



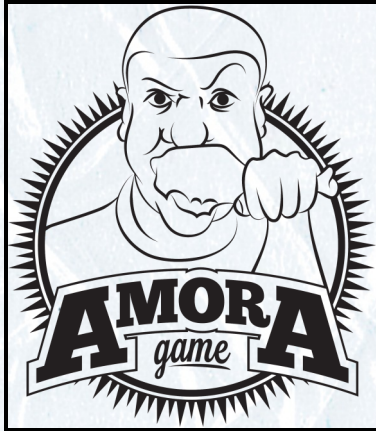
XENO FILE:

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Xeno File: Issue 3

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These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd

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Xeno File is a monthly “magazine” designed to add content to the *Starfinder Roleplaying Game*, *Pathfinder Roleplaying Game* and *Starjammer Compatible* experience for science fiction entertainment and play.

Taking a salute to a penny dreadful and monthly pulp comics, Xeno Files will introduce races, organizations, and worlds to explore for a small amount pocket change. Our third issue contains our biggest page count thus far. It has increased by a third, due to a small spike in sales of Issue 1 and Issue 2. So thank you.

This allows us to look for more guest authors with the ability to pay them and our artist a little more.

Speaking of authors, or designers, or artist... Have an idea for an article for Xeno File? Have a creative idea for a system neutral or system specific idea? Want to advertise with us?

Drop us a line on our Facebook page, or write to me directly at TentacleGreg@gmail.com .

Check my articles of miscellaneous musings over on the OpenGamingNetwork.com under Tentacle Greg.

XENO FILE: RENDEIANS BY JOSHUA HENNINGTON

Thralls to the qliploth lord Sessr'vatn, these warped creatures worship no gods but the Abyss itself. Relying on abyssal, magical and technological augmentations to their body, they seek little else but the empowerment of their alien masters – and the destruction of their masters' greatest enemies, demonkind.

Ability Adjustments: +2 Con, +2 Wis, -2 Dex
Hit Points: 6

Size and Type: Rendeians are Medium humanoids with the rendeian and shapechanger subtypes.

Darkvision: Rendeians have darkvision 60 ft.

Adaptive Physiology: A rendeian possesses one of the following: a burrow speed of 15 feet, a fly speed of 20 feet (clumsy), or a climb or swim speed of 30 feet. This can be altered to another choice by taking 10 minutes to retract and generate appendages necessary for the new movement. This does not count as resting for 10 minutes to regain Stamina Points.

Morphic Augmenters: Rendeians take naturally to augmentations, and their physiology allows them to install such things themselves. As such, they need not have the necessary ranks in Medicine to install augmentations on their own body. If they do have the required ranks, any implantation time is halved. This ability does not apply to other creatures.

Qliploth Thralls: Rendeians take a -4 penalty on saving throws against effects created by creatures with the qliploth subtype.

Sin Hunters: Rendeians gain a +2 racial bonus on attack rolls and saving throws against non-qliploth creatures with the evil subtype.

Soul Lore: Sessr'vatn imparts its servants with an unprecedented knowledge of its enemies. Mysticism is always a class skill for Rendeians, and they gain a +2 racial bonus on Mysticism checks to know information about the Outer Planes and their inhabitants.

PLAYING A RENDEIAN

You likely...

- You likely view the other Outer Planes as infringements on proper existence.
- You see augmentations as a form of personal art.
- You know how to deal with outsiders amicably, but plot to twist ends to your own design.

Other Races Probably...

- Think you're an expert on applying augmentations of all kinds.
- Expect you to change form at a moment's notice.
- Worry you're going to sacrifice them to your foul god.

PHYSICAL DESCRIPTION

These creatures have violet skin that subtly ripples on the surface, with a large beak and horns that protrude from their angled skulls. They tend towards lean structures, but due to the race's imbued knack for augmentations, individual appearances can vary widely. They enjoy the bird-like talons on their hands and feet, but it's not uncommon for them to have otherworldly-appearing limbs grafted from the raw Abyss.

Rendeians have no true gender; this need was obviated long ago by their master Sessr'vatn. Instead, they reproduce through an odd form of communal symbiosis. Each rendeian morphs itself to match the structure of an adjacent mate, allowing the genetic patterns to mesh, and a small grub materializes when the 'parents' snap apart. This newly-formed child grows to adult size over the span of nearly 3 years, and can live for approximately 50 more after that; the rendeians' adaptive biology do not lend themselves to unassisted long-term survival.

RACE	AVG. HEIGHT	AVG. WEIGHT	AGE OF MATURITY	MAXIMUM AGE
Rendeian	6-8 ft.	150-350 lbs.	3 years	35+2d20 years

HOME WORLD

The planet now known as Rendei-5 is a world that has largely been blighted by the raw energies of the Abyss. Long ago, its leaders were deceived into opening a portal into reality's darkest depths. Somehow, the result was even worse than one would expect; a qliploth lord of fleshwarping and subjugation known as Sessr'vatn had a direct gateway onto the Material Plane. It quickly exercised this availability, subjugating the populace by force.

Now, the world is largely inhospitable to sane life. Outside of bizarre ward-cities where visitors are welcomed with unsettling vigor, the land is tainted by the Abyssal rift that has wormed its way into the planet's very core. Qlippoths and other foul beings roam the landscape, and some even depart on their semi-biological warships. It serves as a place antithetical to the natural stream of the River of Souls, and any who die here are consumed by the matter of the Abyss itself.



The ecosystem of the planet is near nonexistent, but where it does exist the life is strange and bizarre. The fleshjungles of K'shunarro are a surprisingly popular tourist attraction in this part of the nebula. The jungle is full of creatures and plants seemingly composed entirely out of humanoid flesh. The pallor and texture varies widely, but many rangers will pay a pretty credit for the chance to hunt a fleshdreg dragon.

SOCIETY AND ALIGNMENT

Rendeians largely live in a loose meritocracy, where those who augment their bodies to the most elaborate degrees tend to rise higher in society. They run a thriving flesh-trade, dealing in not only augmentations of all kinds, but also slaves. In an odd twist on typical slaving cultures, they prefer souls that are rife with sin as opposed to those of a more pure nature. Indeed, a slave that does nothing wrong is quite likely to be set free by the rendeians out of disgust. Those with greater sin give their masters greater prestige when sacrificing them to the Abyss itself, disrupting their souls' ordained path and augmenting the qlippoths' maddening habitat. These sacrifices are overseen by the utukku race of qlippoths, who enjoy a position of prominence as the twisted 'ministers' of the rendeian faith.

While they deal in body and soul, the rendeians are very cognizant of their vulnerability to overzealous crusaders. Their military has unexpected discipline, and their warships' ability to phase in and out of reality during combat makes them unpredictable foes. To further incentivize others to be their allies, they make their augmentations of the highest quality. Favors are given to those who divest their most heinously sinful compatriots to the custody of Rendei-5.

The never-ending stream of sacrifices bolsters the raw material of the Abyss, allowing more qlippoths to enter the mortal

realms. Indeed, there are some breeds of the fiends that walk freely throughout the rendeian society. These qlippoths tend to specialize in augmentation or evangelization, as these are the things most tolerated by other races for which Rendei-5 is known.

Rendeians tend towards being chaotic evil, as their master Sessr'vatn demands their unswerving obedience through anarchy. Chaotic neutral members of the species are not uncommon, however, as some see beauty in pure change as opposed to malevolence. Minorities of them are even neutral evil, and seek the bottom line in all their dealings.

RELATIONS

Rendeians tend to get along with various governments by-and-large; their uncanny reputation for having silver tongues precedes and becomes them. Indeed, some even augment their tongues to be metallic in nature – not only to smooth words, but to proof against any poisonous treachery. On an individual basis, however, the qlippoth-thralls tend to gather much aggression. It's not uncommon for a lone ship or small fleet to raid the planet every so often; their inevitable destruction seems to not deter these 'crusaders'.

Against worshippers or cultists of other fiends, however, the rendeians brook no resistance. Like their qlippoth masters, they seek to eradicate sin from creation, preferring to hunt demon-kind above all other quarries. Ironically, this leads to them prizing holy weapon fusions above all other kinds – while it is antithetical to their nature, goodness still triumphs over sin, in its own way.

Crusaders and those with righteous causes have a complex relationship with the species that borders on aggression. While those aligned with the goodly planes accept aid against a common enemy, they are wary to do so. The repercussions of siding with the mortal servants of qlippoth, an evil older than evil itself, can be unknowable; regardless, the rendeians are all too eager to give aid to those

PLANET PROFILE: RENDEI-5

Classification: Terrestrial: (35 % water; 15 % land mass, 45% abyssal terrain, 5% fleshjungle)

Atmosphere: Normal

Known Biomes: Fleshjungle, Biodomes, Wastelands

Gravity: Standard

Orbit: 524 days; 8 months (65 days per month)

Rotation: 38 hours (16 hours daylight; 22 hours night)

in need who wage war on sin.

ADVENTURE

Some rendeians leave their home world, either to increase their own prestige by gathering souls for their masters or to evade the oppressive anarchy that envelops the world. There are even those few that feel staying in one place is not enough; indeed, it is not just bodily augmentations that can make a great creation. Experience can come in handy just as often.

These rendeians may be slavers looking to increase their prestige through sacrifice, evangelists desiring to preach their maddening creed, or simply mercenaries wanting a job. While the more genteel aspects of society typically want nothing to do with them, the gutters always have applications open.

The most common classes for rendeians are mechanics (who see all of life as a machine in need of repair) and mystics with the mindbreaker or star shaman connections. However, their fearlessness in combat leads their soldiers to be regarded with rightful wariness.

NAMES

Rendeians have no true gender, and their names tend to resonate with harsh clicking noises. Examples include C'chul, R'thial, Surruccin, T'cheriah, Kiilakato and Shakkuutin.

LANGUAGE

The rendeian language is a subtle series of caws that can vary widely in tone, depending on the inflection and subtext associated with each word. Those with similarly avian physiology are more able to easily pronounce it without a vocal modulator. In addition, due to their intimate relations with qliploth-kind, all Rendeians learn Abyssal at a young age.

ADVENTURE HOOKS

- While rendeians have a relatively short lifespan, it's widely known (and even expected, to a degree) that the most lucrative profiteers from the flesh trade preserve their minds in various encapsulations. These can range from one of many myriad paths of undeath, to being transformed into an AI, to forcing other bodies to act as spiritual and mental surrogates. These various secrets of immortality can be sold to many a buyer – for a price, usually one that will cost the recipient their very souls. Fortunately, Ch'k'sla (NE rendeian operative), a wealthy slave trader, is willing to part with their currently undisclosed method for a simple price: a piece of flesh from a dead god.
- The slave trade is a thriving business on Rendei-5, especially for those with sinful wares. Unfortunately, sometimes those who are sold for their sins are also sold because they know too much. Undig the Rat (LE male human envoy), named as such for his domineering over an ysoki spy network, possesses enough dirt on various intergalactic officials to turn the legal system on its head. Unfortunately, he's on the next high-security slave barge to Rendei-5, and if the PCs want his info, they'll need to break him out before he's sacrificed.
- There is an underground resistance movement on Rendei-5 known as The Resolute Fist. This is led by those few

rendeians who rankle under the shackles of their qliploth lords; they seek to cut off the planet's Abyssal connection and liberate themselves of the fiends once and for all. Their leader, Plsharah (CG rendeian mystic) claims to have a personal connection to a forgotten god of the planet's past. Once dedicated to peace and goodwill, now she must take a militant hand in the affairs of her now-distorted people. Any help that off-worlders could provide to the cause would be immensely appreciated – especially that of closing the fiendish portals that litter the planet.

AUGMENTATIONS

Despite their morphic nature, rendeians are uncanny pioneers in the realm of biotech. Listed below are some examples of their biotech; while easily purchasable on any world where the species is at the least in a large minority, they may draw suspicious eyes from more benign onlookers.



Sample 2: Rendeian Augmented Thrall?

SKINSHEDDING		System: Skin		METAPLANAR ANCHOR		System: Brain	
Price: 1,250		Level 3		Price: 19,500		Level 9	

This transparent lining on your skin taps into your natural pigments, and can quickly remove them. As a swift action, you may activate this biotech to render your skin transparent for one round. Any creatures that can see you within 30 feet must succeed at a Fortitude saving throw (DC = 10 + half your level + your Constitution modifier) or be sickened for 2d4 rounds at the sudden sight of your churning organs. After using skinshedding, you are fatigued for one round, and cannot use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any time to recharge it immediately. This is a sight-dependent effect that does not affect others if you are wearing heavy armor, powered armor, or heavy clothing (at the GM's discretion).

OUTSIDER'S GRASP		System: Hand	
Price: 2,725		Level 5	

This graft replaces one of your hands with that of an extraplanar creature, giving any weapon that hand wields the alignment-based power of its progenitor. Some renditions of this biotech are artificially grown and treated with planar elements, but rendeians much prefer an actual outsider's limb to use for this purpose. When this biotech is installed, an alignment component is selected in accordance with the alignment of the limb's original owner: chaos, good, law or evil. The hand gives the effects of a corresponding weapon fusion to any weapon wielded with that hand. If this would result in more than one alignment-based fusion being in effect, all such infusions are nullified. If chaos is chosen, the *anarchic* weapon fusion is bestowed; good corresponds with *holy*; law corresponds with *axiomatic*; and evil corresponds with *unholy*.

Through surgery that laces one's mind with essences from Purgatory, the center of existence, this biotech gives a sensation of always being at home regardless of your planar locale. You are never treated as if you have the extraplanar subtype, regardless of your original plane and the plane in which you currently reside. Furthermore, you are unaffected by any planar traits that would impede you based on your alignment.

PARASITIC TWIN GROWTH		System: Arm and Hand	
Price: 155,000		Level 15	

The grafted biotech can take a variety of forms, from a withered head sprouting from your shoulder, to a mouth encapsulating your arm, to an entirely alien organism replacing the limb entirely. A parasitic twingrowth gives your arm an intelligence of its own, albeit a subservient one. If you would be targeted by an effect that requires a Will saving throw, there is a 20% chance that it instead targets the twingrowth – if the saving throw is failed in this case, you are sickened for 2d3 rounds (or for the effect's duration, whichever is longer) as your arm convulses eerily.

Furthermore, it can act of its own accord when you cannot. If you would be incapacitated (such as through a compulsion effect, falling unconscious, or death), you may expend 1 Resolve Point to allow the parasitic twingrowth to act of its own accord for 1 minute. It uses your bonuses with any object it possesses in its hand, and can draw what it needs from your body. For instance, if you gave your twingrowth control and you had an azimuth laser pistol in your hand, the biotech would use your attack roll and damage modifiers with the weapon, and aim as if you were free-willed.

If you are unconscious or dead, the twingrowth is treated as prone. If more than 10 points of damage target the twingrowth

successfully (its Armor Classes is equal to yours), then it goes limp until you regain your faculties. If you die, this biotech automatically activates its autonomy without the need to expend Resolve Points.

TECHNOLOGY

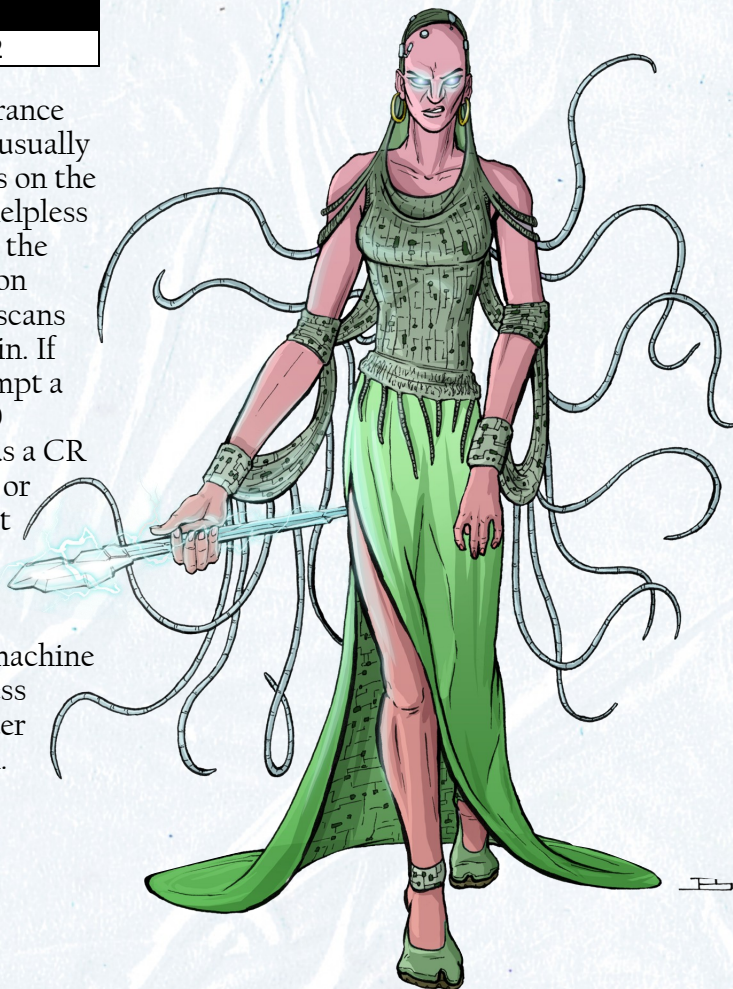
The rendeians prize one thing above all others in their sacrifices: sin. Many on the outside wonder how this is gauged, but the avian-esque creatures have a simple and affordable way to gauge the malice in one's heart. Detailed below is a technological item that is owned by many a slave trader, though some crusader orders use this item to root out subversive forces.

SINSCANNER	
Price: 550	Level 2

This unsettling helm can vary in appearance depending on the manufacturer, but is usually outfitted with bizarre lenses and spikes on the inside. When applied to the head of a helpless or willing creature, its needles dig in to the creature's skull, dealing 1d4 Constitution damage. It then whirrs and glows as it scans the creature's mind for its quantity of sin. If the creature is evil-aligned, it may attempt a DC 20 Will saving throw. It gains a +10 circumstance bonus on this save if it has a CR or level of 4 or less, no bonus if it is CR or level 5 through 10, and a -10 penalty if it has a CR or level of 11 or higher. If the save is failed, the machine gives a positive reading. If the save is passed, or the creature is not evil-aligned, the machine gives an inconclusive reading. Regardless of the result, the sinscanner is spent after the process and it cannot be used again.

Case Study Interview: Rendeian come is all sorts of shapes and sizes out in the 'Verse. You really can't really pin down what augmentations they prefer as a racial whole. When a space dandy comes in the bar a little on edge, chances are he almost got picked up by one in the parking lot.

~ Mick, Space-trucker & Dyson Alehouse Regular



RENDEIAN CONVERSION

Rendeian Racial Traits

+2 Constitution, +2 Wisdom, -2 Dexterity (0 RP): Rendeians are tough due to the conditions of their home planet, but lack manual dexterity due to their anatomy.

Outsider (native, shapechanger) (3 RP): Umvee are outsiders with the native and shapechanger subtype.

Medium: Rendeian are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed (0 RP): Umvee have a base speed of 30 feet.

Darkvision (— RP): Rendians can see in the dark up to 60 feet.

Adaptive Physiology (5 RP): A rendeian has the ability to grow or alter a natural appendage to be suitable for the movement it needs to survive. Shifting talon-like hands and feet to webbed talons allows for them to swim or even taking a moment to alter its arms to be shadowy leather wings for flight. In addition to it's natural land speed, a rendeian starts with one of the following types of movements: a burrow speed of 15 feet, a fly speed of 20 feet (clumsy), a climb of 30 feet, or swim speed of 30 feet.

As a full round action, a rendeian can alter this movement to another choice to retract and generate appendages necessary for the new movement.

Clippoth Thralls (-2 RP): Rendeians take a -4 penalty on saving throws against effects created by creatures with the qlippoth subtype.

Sin Hunters (2 RP): Rendeians gain a +2 racial bonus on attack rolls and saving throws against non-qlippoth creatures with the evil subtype.

Soul Lore (2 RP): Sessr'vatn imparts its servants with an unprecedented knowledge of its enemies. Knowledge (planes) is always a class skill for Rendeians, and they gain a +2 racial bonus on all Knowledge (planes) checks

Language: Rendeians begin play speaking Common and Abyssal. Rendeians with high Intelligence scores can choose any language.

New Feat: Rendeian Appendage

You grow an extra appendage or tail.

Prerequisite: Rendeian.

Benefit (Pathfinder): A rendeian grows and extra appendage. This extra appendage allows a rendeian to wield multiple weapons, but only one hand is its primary hand, and all others are off hands. It can also use its appendage for other purposes that require free hands. It does not add addition attacks.

Benefit (Starfinder): A rendeian grows and extra appendage. This allows them to wield

and up additional hands worth of weapons and equipment. While these appendages, increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

Special: This feat can be taken up to three times. It can be any combination of up to two arms and a prehensile tail, or three prehensile tails, or any combination of arms and tails.

Accelerated Certification of Explorers (ACE)

PILOTS FOR HIRE

LEADER: CEO AND BOARD CHAIRMEN SHEYENNE ALEXXANDRA
HEADQUARTERS: ALPHA ZETA, MOBILE SPACE STATION

Two score ago, Accelerated Certification of Explorers, also known as ACE, started as a top gun pilot training academy boasting of the best and brightest from the civilized races around the Quad and beyond the Void. The academy offered a variety of classes ranging from weekend seminars teaching kids to pilot simple single man watercrafts to month long training simulations on tactical heavy freighter combat. It was in a pilots favor and respected if a starship pilot held an ACE approved certification pilot license.

As technology advanced and potential pilots sought cheaper training elsewhere, the ACE program expanded beyond the academy portion of the businesses and branched out to planetary expeditions. They serve as aerial surveillance and security for industrial corporations performing planet side surveys for future developments. The Alpha One (A1) Department services its clients with manned craft and aerial drones protecting the ground crew and providing surveillance shielding for clients that wish to keep operations secret. Providing services of radar jamming and scan deflectors are optional for an additional service fee.

Department Alpha Two (A2) handles request for security of over long distance travel through hyperspace. Elite A2 star fighter pilots take on escort missions for freighter caravans that need defending from space pirates and organic threats traveling in deep space. This department gives guidance astral navigation through safe routes and pilots assigned to the contract will respond defensively to aggressive actions against employers. However, ACE policy dictates a responsive reaction versus initial confrontation. The pilots that join this department must be skilled in negotiation.

Department Alpha Three (A3) is the salvage and rescue fleet of the ACE company. A3 operates under contracts consisting of simple missions of planet-side equipment

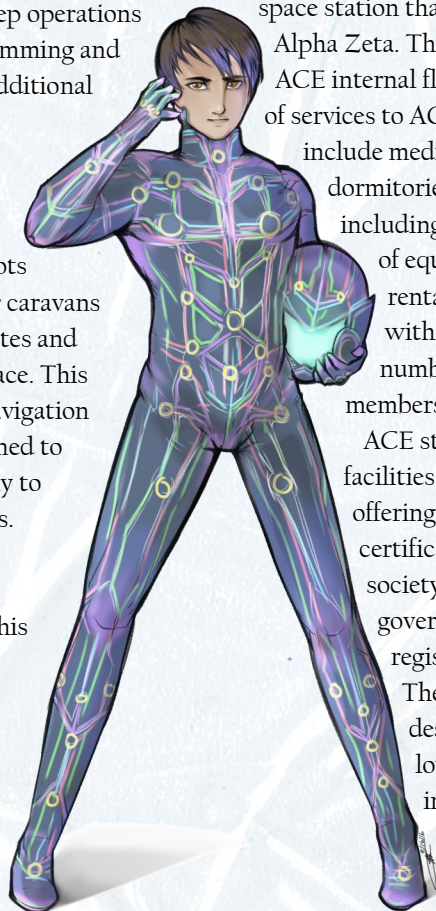
retrieval for corporations who left items behind, to answering distress beacons that the Union Worlds do not have time or resources in the area to inspect. The makeup of the A3 hosts a number of large freighters, tow ships, and star fighters equipped with the most advanced scanners and towing technology available.

Rumors persist of a division of the company that offers select services to only the most high profile of clients. ACE Public Relations (PRD) will never confirm the existence of the whispered department within the organization that performs these hush services. However, conspiracy theorists say the Delta Nova Zeta (DNZ) is a corporate mercenary division taking contracts of black ops rescue and withdrawals, acting as crack pilot dog fighters bombarding slave ships, emergency medical extractions for undercover corporate or government agents, and performs ethical espionage and sabotage. The DNZ operatives fly in on unmarked ships and disappear before targets can register their movement.

Lead by CEO and Board Chairman Sheyenne Alexxandra, ACE Headquarters is located on a mobile space station that wanders the quadrant known as Alpha Zeta. This station houses a large percentage of ACE internal fleet of ships, and offers a wide variety of services to ACE Certified Pilots. These services include medical services and resupply, dormitories for rent, refueling capabilities, including ship repairs and upgrades, an array of equipment (personal and otherwise) for rental and purchase, a job board access with access to freelance contracts and a number of essential services provided to members only.

ACE still operates a number of pilot training facilities among several Union planets, offering local licenses and higher quality ACE certifications. Local licenses focus on the society regulations of the planet, local government and Union qualifications for registered operation of the required craft. Then they offer a more intensive course designed with higher standards and lower graduation rate that qualify the individual as an ACE Certified Pilot.

They use these higher courses to scout for potential recruits.



HOLO NEWS: SYMBIOTES

An interview with Captain “Ion” Jack and his Marvelous Space Parasites

The galaxy is full of parasites lurking on and around the known worlds. Beyond the black are even more terrifying and numerous slugs waiting to eat your soft wet sponge insides. Trust me, I know. I’ve been out there. I’ve studied them. I cultivate them, breed them, and make them my own. What, don’t believe me? This scar here [rolls up pant leg], from a Tarak Leech. Look at that circle of jagged teeth it left behind. This finger, right here. Reconstructed, the original go bitten off by a Nebulan Orsage. Little sucker started to digest it before I could stomp it with my boot. Nasty little bastards.

But don’t get me wrong, there are parasites out there that can do you some good. What do you science folk call them? Cinna-bots? No, that ain’t right. Symbiote. That’s the word I’m looking for. Look, let me tell you how a common Cearkif saved my butt back on Odeious 9. . .

What’s a Symbiote?

I’m glad you asked. Symbiotes are organic natural creatures, just like the host creature they attach themselves to. Some are parasitic, with a fraction that change the actual DNA structure of a host, but the end result is that it will eventually have to find a new one. These types of symbiotes, while called parasites, do offer benefits to the host, even if it is for a short time. However, the majority of symbiotes, like the Cearkif offer benefits to the host without leeching out all of the host’s cerebral brain fluid. These are the

ones that many folk breed and farm to sell throughout the galaxy.

Yes, depending on the area of the void space, these creatures can be seen as pets while others can be seen as illegal biotech modes, despite being natural living creatures.

Now all symbiotic relationships are beneficial to both parties, commonly the symbiote gains a source of food and protection, with the host acting as a caretaker, reaps the ability to see in the dark or breathe methane gas.

In their own right symbiotes are capable of living on their own, I’ll bet for a while, before they need shelter from the storm. They range in sizes from Fine to Tiny. There is a few that can get to be about the size of a Small dog, but those are generally found on the underbelly of those “space” whales you hear about.

Now a host’s body can generally handle about four of these things at a given time before problems start to creep up. And unless it’s breeding season for the symbiote, generally only one per type per host. It’s like the little guys have a natural order to it all and respect each other’s boundaries. Let me break it down with the few pets I keep handy and available for trade.

Symbiotes and You!

The number of symbiotes that a character’s body can maintain at one time is related directly in portion to the starting racial hit points (HP) a race begins play with. For example, a human begins play with 4 HP, allowing their body to only host 4 different types of symbiotes at once. An abiarazi can support up to six different symbiotes, as their starting racial HP is 6. Umvee can host four symbiotes due to only have 4 HP, and so on.

Each symbiote comes with a benefit. This benefit also comes with a cost, a price to that will be paid for cohabitation of the same body. A character's starting racial HP also acts as a number of maximum slots that can be filled to host a symbiote. Each symbiote has a minimum slot cost, as some take more space than others do, due to size or benefit.

A host cannot gain double the benefit from having more than one of the same type of symbiote at a given time. Example: a character with two Carkif symbiotes, can only gain the benefit as though he had one Carkif. This also applies to symbiotes that give a numerical bonus, such as a +2 bonus to Fortitude Saves, the character can only benefit from one of these bonuses from the same type of symbiote.

For symbiotes that give numerical bonuses to the same statistic, but are a different type of symbiote, these bonuses stack together.

Symbiotes can be the subject of attacks. In these instances, they use the host AC and saves, since they are bonded. If an attack is successful against, it can only take damage up to it's HP. Once it reaches 0 HP, it is considered dead.

Reading a Symbiote Stat Block:

Name: The name will state the name of the creature.

Underneath the name will describe the creature, the benefits, and where they can be applied.

Level: This level will list the availability of the symbiote.

Price: This is the price of the little bugger.

Size: F-Fine; D-Diminutive; T-Tiny; S-Small

HP: In this section, it will explain the HP slot & "cost"; also how much HP the creature has.

Bonding: This section will explain the time it takes to form a perfect symbiosis with the creature and gain its benefits.

Life Span: Will list the duration a symbiote can live.

System: Sometimes on the rare occasion, a symbiote will take over a system slot like an augmentation.

Symbiotes for SALE!!

Adrenal Tick

Adrenal ticks are fine size insects that are small enough that can hide on any part of the body, but are commonly tucked away behind the ear or neck. They can grow bulbous as the feed. When an adrenal tick attaches itself to a host, they bite upon the skin, and use a hind stinger to return a portion of the fluid taken. This return fluid is a type of byproduct that acts as a stimulant in high-pressure situations of fear. It gives the host a +1 morale bonus to saves to resist panicked and frightened conditions.

Level: 3; **Price:** 50; **Size:** F; **HP:** 1

Bonding: It takes only for the adrenal tick start feeding before the effects are felt. At any point, an adrenal tick can be removed.

Life Span: Adrenal ticks can live for up to 6 days on the host, before one is too engorged enough to pop. At which point they fall off and search for a mate. For the first 24 hours on a host, roll 1d6. If it lands on a 6, the tick eats to fast and dies. For each consecutive day, roll a 1d6 with a cumulative -1 penalty for every 24 hours after the first. If the d6 ever rolls higher then this number, the tick pops.

Example: On day 3 the player must roll a 4 or higher the adrenal tick burst. If it is a 3 or lower, the tick is fine.

Cearkif

The cearkif of Epsilon-7782 is bright silver colored fish-like creature with the capacity to help its host understand languages of a humanoid race. These little brain-wave sucking cearkif must be inserted into the body via a cavity that will allow it to work its way to the host's brain (up a nose or through an ear opening). Cearkif then makes its home living in the cerebral brain fluid of sentient beings. It is a common companion for ambassadors and those that possess telepathy. It gives the host the ability to speak, read, and understand all languages.

Level: 1; **Price:** 125; **Size:** F; **HP:** 1

Bonding: Cearkif bond with their host as soon as it is physically able to enter the host's brain fluid.

Life Span: Once bonded, cearkif have an accelerated lifespan. So long as the host is in dialogue with an unknown language it naturally does not speak, the cearkif can live indefinitely. After an hour of inconsistent chatter and inactive speech, it dies causing nausea in the host until it is expelled (1d20 minutes).

effects of radiation poisoning. On a failed save you suffer radiation sickness and spend 1d6 rounds vomiting up the gel clam, unfortunately the regurgitation kills the gel clam. However, if one is able to stomach the creature and still has organic eyes, you gain lowlight vision, as well as the ability to see infrared and ultraviolet light while the gel clam is in your system.

Level: 5; **Price:** 300; **Size:** F; **HP:** 1

Bonding: Once a gel clam has entered the digestive tract of a character, it feeds on the microorganisms living there. It takes 1d6 minutes for the side effects to kick in after a successful save.

Life Span: Gel clams pass through a creature's system in 24 hours. They are retrievable after this use and require a low-level radiation tank to live in the down time. They need 24 hours in this environment to heal before it can be ingested again. If a host comes into contact with a dose of radiation during these 24 hours, the gel clam has been known to embed into the inner stomach lining for several 1d4 days.

System: Creature must have organic eyes.

Gel Clam

Gel Clam is the simple nomenclature given to delicate soft shell infauna bacterium that flourishes on high radiation dump planets. These mostly harmless creatures are the size of a human thumb that glow a toxic green color are harvested and collated in to radiated liquid glass containers and used as ambient lanterns. A second property of the gel clam is the side effect of enhanced vision. To gain such a benefit, one must inject a gel clam and succeed on a DC 18 Fortitude saving throw to resist the

Glitter Spore

The perfect symbiote for icons, entertainers, club going go-go dancers, and socialite neo-geisha around the Quad. Coming in the form of many species, spores range the spectrum in appearance from antenna stalks on top of the head, to sub dermal sponges implanted into the wrist. Glitter spores live off a host's dead skin flakes, keeping the host looking youthful in appearance, while producing a biodegrading form of sparkly glitter. Once a day the spore can be massaged to secrete the glitter used by

fashion icons across the universe. In times of intense stress, spores can be persuaded to shoot a puff of glitter, covering a 10-foot radius with glitter, and coating all within the area. Many icons have used this tactic to identify invisible stalkers.

If used as an aggressive action, such as aiming your glitter spore implanted in your wrist at an attacker's eyes, a standard action is used to make a ranged attack (Dex based). It has a range of 10 feet and deals no damage, but causes the blinded condition. This condition can be removed as a full round action to remove the glitter from the eyes. On a critical, the subject is also confused and dazzled for one round or until they remove the glitter from their eyes.

Level: 3; **Price:** 3,050; **Size:** F-D; **HP:** 2

Bonding: Glitter spores bond very quickly once attached to a host. The spore does take three days to spread its roots underneath the host's organic skin in a slow and 100% painless process (just a little itching).

Life Span: Glitter spores can live from 3 days to 25 years when attached to an active healthy host.

System: A glitter spore "digs in" to the dermal system of area in which it is planted.

Neurohedra

The neurohedra is a byproduct of the Cuscuta race when they were developing biotech data technology. Neurohedra was originally engineered and designed to replace hard lines of wire and cable on bio-ships, but it became an invasive species attaching itself and feeding on other plants. The genetic makeup of neurohedra

allows it to act as conductors of electrical data. When attached to a tech savvy host, one can act as a datajack with a 2 foot adapter cable. So long as the vine can be "plugged in" to a port, it can be used.

Level: 1; **Price:** 1,200; **Size:** F; **HP:** 1

Bonding: Neurohedra bury roots into the host after a short time of willing contact. It takes a full week for the roots to integrate with the host's nerves system. After such time, it begins to accept electro-impulses of the host and can be used as a data jack. Removal of a neurohedra is all or nothing and requires a base Medicine check of DC 15 and one hour surgery.

For every month the plant is attached to host, this DC increases by 1; up to a DC of 30. For every 5 DC, add one hour to the removal surgery. Each hour requires a successful Medicine check. If a check is unsuccessful, the host takes lethal damage equal to the DC check + the difference of the roll vs DC. A failed roll adds an additional hour to the surgery.

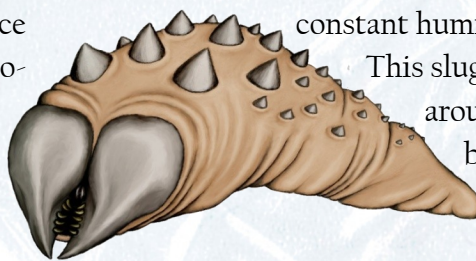
Life Span: Neurohedra can live as long as the host. For every year the host and symbiote have bonded, the size can increase, For each size category over Fine, it also gains 1 HP requirement, and offers a +1 to Computer skill checks.

System: Spinal Chord

Sum Leech

Sum Leeches live on planets with areas of constant humidity and marshlands.

This slug-like creature starts at around 2 inches in length, but can grow to be 2 feet long. The sum leech have been known to



attached along the spin near a humanoid host's digestive track to blend in, but the common spot is on the belly of an individual. Sum leeches feed off the waste return of its host, in direct response a sum leech can be massaged once a day to release a "paste" that causes elevated feelings of euphoric self-awareness. This single dose can be ingested, and provides a +2 morale bonus to saves against mind-affecting effects for 1 hour. The paste can be stored for up to 48 hours before it dries out, rendering it ineffective.

Level: 2; **Price:** 475; **Size:** D; **HP:** 2

Bonding: Sum leeches bond with their host within 4 hours of attaching themselves.

Life Span: Sum leeches can live for up to five years. Over the course of a steady diet, it will grow from diminutive to small in a matter of 6 months. A sum leech can become larger to the size of tiny and up to small.

Thaxion Bark

Quick growing gymnosperm conifer plant that solely lived on a temperate low gravity planet that has been vaporized from an exploding sun. Before the planet vaporized, there was a forest of vascular plants that slowly noticed the world around it getting warmer. The forest made a decision to grow beyond the world and pollinate the stars. It launched seed pods into the atmosphere, catching the solar winds and spread across the void. These trees would be called Thaxion, and Thaxion bark carries the same drive as the historical planet jumping ancestors, the resolve to survive.

Thaxion bark lives unobtrusive with the host that it is surgically grafted too.

Among the social elite Thaxion bark is an expensive gift to a child when they come of age or it is applied when they come of the human comparative age of 3 years. Once applied the bark fusses and grows with the host over it's life time, forming a bond that last till death. For the first time in the host life, when they reach 0 HP and is dying, the bark sacrifices itself, spending its life force to stabilize the host as if the host had spent resolve points to stabilize.

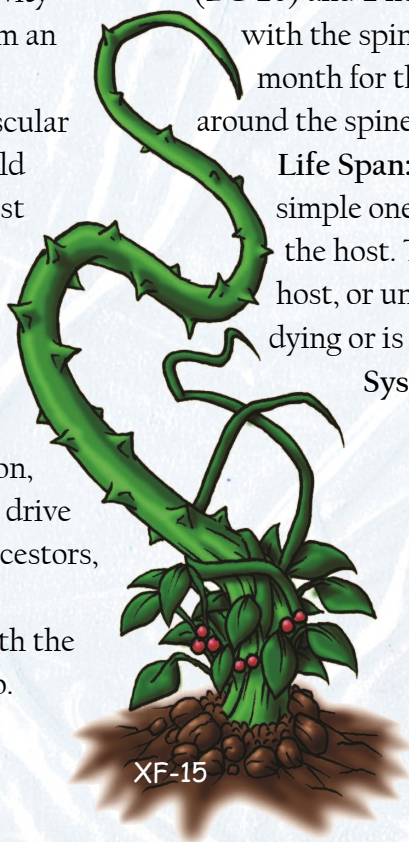
On occasion the bark has been tricked by the host to sacrifice itself to stay in the fight. As a reaction, the host can choose to use the bark's resolve early, sacrificing it to allow the host act as though they had spend their own resolve to staying in the fight. Unlike the resolve ability, the bark can be sacrificed if you are knocked unconscious from nonlethal or lethal damage.

Level: 1; **Price:** 9,950; **Size:** S; **HP:** 3

Bonding: On a successful Medicine check (DC 20) and 2 hour surgery, the bark is fused with the spin of the host. It takes one full month for the bark to grow and form around the spine, encasing it in a "sheath".

Life Span: The life of Thaxion bark is a simple one, living of the spinal fluid of the host. They can live as long as the host, or until the host has reached dying or is sacrificed.

System: Spinal Chord



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