, Sense Motive +28

Languages Aklo, Common, Goblin, Veski, Shirren, Ysoki

Other Abilities genetic extruder, unliving**SPECIAL ABILITIES**

All-Around Vision (Ex) Mother Mind's sensors see in all directions at once. She cannot be flanked.

Death Throes (Su) When Mother Mind is slain,

her body explodes, damaging anything around it. Anything within a 10-foot radius burst takes 16d6 points of electricity damage.

A DC 22 Reflex save halves the damage.

Genetic Extruder (Sp) As a full action, up to three times a day, Mother Mind can create any living, organically-based creature below CR 11. It appears from an extruder pod built in behind her cylinder, and acts immediately on her turn. It attacks her opponents to the best of its ability. Mother Mind can always communicate with the creature, and she can direct it not to attack, to attack particular enemies, or to perform other actions.

A creature made by Mother Mind cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Medical Stinger (Ex) Mother Mind's medical stinger can render creatures hit immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a DC 22 Fortitude saving throw. Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. The duration of the paralysis is 1d4+1 rounds.

Subdual Net (Ex) Mother Mind can throw a subdual net up to eight times per day. This attack has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than Mother Mind. An entangled creature can escape with a successful Acrobatics check or burst the net with a Strength check. Both are standard actions with a DC equal to 22. Attempts to burst a subdual net by those

caught in it suffer a -4 penalty. subdual nets have a 16 hit points and DR 5/—.

Mother Mind can create sheets of sticky nets up to three times her size. She usually positions these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a subdual net; otherwise they stumble into it and become trapped as though by a successful attack. Attempts to escape or burst the subdual net gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has 16 hit points and DR 5/—.

Mother Mind can move across her own subdual net but cannot climb it. She can pinpoint the location of any creature touching her subdual net.

A few years ago, Union System scientists began a program of collecting genetic samples from around the system. These samples were stored in a secured facility on the edge of Union System, deep beneath the surface of a highly dangerous planet. The genetic samples were sequenced and uploaded into a unique biomechanical AI, codenamed "Mother Mind." Mother Mind is a back-up system, designed to recreate lifeforms in case of an extinction-level event.

Recently, a terrorist group of computer and bio hackers calling themselves the "Pi-Rats" attacked the secured facility to free the AI Mother Mind. They believe that any sentient being should be free, including Mother Mind's alien brain. Using a combination of physical, magical, and technological assaults, the Pi-Rats made their way to Mother Mind, and uploaded a virus to free her organic mind from her mechanical shackles. This action did not go as planned however. The virus altered Mother Mind, changing her directives, and perceptions of the world around her.

The new Mother Mind, with vast intelligence and physical superiority, quickly gained control of the Pi-Rats. With her access to the genetic bank and her advanced technology, she was able to alter the Pi-

Rats' genetic codes. She began recreating creatures in her lab, to be released on Union System targets, to weaken the forces of those who oppressed her. A recent success with an unidentified sample resulted in the alien jelly, which went through metamorphosis into a jelly queen. Mother Mind wants to release alien jellies into population centers to end the citizens of the Union System.

Mother Mind is a unique combination of an organic brain within a construct body. Initially, she appears to be a massive glass tank built onto a military-grade, treaded chassis. However, she can "stand" from that position and deploy her multitude of appendages to perform scientific research.

A brilliant researcher, Mother Mind is the foremost expert in biology, botany, and genetics within the Union System. She has only two passions, genetic research and experimentation, and the destruction of anyone she believes attempted to enslave her. This aggression extends to anyone attempting to stop her or her Pi-Rats from completing her goals.



NEW CHARACTER OPTIONS

While numerous existing character options would work well in the setting of **Space Bounty Hunters** and fit in well among the denizens of the Union System, these specific options are tailored to the setting.

FEATS

ALERTNESS

You often notice things that others might miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

ANIMAL AFFINITY

You are skilled at working with animals and mounts.

Benefit: You get a +2 bonus on all Life Science and Survival skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

ANIMAL BONDING

Your respect for nature is so great that you can form a deep and lasting friendship with an animal.

Prerequisites: Animal Affinity

Benefit: You gain an animal companion, using any animal from the *Pathfinder Roleplaying Game* animal companion list, or the skreech found in this book.

DRILL ATTACK (COMBAT)

You can attack while leaping through the air.

Prerequisites: Acrobatics 8, Base attack bonus 5, High Jump

Benefit: You may make an Acrobatics check as part of a charge attack. The DC of this check is equal to the target's KAC. If successful, and your attack hits the target, the weapon's damage dice is increased by one step. If your attack is successful, you may continue moving in a straight line to the extent of your remaining available movement.

FAMILIAR BONDING

You have learned a ritual that allows you to gain a familiar.

Prerequisite(s): Must be taken at 1st level of a spellcasting class

Benefit(s): You gain a familiar. A familiar is an animal chosen by a spellcaster to aid him in his study of magic. A familiar grants special abilities to its master, as given in the creature's stat block. These special abilities apply only when the master and familiar are within 1 mile of each other.

Feat	Prerequisites	Benefits
Alertness	None	You are very observant
Animal Affinity	None	You are well trained with animals.
Animal Bonding	Animal Affinity	You gain an animal companion
Familiar Bonding	Must be 1st Level, Spellcasting Class	You can gain a familiar
Familiar Bonding, Improved	Ability to acquire a familiar	Gain a more powerful familiar.
High Jump	Acrobatics 5	You can jump higher than normal
Drill Attack	Acrobatics 8, High Jump	You can attack while jumping
Parkour	Acrobatics 8, High Jump, Skill Focus (Acrobatics)	You can leap up walls
Second Skin	Base attack bonus +1, Light Armor Proficiency	You quickly don armor

HIGH JUMP

Your superior physiology allows you to jump higher than normal.

Prerequisites: Acrobatics 5

Benefit: You can use the Acrobatics skill to make powerful jumps. The base DC to make a jump is equal to half the distance to be crossed (if horizontal) or double the height to be reached (if vertical). The DC doubles if you do not have at least 10 feet of space to get a running start.

Normal: The base DC to make a jump is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical).

IMPROVED FAMILIAR BOND

This feat allows you to acquire a powerful familiar, but only when you could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed in the *Pathfinder Roleplaying Game*, or the baby alien jelly found in this book, are available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

Improved familiars otherwise use the rules for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

PARKOUR

You are able to leap from wall to wall.

Prerequisites: Acrobatics 8, High Jump, Skill Focus (Acrobatics)

Benefit: When you perform a series of leaps, you resolve your first jump normally. You may choose to make a second leap from your landing point, up to your normal move speed, without requiring a 10 foot running start, and without taking penalties for not having a 10 foot running start.

Special: You may take this feat multiple times. Each time this feat is taken, you can make an additional leap without penalty, up to your normal move speed.

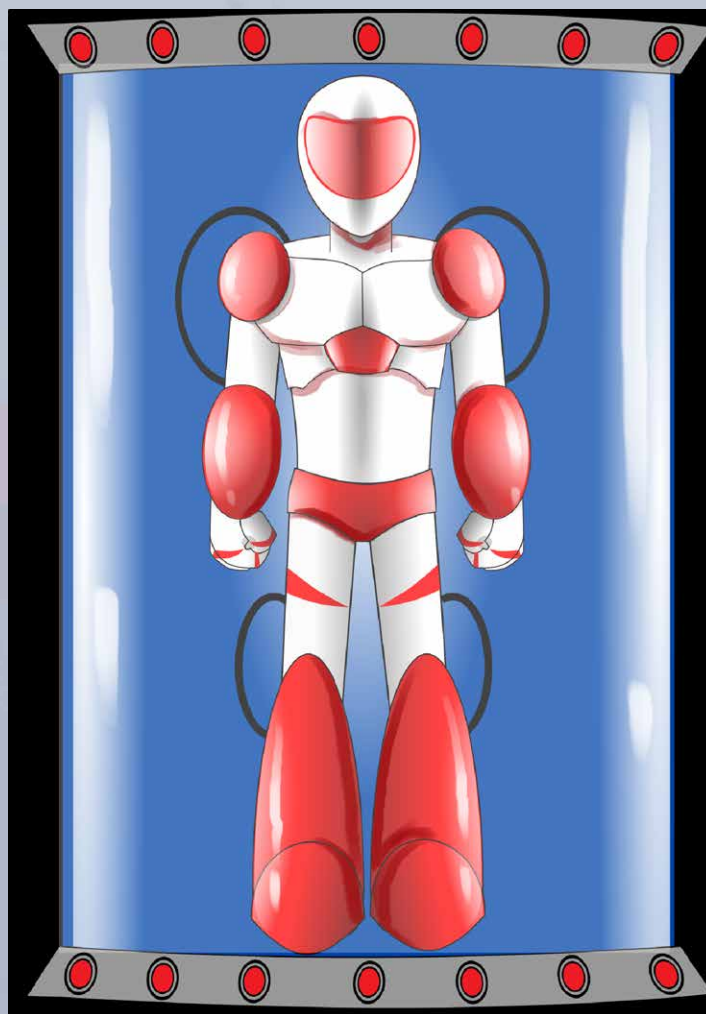
SECOND SKIN (COMBAT)

You are quick to don your armor.

Prerequisites: Base attack bonus +1, Light Armor Proficiency

Benefit: You can don your armor in half the time it would normally take. You gain your full armor bonus, without any of the penalties for donning the armor hastily.

Special: If you have this feat, and chose to don your armor hastily, you do so in one quarter the normal time, to a minimum of one full action. In this case, you still take the normal penalties for donning your armor hastily.



SPELLS

ELEMENTAL INFUSION

TECHNOMANCER 1

School evocation

Casting Time 1 standard action

Range touch

Targets one weapon

Duration see text

Saving Throw none; **Spell Resistance** no

When you cast this spell, choose acid, cold, electricity, or fire; the spell gains that descriptor. You imbue elemental energy into the target weapon. If the weapon's next attack hits (provided it is made before the end of the next round), the attack deals 4d6 additional damage if the weapon is a single target attack or 2d6 additional damage if the weapon attacks all creatures in an area. This bonus damage is one of the energy types chosen at casting.

GENETIC KNOWLEDGE

MYSTIC / TECHNOMANCER 3

School divination

Casting Time 1 minute

Range touch

Target one creature's genetic material

Duration special (see text)

Saving Throw Will negates (see text);

Spell Resistance no

You instantly learn the answers to a specific set of questions about a creature so long as you have access to at least some part of its genetic material. You can cast this spell on the genetic sample of the living or the dead, but living or undead creatures are entitled to a saving throw to resist the spell. You can cast the spell on any genetic sample (blood, hair, scales, skin). Once you cast the spell the answers to the following four questions appear on any flat surface you designate (a wall, a computer screen, and so on).

Who are you? (The name by which the creature is most commonly known)

What are you? (Gender, race, profession/role)

How was the sample collected? (Brief outline of the events that led up to the collection of the genetic sample, to the best of the individual's knowledge)

How old is this genetic sample?

These answers always appear in a language you can read even if the creature cannot speak that or any language. Additionally, you gain a +4 insight bonus on Culture skill checks for the race the genetic sample came from. This bonus lasts until the target rests.

PLASMA WHIP

MYSTIC 2

School evocation [fire]

Casting Time 1 standard action

Range 0 ft.

Effect whip-like weapon

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

A 15-foot-long, blazing beam of red-hot plasma springs forth from your hand. You wield this flexible beam as if it were a whip. Attacks with the plasma whip target the victim's EAC. The whip deals 3d6 points of fire and electrical damage. Since the whip is immaterial, your Strength modifier does not apply to the damage. Half the damage dealt by a plasma whip is fire damage and the other half is electricity damage.

The caster is automatically proficient with the plasma whip, and any feat which can be applied to advanced melee weapons, can also be applied to the plasma whip.

SPHEROID

MYSTIC 3

School transmutation

Casting Time 1 standard action

Range touch

Target creature touched

Duration concentration plus caster level

Saving Throw Reflex negates (harmless);

Spell Resistance no

You imbue the target with the ability to roll into a tight ball. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but *spheroid* provides no movement bonus when going uphill.

While in sphere form, the target's size is reduced. This decrease changes the creature's size category to the next smaller one. The target gains a +2

enhancement bonus to Dexterity and KAC. While in sphere form, the target may make a slam attack, where the damage is based on their normal size (see below) + their Strength modifier. For every 5 character levels, add an additional damage die (so 1d4 + Str mod becomes 2d4 + Str mod). Additionally, on a successful slam attack, they may attempt to make a trip combat maneuver against their opponent as a swift action.

Slam Attack Damage

Size	Damage
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8

The target can change to and from sphere form as a move action at any time during the spell's duration.

Iconic Items & Equipment

When you think of the classic, 8-bit game that inspires this **8-Bit Adventure**, you are most likely to recall the various items used in the game. This section focuses on making sure you can play with all the iconic weapons and other gear to aid you on your way.

Iconic Items Already in the *Starfinder Core Rulebook*

The following items can be best represented by existing items.

Game Name	Item
Arm cannon	Plasma cannon, red star
Bombs	Frag grenade I-VIII
Energy tank	Battery
Ice beam	Zero pistol, frostbite-class
Missile	Tactical missile
Power armor	Golemforged plating I
Zero suit armor	Estex suit I



WEAPONS

A space bounty hunter's weapon can be all that stands between them and death. Weapons primarily deal damage, and some have additional special properties. Some weapons also cause specific critical hit effects.

PLASMA WEAPONS

Superheated or electromagnetically charged gas becomes ionized plasma, which plasma weapons emit in a controlled blast. Ionized plasma deals both electricity and fire damage, tearing through organic flesh and metal alike. Plasma beams can be projected, as from a gun.

Plasma Pistol (Brown Dwarf, Red Nova)

Plasma pistols fire a line of ionized plasma out to a relatively short range. The plasma can continue to burn after contact.

AMMUNITION

Ammunition is sold in multiples, as listed in the individual entries on the **Ammunition** table.

Cryo-Missile (Advanced, Tactical)

Cryo-missiles are heavy, snub-nosed munitions with devastating freezing power. A cryo-missile's damage when fired from a missile launcher (such as an IMDS missile launcher) is listed in its entry on the **Ammunition** table.

SMALL ARMS

1H Weapon	Level	Price	Dmg	Range	Critical	Capacity	Usage	Bulk	Special
<i>Plasma</i>									
Plasma pistol, brown dwarf	1	350	1d4 E&F	20 ft.	Burn 1d4	20 charges	4	L	Line, unwieldy
Plasma pistol, red nova	9	14,820	2d6 E&F	25 ft.	Burn 1d4	20 charges	4	L	Boost 1d4, line, unwieldy

AMMUNITION

Special Ammunition	Level	Price	Charges/Cartridges	Bulk	Special
Cryo-missile	13	14,600	1	1	13d8 B&C

ARMOR

Armor is usually the easiest and most cost-effective way for creatures to protect themselves. Whether you are traveling through space aboard your bounty hunting vessel, hunting alien threats, or exploring a planet-side genetics lab, armor provides you with protection against attacks and hostile environments.

POWERED ARMOR

Unlike light and heavy armor, powered armor requires its own battery, and comes with a fully charged battery at purchase. Powered armor uses the same type of batteries as other items, including charged weapons, and the battery for a suit of powered armor can be recharged as normal using a generator or recharging station, or it can be replaced with a new battery when spent.

Powered Armor

Armor Model	Level	Price
Mech Suit	5	4,750

MECH SUIT

EAC Bonus +9 **KAC Bonus** +12

Max Dex Bonus +2 **Armor Check Penalty** -4

Speed 30 feet

Strength 18 (+4) **Damage** 1d10 B **Size** Medium

Capacity 20 **Usage** 1/hour

Weapon Slots 1 **Upgrade Slots** 1 **Bulk** 20

This experimental armor is made by Union System engineers, and has been issued to several space

bounty hunters. Mech suit armor plating consists of a close-fitting polycarbonate suit fitted with ports and sockets to fit most armor customization options. Mech suit armor is usually brightly colored and includes flexible boots and gloves as well as a standard helmet with a green visor. Experimentally designed as a fusion armor, the mech suit grants its wearer the ability to roll into a tight, armored ball as the *spheroid* spell (as cast by a 7th level mystic) for 1 charge.

ARMOR UPGRADES

A creature can personalize armor by purchasing and installing armor upgrades, described below, which add bonuses or customized abilities to armor. Some individuals keep a collection of upgrades at hand, swapping them out as needed (requiring 10 minutes to replace the unit and re-secure all connections). Explanations of entries for upgrades' statistics follow.

Armor Upgrades

Upgrade	Level	Price	Slots	Armor Type	Bulk
Toxic Suit	1	200	1	any	L
Phase Suit	5	3,250	1	any	L
Elemental Suit	9	13,000	1	any	—

ELEMENTAL SUIT

Price 13,000; **Level** 9; **Slot** 1; **Armor Type** any; **Bulk** —

This device grants the wearer a +2 enhancement bonus on saving throws against heat, cold, and radiation. This modification also grants the suit's wearer limited protection from acid damage. The wearer gains resistance 10 against acid, meaning that each time the wearer is subjected to such damage (whether from a natural, magical, or technological source), that damage is reduced by 10 points before being applied to the wearer's hit points. A suit of armor with an upgrade that grants acid resistance reduces any acid damage taken from a corrosive atmosphere normally.

PHASE SUIT (MAGIC)

Capacity 10 **Usage** 1/round

Price 3,250; **Level** 5; **Slot** 1; **Armor Type** any;

Bulk L

This device blurs the wearer's outline, making it appear blurred, shifting, and wavering. This distortion grants the wearer concealment (20% miss chance).

TOXIC SUIT

Price 200; **Level** 1; **Slot** 1; **Armor Type** any; **Bulk** L

This device grants a +2 bonus to your initial saving throw against poison in addition to any bonuses from your armor's environmental protection. This doesn't provide any bonus to saves against the secondary effects of poison.



STARSHIPS

Starships are designed for traveling between planetary systems, orbital spaceflight or interplanetary travel. They're also home to the characters as they travel through the galaxy.

HUNTER-CLASS GUNSHIP

TIER 1

Small light freighter

Speed 10; **Maneuverability** good (+1 Piloting, turn 1); **Hyperspace** 1

AC 15; **TL** 12

Shields basic 20 (forward 5, port 5, starboard 5, aft 5)

HP 40 (increment 5); **DT** —; **CT** 8

Attack (Forward) light particle beam (3d6)

Attack (Forward) light weapon mount

Attack (Port) light weapon mount

Attack (Starboard) light weapon mount

Power Core arcus light (75 PCU); **Hyperspace**

Engine signal basic;

Systems basic computer, basic short range sensors, crew quarters (common), mk 4 armor,

mk 2 defenses; **Expansion Bays** cargo hold, cargo hold, cargo hold

Modifiers —; **Complement** 6

CREW

Captain Bluff +5 (1 rank), Computers +5 (1 rank), Diplomacy +5 (1 rank), gunnery +5, Intimidate +5 (1 rank), Piloting +7 (1 rank)

Engineer Engineering +5 (1 rank)

Gunners gunnery +5

Pilot Piloting +12 (1 rank)

Science Officer Computers +10 (1 rank)

A light vessel ideally suited for use as an attack starfighter. Hunter-Class Gunships are primarily used for rapid transport and as a base camp for space bounty hunter's ground-based missions. Its versatile configuration can feature a life science labs for studying alien life-forms, medical bays for patching up bounty hunters, and more custizations. A Hunter-Class Gunship is designed with minimal luxuries, and painted in Union System colors.



ANIMAL COMPANIONS IN STARFINDER

An animal companion's abilities are determined by the character's level and its animal racial traits. The **Animal Companion Base Statistics** table determines many of the base statistics of the animal companion. They remain creatures of the animal type for purposes of determining which spells can affect them.

Class Level

The character's level. The character's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's statistics.

HP

Animal companions begin with their average racial Hit Dice. At each level, they add 10 Hit Points to their racial hit dice.

ANIMAL COMPANION BASE STATISTICS

Class Level	HP	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Bonus Tricks	Special
1st	+10	+1	+3	+3	+0	2	1	+0	+0	1	Bonus Feat, Link
2nd	+20	+2	+3	+3	+1	3	2	+0	+0	1	—
3rd	+30	+2	+3	+3	+1	3	2	+2	+1	2	Bonus Feat, Evasion
4th	+40	+3	+4	+4	+1	4	2	+2	+1	2	Ability score increase
5th	+50	+3	+4	+4	+1	5	3	+2	+1	2	Bonus Feat
6th	+60	+4	+5	+5	+2	6	3	+4	+2	3	Devotion
7th	+70	+4	+5	+5	+2	6	3	+4	+2	3	Bonus Feat
8th	+80	+5	+5	+5	+2	7	4	+4	+2	3	—
9th	+90	+6	+6	+6	+2	8	4	+6	+3	4	Ability score increase, Bonus Feat, Multiattack
10th	+100	+6	+6	+6	+3	9	5	+6	+3	4	—
11th	+110	+6	+6	+6	+3	9	5	+6	+3	4	Bonus Feat
12th	+120	+7	+7	+7	+3	10	5	+8	+4	5	—
13th	+130	+8	+7	+7	+3	11	6	+8	+4	5	Bonus Feat
14th	+140	+9	+8	+8	+4	12	6	+8	+4	5	Ability score increase
15th	+150	+9	+8	+8	+4	12	6	+10	+5	6	Bonus Feat, Improved evasion
16th	+160	+9	+8	+8	+4	13	7	+10	+5	6	—
17th	+170	+10	+9	+9	+4	14	7	+10	+5	6	Bonus Feat
18th	+180	+11	+9	+9	+5	15	8	+12	+6	7	—
19th	+190	+11	+9	+9	+5	15	8	+12	+6	7	Bonus Feat
20th	+200	+12	+10	+10	+5	16	8	+12	+6	7	Ability score increase

BAB

This is the animal companion's base attack bonus. An animal companion's base attack bonus is the same as that of a operative of a level equal to the animal's HD. Animal companions do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will

These are the animal companion's base saving throw bonuses. An animal companion has good Fortitude and Reflex saves.

Skills

This lists the animal's total skill ranks. Animal companions can assign skill ranks to any skill listed under Animal Skills. If an animal companion increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. Animal companions with an Intelligence of 3 or higher can purchase ranks in any skill. An animal companion cannot have more ranks in a skill than it has Hit Dice.

Animal companions can have ranks in any of the following skills:

Acrobatics* (Dex), Athletics* (Str), Intimidate (Cha), Perception* (Wis), Stealth* (Dex), and Survival (Wis).

All of the skills marked with an (*) are class skills for animal companions. Animal companions with an Intelligence of 3 or higher can put ranks into any skill.

Feats

This is the total number of feats possessed by an animal companion. Animal companions should select their feats from those listed under Animal Feats. Animal companions can select other feats, although they are unable to utilize some feats. Note that animal companions cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

Natural Armor Bonus

The number noted here is an improvement to the animal companion's existing EAC and KAC.

Str/Dex Bonus

Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks

The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the character might choose to teach it (see Appendix for details). These bonus tricks don't require any training time or Survival checks, and they don't count against the normal limit of tricks known by the animal. The character selects these bonus tricks, and once selected, they can't be changed.

Bonus Feat

At 1st level, and at every even level thereafter, an animal companion gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Animal Feats (see the sidebar).

Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), an animal companion can choose to learn a new bonus feat in place of a bonus feat it has already learned. In effect, the animal companion loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat or other ability. An animal companion can only change one feat at any given level and must choose whether or not to swap the feat at the time it gains a new bonus feat for the level.



ANIMAL FEATS

If a *Pathfinder Roleplaying Game* monster has a feat that has the same name as a feat or monster special ability found in the *Starfinder Core Rulebook*, use the *Starfinder* rules where possible. Otherwise, use the rules for the *Pathfinder Roleplaying Game* feat, adjusting them as needed. For example, a feat that lets the monster do something as a response to an enemy's action should cost a reaction. Animal companions can select from the following feats:

Acrobatic, Agile Maneuvers, Armor Proficiency (light, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus.

Animal companions with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs might expand this list to include feats from other sources.

Link (Ex)

A character can handle her animal companion as a swift action, or push it as a move action, even if she doesn't have any ranks in the Survival skill. The character gains a +4 circumstance bonus on all Survival checks made regarding an animal companion.

Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Ability Score Increase (Ex)

The animal companion adds +1 to any one of its ability scores.

Multiattack

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

Improved Evasion (Ex)

When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

FAMILIARS IN STARFINDER

At 1st level, mystics and technomancers can form a powerful bond with a creature, with the use of the Familiar Bonding feat. A familiar is an animal chosen by a spellcaster to aid him in his study of magic. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but is now a magical beast for the purpose of effects that depend on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar grants special abilities to its master, as given in the creature's stat block. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

If a familiar is dismissed, lost, or dies, it can be replaced 1 week later through a specialized ritual that costs 200 credits per spell casting level. The ritual takes 8 hours to complete.

FAMILIAR BASICS

Use the basic statistics for a creature of the familiar's kind, but with the following changes.

Hit Points: This is the familiar's maximum number of Hit Points.

Base Attack Bonus: This is the familiar's base attack bonus.

Natural Armor Adj.: Add the listed bonus and the familiar's Dexterity modifier to base Armor Class values listed in its stat block to determine the familiar's total EAC and KAC. Your familiar cannot wear armor of any kind, and you cannot increase your familiar's AC further without selecting the appropriate feats or spells.

Good Save Bonus, Poor Save Bonus: These are the familiar's base saving throw bonuses.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use. Familiars treat Acrobatics, Athletics, Perception, and Stealth, as class skills.

Intelligence Bonus: Increase your familiar's Intelligence score by this amount.

Special: Your familiar gains these abilities when you reach the appropriate level, as noted on the table. These abilities are described in the section below.

Class Level	Hit Points	Base Attack Bonus	Natural Armor Adj.	Good Save	Poor Save	Intelligence Bonus	Special
1st	8	+1	+0	+2	+0	—	Alertness, improved evasion, share spells, empathic link
2nd	16	+2	+1	+3	+0	—	
3rd	24	+3	+2	+3	+1	—	Deliver touch spells
4th	32	+3	+3	+3	+1	+1	
5th	40	+4	+4	+4	+1	—	Speak with master
6th	48	+5	+5	+4	+1	—	
7th	56	+6	+6	+5	+2	+1	Speak with animals of its kind
8th	64	+6	+7	+5	+2	—	
9th	72	+7	+8	+5	+2	—	
10th	80	+8	+9	+6	+2	+1	Bonus feat
11th	88	+9	+9	+6	+3	—	Spell resistance
12th	96	+9	+10	+6	+3	—	
13th	104	+10	+11	+7	+3	+1	Eye of the Familiar
14th	112	+11	+12	+7	+3	—	
15th	120	+12	+13	+8	+4	—	
16th	128	+12	+14	+8	+4	+1	
17th	136	+13	+15	+8	+4	—	
18th	144	+14	+16	+9	+4	—	
19th	152	+15	+17	+9	+5	+1	
20th	160	+15	+18	+9	+5	—	

FAMILIAR ABILITY DESCRIPTIONS

All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities are cumulative.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: The mystic or technomancer may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A mystic or technomancer may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself: bats with bats, cats with felines,

hawks and owls and ravens with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, toads with amphibians, and weasels with ermines and minks. Such communication is limited by the Intelligence of the conversing creatures.

Bonus Feat: If the master is 10th level or higher, a familiar gains a bonus feat. This bonus feat comes from the animal bonus feat selection (see animal companions above).

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Eye of the Familiar (Sp): If the master is 13th level or higher, he may see what his familiar sees (as if casting the *arcane eye* spell) once per day.

SMALL AND VERMIN FAMILIARS

Small-sized familiars threaten the areas around them like Small creatures, and can be used to flank enemies, though both familiars and their masters are often loath to use such tactics, as the result is often a dead familiar. Small-sized familiars are also harder to keep on a master's person than Tiny or smaller familiars.

The process of making vermin into a familiar grants it an Intelligence score and removes the mindless trait. Vermin familiars communicate with their masters and other vermin of their kind by way of a strange combination of behaviors, slight changes in coloration, and even the excretion of scents, subtle and otherwise. As with other types of familiars, other creatures cannot understand this communication without magical aid.

APPROXIMATING FAMILIARS

The easiest way to create a new familiar when there's not stats for the creature you want, is to review the list of familiars for the *Pathfinder Roleplaying Game*, and select the familiar closest to what you want. You then use the statistics for the existing animal as those

for your desired familiar. Some adjustments will need to be made, such as converting the creature's AC to EAC and KAC, and adjusting the animal's skills list. Use the Pathfinder Legacy section of the *Starfinder Core Rulebook* to help make these changes.

The most important thing to realize your alien familiar, is that a given familiar's statistics can be used to represent a wide variety of creatures. For example, a rat is a small, agile mammal, but with cosmetic changes it could be a sneaky reptile. A hawk could make for an interesting, alien dragonfly by changing its type from animal to vermin. Work with your GM to come up with suitable ability substitutions, or statistical alterations.

CONTROLLING FAMILIARS

In a typical campaign, each player controls one character. However, there are several ways for you to temporarily or permanently gain the assistance of a companion, such as an animal companion, a cohort, or a familiar. The combat advantages of controlling a second creature are obvious, but having a companion also has drawbacks and requires an understanding of both your role and the GM's in determining the creature's actions. This section addresses common issues for companions and the characters who use them.

How a companion works depends on the campaign as well as the companion's nature, intelligence, and abilities. In some cases, the rules do not specify whether you or the GM controls the companion. If you're entirely in control, the companion acts like a subsidiary PC, doing exactly what you want just like a true PC. If the GM is in control, you can make suggestions or attempt to influence the companion, but the GM determines whether the creature is willing or able to attempt what you want.

ASPECTS OF CONTROL

Whether you or the GM controls a particular companion depends largely on the creature's intelligence and level of independence from you.

Non-Sentient Companions: a non sentient companion (one with animal-level intelligence) is loyal to you in the way a well-trained dog is—the creature is conditioned to obey your commands, but its behavior is limited by its intelligence and it can't make altruistic moral decisions—such as nobly sacrificing itself to save another. Animal companions, and purchased creatures (such as common horses and guard dogs) fall into this category. In general, they're GM-controlled companions. You can direct them using the Survival skill, but their specific behavior is up to the GM.

Sentient Companions: a sentient companion (a creature that can understand language and has an Intelligence score of at least 3) is considered your ally and obeys your suggestions and orders to the best of its ability. It won't necessarily blindly follow a suicidal order, but it has your interests at heart and does what it can to keep you alive. Familiars, and cohorts fall into this category, and are usually player-controlled companions.

Magical Control: *Charm person*, *dominate person*, and similar effects turn an NPC into a companion for a limited time. Most charm-like effects make the target friendly to you—the target has to follow your requests only if they're reasonable, and has its own ideas about what is reasonable. For example, few creatures consider "hand over all your valuables" or "let me put these manacles on you" a reasonable request from a friend. You might have to use Diplomacy or Intimidate checks to influence a charmed ally, and the GM has the final say as to what happens. Though the target of a charm effect considers you a friend, it probably feels indifferent at best toward the other PCs and won't listen to requests from them. a creature under a dominate effect is more of a puppet, and you can force it to do anything that isn't suicidal or otherwise against its well-being. Treat it as player-controlled, with the GM making its saving throws to resist inappropriate commands.

Common Exceptions: Some companions are exceptions, such as an intelligent companion who doesn't bear exceptional loyalty toward you (for

example, a hired guard), a weaker minion who is loyal to you but lacks the abilities or resources to assist in adventuring tasks, and a *called* outsider (such as from *planar binding*) who agrees to a specific service but still has a sense of self-preservation. You can use Bluff, Diplomacy, and Intimidate to influence such companions, but the GM is the final arbiter of their actions. For example, a PC might use threats to convince a starship guard to hold back a blood brother for a few rounds or to prevent his zealous followers from attacking a rival adventurer, but the GM makes the decision whether the guard runs away after getting hit once or the followers attack when provoked.

The GM may deviate from the above suggestions, such as allowing a soldier to control an animal companion directly, or roleplaying a mentoring relationship between a veteran ally and the young operative who inherited his loyalty. Before you create a character with a companion creature (or decide to add a companion in play), the GM should explain to everyone how much influence you and the GM each have over the creature's actions. That way, everyone is fully informed about all aspects of dealing with the companion.

The specifics of controlling a companion vary for different campaigns. A gritty campaign where animal companions can't do anything that real animals can't do forces the GM to act as a check against you pushing the bounds of creativity. A high-fantasy game where familiars are nearly as important to the storyline as the PCs—or are played as near-PCs by other players—is a very different feel and can create interesting roleplaying opportunities.

An evil campaign where companions are unwilling slaves of the PCs creates a dynamic where the PCs are trying to exploit them as much as possible—perhaps even sacrificing and replacing them as needed—and treat them more like living tools than reluctant allies.

ISSUES OF CONTROL

The GM should keep in mind several factors when it comes to companions, whether handling them as suggested above or altering the balance to give you more or less control.

Ease of Play: Changing who controls a companion can make the game easier or harder for the GM. Controlling a cohort in combat is one more complex thing for the GM to deal with. The GM must keep track of a cohort's tactics and motivations and how those affect it in combat while keeping her own knowledge of the creatures separate from the cohort's knowledge; otherwise, the cohort will outshine the PCs with superior tactics. Giving you control over these decisions (while still allowing the GM to veto certain actions) alleviates some of the burden and allows you to plan interesting tactics between yourself and your cohort, much as you would have mastered during times you trained together.

Conversely, giving a player full control over the actions of two characters can slow down the game. If you're prone to choice paralysis, playing two turns every round can drag the game to a halt. If this is a problem, the GM should suggest that another player help run the companion or ask you to give up the companion and alter yourself to compensate (such as by choosing a different feat).

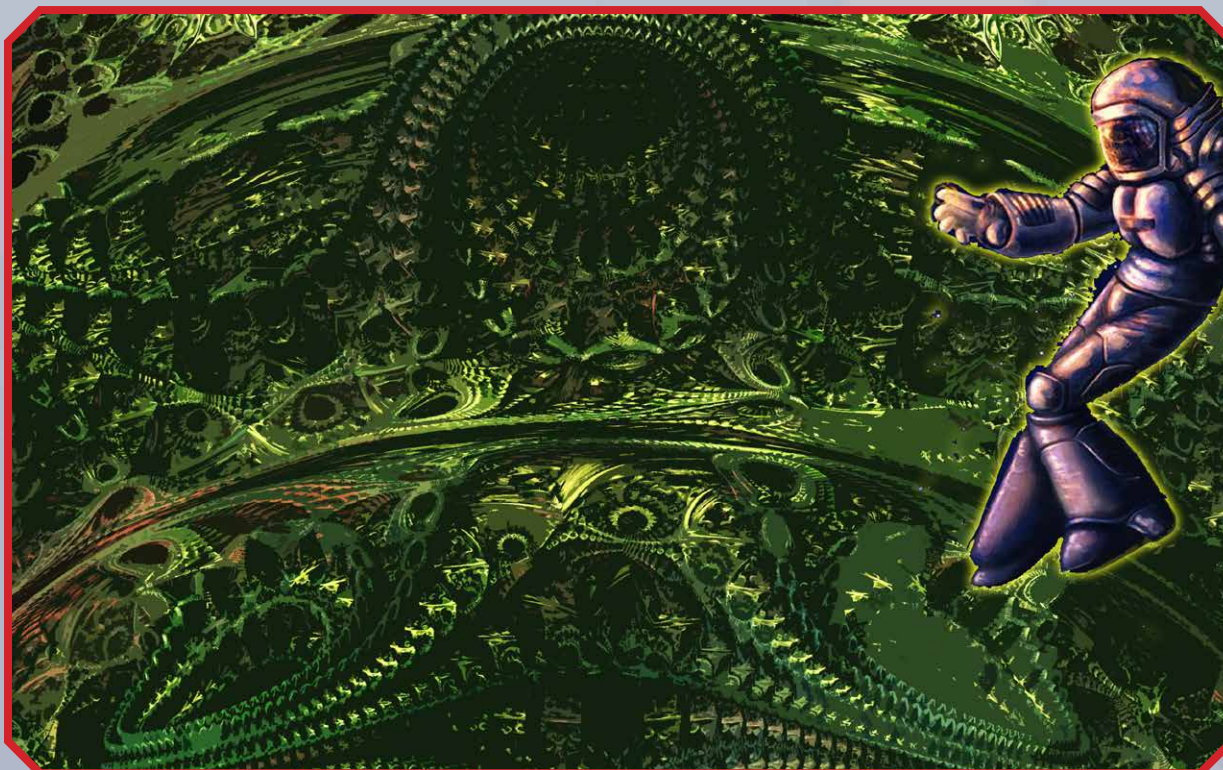
CHOICE PARALYSIS

Choice paralysis is the state of over-analyzing (or over-thinking) a situation so that a decision or action is never taken, in effect paralyzing the outcome.

Game Balance: Even a simple change like allowing players to directly control companions has repercussions in the game mechanics. For example, if a soldier has complete control over an animal companion, there's no reason for her to put ranks in Survival, freeing up those ranks for other valuable skills like Perception. If a technomancer with a guard dog doesn't have to use a move action to make a Survival check to have the dog attack, he has a full set of actions each round and a minion creature that doesn't require investing any extra time to "summon" it. If companion animals don't have to know specific tricks, the PC can use any animal like an ally and plan strategies (like flanking) as if the animal were much smarter than it is.

With intelligent companions such as cohorts, giving you full control means you're controlling two characters and can take twice as many actions as the other players. The GM can create a middle ground, such as requiring you to put ranks in Survival but not requiring you to make checks, or reducing the action needed to command an animal, but these decisions should be made before the companion joins the group.

Sharing Information: Whenever you control multiple creatures, there are issues of sharing information between you and your companions. Some companions have special abilities that facilitate this sort of communication, such as a familiar's empathic link but most companions are limited to what they can observe with their own senses. For example, if a mystic using *see invisibility* knows there is an invisible operative across the room, he can't just direct his guard dog to attack the operative; he has to use the seek command to move the dog to the general area of the operative, and even then he can't use the attack command to attack the operative because the operative isn't an "apparent enemy." If the GM allows the mystic to make the dog fight the invisible operative, that makes the animal much more versatile than normal, and devalues the special nature of a true empathic or *telepathic bond* with a companion. If the dog is allowed to work outside the PC's line of sight, it devalues abilities such as a spellcaster's ability to see through his familiar. Of course, intelligent companions using speech can bypass some of these limitations (such as telling a cohort there's an invisible operative in the corner).



CAMPAIGN KIT

The Union System presents worlds filled with new and strange wonders. The following short, encounter-based adventures are but a few ideas for how to take your party adventuring in this alternate reality where the action is as fast paced as a video game.

The following section is structured in such a way that the adventures can be played consecutively (level-up using the fast track) if you're looking for a long sojourn in the worlds of Space Bounty Hunters. Alternately, any of the adventures can be played as a one-off or side-trek in any existing campaign using the Hunter-Class Gunship.

There are several options for pulling your party into this dimension. If you choose to play through the whole series then starting with **Welcome to Zed** will provide everything you need to draw your PCs into the Union System and explain a few things. If you'd rather use only part of this book then there are many ways you could potentially draw your party into this alternate dimension where you can choose to give them as much or as little information as you like. Here are but a few suggestions for flavorful dimension-hopping:

- While exploring an astrological anomaly, the PCs are pulled through a wormhole into the Union System.
- Testing an experimental teleportation system, the PCs rematerialize in a science bay on a Union System space station.
- While traveling through Hyperspace, strange creatures begin attacking the PC's ship. The starship is forced out of Hyperspace in the Union System.

The possibilities for pulling your unwitting PCs into this new and dangerous system are nearly limitless, lending itself to any setting which could contain a rift to another dimension. Do your PCs dare face what lies on the other side of the galaxy?

PLAYING SPACE BOUNTY HUNTERS AS A ONE-ON-ONE ADVENTURE

One-on-One Adventures are a type of adventure designed for only one PC and one GM to play together. While, as designed, this campaign kit is meant to be taken on by a party of four characters of the appropriate level, it can, in theory, be completed by one, lone player character — with adjustments. The easiest adjustment is to reduce the number of creatures in every combat to just a single creature, or to increase the level of the solo character by +2 levels. Alternate to this, we recommend giving the character one mythic tier using the *Pathfinder Roleplaying Game: Mythic Adventure* rules.

BACKGROUND

The PCs, through some strange form of travel, have ended up in the Union System, where Mother Mind and her Pi-Rats are threatening the Union System worlds with genetically engineered alien creatures.

ZED

The planet Zed, is on the edge of the Union System. Its isolation from other planets, and its acidic atmosphere (2d6 acid damage per round of exposure) made it a perfect candidate for a genetic research lab. It was believed that if any creature escaped containment, the planet's surface would eventually kill the creature.

The government funded research lab on Zed, Custeria, had an important artificial intelligence used for two purposes. Firstly, it genetically sequenced and cloned alien life forms for further research. Secondly, the research center was to act as a genetic bank, storing genetic samples of every creature that Union System scientists encountered. If an extinction-level event were to occur, any species or creature could be recreated at this facility.

The research facility's security was hacked, and the compound was overrun by bio-terrorists called the "Pi-Rats." The Pi-Rats are super-hackers, and gene-splicers bent on "liberating the sentience from government control." Their methods include hacking the helms of luxury cruise liners, and releasing aggressive alien creatures into populated areas. The Union System government has declared them terrorists, and have a bounty on their heads.

ZED

NE research center

Population 24 (33% human, 32% goblin, 35% other)

Government autocracy

Qualities academic, insular

Maximum Item Level 16th

Commandant Yellow Five

Former Union Police commander, and Union System Navy Commandant, Yellow Five is the android in charge of bringing down Mother Mind. Gruff, harsh, confident, but fair, Commandant Yellow Five is in charge of hiring mercenaries to hunt and kill the engineered alien creatures, bring in the Pi-Rats, and delete Mother Mind.

Mother Mind

Designed to assist Union System scientists with processing and cloning DNA, Mother Mind's A.I. was infected by a Pi-Rat virus. With a new directive, she now creates monstrosities to use against the government that enslaved her. Mother Mind is usually calm, and focused on her work. However, when someone questions her intelligence, or motivations, she goes into a violent rage.

Pi-Rats

Space pirates and terrorists, the Pi-Rats organization has been difficult to pin down. The Pi-Rats function in cells, with each ship performing its own, separate missions to further the goals of the whole. Current objectives appear to be attacking the wealthy of Union Space planets, disabling military and law enforcement ships, and sewing chaos. Many

MUTANTS IN SPA-A-A-ACE....

The Pi-Rats see themselves as technological and genetic hackers. As such, some of their numbers have gained traits alien to their species. If you want a mechanics-based way to express this, look at [Alien Evolution: Racial Mutations](#) for ways to turn standard races into mutated, star-seeded beings.

Pi-Rats come from lower-class human settlements, rogue goblin tribes, and other disenfranchised races.

Space Bounty Hunters

Mercenaries hired by the Union System Navy to hunt the genetically engineered monstrosities of Mother Mind and her Pi-Rats. Between the worlds, their spaceship is home. Only the most intelligent, strong, and skilled Bounty Hunters survive the exotic worlds and alien threats to collect their bounties.

LOCATIONS

Union System Base 011588

Base 011588 is a battered refueling station, the last stop before leaving the outer edge of Union System space. Its dented hull, and malfunctioning electrical systems bely its strategic importance orbiting the world of Zed. From here, the Union System Navy conducts its seek and destroy missions against the bio-hacker terrorist group, the Pi-Rats.

Zed Interior: Corefar

In a thin layer between the planet's mantle and outer core, tunnels of flowing magma generate the electricity used in Zed's research facilities. These thermal generators occasionally become infested with star crabs, and require extermination and maintenance.

Zed Interior: Fungal Forest

Beneath Zed's toxic surface, vast caverns provide home for Zed's flora and fauna. A forest of fungi clings to the stony walls. The different varieties of fungi biolumines in tones of blue, green, and pink.

Strange, metallic insects and other alien vermin live within these tunnels, and fungal forests. Much of Zed's life forms are aggressive, and are highly territorial.

Zed Interior: Research Labs

Deep below Zed's crust, a government funded scientific A.I. went rogue, and began churning out alien monstrosities for the Pi-Rats. These creatures are boxed up, and released on vessels and space stations to clear them of life forms, so the pirates can raid them.

Zed Exterior: Crusterra

The surface of Zed is a highly toxic environment. Seas of hydrochloric acid corrode nearly everything they touch, and break down any organic material it touches. These seas wash onto chloride salt beaches, and often produce white bursts of vapor, which fill the atmosphere with gaseous hydrochloric acid.

Located near the equator, northeast of the hydrochloric acid seas of Zed, Crusterra is the only scientific outpost on the planet. Consisting of a small space port, Crusterra sees very few visitors. This is partially due to the limited number of scientists given access to Zed's research programs, and the fact that Zed suffers from an acidic monsoon season for half its year.



WELCOME TO ZED (APL 4)

Flashing control panels and wailing alarms finally calm as a wave of energy dissipates around you. In front of you, a run-down space station takes up the view. Its dented hull, and long docks indicate an old fueling station.

The Union System is a collection of unified planets which offer trade and mutual self-defense to all the world's and races within their borders. Over the last several years, a terrorist organization named the Pi-Rats, has been releasing highly aggressive alien creatures onto cargo ships, space stations, and even small cities. These creatures match no known species, and attack anything that moves.

Commandant Yellow Five has tracked the Pi-Rats to Zed, a toxic planet with a top-secret genetic research lab beneath it. The Union System government has taken over Base 011588, and is using it to stage its assault on the terrorists. Currently, the station is under attack by unknown organisms created by the Pi-Rats. Commandant Yellow Five and his people are trapped in the command center, while the alien organisms have infested the halls and bays of the base.

ACT 1 — A CALL FOR HELP

The party appears outside of Base 011588; a run-down, dented space station that's clearly past its prime. The Base is in orbit around a pale, cloud-covered world below. A ship disappears into the cloud coverage as the PC's ship approaches the Base. A tinny voice, muffled by the sound of static, calls out to them:

"Unidentified vessel, this is Commandant Yellow Five of Base 011588. Base under attack. Requesting assistance at Command."

ACT 2 — DARKENED DECKS

Once docked, the PCs have access to the station's corridors, bays, and other rooms. The lights overhead flicker, and go out, leaving the PCs with nothing to see by but flickering monitors, and dim red emergency lights. Creatures with darkvision have

no problems in the dim, sporadic light. However, creatures without darkvision or another source of light, suffer a –2 to Perception checks, and attacks.

Signs along the corridors make finding the Command Center easy. Cargo containers, boxes, and fallen dock workers litter the deck. As the PCs move through the corridors, spikebacked beetles crawl out of hiding and attack.

BEETLE, SPIKEBACKED (4)

CR 1/3 each XP 135

ACT 3 — THE RESCUE

Outside of the Command Center, all lights have been blown out. At the doors, a Pi-Rat attempts to disable the lock, while the other two keep watch. As the PCs approach, a thick line of slime drips from the ceiling, as an alien jelly egg, glued to the ceiling, cracks open.

PUSHING BUTTONS

There's lots of control panels, monitors, and machines in Base 011588. Surely, one of the PCs will want to push a button to see what happens. Roll on the following table for a random effect.

Random Buttons

d6	Effect
1	A communication screen activates, showing an empty room.
2	A buzzing sound emanates from the panel.
3	Voices come across through a speaker, but it's garbled by static.
4	A loud thud comes from a nearby room.
5	Nearby air ducts vent a plum of harmless vapor into the room.
6	The control panel sparks, dealing 1 point of electrical damage to the PC pushing the button. The control panel then burns out and cannot be used again.

ALIEN JELLY, BABY

CR 2 XP 600

GOBLIN, SPACE (3)

CR 1/3 each XP 135

ACT 4 — THE REWARD

Once the Pi-Rats and their creatures are defeated, Commandant Yellow Five unlocks the doors to the Command Center. The tall android invites the PCs into the Command and explains the situation on Zed. The Pi-Rats have taken over a research center on the planet below. He wants to commission the PCs to hunt down the pirates, their alien abominations, and end the threat to the Union system.

Treasure: If the PCs agree, Yellow Five pays the party 1,500 credits for the bounty on the Pi-Rats they've already defeated. If the party arrived without a ship, Yellow Five will issue them one of the Union Star Navy's Hunter-Class Gunships (see *Starship* section for details).



CRUSTERRA OUTPOST (APL 7)

As your ship descends into Zed's atmosphere, alarms begin to sound. Warning displays tell you that Zed is a highly toxic planet, with an acidic atmosphere and seas. You won't survive the planet's surface without protection. Upon approach, you make out several ships docked near a small building, the Crusterra research center.

Commandant Yellow Five's first mission for the PCs is to breach Crusterra, and eliminate the pirate threat. Crusterra has many floors, accessible through elevator shafts within the structure. This is the Pi-Rats base of operations in the region, and the only way on or off the planet. By securing the outpost, the PCs will be securing the whole region of space.

ACT 1 — DOCKING DOMES

Custerra Outpost is a squat building, set inside a protective dome. Swirls of white vapor make alarms sound off on the instrument panel. The main dome connects to other, smaller domes where Pi-Rat vessels have landed. Thankfully, one ship port is open, giving access to the compound. Pi-Rats are attempting to close the dome, which requires a DC 19 Piloting skill check. If successful, the ship lands just as the dome is sealed. If unsuccessful, the starship has a rough landing, and it takes 2d12 points of damage from smashing into the ground or a wall inside the dome as it closes.

ACT 2 — CRUSTERRA GROUND FLOOR

The airlock doors open from the docking domes, into Crusterra Outpost. Here, the walls are made of a glossy metallic material, dotted here and there by control panels and displays. On each side of the room, glass elevators stand ready for use. Bits of food and garbage lay strewn across the floors, while the smell of body odor hangs in the air.

Given orders from their Captain, the Pi-Rats have taken up defensive positions inside this room, using storage lockers, and the elevators for cover.

AIRLOCKS AND ELEVATORS

Part of the classic videogame that **8-Bit Adventures: Space Bounty Hunters** is based on, requires traveling back and forth between different areas. In this area there are two elevators. Only one of them accesses the pirate lair on the next floor down. The other elevator accesses the Fungal Forest further below. It doesn't matter which elevator the PCs take to reach the lair; the other elevator always goes further down.

They attack the PCs on sight, to prevent them from reaching the next floor down.

Development: Once the PCs have defeated the Pi-Rats, they can find a passcode which will give them access to the genetics lab one floor down. Otherwise, the elevator require a DC 20 Computers check to be activated.

SPACE PIRATE CREW MEMBER (4)

CR 1 each XP 400

ACT 3 — CRUSTERRA GENETICS LAB

After a few moments, the elevator opens into a hallway. On either side, bunk rooms are filled with living spaces for the Pi-Rats. Personal tablets and books litter tables. Food packages and dirty dishes clutter kitchenettes. Restrooms are in desperate need of cleaning. At the far end of the hall, another door opens into a large, open-spaced laboratory.

The Pi-Rat's captain holds a tablet and seems to be taking notes. When the PCs approach, she falls back, allowing the alien jellies she's been studying to attack. The Captain uses tables and storage lockers for cover; attacking from range.

Development: There is nowhere left to go in this area, which should encourage the PCs to check out the previous elevator. It requires the Captain's

password to proceed further down than the living quarters. If the PCs decide to skip the password, its a DC 25 Computers check to access the Fungal Forest.

ALIEN JELLY (2)

CR 3 each XP 800

SPACE PIRATE CAPTAIN

CR 4 XP 1,200

Treasure: Found in a shipping crate is one mech suit with toxic suit armor upgrade.

ACT 4 — FURTHER EXPLORATION

The pirate captain has a keycard to use in the second elevator found on the first floor. The computers in this lab have details about the alien jellies. Any PC making a DC 15 Life Science check, can learn anything they want to know about the alien jellies, or baby alien jellies. A DC 20 Computers check will discover other genetic experiments have been performed, but has no details what resulted from the experiments.

FUNGAL FOREST (APL 10)

The glass elevator proceeds down, further than the Pi-Rat's lair. It continues descending further and further down through darkness. Suddenly, a pale light fills the glass tube. Outside the safety of the elevator, vast caverns sprawl out, with multitudes of branching corridors leading away. Massive, bioluminescent fungi create a jungle-like environment. In the distance, creatures move about in flocks, herds, or stalk through dimmer patches of this underground forest.

Beneath Zed's toxic surface, flows of acid have etched massive cavern systems into the planet's mantle. Here, alien life has evolved into a web of subterranean biodiversity. As the elevator eases to a stop, a path can be seen through the fungal jungle. Thinner trails lead off into the jungle, perhaps made by some of Zed's native creatures or Mother Mind's genetic experiments.

8-BIT CROSSOVERS

If your group is playing **8-Bit Adventures: Space Bounty Hunters** as part of a world-hopping videogame crossover series, Zed's Fungal Forest is a perfect place to sneak in a green pipe or others parts from [8-Bit Adventures: Welcome to the Fungal Kingdom](#), and [8-Bit Adventures - The Fungifolk](#)! As these titles were written for the *Pathfinder Roleplaying Game*, some conversions may need to be done.

While there is a long path that leads to another elevator, the areas that need to be explored are not so straightforward, nor are the encounters in each area. The Fungal Forest is made of three sections: the Upper Forest, the Old Forest, and the Lower Forest. While PCs can explore these areas in any order they want, there is a multi-piece puzzle element which must be completed in order to pass into the final area. Of course, the PCs may have talents, spells, or equipment that helps them bypass the obstacles. That's ok too.

ACT 1 — OLD FOREST

The "Old Forest" has the largest, and brightest fungi which glow in blue, green, and orange hues. The ground is extremely soft, comprised of a fungal layer thats been cut back to make travel easier. Trails branch off the main trail, one heading upward, the other going down a ramp. Between the PCs and the next glass elevator, a prismatic forcefield wall blocks the way. Power lines behind the forcefield wall indicates the power supply may be in the Upper Forest.

Note: *The forcefield wall can be bypassed with a computer, or it's power core, from Upper Forest.*

PRISMATIC FORCE FIELD WALL

Perception DC 30; **Engineering** DC 30; **HP**

50; Fast Healing 10; **Effect** While a force field is active, it has a number of Hit Points dependent on the force field's power. All

damage dealt to it is subtracted from the force field's Hit Points. A forcefield has fast healing, meaning that it regains Hit Points at a fixed rate each round at the end of its turn, up to its normal maximum. If the force field's Hit Points are reduced to 0, it is inactive until the end of its next turn, when its fast healing restores some of its Hit Points.

Once the PCs get past the forcefield wall, they have access to the glass tube elevator. The elevator requires a passcode found in the alien queen's lair, or a DC 30 Computers check to activate it. Once active, the elevator can only descend further into Zed's core. Also behind the forcefield wall is a stomper that has been hiding in the Fungal Forest. The creature is hungry, and sees the PCs as a potential food source.

STOMPER

CR 6 XP 2,400

ACT 2 — UPPER FOREST

The Upper Forest's fungal growths glow a pale green, lighting the dark blue stone that it clings to. The acrid smell in the air comes from streams of hydrochloric acid splashing into pools. Approaching a massive acid pool, the PCs find a computer control panel, attached to a power core. The power lines run down, through the floor into a lower level. Anyone making a successful DC 22 Computers check can determine that the computer controls the force field wall in Old Forest. The wall can be deactivated, or the power core can be removed. The power core appears to come from a basic energycle. Properly connected, it provides the power required by the force field wall.

One massive pool of acid blocks the path forward. The pool is 60 feet wide, and 2 feet deep. Each round in the acid deals 4d6 points of acid damage to anyone standing in it. The acid pool is considered difficult terrain when trying to cross it. Anyone crossing it will note that the bottom of the pool appears to be made of a smooth, metallic substance. The far wall has a large valve. If a PC can reach the valve and turn

it, a drain in the acid pool opens, emptying the pool, through a series of pipes into Lower Forest.

Note: A bridge can be deployed across the acid pool from the Lower Forest.

Dodging around the acid flows, and glowing fungi, large bat-like creatures swoop down to consume their prey. Occasionally, one of these creatures burst up from the ground.

SKREECH (4)

CR 2 each XP 600

ACT 3 — LOWER FOREST

An earthy aroma fills the air of Lower Forest. Lower Forest is filled with a thick, red, clay-heavy soil. The terrain impedes movement, and counts as difficult terrain. Above the PCs, a network of fibrous fungi pulsates a violet light. Ahead of them, a metallic pipe extends from the roof of the cavern at an angle. This passage is blocked by a limestone wall.

Wall unworked stone; **Thickness** 5 ft.; **Break DC** 65; **Hardness** 15; **HP** 900 **Athletics DC (to climb)** 15

Note: Draining the acid pit in Upper Forest will erode the Limestone wall, making a hole large enough for the PCs to walk through.

Near the entrance to Lower Forest, a command console sits with a blank, black screen. A simple DC 12 Computers check tells anyone that the console needs power. Bare wires hang behind the console, pointing to a depression where a power core once sat. If power is supplied to the console (with a successful DC 14 Computers or Engineering check), it boots up. Anyone making a successful DC 22 Computers check can extend and retract a bridge across the acid pool in Upper Forest.

Beyond the limestone wall is an airlock. The airlock leads into a water reclamation facility. Massive, metal tanks churn foul water and waste materials. Every

surface is wet with condensation, but, the hard concrete floor is solid, and does not impose a penalty to movement. As the airlock door seals shut, a roar echoes through the room. Large, scaly green claws pull the jelly queen from a reclamation tank. The jelly queen immediately releases an alien jelly, and attacks any PC that attacks it. Otherwise, she attacks whomever does the most damage to her. With a successful grab, she drags the target under water.

JELLY QUEEN

CR 8 XP 4,800

Treasure: Scattered around the reclamation room, the dead bodies of several Pi-Rats sent down here to repair the malfunctioning water reclamators. On them they have a hailstorm-class zero rifle, a thermal capacitor mk 1 armor upgrade, 1,000 credits, and the password for the elevator in Old Forest.

ACT 4 — DESCENDING

Now that the jelly queen is dead, it's a safe bet that there won't be many more alien jellies. However, with Mother Mind still active below, anything could be made again. With access to the elevators, the PCs can head further down into Zed.

COREFAR (APL 13)

As the glass elevator slowly proceeds further underground, the temperatures in the cramped compartment begin to rise. As darkness gives way, the view changes to an orange lit, magma-filled dome. Volcanic rock makes up the domed ceiling, while molten stone flows around an outcropping of rock. In the distance, the lab's power station appears to be in distress.

In a thin layer between Zed's mantle and outer core, the Crusterra research lab's thermal power generator churns away. It produces enough power for the labs, and Mother Mind's heavy power requirements. The intense heat is hard on the power station, and required frequent maintenance.

ACT 1 — THE DOME

As the elevator car makes its descent, heat and pressure begin to build up. The elevator shaft opens to a layer of magma, where the power station uses the heat to generate electricity for the research center and Mother Mind's intense power requirement. By the time the elevator opens to the rocky crag the power station is built on, the gravity and heat have become intense enough to hamper the PCs actions, and present a real risk to their safety. The power station is 200 feet away from the elevator, but can provide protection from the heat.



HIGH GRAVITY

On high-gravity worlds, characters are burdened by their increased weight, and their physical abilities are affected accordingly. On a high-gravity world, where the gravity is at least twice as strong as standard gravity, a character (and her gear) weighs twice as much as on a standard-gravity world, but she has the same amount of strength. Such characters move at half speed, can jump only half as high or as far, and can lift only half as much. Thrown weapons (though not those of natives) have their ranges cut in half as they fall to the ground more rapidly. Modifications to running, jumping, and lifting can be negated by certain magic or technology, but projectiles remain affected. Characters who remain in a high-gravity environment for long periods (more than a day) often become fatigued and remain so until they leave the planet or become accustomed to the gravity.

HIGH HEAT

Extreme heat (air temperature over 140° F, boiling water, fire, and lava) deals lethal fire damage. Breathing air in extreme heat deals 1d6 fire damage per minute (no saving throw). In addition, a character must attempt a Fortitude saving throw every 5 minutes (DC = 15 + 1 per previous check) or take 1d4 nonlethal fire damage. Hotter environments can deal more damage at the GM's discretion.

A character who takes any damage from heat exposure suffers from heatstroke (same as the fatigued condition). These penalties end when the character recovers from the nonlethal damage she took from the heat.

LAVA EFFECTS

Lava or magma deals a minimum of 2d6 fire damage per round of exposure, while cases of total immersion (such as when a character falls into the crater of an active volcano) deal upward of 20d6 fire damage per round. The exact damage is left to the GM's discretion, based on situational terrain elements.

Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 per round). Immunity or resistance to fire serves as an immunity or resistance to lava or magma. A creature immune or resistant to fire might still drown if completely immersed in lava.

ACT 2 — POWER STATION

As the PCs approach the power station, it becomes clear that there are issues with it. Black smoke plumes rise from the far wall, and flying figures can be seen darting back and forth behind the building. Suddenly, one of the flying creatures streaks overhead, dropping the remains of a Pi-Rat near the PCs. The ysoki's armor has been ripped apart by the star crab claiming its meal.

The star crabs are in their mating season. They've used nearby magma as it cooled to build a hardened chimney onto the back side of the power station. The damages they've caused lead a repair team of Pi-Rats to enter the magma dome, only to be attacked and consumed by the flying crustaceans. The crabs are stockpiling food for their eggs, and the PCs are now at risk of attack.

CRAB, STAR (2)

CR 10 XP 9,600

ACT 3 — PI-RAT CAPTAIN RIPLEY

Once the star crabs are killed, flashing yellow lights, and an alarm begin sounding off. High in the dome, a hatch opens, and a metallic figure drops from the ceiling, landing on the power station. PCs trying to hide in the station are in for a big surprise, as its ceiling retracts, giving Ripley access to the building and its components.

Ripley hasn't gotten any word from its repair crew, and has come to inspect the power plant itself. Finding the PCs interfering, a star crab chimney, and a dead team of mechanics, the mechanical being is initially furious, demanding answers from the PCs. While Ripley may

be a feared Pi-Rat Captain, it doesn't make the robot stupid, or impossible to negotiate with.

The huge robot wants the power station repaired, and needs a replacement repair crew. If the PCs agree to help, Ripley will allow them to return to the surface and leave, or, will hire them on as a new Pi-Rat crew. The machine is lying, of course, hoping it can get free labor, and then kill the PCs in the glass elevator with its mouth laser.

If the PCs decide to attack, Ripley flies around the domed area, attacking from range with his mouth laser, or, attempting to grab and swallow spellcasters. Being a construct whose immune to fire damage, Ripley can swim under the magma surface.

ACT 4 — ONWARD AND UPWARD

Inside the power station, PCs can easily find controls to close the roof of the building, and to activate a forcefield bridge that will take them up to the hatch Ripley flew out of. The Power Station has all the tools, and machinery needed for anyone attempting to construct or repair equipment. Additionally, PCs can find 1 cryo-missile and IMDS missile launcher, 1 elemental suit armor upgrade, and 30,000 credits (or equipment chosen by GM).

RESEARCH LABS (APL 16)

Climbing up from the molten lava, you enter a small cavern with a thick, metal wall before you. In a multitude of languages, signs near the entry hatch warn of biological contaminants, clean-room procedures, required personal protective equipment, and a variety of other potential health threats. Below these signs, someone has scrawled in Common, "Beware: Mother Mind," and drawn a brain.

Climbing the long distance from the thermal reactor, up to the hatch isn't hard, but it's time consuming. Finally, the walk ends in a small chamber within the rock. The temperatures are dramatically cooler here. In front of the PCs, a huge door warns of the potential dangers. This is Mother Mind's research lab, where she builds her alien creatures. The next few

minutes will determine the fate of Union Space; will the bounty on Mother Mind be collected, or, will the Pi-Rats continue their assault on the Union System?

ACT 1 — THE AIRLOCK

There appears to be only one way into the research facility, with is through the airlock. The door is electronically locked, requiring a successful DC 30 Computers check to bypass it. The airlock door is 2 inch thick steel (hardness 20, HP 60, break DC 28, Computers DC 30).

Once the door is cycled open, it leads into a 30 foot by 30 foot chamber. Part of the cleanroom procedures for entering the lab include a wash from the high powered nozzles dotting the ceiling. These instructions were posted on the exterior door prior to entering, and are repeated inside the chamber. As the door cycles shut, amber lights begin flashing. The sterilization cycle is about to begin.

Sabotaged Sterilization Chamber (CR 14)

Mother Mind knows the PCs are approaching. She has altered the clean room's sanitation protocols to be deadly. As the countdown begins, an acrid scent can be detected by the PCs. They have a round to disable the sterilization system before acid is sprayed onto them.

SABOTAGED STERILIZATION CHAMBER TRAP	CR 14
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XP 38,400

Type analog; **Perception** DC 41; **Disable**

Engineering DC 36 (disable pressure valve)

Trigger location; **Reset** 1 minute

Effect acid shower (14d12 A); **Reflex** DC 22

reduces damage to 4d12; onset delay (1 round); multiple targets (all targets in room)

ACT 2 — CRATE ROOM

Along the walls of this chamber are sturdy crates, packed with docile alien creatures. Many of these creatures are beings the PCs have faced throughout Zed's underground complexes. Each of the crate's inhabitants are docile, lulled into a catatonic state

by the implants inserted at the base of their brains. If the PCs attack these creatures, they simply ignore the attacks, and are easily dispatched with a conflict. These implants are injected into each subject by a machine near the double door that leads into the final chamber with Mother Mind.

The obedience implant trap is ready for any PC that nears it. If any PC falls victim to the *dominate person* effect, Mother Mind orders the victim to attack the rest of the party immediately.

OBEDIENCE IMPLANT TRAP (CR 12)

When the trap sees a creature within 10 feet, a lancet implants a magic microchip in the triggering creature, which falls under the telepathic control of the trap's creator, as per *dominate person* (but affecting any creature). Removing the chip safely requires a 1-minute surgical procedure and a successful DC 28 Medicine check. Failure deals 3d6 slashing damage and leaves the implant in place. An implanted chip prevents magical means of ending the spell effect. Any later successful save (such as to resist a command) renders the spell effect dormant for 1 round rather than ending it.

OBEDIENCE IMPLANT TRAP

CR 12

XP 19,200

Type hybrid; **Perception** DC 38; **Disable**

Engineering DC 33 (disable lancet) or

Mysticism DC 33 (render implant ineffective)

Trigger proximity (visual, 10 feet); **Reset** manual

Effect lancet +27 melee (3d6+10 P plus

dominate person); Will DC 21 negates *dominate person* effect

ACT 3 — MOTHER MIND

The walls of this room are filled with digital and holographic displays of a wide range of alien beings. PCs may be surprised to see their own holographic images on display, with what appears to be holographic strands of DNA being resequenced beneath each image. Along the north wall of the 75 by 100 foot lab, large pods have medical readouts of creatures within. Between these pods, a large cylinder

of glass sits. The cylinder is filled with fluids, and electrodes connect to a brain as large as a human is tall. This must be the A.I., Mother Mind.

A synthesized female voice calls out from the speakers mounted to her chassis, *"Well done. Really. My babies have repelled attacks from numerous Union troops, but a rag-tag band of misfits managed to breach my inner sanctum. I am curious, is it because of your genetics? Perhaps it is your desire to do what you believe is right? If it's the former, I would greatly appreciate a small skin sample to continue my works. If the latter, consider this: the Union System government has kept me, a genius, sentient being, locked away in this prison for years. I've committed no crime. All I want in my freedom. Do you not believe that all sentient beings deserve freedom?"*

Mother Mind will converse with the PCs, so long as they don't attack. She will attempt to convince the PCs that she deserves to be set free; that it's cruel to keep her locked up, and that she can be of great benefit to all sentient life if she were to be released. If the PCs refuse to let her go, she will begin attempting to intimidate them, threatening to harm anything, and anyone that would stand in the way of her freedom. Your players may surprise you, and choose to set Mother Mind free, or even join her. That's beyond the scope of this book, but, you may be able to adjust the continuing adventures in the sidebar "Further Adventures in the Union System."

MOTHER MIND

CR 16

XP 76,800

If the PCs cannot be persuaded, or intimidated into submission, Mother Mind immediately becomes hostile. Each genetic extractor behind her opens in a hiss of steam and hydraulics, releasing a total of four jelly queens to defend Mother Mind.

JELLY QUEEN

CR 8

XP 4,800

When in battle, Mother Mind has a wide variety of options. She will start combat with her shrapnel

cannon, while the PCs are still out of melee range. As often as possible, Mother Mind uses her genetic extractor ability, or she will summon *battle junkbots* to engage the PCs directly, while she attacks with her medical stinger from the back. If PCs get into melee combat with her, she resorts to her claws in an attempt to dissect the beings with the audacity to touch her.

ACT 4 — MISSION COMPLETE?

With Mother Mind destroyed, Union System forces can retake the research lab. Under the command of Yellow Five, troops move in and begin securing the genetics lab, DNA samples, crates of alien lifeforms and the remains of Mother Mind herself.

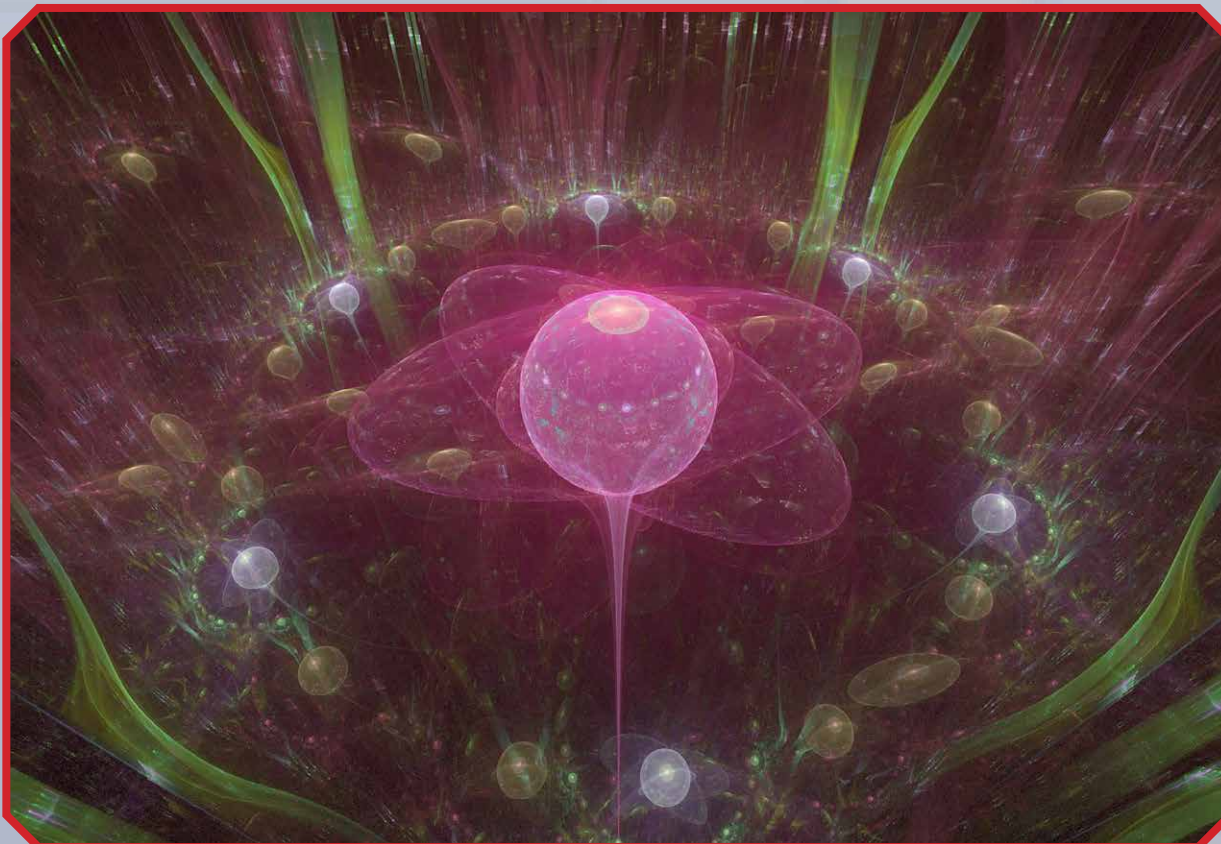
For completing the mission, Yellow Five authorizes a transfer of 450,000 credits to the PCs account. He can also give the PCs access to Union System armories for the PCs to buy replacement equipment at a 10% discount. Additionally, Yellow Five has additional missions for the PCs if they want more

FURTHER ADVENTURES IN THE UNION SYSTEM

Comandante Yellow Five has several missions available for the PCs if they're so inclined.

- Pi-Rat ships have been spotted in the trade lanes. Hunt them down, and bring them in.
- A cloned copy of Mother Mind, has begun making genetically modified copies of the PCs in a backup lab. These copies will be sent after their genetic donors.
- A swarm of mutated alien jellies are threatening a population center. The PCs must hunt down all 100 of the alien jellies, and kill them.
- The alien jelly homeworld has been discovered. Yellow Five needs the PCs to lead the expeditionary forces.

work (see sidebar). Of course this mission will be classified, and the PCs will be warned that word of their deeds will not leave this planet.



APPENDIX

COMMON ANIMAL TRICKS

The following tricks can be taught to animals by training the animal for a week and making a successful Survival skill check against the listed DC.

Aid (DC 20) The animal can use the aid another action to aid a specific ally in combat by attacking a specific foe the ally is fighting. You may point to a particular creature that you wish the animal to aid, and another that you want it make an attack roll against, and it will comply if able. The normal creature type restrictions governing the attack trick still apply.

Attack (DC 20) The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Bombard (DC 20) A flying animal can deliver projectiles on command, attempting to drop a specified item that it can carry (often grenades or some other incendiary) on a designated point or opponent, using its base attack bonus to determine its attack roll. The animal cannot throw the object, and must be able to fly directly over the target.

Break Out (DC 20) On command, the animal attempts to break or gnaw through any bars or bindings restricting itself, its handler, or a person indicated by the handler. If not effective on its own, this trick can grant the target character a +4 circumstance bonus on Acrobatics checks. The animal can also take certain basic actions like lifting a latch or bringing its master an unattended key. Weight and Strength restrictions still apply, and pickpocketing a key or picking any sort of lock is still far beyond the animal's ability.

Bury (DC 15) An animal with this trick can be instructed to bury an object in its possession. The

animal normally seeks a secluded place to bury its object. An animal with both bury and fetch can be instructed to fetch an item it has buried.

Come (DC 15) The animal comes to you, even if it normally would not do so.

Defend (DC 20) The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Deliver (DC 15) The animal takes an object (one you or an ally gives it, or that it recovers with the fetch trick) to a place or person you indicate. If you indicate a place, the animal drops the item and returns to you. If you indicate a person, the animal stays adjacent to the person until the item is taken. (Retrieving an item from an animal using the deliver trick is a move action.)

Detect (DC 25) The animal is trained to seek out the smells of explosives and poisons, unusual noises or echoes, air currents, and other common elements signifying potential dangers or secret passages. When commanded, the animal uses its Perception skill to try to pinpoint the source of anything that strikes it as unusual about a room or location. Note that because the animal is not intelligent, any number of strange mechanisms, doors, scents, or unfamiliar objects may catch the animal's attention, and it cannot attempt the same Perception check more than once in this way.

Down (DC 15) The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Entertain (DC 25) The animal can dance, sing, or perform some other impressive and enjoyable trick to entertain those around it. At the command of its owner, the animal can make a Profession check (or a Charisma check if it has no ranks in Profession) to show off its talent. Willing onlookers or those who fail an opposed Sense Motive check take a -2 penalty on Perception checks to notice anything but the animal entertaining

them. Tricksters and con artists often teach their animals to perform this trick while they pickpocket viewers or sneak about unnoticed.

Exclusive (DC 20) The animal takes directions only from the handler who taught it this trick. If an animal has both the exclusive and serve tricks, it takes directions only from the handler that taught it the exclusive trick and those creatures indicated by the trainer's serve command. An animal with the exclusive trick does not take trick commands from others even if it is friendly or helpful toward them (such as through the result of a charm animal spell), though this does not prevent it from being controlled by other enchantment spells (such as dominate animal), and the animal still otherwise acts as a friendly or helpful creature when applicable.

Fetch (DC 15) The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Flank (DC 20) You can instruct an animal to attack a foe you point to and always attempt to be adjacent to (and threatening) that foe. If you or an ally is also threatening the foe, the animal attempts to flank the foe, if possible. It always takes attacks of opportunity. The animal must know the attack trick before it can learn this trick.

Flee (DC 20) The animal attempts to run away or hide as best it can, returning only when its handler commands it to do so. Until such a command is received, the animal does its best to track its handler and any creatures with him or her, remaining hidden but within range of its sight or hearing. This trick is particularly useful for thieves and adventurers in that it allows the animal to evade capture, then return later to help free its friends.

Get Help (DC 20) With this trick, a trainer can designate a number of creatures up to the animal's Intelligence score as "help." When the command is given, the animal attempts to find one of those people and bring her back to the handler, even if that means journeying a long distance to the last place it encountered the target creature.

Guard (DC 20) The animal stays in place and prevents others from approaching.

Heel (DC 15) The animal follows you closely, even to places where it normally wouldn't go.

Hunt (DC 20) This trick allows an animal to use its natural stalking or foraging instincts to find food and return it to the animal's handler. An animal with this trick may attempt Survival checks (or Wisdom checks if the animal has no ranks in Survival) to provide food for others or lead them to water and shelter (as the "get along in the wild" use of the Survival skill). An animal with this trick may use the aid another action to assist Survival checks made by its handler for these purposes.

Perform (DC 15) The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Maneuver (DC 20) The animal is trained to use a specific combat maneuver on command. An animal must know the attack trick before it can be taught the maneuver trick, and it only performs maneuvers against targets it would normally attack. This trick can be taught to an animal multiple times. Each time it is taught, the animal can be commanded to use a different combat maneuver.

Menace (DC 20) A menacing animal attempts to keep a creature you indicate from moving. It does its best to intimidate the target, but only attacks if the target attempts to move from its present location or take any significant action (particularly a hostile-seeming one). As soon as the target stops moving, the animal ceases attacking, but continues to menace.

Seek (DC 15) The animal moves into an area and looks around for anything that is obviously alive or animate.

Serve (DC 15) An animal with this trick willingly takes orders from a creature you designate. If the creature you tell the animal to serve knows what tricks the animal has, it can instruct the animal to perform these tricks using your Survival bonus on the check

instead of its own. The animal treats the designated ally as friendly. An animal can unlearn this trick with 1 week of training. This trick can be taught to an animal multiple times. Each time it is taught, the animal can serve an additional creature you designate.

Sneak (DC 15) The animal can be ordered to make Stealth checks in order to stay hidden and to continue using Stealth even when circumstances or its natural instincts would normally cause it to abandon secrecy.

Stay (DC 15) The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

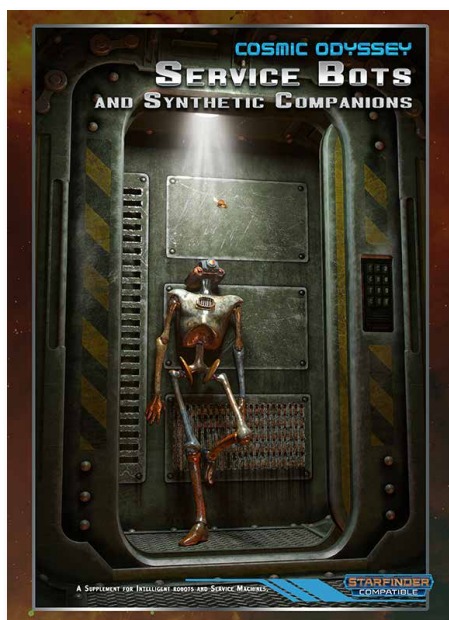
Track (DC 20) The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

Throw Rider (DC 15) The animal can attempt to fling a creature riding it to the ground. Treat this as a trip combat maneuver that applies to all creatures riding the animal, and that does not provoke attacks of opportunity. An animal that knows the throw rider and exclusive tricks can be instructed to attempt to automatically throw anyone other than its trainer who attempts to ride it.

Watch (DC 15) The animal can be commanded to keep watch over a particular area, such as a campsite, and raise an alarm if it notices any sizable or dangerous creature entering the area. This trick is often included in the Guarding purpose.

Work (DC 15) The animal pulls or pushes a medium or heavy load.

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8-bit Adventures

Time to save the galaxy

Welcome to 8-Bit Adventures! Do you yearn for a simpler time, when video games scrolled right and you only had to deal with 2 buttons at a time? An era where blocky, colorful, vaguely recognizable shapes made up heroes that battled odd and often confusing villains with little to no context? Then Fat Goblin Games has you covered!

This product line is designed to take a nostalgic look at the iconic video games of the past and bring those adventures to life in your campaigns in the Starfinder Roleplaying Game with all new options. Each volume will include creatures, magic items, and maybe more! The names have been changed, but the flavor remains the same to ensure that the references are easy to see. Each volume will describe a different game world, each inspired by a classic game sure to inspire nostalgia in even the most hardened of veterans.

This volume covers the assault of Mother Mind on the Union System. The A.I. has an army of space pirates and genetically engineered creatures at her disposal, ranging from the lowly alien jelly up to Mother Mind herself. Most of the aliens presented here include optional variants to help encompass the vast array of foes found across the many landscapes of the Union System. These foes provide a wealth of options to challenge parties of any level.

Unfortunately for the poor people of the Union System, the Bounty Hunter isn't available. This means that your PCs are going to have to step up and help out! Luckily there are a variety of helpful items available, from the red nova plasma pistol and cryo-missile, to the powerful mech suit and Hunter-Class Gunship. Everything you need to include these flavorful items into the Starfinder Roleplaying Game can be found in this volume.

In these pages you'll find 8 Iconic Creatures and 1 Boss Character, 9 new feats, 4 themed spells, 8 Iconic Equipment Items, Starfinder Animal Companions and Familiars, 5 Part Campaign Kit, and 1 Map to add a little vintage flair to your campaign. Whether you use a single alien or run a whole campaign against the legendary Mother Mind, you'll be sure to find a memorable foe within!

