

STAR LOG.DELUXE

BLOOD SPACE SPECIES REFORGED



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REFORGED SPECIES

The *Starfinder Roleplaying Game Core Rulebook* inadvertently presents different species of creatures as monolithic; cultures and creatures who are mechanically identical from person to person. This doesn't reflect the reality of biological development, though. Creatures change and develop based on experience and the stressors placed upon them by their environments. Every person is unique.

This section offers a reformed system for character creation in the *Starfinder Roleplaying Game*. In these rules, the term "race" is replaced with the more biologically accurate term "species," and while the two terms are interchangeable from a game mechanics perspective, use species instead.

BUYING ABILITY SCORES

The process for buying ability scores differs slightly when you're using a reformed species as opposed to the core rules noted in the *STARFINDER CORE RULEBOOK*. This section goes through the process of buying ability scores when using this system step-by-step, and is presented in the same way as the found in the *STARFINDER CORE RULEBOOK*.

STEP 1: START WITH A SCORE OF 10 IN EACH ABILITY.

On your character sheet or a piece of scratch paper, write down all six abilities—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—and put a 10 next to each of them.

STEP 2: APPLY YOUR ABILITY BOOSTS AND FLAWS

Most species are naturally gifted in some areas and less so in others. This potential is represented by ability boosts and ability flaws. Each species notes which ability scores you can apply your ability boost to in the vital traits entry, until ability boosts. By default, each character gets only a single ability boost unless they choose to accept an ability flaw. This decision is made at 1st level, and once made it cannot be changed without use of a *mnemonic editor* or a similar means.

You add 2 ability points to whichever ability score you choose to boost. If you choose to accept an ability flaw, you subtract 2 ability points from the chosen ability to score so you can add 2 ability points to a different ability score. You can apply two ability boosts to the same ability score, but you cannot apply an ability boost and an ability flaw to the same ability score.

Each species's vital traits entry always tells you which ability scores you can boost, but their ability flaws are usually left to your choice. Unless the species's entry specifically limits which ability scores you can apply a flaw to, you may choose any one ability score to be your ability flaw, provided you haven't already applied an ability boost to that ability score.

For example, a shirren gains an ability boost to their choice of Strength, Dexterity, Constitution, or Wisdom. If they choose to apply their ability boost to Constitution, their Constitution score increases from 10 to 12. Shirren can also

accept an ability flaw in order to gain a second ability boost to any ability score of their choice. Because the shirren's vital statistics don't specify which ability scores they can apply this flaw to, the shirren can reduce any ability score they want (except Constitution, the ability score they previously picked to boost) by 2 points to increase any ability score they want by 2 points. They could apply this second ability boost to Constitution to further increase their ability score to 14, or they could increase a different ability score from 10 to 12.

STEP 3: APPLY POINTS FOR THEME

Each theme gives you a single ability point to apply to an ability score. For instance, choosing the ace pilot theme gives you +1 point in Dexterity, while the themeless option lets you apply an extra point to any ability score you choose. The points granted by each theme can be found in its description. Once you know your theme, add that point to the designated ability.

STEP 4: SPEND 10 POINTS CUSTOMIZING YOUR SCORES.

Now that you've got your baseline scores, which incorporate modifications for class and theme, you get a pool of 10 extra points to assign to your ability scores as you see fit. You apply these to your existing ability scores on a 1-for-1 basis—if you have a Dexterity score of 12 and you add a point from your pool, you now have a Dexterity score of 13. You can divide these points up however you want, but you can't make any individual score higher than 18. (Later on, as you level up and gain ability-boosting gear, your ability scores may rise above 18, but 18 is the highest value any character can start out with.) Be sure to spend all 10 of your ability points—you can't save them for later.

STEP 5: RECORD ABILITY SCORES AND ABILITY MODIFIERS

Once you've spent all your points, you're done. Write your final ability scores in the appropriate boxes on your character sheet, then check Chapter 2 in the *STARFINDER CORE RULEBOOK* find the corresponding ability modifier for each one, and write those down as well. Modifiers are also explained in Chapter 2 of the *STARFINDER CORE RULEBOOK*, in the Ability Modifiers and Ability Checks section.

READING THE SPECIES ENTRIES

The following pages explain the rules for the reformed core species. Since these rules are drastically different from those presented for races in the *STARFINDER CORE RULEBOOK*, the key elements of these entries deserves further explanation.

VITAL STATISTICS

The first heading in each species's entry is its vital statistics, which summarizes many of the statistical benefits that members of the species gain. A species's vital statistics includes its ability adjustments, Hit Points, size category, type, and speeds.

ABILITY ADJUSTMENTS

The first entry of a species's vital statistics is its ability adjustments. This notes which ability scores that members of the species can apply their ability boosts to, as well as which ability scores they can apply ability their ability flaw to. Most species give three or four choices regarding ability boosts and have no restriction on where their flaw can be applied.

HIT POINTS

All characters gain a number of additional Hit Points from their species, as noted in this entry. Most characters gain 4 Hit Points from their species, but a few particularly tough species grant 6 or even 8 Hit Points (such as shirren or vesk) while a few scrappy species only grant 2 Hit Points (such as ysoki).

SIZE AND TYPE

A character's size category and type is determined primarily by their species. This entry notes the character's size category, type, and subtypes in that order.

SPEED

A character's speed, the distance they move when using action like move, run, or withdraw, is noted in this entry. Most characters only have a base speed, which determines how quickly they can walk or run. If all members of a certain species have a special movement type, such as a fly speed or a swim speed, it's also noted here.

SENSE TRAITS

If members of a species have any special senses, such as blindsense, darkvision, or low-light vision, they're noted after the species's vital statistics in a separate heading. Sense traits always have the word "sense" next to the sense's name on the right-hand side of the entry.

INHERENT ABILITIES

Following the species's vital statistics and any sense traits that the species has are it's inherent abilities, which represent biological abilities that all members of the species possess due to their unique anatomy. Inherent abilities always have the word "inherent" next to the inherent ability's name on the right-hand side of the entry.

HERITAGE

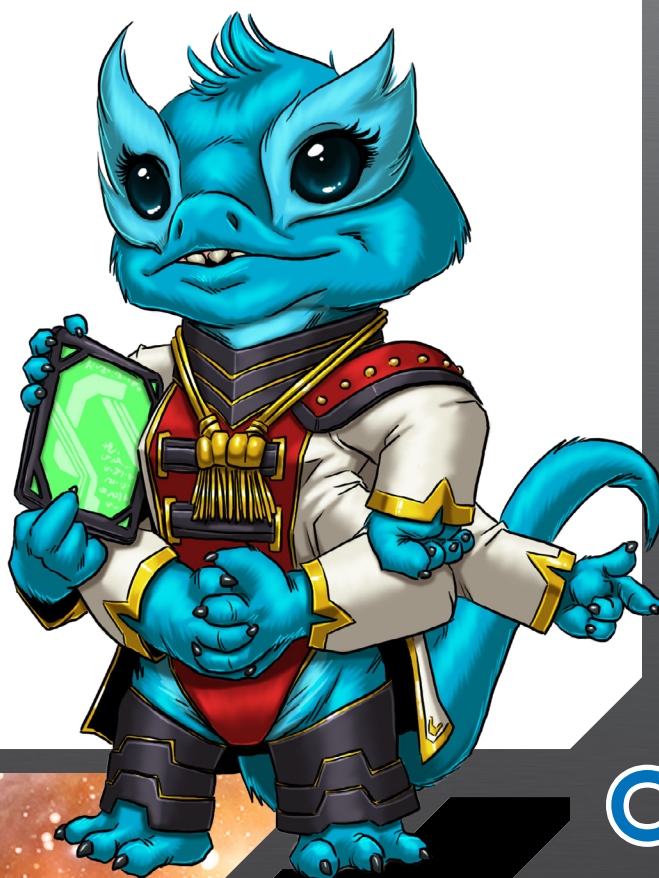
All species have heritages, or special ways that members of the species differentiate themselves. Each heritage provides a special ability to a character that represents their unique ancestry or the conditions their people developed in. A character can usually choose from any heritage associated with their species or from one of many universal heritages. Not all races have access to universal heritages, however; for example, androids can access the heritages of the species that they were modelled after, but not most universal heritages.

Heritages that are associated with a specific species always have that species somewhere in their name, such as "versatile human," "grabtail vesk," or "anthropomorphic ysoki."

SPECIES TRAITS

At 1st level, all characters choose two species traits (although some heritages allow characters to select bonus species traits). These can be chosen from among their species's trait list or from the list of universal traits. A character gains an additional trait at 5th level and every 4 levels thereafter. The term "species trait" is synonymous with "racial trait" in other *STARFINDER ROLEPLAYING GAME* products, and species traits can be used to meet the prerequisites of anything that requires a specific racial trait. For example, the moxie species traits counts as the moxie racial trait for the purpose of meeting feat prerequisites.

Species traits always have the name of the species or heritage that can choose them next to the trait's name on the right-hand side of the entry. If a universal species trait doesn't list a specific species's name in this space, this usually means that anyone can take the trait, provided they meet any additional prerequisites the trait might list in its description.



CATFOLK

Feline humanoids from the planet Bantosian in the Xa-0soro System, the bantosai dwell on Bantosian, one of Ulo's moons. Long before the Nova Age, the bantosai waged a guerilla war with Radiant Imperium invaders that they ultimately won due to the conflict's economic toll on the wealthy elite. Although they ultimately joined the empire and adopted modern technology, bantosai culture is tribally focused. Before the Regicide, most bantosai appeared similarly to humans, but blood space's corruption has greatly varied their kind's appearance.

VITAL TRAITS

Catfolk have the following vital traits:

- » **Ability Boost:** A catfolk gains an ability boost to Strength, Dexterity, Intelligence, or Charisma. A catfolk can gain a second ability boost to any ability score by accepting an ability flaw to Wisdom.
- » **Hit Points:** Catfolk gain 4 Hit Points at 1st level.
- » **Size and Type:** Catfolk are Medium humanoids with the catfolk subtype.
- » **Speed:** Catfolk have a base speed of 30 feet.

LOW-LIGHT VISION

Catfolk have the low-light vision universal creature rule, which allows them to see in dim light as if it were normal light.

RIGHTING REFLEXES

Catfolk have an innate reflex that helps them always land on their feet. Whenever a catfolk deliberately falls, they take no damage for the first 10 feet fallen, 1d6 nonlethal damage for the next 10 feet fallen, and 1d6 lethal damage for every 10 feet fallen thereafter. Additionally, as long as a catfolk who deliberately falls has at least 1 Hit Point after applying falling damage, they don't fall prone.

Whenever a catfolk falls unintentionally (such as by slipping or being shoved off of a building), they can attempt an Acrobatics check ($DC = 15 + 2$ per 10 feet fallen) as a reaction. On a successful check, the catfolk treats the fall as a deliberate fall instead of an unintentional fall.

CATFOLK TRIBE

A catfolk chooses a heritage at 1st level. This can be any catfolk or universal heritage.

CATFOLK PARAGON

At 1st level, a catfolk gains two catfolk traits from among those listed on page 17 or from the list of universal traits. They gain one additional trait at 5th level and every 4 levels thereafter.

SENSES

INHERENT

HERITAGE

TRAIT



CATFOLK HERITAGES

Every character gains a heritage at 1st level. For catfolk characters, this can be one of the catfolk heritages listed below, or a universal heritage.

JUNGLEWALKER CATFOLK

Junglewalker catfolk dwell in the lush tropics of their home world, learning to quickly move through the dense foliage of their homes. You gain a climb speed equal to your base speed.

PRIDEMANE CATFOLK

Pridemane catfolk are built proud and strong, standing several inches taller than other catfolk and possess specialized vocal cords that allow you to unleash an intimidating roar. You gain the frightful presence universal creature rule as an extraordinary ability, which you can activate once per round as a move action or as part of the action of making an attack. Opponents within 30 feet must succeed at a Will save (DC = 10 + 1/2 your level + your Charisma modifier) or become shaken for 2d6 rounds. Once an opponent has been exposed to your frightful presence (whether or not the opponent succeeds at its saving throw), it cannot be affected by your frightful presence for 24 hours. This is an emotion, fear, mind-affecting, and sense-dependent effect.

CATFOLK TRAITS

Catfolk receive two species traits at 1st level and gain an additional species talent at 5th level and every 4 levels thereafter.

CAT'S LUCK

CATFOLK

Whether because you're supernaturally lucky or because you have lightning-fast reflexes, you seem almost clairvoyantly aware of danger at times. Before you attempt a Reflex save, you can choose to roll twice and use the better result. The first time after your daily preparations that you use this ability, it costs no Resolve Points; otherwise it costs 1 Resolve Point to use.

CAT SHAPE

CATFOLK

A rare few catfolk are able to transform into massive felines, and you possess this rare gift. You gain the shapechanger subtype and the change shape universal creature rule, which allows you to assume the form of a specific cat of the same age and gender as a standard action. Your cat form is hereditary and has the same physical traits as your original form wherever possible, such as pigmentation or general body build. While in cat form, you gain a +10 racial bonus to Disguise checks to appear as a cat. You can adjust your size to any category between Tiny and Large and lose the ability to use your hands, but you retain your senses traits, inherent traits, and catfolk species traits. Once you assume a cat form, you remain transformed until you choose to return to their original form, even if knocked unconscious or killed.

CATFOLK TALENT

CATFOLK

Catfolk pride themselves on their numerous talents, and

you've developed your own set of admirable skills. Choose one skill. You gain a +2 racial bonus to skill checks with your chosen skill and that skill is added to your list of class skills. If your chosen skill is already a class skill for you, your racial bonus to skill checks with that skill increases to +3.

You can learn this trait multiple times.

CLIMBER

CATFOLK

Sharp nails on the hands and feet make climbing easy for catfolk, and you're practically at home atop the trees. You gain a climb speed equal to your base speed.

FEROCIOUS CHARGE

CATFOLK

Catfolk culture prides its warriors on quick movements and tactical advantage, practices you've honed over the years. You gain the ferocious charge universal creature rule, which allows you to attempt a trip combat maneuver in place of a normal melee attack when you charge. In addition, you can charge without taking the normal charge penalties to your attack roll or AC. (If you already have an ability that allows you to charge without taking these penalties, you also gain the ability to charge through difficult terrain.)

KEEN EARS

CATFOLK

Most catfolk have sharp hearing, but you've trained extensively to hone your auditory precision. You have blindsense (hearing) out to 30 feet, which allows you to ignore the Stealth bonuses from any form of visual camouflage, invisibility, and the like when attempting a Perception check opposed by a creature's Stealth check. Even on a successful Perception check, any foe that can't be seen still has total concealment (50% miss chance) against you, and you still have the normal miss chance when attacking foes that have concealment. You are still flat-footed against attacks from creatures you can't see.

NATURAL WEAPONS

CATFOLK

Catfolk traditionally hone their claws into powerful weapons capable of inflicting incredible damage. You gain the natural weapons universal creature rule, which means you're always considered armed. You can deal 1d3 lethal slashing damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with their natural weapons at 3rd level, allowing you to add 1-1/2 × your character level to their damage rolls for their natural weapons (instead of just adding your character level, as usual).

SUBLIME REFLEXES

CATFOLK

Although all catfolk have righting reflexes, yours seem almost supernatural in how effortlessly you avoid even minor injuries from falls. For every rank in Acrobatics you have beyond your first, you take no falling damage for 10 feet when you deliberately fall (maximum first 200 feet). The next 10 feet you fall deals 1d6 nonlethal damage, and every 10 feet you fall thereafter deals 1d6 nonlethal damage.

KITSUNE

Gregarious shapechangers, kitsune are foxlike humanoids with the ability to magically assume a unique human appearance, a trait they've used to live quietly in humanity's shadow for centuries. In the Xa-0soro System, relations between humans and kitsune have been historically wrought with prejudice and oppression, with kitsune having only really begun to gain government protections within the last century. Nevertheless, many kitsune work tirelessly to ensure that their communities and stories have a lasting place within the system's society.



VITAL TRAITS

Kitsune have the following vital traits:

- » **Ability Boost:** A kitsune gains an ability boost to Dexterity, Intelligence, or Charisma. A kitsune can gain a second ability boost to any ability score by accepting an ability flaw to Strength or Wisdom.
- » **Hit Points:** Kitsune gain 4 Hit Points at 1st level.
- » **Size and Type:** Kitsune are Medium humanoids with the kitsune and shapechanger subtypes.
- » **Speed:** Kitsune have a base speed of 30 feet.

LOW-LIGHT VISION

Kitsune have the low-light vision universal creature rule, which allows them to see in dim light as if it were normal light.

SENSES

CHANGE SHAPE

Kitsune have the change shape universal creature rule, which allows them to assume the form of a specific human of the same age and gender as a standard action. A kitsune's human form is hereditary and has the same physical traits as their original form wherever possible, such as pigmentation or general body build. While in human form, a kitsune gains a +10 racial bonus to Disguise checks to appear human and loses the low-light vision senses trait, as well as any species traits they possess that depend upon their original form. Once a kitsune assumes human form, they remain transformed until they choose to return to their original form, even if knocked unconscious or killed.

INHERENT

KITSUNE COMMUNITY

A kitsune chooses a heritage at 1st level. This can be any kitsune or universal heritage.

HERITAGE

KITSUNE PARAGON

At 1st level, a kitsune gains two kitsune traits from among those listed on page 09 or from the list of universal traits. They gain one additional trait at 5th level and every 4 levels thereafter.

TRAIT

KITSUNE HERITAGES

Every character gains a heritage at 1st level. For kitsune characters, this can be one of the kitsune heritages listed below, or a universal heritage.

FERAL KITSUNE

While all kitsune possess the capacity to wield their fangs and nails as weapons, some develop this ability naturally rather than needing training or augmentation. You gain the natural weapons trait as a bonus trait.

KYUBI SCION

You're one of a rare few kitsune who have an innate potential for kyubi ascension. You gain the magical tail trait as a bonus trait. In addition, you can gain the magical tail trait as a replacement class feature at 2nd, 4th, 6th, 12th, or 18th level, as if the trait were granted by an archetype. You cannot replace a replacement class feature gained from an actual archetype with the magical tail trait.

YOKAI KITSUNE

Every kitsune possesses natural shapechanging powers, but yours are significantly more developed. You gain either the fox shape or realistic likeness trait as a bonus trait. In addition, you can gain fox shape, realistic likeness, or any shapechanger trait as a replacement class feature at 2nd, 4th, 6th, 12th, or 18th level, as if the trait were granted by an archetype. You cannot replace a replacement class feature gained from an actual archetype with the magical tail trait.

KITSUNE TRAITS

Kitsune receive two species traits at 1st level and gain an additional species talent at 5th level and every 4 levels thereafter.

FOX SHAPE

KITSUNE

Like many kitsune, you've learned to use your shapechanging to transform into a fox. You can use your change shape universal monster rule to assume the form of a specific fox of the same age and gender. Your fox form is hereditary and has the same physical traits as your original form wherever possible. While in fox form, your size is reduced to Tiny, you count as both your type and a animal (whichever type allows an ability to affect you for abilities that affect only one type, and whichever is worse for abilities that affect both types), you retain your low-light vision, and you gain a +10 racial bonus to Disguise checks to appear human. This otherwise functions as using change shape to assume your specific human form.

LITHE GRACE

KITSUNE

Kitsune culture prides itself on agility and gregariousness, and you've refined your abilities in one of these areas. Choose two skills from the following list: Acrobatics, Athletics, Bluff, Diplomacy, Piloting, Sleight of Hand, or

Stealth. You gain a +2 racial bonus to skill checks with both skills. Alternatively, you can choose the same skill twice to gain a +2 racial bonus with that skill and add that skill to your list of class skills. If you choose a skill twice that's already a class skill for you, your racial bonus to skill checks with that skill increases to +3 instead.

You can learn this trait up to five times.

MAGICAL TAIL

KITSUNE

Mythical kitsune called kyubi possess great reserves of innate magical energy that manifests as additional tails. Your original form grows an additional tail. In addition, you can cast spells, as a witchwarper of a level equal to your level. Instead of spell slots, you have 2 points of chakra energy (CE) that you can use to cast your spells. Each spell you know costs CE equal to its level; 0-level spells can be cast at will.

You can learn this trait up to eight times. The first time you learn this trait, you learn *dancing lights* (0 CE), *disguise self* (1 CE), *token spell* (0 CE), and one 1st-level spell of your choice. This spell must be an enchantment spell, an illusion spell, or a spell from the witchwarper spell list. Each additional time you learn this trait, your total CE increases by 2 and you learn two additional 1st-level or lower spells that belong to the enchantment or illusion schools or the witchwarper spell list. The highest-level of spell you can learn using this trait increases to 2nd-level at 4th level, 3rd-level at 7th level, 4th-level at 10th level, 5th-level at 13th level, and 6th-level at 16th level, but you cannot learn a spell whose level exceeds the total number of times you've learned this trait. You can swap one spell you've chosen from this trait whenever you gain a level or when you learn a higher-level version of that spell, as described by the witchwarper's spells class feature.

NATURAL WEAPONS

KITSUNE

Many kitsune train to use their powerful jaws and sharp nails as a form of self-defense. You gain the natural weapons universal creature rule, which means you're always considered armed. You can deal 1d3 lethal piercing or slashing damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with their natural weapons at 3rd level, allowing you to add $1\frac{1}{2} \times$ your character level to their damage rolls for their natural weapons (instead of just adding your character level, as usual).

REALISTIC LIKENESS

KITSUNE

You're able to carefully shape your appearance into that of other humans. You can use your change shape universal monster rule to assume the form of any human that you've seen before, rather than just your specific human form. You can use this ability to alter your size, but your reach cannot increase as a result of this ability (it can, however, be reduced) and you cannot alter your size to a category that humans cannot achieve without magic or similar effects. This otherwise functions as if using change shape to assume your specific human form.

KOBOLD

Once native to lost Azan, what few surviving kobolds exist in the Xa-Osoro System today are the descendants of asteroid miners who were off-world when the star Osoro collapsed. Today, most kobolds work for a kobold-run corporation called the Dragonheir Concordance, and suffer grueling exploitations as a result. Amidst crippling anxiety and depression, kobolds are nevertheless a scrappy and pugnacious people who work hard and cling to traditional kobold customs and values even as they seek better lives for themselves.



VITAL TRAITS

Kobolds have the following vital traits:

- » **Ability Boost:** A kobold gains an ability boost to Dexterity. A kobold can gain a second ability boost to Dexterity, Constitution, Intelligence, or Wisdom by accepting an ability flaw to Strength or Intelligence.
- » **Hit Points:** Kobolds gain 2 Hit Points at 1st level.
- » **Size and Type:** Kobolds are Small humanoids with the kobold subtype.
- » **Speed:** Kobolds have a base speed of 30 feet.

DARKVISION

SENSES

Kobolds have the darkvision universal creature rule, allowing you to see with no light source at all to a range of 60 feet. Their darkvision is in black and white only.

LOW-LIGHT VISION

SENSES

Kobolds have the low-light vision universal creature rule, which allows them to see in dim light as if it were normal light.

NATURAL WEAPONS

INHERENT

Kobolds have the natural weapons universal creature rule, which means they're always considered armed. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Kobolds gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add $1\frac{1}{2} \times$ their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

KOBOLD TRIBE

HERITAGE

A kobold chooses a heritage at 1st level. This can be any kobold or universal heritage.

KOBOLD PARAGON

TRAIT

At 1st level, a kobold gains two kobold traits from among those listed on page 11 or from the list of universal traits. They gain one additional trait at 5th level and every 4 levels thereafter.

KOBOLD HERITAGES

Every character gains a heritage at 1st level. For kobold characters, this can be one of the kobold heritages listed below, or a universal heritage.

DEEPWARREN KOBOLD

Kobold ancestors spent most of their lives underground, and you've adapted for life deep below the surface. Whenever you rest for 10 minutes and regain Stamina Points while in an area of dim light or darkness, you can improve your darkvision to 120 feet. If you do, you gain the light blindness universal creature rule, which causes you to become blinded for 1 round the first time you are exposed to bright light and dazzled for as long as you remain in an area of bright light. Returning your eyesight to normal requires that you rest for 10 minutes and regain Stamina Points while in an area of normal or bright light.

WYVARAN

Whether due to genetic hacking or an ancestral quirk, a rare few kobolds are wyvarans—true dragons with draconic traits and abilities. You are a dragon with the kobold subtype, granting you a +2 racial bonus to saving throws against paralysis and sleep. Additionally, you have an extraordinary fly speed of 30 feet with average maneuverability. Until 5th level, you must end your movement on the ground at the end of each turn or fall. You can use your wings fly in a vacuum, and your maneuverability improves to perfect in zero-gravity.

KOBOLD TRAITS

Kobolds receive two species traits at 1st level and gain an additional species talent at 5th level and every 4 levels thereafter.

AMBUSER

KOBOLD

Kobold fighting techniques largely revolve around catching foes unaware, and you utilize such techniques against your opponents. You gain a +1 insight bonus to attack rolls against opponents that are flat-footed, off-kilter, or prone.

BEAST BONDED

KOBOLD

Kobolds, especially deepwarren kobolds, have a long standing tradition of animal husbandry, and you have an animal friend that you've raised since birth. You gain Companion Creature Adept as a bonus feat. If you already have Companion Creature Adept, you instead gain a feat that lists Companion Creature Adept as a prerequisite whose prerequisites you meet.

You can learn this trait up to two times at 5th level, plus one additional time for every 4 levels you have thereafter.

BREATH WEAPON

KOBOLD

With lots of practice and hard work (and sometimes a few augmentations), many kobolds, especially wyvarans, learn to breathe fire. As a standard action, you can breathe a 30-foot cone of flame that deals 1d6 fire damage. At 3rd level, a you

add $1\frac{1}{2} \times$ your character level to the damage. A creature in the cone can attempt a Reflex save for half damage ($DC = 10 + \text{half your character level} + \text{your Constitution modifier}$). The first time after you've rested for 10 minutes to regain Stamina Points that you use this ability, it costs no Resolve Points; otherwise it costs 1 Resolve Point to use.

CLIMBER

KOBOLD

You're able to easily climb up most surfaces. You gain a climb speed equal to half your base speed.

CRAFTY

KOBOLD

From traps to weapons to mechanical wonders, kobolds have a reputation for innovative building, and you embody this sentiment. Choose two of the following skills: Engineering, Perception, Sense Motive, Sleight of Hand, Stealth, or one Profession skill. You gain a +2 racial bonus to skill checks with both skills. Alternatively, you can choose the same skill twice to gain a +2 racial bonus with that skill and add that skill to your list of class skills. If you choose a skill twice that's already a class skill for you, your racial bonus to skill checks with that skill increases to +3 instead.

You can learn this trait up to five times.

DRAGONSCALE RESISTANCES

KOBOLD

Kobolds tribes often claim to descend from true dragons whose coloration matches their own, and whether because it's true or because you've undergone endurance training to be more like a true dragon, you're able to resist some effects as a true dragon could. Choose one dragon graft, then choose one type of energy damage or one effect that your chosen dragon graft grants immunity to. If you choose a type of damage, you gain resistance against that type of damage equal to half your level. If you choose an effect, you gain a +4 racial bonus to saving throws against that type of effect.

You can learn this trait multiple times. You must choose the same dragon graft each time, and each time you must choose a different type of energy damage or effect from that graft.

HURRIED RETREAT

KOBOLD

Kobolds are known for scampering away as soon as the going gets tough, and you're especially good at making sure you're not on the receiving end of any punishment when you flee. You gain Mobility as a bonus feat. Whenever you move, you can choose to decrease the bonus you receive from Mobility to +2 in order to increase your speed by 5 feet until the end of your movement. You must decide whether to use this ability before you move.

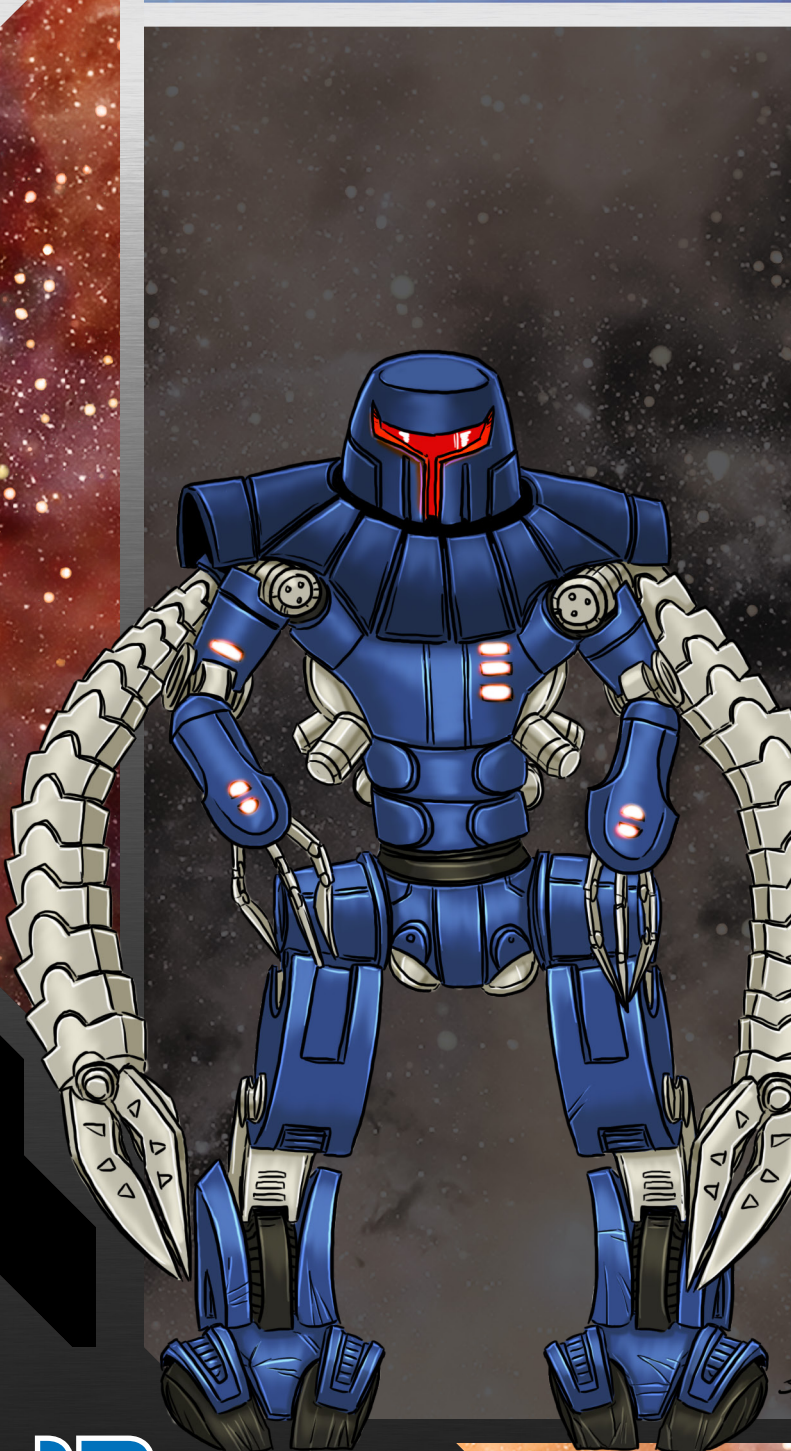
SCRAPPY

KOBOLD

Kobolds are infamously pugnacious, a quality that you share so as not to let larger folk walk all over you or your people. You gain Extra Resolve as a bonus feat, ignoring its requirements. Until 5th level, this feat only provides you with 1 additional Resolve Point in your pool.

MECHANOI

Originally referring a specific robotic product pioneered by 1010 Robotics in the Xa-0soro System, people from that system now use the term “mechnoi” to refer to all sentient robotic organisms. Designed with advanced AI that grants them free will and a specialized soul reciprocal as a power source, most societies view mechnoi to be every bit a person as a human or a vesk. This sentiment is growing in the Xa-0soro System, but the majority of mechnoi are viewed as property to their living “owners” thanks to corporate lobbying.



VITAL TRAITS

Mechanoi have the following vital traits:

- » **Ability Boost:** A mechnoi gains an ability boost based on their heritage. A mechnoi can gain a second ability boost to any ability score by accepting an ability flaw to Charisma.
- » **Hit Points:** Mechanoi gain 6 Hit Points at 1st level.
- » **Size and Type:** Mechanoi are constructs with the technological subtype. A mechnoi's size is determined by their heritage.
- » **Speed:** Mechanoi have a base speed of 30 feet.

HEALING CIRCUIT

INHERENT

Mechanoi count as living creatures for the purpose of magic healing effects that work on living creatures (though the number of Hit Points regained from such effects is halved). A mechnoi heals naturally over time as living creatures do, but a character must use the Engineering skill to perform the tasks of the Medicine skill on a mechnoi. Mechanoi can benefit from magic or technology that resurrects both living creatures and constructs, even if such an effect normally can't do so (such as *raise dead*).

ROBOTIC

INHERENT

Mechanoi are immune to bleed, disease, death effects, poison, nonlethal damage, and sleep effects unless those effects specify they affect constructs. Mechanoi can be affected by effects or spells that normally target only humanoids, but receive a +4 racial bonus to saving throws against such effects. Mechanoi can eat and drink, though they don't need to, and they must recharge their internal batteries by entering an off-line mode that is similar to sleep for 8 hours every day. Mechanoi do not breathe or suffer the normal environmental effects of being in a vacuum.

MECHANOI MODEL

HERITAGE

A mechnoi chooses a heritage at 1st level. This can be any mechnoi heritage.

MECHANOI PARAGON

TRAIT

At 1st level, a mechnoi gains two mechnoi traits from among those listed on page 13 or from the list of universal traits. They gain one additional trait at 5th level and every 4 levels thereafter.

MECHANOI HERITAGES

Every character gains a heritage at 1st level. For mechanoi characters, this must be one of the mechanoi heritages listed below; mechanoi cannot learn any universal heritages.

COMPACT MODEL MECHANOI

Smaller mechanoi are often designed to work in tight or enclosed spaces. Your size is Tiny and gain an ability boost to Dexterity. You gain one bonus mechanoi trait and have a reach of 5 feet.

GIANT MODEL MECHANOI

Larger mechanoi are often used to port objects and perform other tasks related to strength. Your size is Large and you gain an ability boost to Strength. You gain one bonus mechanoi trait and have a reach of 5 feet.

STANDARD MODEL MECHANOI

Most mechanoi are designed to be roughly the same size as the people who created them. Your size is Small or Medium (your choice); you gain an ability boost to Dexterity if you're Small or Strength if you're Medium. You gain one bonus mechanoi trait.

MECHANOI TRAITS

Mechanoi receive two species traits at 1st level and gain an additional species talent at 5th level and every 4 levels thereafter.

INFRARED SENSORS

MECHANOI

Mechanoi are commonly built to operate in lightless areas. You gain the low-light vision universal creature rule, which allows you to see in dim light as if it were normal light.

You can learn this trait twice. The second time you learn it, you gain the darkvision universal creature rule, which allows you to see with no light source at all to a range of 60 feet. Your darkvision is in black and white only.

INTEGRATED EQUIPMENT

MECHANOI

Mechanoi are commonly constructed with a number of useful technological items built directly into their chassis, and even those who lack these upgrades can easily get them installed with some minor tweaks. You can install a datajack, a computer, and one other piece of technological equipment or a cybernetic augmentation of your choice with an item level up to your level. This equipment doesn't count against the total amount of Bulk you can carry, but each item cannot exceed light Bulk. Installing or removing equipment into your chassis takes 4 hours and must be performed by someone other than yourself with a number of ranks in Engineering equal to or greater than the item's level. You must be willing or helpless to have an item installed into your chassis or removed from it, and these items don't count against the systems in which you can install augmentations.

You can learn this trait multiple times. The first time you gain this trait, you gain a free standard datajack, personal comm unit, and one technological item or cybernetic augmentation with an item level equal to half your character level (minimum item

level 1) that is immediately installed into your body for you. Each additional time you gain this trait, the total number of additional components you can install into your chassis increases by 1.

INTERNAL MOD

MECHANOI

Most mechanoi are compatible with drone mods, and you use this to your advantage. Choose one of the following drone mods: armor slot, cargo rack, climbing claws, enhanced senses, hydrojets, jump jets, resistance, smuggler's compartment, speed, or weapon proficiency. You apply the chosen drone mod to yourself as if you were a drone with that mod installed. Once chosen, uninstalling and replacing this mod requires a use of a *mnemonic editor*.

SKILL ROUTINE

MECHANOI

Mechanoi commonly have advanced AI and programming that helps them perform certain tasks. Choose one skill. You gain a +2 racial bonus to skill checks with that skill and add that skill to your list of class skills. If it's already a class skill for you, increase your racial bonus for that skill to +3.

You can learn this trait multiple times.

TRANSFORMATION MATRIX

MECHANOI

Mechanoi are commonly built with multiple configurations to allow them to perform specialized tasks. You gain the shapechanger subtype and the change shape universal creature rule, which allows you to assume the form of one specific weapon, technological item, or vehicle with an item level no greater than your level as a standard action. Unlike most change shape abilities, your ability is an extraordinary ability. While transformed, you gain a +10 racial bonus to Disguise checks to appear as an ordinary object or vehicle and lose any species traits you possess that depend upon your original form. Once you assume your inanimate form, you remain transformed until you choose to return to your original form, even if knocked unconscious or killed.

You can be rebuilt to transform into a different object or vehicle by someone other than yourself with a number of ranks in Engineering equal to or greater than the item level of the item or vehicle you want to transform into. You must be willing or helpless to be rebuilt in this manner. If your item or vehicle requires charges to operate, you count as having a battery with 100 charges that fully recharges itself after spending 8 hours in your off-line mode.

You gain the following benefits based on your form.

- » **Technological Item:** You function as an item of the chosen kind while transformed.
- » **Vehicle:** You function as a vehicle of the chosen kind while transformed. You cannot use your hands, but you can operate yourself as if you were the pilot.
- » **Weapon:** You function as a weapon of the chosen kind while transformed. You can attack with yourself while transformed, using your weapon's statistics. When someone wields you as a weapon and you're willing, they gain a +1 enhancement bonus to their attack rolls with you.

NAGAJI

Strong and proud, the nagaji were created by their mystical naga overlords as a servitor race on a faraway world in the Hyperspace Station System. During the Nova Age, the naga whose descendents would settle in the Xa-0soro System fled this home world in an interstellar vessel, taking their servitors with them. Generations aboard the *Nagasultra* have seen the power dynamics between the two species shift, and while modern nagaji still view naga with great respect, they adamantly insist that all nagaji are bound only to their own convictions.



VITAL TRAITS

Nagaji have the following vital traits:

- » **Ability Boost:** A nagaji gains an ability boost to Strength, Dexterity, Wisdom, or Charisma. A nagaji can gain a second ability boost to any ability score by accepting an ability flaw to Intelligence.
- » **Hit Points:** Nagaji gain 4 Hit Points at 1st level.
- » **Size and Type:** Nagaji are humanoids with the nagaji and reptillian subtypes.
- » **Speed:** Nagaji have a base speed of 30 feet.

LOW-LIGHT VISION

Nagaji have the low-light vision universal creature rule, which allows them to see in dim light as if it were normal light.

RESISTANT

Nagaji are covered in thick scales and their bodies are naturally resistant to poison. They gain a +1 racial bonus to Armor Class and a +2 racial bonus to saving throws against poison.

NAGAJI HOUSE

A nagaji chooses a heritage at 1st level. This can be any nagaji heritage or a universal heritage.

NAGAJI PARAGON

At 1st level, a nagaji gains two nagaji traits from among those listed on page 15 or from the list of universal traits. They gain one additional trait at 5th level and every 4 levels thereafter.

SENSES

INHERENT

HERITAGE

TRAIT

NAGAJI HERITAGES

Every character gains a heritage at 1st level. For nagaji characters, this must be one of the nagaji heritages listed below; nagaji cannot learn any universal heritages.

HOODED NAGAJI

All nagaji possess elongated vertebrae from the base of their spines up to the crown of their heads, and can flair these bones and scales into a majestic hood. You gain mighty presence (Intimidate) as a bonus trait.

NALAASEI

While most nagaji have a humanoid skeletal structure, a rare few lack legs, instead possessing long tails from the hips down that they use to perform slither as a means of locomotion. Your land speed is 20 feet instead of 30 feet, but you can move at full speed when using Acrobatics or Stealth without taking any penalties to your checks. In addition, you gain Lunge as a bonus feat, ignoring its prerequisites.

SERVITOR NAGAJI

Legends say that naga created the nagaji as servants, and nagaji today are carefully monitored and molded from the moment they're born to be perfectly suited for a specific task. You gain focused training as a bonus trait.

NAGAJI TRAITS

Nagaji receive two species traits at 1st level and gain an additional species talent at 5th level and every 4 levels thereafter.

FOCUSED TRAINING

NAGAJI

Nagaji are trained from birth to excel at specific skill sets. You gain one of the following feats as a bonus feat: Skill Focus, Spell Focus, Versatile Weapon Focus, or Weapon Focus.

You can gain this trait multiple times.

HYPNOTIC GAZE [Sp]

NAGAJI

Nagaji commonly possess the ability to lull others into a trance, a talent you've mastered. As a standard action, attempt a Bluff or Diplomacy check against one target within 30 feet (DC = 20 + 1-1/2 × the target's level or CR). If you succeed, the target is fascinated until the end of your next turn. The target treats all threats from creatures other than you as one step less severe (obvious threats are potential threats and potential threats aren't threatening). The Will save DC to end this effect is equal to 10 + half your level + your Charisma modifier. The first time after your daily preparations that you use this ability, it costs no Resolve Points; otherwise it costs 1 Resolve Point to use.

At the start of your turn, you can renew this effect on any one creature that you've fascinated as a move action, attempting a new Bluff or Diplomacy check as a standard action and extending the duration to the end of your next turn if you succeed. Renewing this effect doesn't cost any Resolve Points.

IRON MIND

NAGAJI

Millennia serving naga has afforded nagaji with a measure of resilience against their charms, and you're skilled at resisting mental effects. Before you attempt a Will save, you can choose to roll twice and use the better result. The first time after your daily preparations that you use this ability, it costs no Resolve Points; otherwise it costs 1 Resolve Point to use.

MIGHTY PRESENCE

NAGAJI

Despite your people's origins as a servitor species, nagaji value presence of personality and you've learned to make your needs known. Choose Bluff, Diplomacy, or Intimidate. You gain a +2 racial bonus to skill checks with the chosen skill. In addition, you gain a bonus feat based upon your choice, ignoring the feat's prerequisites: Bluff (Improved Feint), Diplomacy (Tactful Advisor), or Intimidate (Veiled Threat).

You can select this trait three times.

NATURAL WEAPONS

NAGAJI

Nagaji possess sharp, snakelike fangs that they can use to deliver lethal bites. You gain the natural weapons universal creature rule, which means you're always considered armed. You can deal 1d3 lethal piercing damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with their natural weapons at 3rd level, allowing you to add 1-1/2 × your character level to their damage rolls for their natural weapons (instead of just adding your character level, as usual).

SCENT

NAGAJI

Flickering your forked tongue collects chemicals from the air, alerting you to nearby threats. You have blindsense (scent) out to 30 feet, which allows you to ignore the Stealth bonuses from any form of visual camouflage, invisibility, and the like when attempting a Perception check opposed by a creature's Stealth check. Even on a successful Perception check, any foe that can't be seen still has total concealment (50% miss chance) against you, and you still have the normal miss chance when attacking foes that have concealment. You are still flat-footed against attacks from creatures you can't see.

SEA SERPENT

NAGAJI

Many nagaji are able to effortlessly glide through the water. You gain a swim speed equal to your base speed + 10 feet.

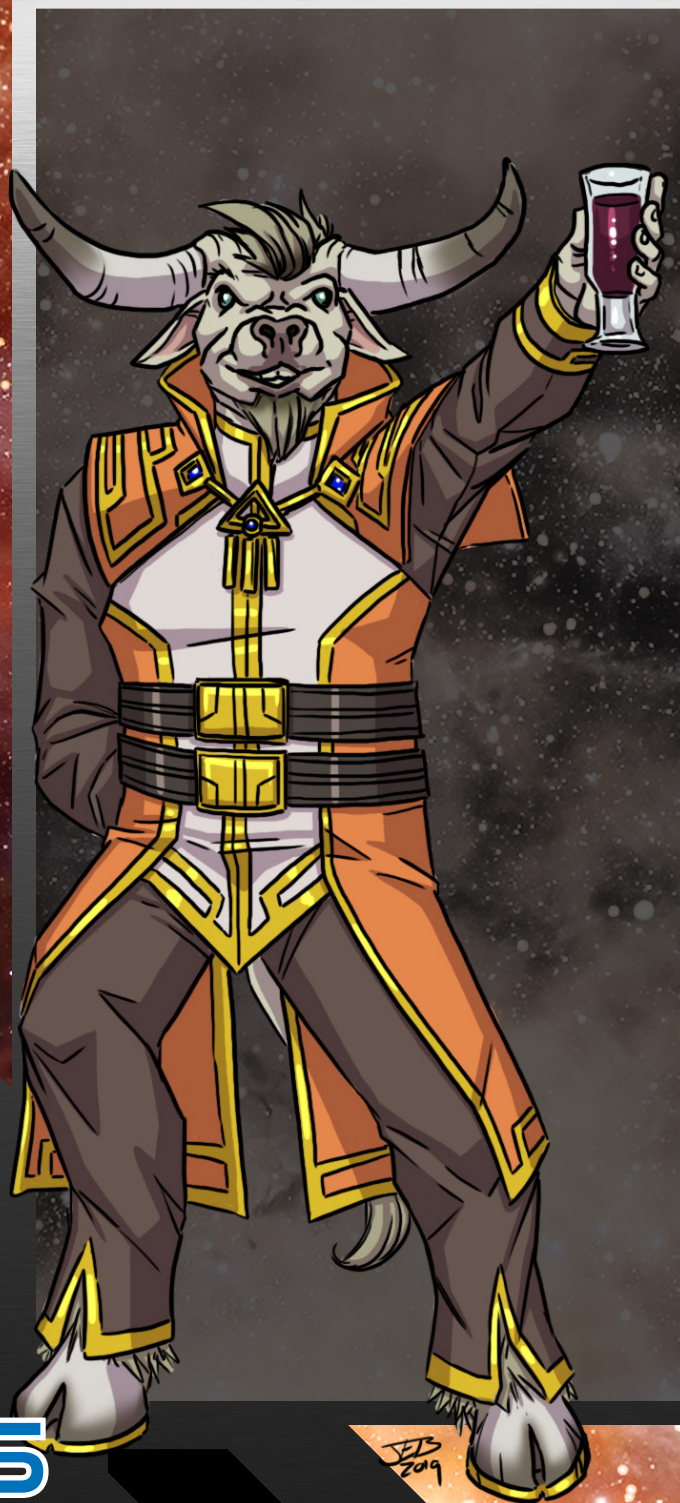
SPIT VENOM

NAGAJI

All nagaji produce potent venom in specialized glands in their mouths, and you've learned to spray it at your enemies. You have a special ranged unarmed strike that acts as a small arm that deals 1d3 acid damage, has the blind critical effect, and has a range of 10 feet. Your attack's damage increases to 1d4 at 5th level, 2d6 at 9th level, 4d6 at 13th level, and 6d6 at 17th level. In addition, you can use your spit venom to perform a dirty trick combat maneuver as a ranged attack against any foe within the unarmed strike's range (apply range increment penalties normally for this attack).

NUAR

Now a common sight in the Xa-0soro System, what few records the nuars have claim that they fled the Hyperspace Station System by means of the Byways, a labyrinthine plane of unreality. Although unnavigable to most, the nuars' innate maze sense helped them traverse this untraversed place, emerging on the planet Tor. Today, many nuars are brilliant mechanics and technomancers, able to weave their unique maze-core technology into nearly anything to create mutable buildings and passageways.



VITAL TRAITS

Nuars have the following vital traits:

- » **Ability Boost:** A nuar gains an ability boost to Strength or Intelligence. A nuar can gain a second ability boost to any ability score by accepting an ability flaw to Dexterity.
- » **Hit Points:** Nuars gain 6 Hit Points at 1st level.
- » **Size and Type:** Nuars are Medium monstrous humanoids.
- » **Speed:** Nuars have a base speed of 40 feet.

DARKVISION

Nuars have the darkvision universal creature rule, allowing them to see with no light source at all to a range of 60 feet. Their darkvision is in black and white only.

MAZE MIND

Nuars have a naturally strong sense of direction and an instinctive understanding of complex patterns. As a result, they very rarely get lost. A nuar can attempt a special level-based Wisdom check (1d20 + level + Wisdom bonus) instead of using their total bonus in the Piloting skill to navigate or their total bonus in the Survival skill for orienteering. In addition, a nuar with 1 or more ranks in Piloting or Survival also gains a +2 racial bonus to checks with that skill.

NUAR HERD

A nuar chooses a heritage at 1st level. This can be any nuar or universal heritage.

NUAR PARAGON

At 1st level, a nuar gains two nuar traits from among those listed on page 15 or from the list of universal traits. They gain one additional trait at 5th level and every 4 levels thereafter.

SENSES

INHERENT

HERITAGE

TRAIT

NUAR HERITAGES

Every character gains a heritage at 1st level. For nuar characters, this can be one of the nuar heritages listed below, or a universal heritage.

BRUTISH NUAR

Many claim that nuar bare a striking resemblance to minotaur, and rarely one nuar possesses especially brutal trades. Your size increases to Large, but your reach remains 5 feet. You gain the natural weapon trait as a bonus trait.

GEARHORN NUAR

Many nuars adore fiddling with tech, experiencing a cultural calling to embrace the wonders of modern technology. You gain the tech savant trait as a bonus trait.

WHITEHIDE NUAR

Nuars blessed with white fur are believed to have a special capacity for magic and are turned to as spiritual leaders. You gain Mystic Inkling as a bonus feat, or either Spell Focus or Spell Penetration if you are a mystic.

NUAR TRAITS

Nuars receive two species traits at 1st level and gain an additional species talent at 5th level and every 4 levels thereafter.

BULLDOZE

NUAR

Nuar often use their tremendous size and weight to their advantage in battle, and you easily push others around using these principles. You gain Improved Combat Maneuver (bull rush) as a bonus feat. If you have the ferocious charge universal creature rule, you can attempt a bull rush combat maneuver in place of a normal melee attack when you charge.

FEROCIOUS CHARGE

NUAR

Nuars are built to throw their size and weight at opponents to tremendous effect, and you've mastered this time-honored fighting technique. You gain the ferocious charge universal creature rule, which allows you to attempt a trip combat maneuver in place of a normal melee attack when you charge. In addition, you can charge without taking the normal charge penalties to your attack roll or AC. (If you already have an ability that allows you to charge without taking these penalties, you also gain the ability to charge through difficult terrain.)

LABYRINTHINE MIND

NUAR

You're able to apply your understanding of mazes to the twist and turns of life. Choose one skill; if you choose Profession, you must choose one Profession skill. You can choose both Piloting and Survival as though they were a single skill. You can use your maze mind inherent trait to attempt a special level-based ability check (1d20 + level + your bonus in your chosen skill's associated ability) instead of using your total bonus in the chosen skill.

If you have 1 or more ranks in the chosen skill, you also gain a +2 racial bonus to checks with that skill. In addition, before you attempt a skill check with a skill you've chosen with this trait, you can spend 1 Resolve Point to attempt both a standard skill check with that skill and a special skill check as described above and use the higher of the two as your result.

You can learn this trait multiple times.

NATURAL WEAPONS

NUAR

You've mastered ancient nuar fighting techniques that allow you to use your body's horns as deadly weapons. You gain the natural weapons universal creature rule, which means you're always considered armed. You can deal 1d3 lethal piercing damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with their natural weapons at 3rd level, allowing you to add $1\frac{1}{2} \times$ your character level to their damage rolls for their natural weapons (instead of just adding your character level, as usual).

POWERFUL NOSE

NUAR

Nuar have an acute sense of smell, and you've trained to use it to notice what others miss. You have blindsense (scent) out to 30 feet, which allows you to ignore the Stealth bonuses from any form of visual camouflage, invisibility, and the like when attempting a Perception check opposed by a creature's Stealth check. Even on a successful Perception check, any foe that can't be seen still has total concealment (50% miss chance) against you, and you still have the normal miss chance when attacking foes that have concealment. You are still flat-footed against attacks from creatures you can't see.

TECH SAVANT

NUAR

Nuar culture prides itself on their people's technological advancement, a torch you proudly bare. You add Computers and Engineering to your list of class skills; if either skill is already on your list of class skills, you gain a +2 racial bonus to checks with that skill instead.

WARSTOMP

NUAR

You've learned to use your size as part of nuar martial arts, allowing you to crush foes' bones. Your unarmed strikes gain the wound critical effect, using your level as your unarmed strike's item level.

You can learn this trait a second time starting at 13th level. The second time you learn this trait, your wound critical effect improves to severe wound.

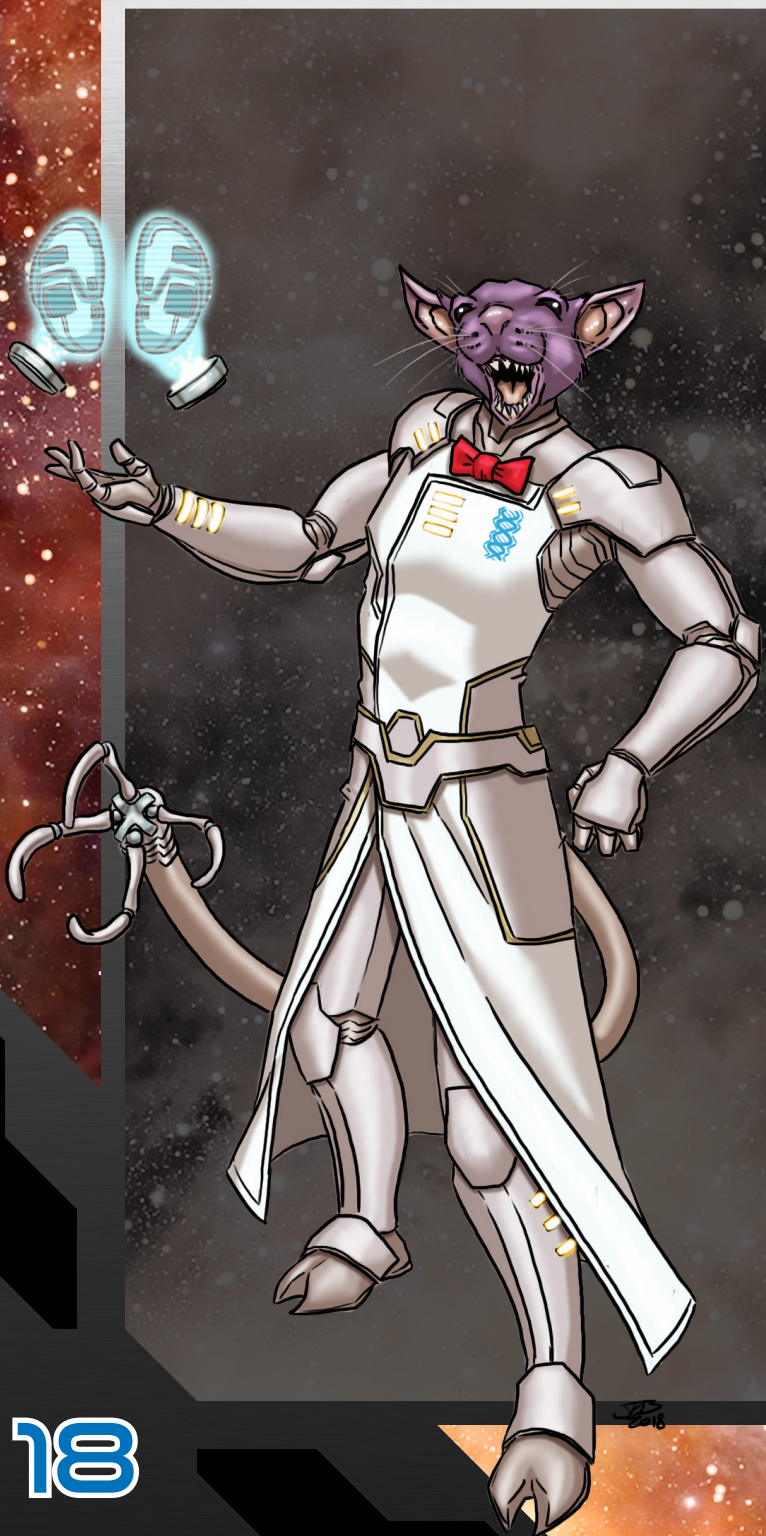
WEAPON FAMILIARITY

NUAR

Nuars adore technological weaponry and train constantly to master these weapons. You gain proficiency with all weapons in the following categories that lack the analog weapon property: basic melee, small arms, and either advanced melee or longarm (your choice). At 3rd level, you gain weapon specialization with those weapons.

URAMAE

Brilliant thinkers and scientists from the Xa-0soro System, the uramae are a people divided. Hundreds of years before the Nova Age, one faction of uramae loaded their home world's resources onto a newly constructed world ship and left, eventually genetically modifying themselves into deoxyians. Since those who stayed behind mummified themselves to survive on their dead home world, the uramae were effectively extinct for centuries until advances in science allowed undead uramae to clone new, living members of their species.



VITAL TRAITS

Uramae have the following vital traits:

- » **Ability Boost:** An uramae gains an ability boost to any ability score of their choice. An uramae can gain a second ability boost by accepting an ability flaw; deoxyians cannot apply their ability flaw to Intelligence and wsjr cannot apply their ability flaw to Constitution.
- » **Hit Points:** Uramae gain 4 Hit Points at 1st level.
- » **Size and Type:** Uramae are Medium humanoids with the uramae subtype.
- » **Speed:** Uramae have a base speed of 40 feet.

PRAGMATIC PARAGON

INHERENT

Uramae psychology is predisposed to pragmatism, however subjective it may be. An uramae can take 10 on any d20 roll or check except those that automatically fail on a natural 1, such as an attack roll or saving throw. Whenever an uramae takes 10 on a roll or check, they add a +1 racial bonus to the check's result. The first time after your daily preparations that you use this ability, it costs no Resolve Points; otherwise it costs 1 Resolve Point to use.

URAMAE LEGACY

HERITAGE

An uramae chooses a heritage at 1st level. This can be any uramae or universal heritage.

URAMAE PARAGON

TRAIT

At 1st level, an uramae gains two uramae traits from among those listed on page 17 or from the list of universal traits. They gain one additional trait at 5th level and every 4 levels thereafter.

URAMAE HERITAGES

Every character gains a heritage at 1st level. For uramae characters, this can be one of the uramae heritages listed below, or a universal heritage.

DEOXYIAN

Once ordinary uramae, the deoxyians embraced an evolutionary calling and advanced their science to the point where they harvested all of their planet's resources, loaded them onto newly-constructed world ships, and left terrestrial life (and many of their brethren) behind. Choose one living species at 1st level. You gain the deoxymorphic subtype and that creature's subtypes, if any, and count as a creature of that species type and humanoid for effects targeted creatures by type (whichever is worse). You gain one of that creature's traits of your choice, and can learn that creature's traits as if they were uramae traits. You can learn the species's senses traits, inherent traits, or species traits in this manner, or you can gain a speed for one movement type that the creature has as an inherent trait.

In addition, you can expand the number of traits you have access to as a replacement class feature at 2nd, 4th, 6th, 12th, or 18th level, as if granted by an archetype. When doing so, you either choose an additional living species with this heritage (gaining access to one of its sense traits, inherent traits, or species traits as normal) or gain two senses traits, inherent traits, or species traits from any combination of species you've already chosen with this trait. You cannot replace a replacement class feature gained from an actual archetype with this choice.

MUMIYAH URAMAE

Withered relics from a time long before the Nova Age, mumiyah uramae underwent a willing apotheosis into an undead creature. Your type changes to undead and you gain the deathly universal creature rule, which causes you to count as both undead and a creature of your original effect for effects targeted creatures by type (whichever is worse). You gain a +1 racial bonus to saving throws against disease, exhaustion, fatigue, mind-affecting effects, paralysis, poison, sleep effects, and stunning unless those effects specifically target undead.

WSJR URAMAE

Newly-grown using advanced genetic procedures, most wsjr uramae are grown in vats from the genetic material of undead mumiyah, the scions of an extinct people. As you were genetically engineered to help repopulate your species, your genes were carefully chosen to ensure your survivability. You gain 2 additional racial Hit Points at 1st level, as well as a bonus feat of your choice from among the following: Great Fortitude, Iron Will, Lightning Reflexes, or Toughness.

URAMAE TRAITS

Uramae receive two species traits at 1st level and gain an additional species talent at 5th level and every 4 levels thereafter.

AUGMENTABLE

URAMAE

Your body is widely compatible with a specific kind of augmentation. Choose one system. You can install one additional augmentation into a system that already has an augmentation. This applies only to necrografts for a mumiyah uramae, biotech for a wsjr uramae, or any one type of augmentation of your choice for a deoxyian.

You can learn this trait up to two times at 5th level, plus one additional time for every 4 levels you have thereafter. You cannot have more than two augmentations installed into the same system.

FEROCIOUS CHARGE

URAMAE

Ancient uramae were built to move quickly to strike fast-moving prey, and you capitalize on this aspect of your anatomy. You gain the ferocious charge universal creature rule, which allows you to attempt a trip combat maneuver in place of a normal melee attack when you charge. In addition, you can charge without taking the normal charge penalties to your attack roll or AC. (If you already have an ability that allows you to charge without taking these penalties, you also gain the ability to charge through difficult terrain.)

INSIGHTFUL PRAGMATISM

URAMAE

Uramae are brilliant thinkers and problem-solvers, and you've learned to channel that legacy into productive pursuits. When you use your pragmatic paragon inherent ability, you add either a +2 racial bonus or a +1 enhancement bonus to your result (your choice). In addition, pragmatic paragon costs you no Resolve Points to use the first three times after your daily preparations that you use it.

KNOWLEDGABLE

URAMAE

Uramae have long valued scholarly pursuits, and in true uramae fashion there's at least one topic you can't help but research. Choose one of the following skills: Culture, Life Science, Mysticism, Physical Science, or one Profession skill. You gain a +2 racial bonus to skill checks with that skill and it's added to your list of class skills. If the chosen skill is already a class skill for you, your racial bonus to checks with that skill increases to +3 when you are using that skill to recall knowledge.

You can learn this trait multiple times.

RESILIENCY

URAMAE

Uramae value physical and mental resilience, and you've either trained or have been genetically altered to improve your capacity in this area. Choose one of the following feats: Great Fortitude, Iron Will, Lightning Reflexes, or Toughness. You gain the chosen feat as a bonus feat.

You can learn this trait multiple times.

SKILLED

URAMAE

Uramae of all heritages value knowledge, and you've trained yourself in a variety of additional pursuits. You gain an additional skill rank at 1st level and at each level thereafter.

UNIVERSAL OPTIONS

Despite the wide variety in many species, some divergencies in some people across species are commonplace enough that the term universal is appropriate. In many cases, these options represent the effects of unusual environments or stimuli on otherwise ordinary people, and are rare as a result. Of course, in the information age of the future, "rare" and "unheard of" aren't synonyms, as information about most of these options is often an infosphere search away.

The following heritages and traits are universal; this means that unless noted otherwise by a specific option, members of any species can select these heritages and traits at the expense of those associated with their species.

UNIVERSAL HERITAGES

Every character gains a heritage at 1st level. For most characters, this can be one of the universal heritages listed below or one of the heritages associated with their species.

BLOOD-SCARRED

A vile gore coats the Xa-Osoro System, the crimson innards of the star Osoro, whose implosion resulted in the Regicide. While those who come into contact with this viscera directly contract a deadly corruption called blood madness, those who contact affects substances second-hand, usually because the person's parent was at least partially corrupted, develop a condition called blood scarring, permanently disfiguring them and twisting their biological development. Most numerous among the blood-scarred are the bantosai, the catfolk native to the moon-world Bantosian. In the bantosai, these mutations cause individuals to have decidedly feline limbs and body parts, such as digitigrade paws or a catlike muzzle, though not always symmetrically so. You gain two bonus traits and one of the banes listed below. These traits can belong to any living species of your choice.

- » **Scarred Cognition:** It's difficult for you to acquire new information. Reduce the number of skill ranks per level that you receive by 2 (minimum 1 skill rank per level).
- » **Scarred Locomotion:** One of your limbs used for locomotion, such as a human's leg, is deformed. Reduce one of your speeds by 10 feet.
- » **Scarred Manipulation:** One or more of your limbs that evolved for manipulation doesn't work. Reduce the total number of hands you have by one; if you have the multiarmed universal creature rule as an inherent trait, you instead reduce the number of hands you have by half.
- » **Scarred Senses:** You can't perceive your surroundings as well as others. You take a -4 penalty to all sense-dependent skill checks and the range of all of your sense traits and any sense-dependent effects you use are reduced by half.
- » **Twisted Vitals:** You are especially frail and weak. Reduce the number of Hit Points you gain from your species by 2 (minimum 0). In addition, you treat your Constitution

modifier as if it were 2 lower when determining the total number of Stamina Points you have.

GIANT

Whether due to unusual genetics or strange substances that affects your development, you are significantly larger than a typical member of your species. Your size increases by one size category, up to a maximum size of Huge, and your reach increases by 5 feet, to a maximum of 10 feet. In addition, you gain heavy lifer as a bonus trait.

SAMSARAN

Samsarans are individuals who, for one reason or another, have souls that reincarnated into a new body following their previous incarnation's death. Virtually anyone with a soul can become a samsaran following their death, and samsarans vary greatly regarding how much they remember and resemble their past incarnations, even how they're formed. Samsarans can appear identical to their past incarnations or nothing like them, and either remember everything about their past life or remember mere wisps. Some are reborn entirely from conception to grace while others spontaneously appear as young children or adolescents in newly-formed bodies near major founts of ley line activity. Whatever the case may be, all samsarans have some ability to recall the memories of their former selves. Whenever a samsaran attempts to recall knowledge, they can attempt a special level-based ability check (1d20 + level + the skill's associated ability bonus) instead of using their total bonus in that skill. In addition, a nuar with 1 or more ranks in a skill that can be used to recall knowledge also gains a +2 racial bonus to checks with that skill.

VISHKANYA

Vishkanyas are individuals for whom toxicity is second nature, their blood boiling with innate poison and the corruptive touch of blood space alike. Following the Regicide, blood space's mutative effects corrupted Radiant Imperium colonists on the planet Sheg'bga, granting them subtle traits reminiscent of reptilian demons, such as fine scales nearly indistinguishable

from flesh and forked tongues. Your bodily fluids (such as your saliva and blood) act as a unique kind of poison called vishkanya poison (see below); this poison is potent enough to harm anyone exposed to roughly an ounce of your bodily fluids. You can apply your vishkanya poison to any item you're holding as a move action so long as you haven't taken any damage from dehydration. Alternatively, whenever you attempt a dirty trick combat maneuver and succeed, you can expose your target to your vishkanya poison instead of inflicting a condition on them. The first time after you finish a 10-minute rest to regain Stamina Points that you use this ability, it costs no Resolve Points; otherwise it costs 1 Resolve Point to use.

UNIVERSAL TRAITS

Every character receives two species traits at 1st level and gain an additional species talent at 5th level and every 4 levels thereafter.

Some universal traits are only available to people of specific heritages (such as ganzi or skinwalker) or subtypes (such as shapeshifter). This is noted on the first line of the trait to the right of its name.

HEAVY LIFTER

You're able to bare incredible amounts of weight. You gain Hauler as a bonus feat, ignoring its prerequisites.

PRECISION SHAPECHANGER

SHAPECHANGER

You can finely control how your body changes between forms, and have learned to use this skill to your advantage. When you use your change shape universal creature rule, you can assume a hybrid form that has aspects of both your original form and one for you can assume with change shape. When doing so, onlookers identify you as being in one form of your choice, but having peculiar traits reminiscent of the other. For example, a kitsune (see page 10) who learns this trait could assume a hybrid form that appears as their human form, but with their kitsune form's ears and tail.

If you have the quick change trait and use change shape as a standard action, you can precisely control your transformation to either catch onlookers off-guard or horrify them, as described below. Once you use either ability against a creature, it is immune to both abilities for 24 hours.

- » **Horrify:** As part of your change shape action, you attempt a Disguise check against all foes within 20 feet, no two of which can be more than 10 feet apart (do not apply change shape's bonus to Disguise checks to your check). The DC of this check is equal to the highest DC to demoralize any one of the foes. If you are successful, the targets gain the shaken condition for 1 round.
- » **Off-Guard:** As part of your change shape action, you attempt a Disguise check against all foes within 20 feet, no two of which can be more than 10 feet apart (do not apply change shape's bonus to Disguise checks to your check). The DC of this check is equal to the highest DC to feint any one of the foes. If you are successful, the targets gain the

flat-footed condition for 1 round.

MULTILINGUAL

You have a knack for languages and quickly acquire more as you're exposed to them. You learn 2 additional languages, plus 1 additional language for every rank that you have in the Culture skill.

QUICK CHANGE

SHAPECHANGER

You can effortlessly switch between forms. You can use your change shape universal creature rule as a move action or as a standard action, but never more than once per round.

You can select this trait a second time starting at 13th level. If you select this trait twice, you can use your change shape universal creature trait as a swift action, a move action, or a standard action, but never more than once per round.

SHAPESHIFTING ESCAPE

SHAPECHANGER

You quickly change forms to make yourself difficult to hold onto. Whenever you use change shape while grappled, pinned, or restrained (such as by manacles), you can attempt a Disguise check against your grappler as part of the same action. The DC of this check is equal to the Acrobatics DC to escape from the grapple or restraint (do not apply change shape's bonus to Disguise checks to your check). If you are successful, you free yourself and no longer have the grappled or pinned condition or are no longer restrained.

SHAPESHIFTING SLIDE

SHAPECHANGER

You shift your location forward slightly as you shift between forms. Whenever you use change shape as a standard action, you can move up to half your speed. So long as you aren't in difficult terrain, the first 5 feet of movement that you make don't provoke attacks of opportunity, as if you had taken a guarded step.

SHAPESHIFTING STAND

SHAPECHANGER

When you're laying on your back, you can adjust your form to quickly stand up. Whenever you use change shape while prone, you can stand up from prone as part of the same action.

SKILL FOCUS

You've honed your natural ability into the advancement of a particular skill set. Choose one skill that's associated with an ability score that you've applied an ability boost to. You gain Skill Focus as a bonus feat with that skill.

You can learn this trait multiple times. You cannot learn this trait if the only ability score that you've applied an ability boost to is Constitution.

VIM

You've trained your body so you can withstand additional punishment. Add 2 to your Hit Point total.

You can learn this trait multiple times. You cannot learn this trait if you applied an ability flaw to Constitution.

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