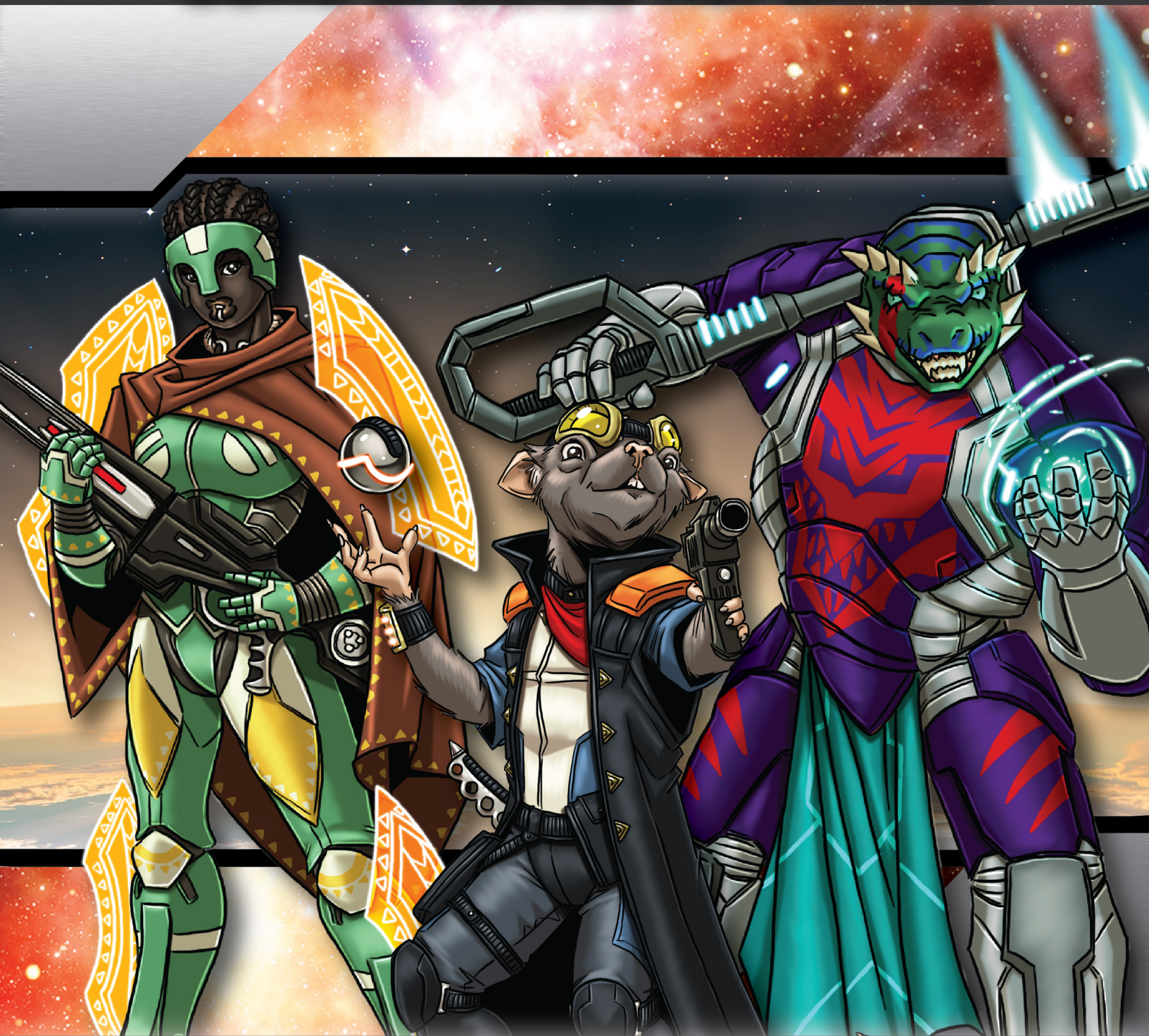


STAR LOG.DELUXE

CORE SPECIES REFORGED



BY ALEXANDER AUGUAS



STAR LOG.DELUXE

CORE SPECIES REFORGED

Author: Alexander Augunas
Cover Artist: Owen K.C. Stephens
Development: Owen K.C. Stephens

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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

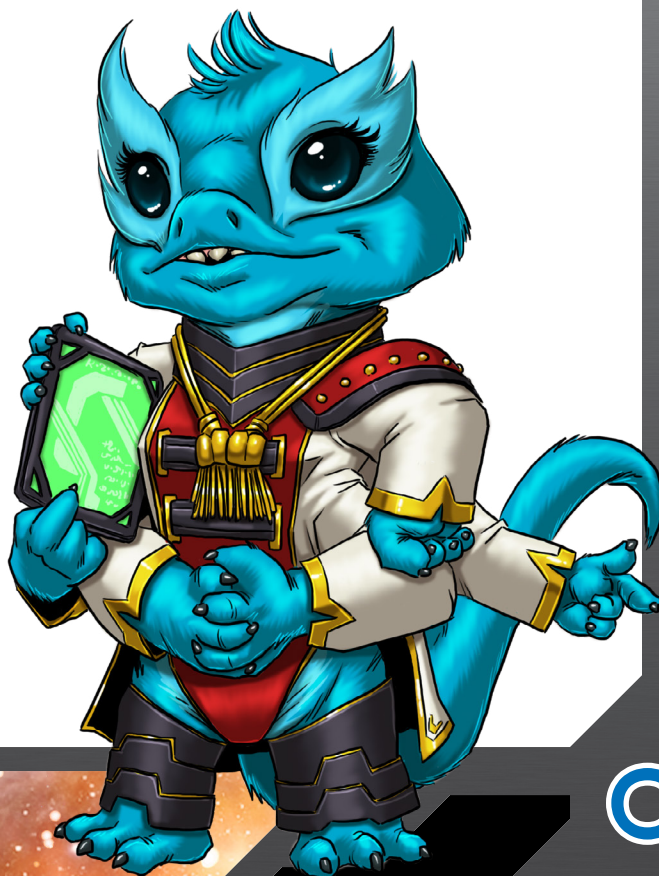
All species have heritages, or special ways that members of the species differentiate themselves. Each heritage provides a special ability to a character that represents their unique ancestry or the conditions their people developed in. A character can usually choose from any heritage associated with their species or from one of many universal heritages, such as those found on page 55. 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," "grabbit 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 (see page 55). 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.



ANDROID

Complex technological creations crafted to resemble specific mortal life forms, most societies originally developed androids as a servitor race, but they've increasingly been emancipated across the galaxy as android activists lobby for their people's rights. Unlike ordinary robots or ship AIs, androids do not simply respond according to their programming; rather, they have independent consciousnesses and are animated by souls—a distinction crucial to their generally accepted status as people rather than property.



VITAL TRAITS

Androids have the following vital traits:

- » **Ability Boost:** An android gains an ability boost to one ability score of their choice from among those available to their modelled species. An android can gain a second ability boost to any ability score by accepting an ability flaw.
- » **Hit Points:** Androids gain the same number of Hit Points at first level as their modelled species.
- » **Size and Type:** An android's size and type is the same as their modelled species, except they have the android subtype in addition to those possessed by the modelled species.
- » **Speed:** Androids have the same base speed as their modelled species. If their modelled species has additional speeds, the android gains those speeds as well.

LOW-LIGHT VISION

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

CONSTRUCTED

Androids are artificial creatures created in the likeness of other beings. Androids are immune to aging effects and for all effects targeting creatures by type, androids count as both humanoids and constructs (whichever is worse).

At 1st level, choose one specific species of creature to serve as their modelled species. This species must be living and have traits suitable for a PC (such as a human or a ysoki). Many of the android's vital statistics reflect this choice, as described in the vital traits section.

ANDROID MODEL

An android chooses a heritage at 1st level. This can be any android or universal heritage or any heritage available to a member of the android's modelled species.

ANDROID PARAGON

At 1st level, an android gains two android traits from among those listed on page 07 or from the list of universal traits on page 22. They gain one additional trait at 5th level and every 4 levels thereafter.

SENSE

INHERENT

HERITAGE

TRAIT

ANDROID HERITAGES

Every character gains a heritage at 1st level. For android characters, this can be one of the android heritages listed below, or any heritage available to a member of the android's modelled species (see the constructed inherent ability). Androids can only choose universal heritages that specifically allow androids to select them.

ARTIFICIAL ANDROID

Despite appearances, some androids have more artificial components than biological ones, offering resiliency against conditions that would quickly kill a biological being. You gain a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, you do not breathe or suffer the normal environmental effects of being in a vacuum.

ANDROID TRAITS

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

AUGMENTABLE

ANDROID

Your artificial body is widely compatible with cybernetic augmentations. Choose one system. You can install one additional cybernetic augmentation into a system that already has an augmentation.

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.

DUAL HERITAGE

ANDROID

You possess an artificial and a biological heritage. If you chose an android specific heritage at 1st level, you gain a universal heritage or a heritage associated with your model species. If you chose a universal heritage or a heritage associated with your model species at 1st level, you gain an android specific heritage.

EXCEPTIONAL VISION

ANDROID

You gain darkvision, allowing you to see with no light source at all to a range of 60 feet. Your darkvision is in black and white only.

INFOSPHERE INTEGRATION

ANDROID

Your artificial brain possesses wireless capabilities that allow you to uplink with infospheres, facilitating direct downloads of information directly into your brain. Your body possesses a built-in comm unit that can be accessed without using your hands.

Once per day, whenever you take a 10-minute rest to restore Stamina Points, you can choose one Intelligence-, Wisdom-, or Charisma-based skill. The chosen skill becomes a class skill for you. If that skill is already a class skill for you, either gain Skill Feat as a bonus feat with that skill or a +2 racial bonus to skill checks with that skill. Any decisions made with this ability last until the next time you use it.

INTEGRATED WEAPONRY

ANDROID

You are able to integrate any weapon you're holding into your body. As a move action, you can integrate any one-handed melee weapon or small arm that you're proficient with into your body, granting you a +4 enhancement bonus to AC against disarm attempts. Removing an integrated weapon from your body is a move action.

INTERNAL UPGRADE

ANDROID

You are able to install armor upgrades directly into your body. You possess a single armor upgrade slot in your body that you can install any armor upgrade into. You can use any armor upgrade that you've installed into this armor slot regardless of whether you're wearing physical armor, provided the armor upgrade could be installed into light armor.

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

REBOOTING NANITE UPGRADE

ANDROID

Your brain has integrated nanite technology that allows you to reboot your mind, which allows you to shrug off mental effects. Whenever you fail a saving throw against an effect that causes you to gain a condition from the following list, you can spend 1 Resolve Point as a reaction to attempt a new saving throw against the effect at the same DC. If you succeed, condition ends (though you still suffer any other effects of the original saving throw).

The conditions that you can use this feat to reroll your saving throw on are: asleep, blinded, confused, cowering, dazed, dazzling, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, and stunned.

REPAIRING NANITE UPGRADE

ANDROID

Your body is integrated with nanite technology that quickly repairs physical damage as its received. Whenever you take Hit Point damage, you can spend 1 Resolve Point as a reaction to gain fast healing 1 for 1 minute. This improves to fast healing 2 at 8th level, fast healing 3 at 12th level, fast healing 4 at 16th level, and fast healing 5 at 20th level.

SURGING NANITE UPGRADE

ANDROID

Your body is integrated with nanite technology that enhances your capabilities in response to stress. Before you attempt an ability or skill check, you can spend 1 Resolve Point as a reaction to gain a +2 racial bonus to that check.

XENOMETRIC ANDROID

ANDROID

You possess one or more abilities that mirror the capabilities of the species you were modelled after. You gain one sense or one inherent ability that your modelled species possesses that you don't currently have. You can learn this trait once for every sense or inherent ability your modelled race has.

In addition, you can choose species traits from your modelled species as if they were android traits.

HUMAN

Ambitious, creative, and endlessly curious, humans have shown more drive to explore their system and the universe beyond than any of their neighbor species—for better and for worse. They've helped usher in a new era of system-wide communication and organization and are admired for their passion and tenacity, but their tendency to shoot first and think about the consequences later can make them a liability for those species otherwise inclined to work with them.

VITAL TRAITS

Humans have the following vital traits:

- » **Ability Boost:** Humans gain an ability boost to one ability score of their choice. A human can gain a second ability boost to any ability score by accepting an ability flaw.
- » **Hit Points:** Humans gain 4 Hit Points at 1st level.
- » **Size and Type:** Humans are Medium humanoids with the human subtype.
- » **Speed:** Humans have a base speed of 30 feet.

PURSUER

INHERENT

Humans have surprising endurance compared to most other species, and are able to work longer and harder than most. Humans receive a +3 racial bonus to Constitution checks to continue running or make a forced march and treat their Constitution score as being 6 higher when determining the number of rounds they can run for without needing to rest.

HUMAN ETHNICITY

HERITAGE

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

HUMAN PARAGON

TRAIT

At 1st level, a human gains two human traits from among those listed on page 09 or from the list of universal traits on page 22. They gain one additional trait at 5th level and every 4 levels thereafter.



HUMAN HERITAGES

Every character gains a heritage at 1st level. For human characters, this can be one of the human heritages listed below or one of the universal heritages listed on page 20.

SPECIALIZED HUMANS

Humans often have highly specialized societies that reward deep specialization in specific jobs or roles. Choose one skill. You gain a +2 racial bonus to skill checks with that skill and it's added to your list of class skills. If a feat or class feature grants you an insight bonus to checks with one or more skills, you also apply that bonus to checks with the chosen skill.

VERSATILE HUMANS

Rather than focus in a specific trade or profession, some humans diversity their skill set. You gain an additional skill rank at 1st level and at each level thereafter.

HUMAN TRAITS

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

ADRENALINE JUNKIE

HUMAN

You experience an unexplainable high when in danger that helps numb you to pain. Whenever you're in combat or stressed (as determined by the GM), you gain a number of temporary hit Points equal to 3 + your Constitution modifier at the start of each of your turns. These temporary Hit Points don't stack.

COOPERATIVE SPIRIT

HUMAN

You have an innate need to help others and can do so without much difficulty. You gain a +2 bonus to skill checks to aid another and a +2 bonus to attack rolls to provide harrying fire or covering fire.

DILETTANTE

HUMAN

You have a diverse skill set that lends itself to a variety of situations. Each day during your daily preparations, you can choose one skill you're not trained in or one weapon type (such as doshko or laser rifle) that you're not proficient with. If you choose a skill, you can attempt skill checks with that skill untrained and gain a bonus to skill checks with that skill equal to half your level. If you choose a weapon, you take no penalty to attack rolls for lacking proficiency with that weapon. This lasts until the next time you complete your daily preparations.

EXTREME ENDURANCE

HUMAN

You're able to shrug off fatigue and exhaustion for a while. Whenever you're fatigued or exhausted, you can spend 1 Resolve Point as a full action to suppress the condition for up to 10 minutes per level or CR you possess. You can resume any suspended conditions as a full action. Once a suspended condition resumes (either because the duration expired or

because you used a full action to resume it), you take 1d10 points of nonlethal damage plus an additional 1d10 points of nonlethal damage for every 10 minutes that you suspended the condition, rounded up. For example, if you suspend such a condition for 16 minutes, you take 3d10 points of nonlethal damage.

FOCUSED TRAINING

HUMAN

You've mastered a particular trick or technique that's fundamental to your identity. You gain a bonus feat.

INSURMOUNTABLE EGO

HUMAN

Your overinflated ego makes it difficult for anyone to influence your actions or behavior. You gain a +2 racial bonus to saving throws against enchantments, charms, and compulsions. As a reaction, you can spend 1 Resolve Point as part of attempting a saving throw against such an effect. If you fail, you can attempt a new saving throw again 1 round later against the save DC. If you succeed on your second save, the effect ends as if you had succeeded against the effect initially.

GENERAL TRAINING

HUMAN

You've gained additional training that has helped you develop a useful feat or skill. You gain one of the following feats as a bonus feat: Extra Resolve, Great Fortitude, Improved Initiative, Iron Will, Jet Dash, Lightning Reflexes, or Toughness.

You can learn this trait multiple times. Each time you choose a different bonus feat.

HUMAN SPIRIT

HUMAN

When things get rough, you keep moving forward. Whenever you're shaken or frightened, reduce the penalty to attack rolls and skill checks you receive by half. As a move action, you can spend 1 Resolve Point to immediately end the shaken condition or reduce the frightened condition to shaken. If the condition is the result of an ongoing effect (such as a disease), this removes the condition but does not remove the ongoing effect, so you can regain the condition from that effect as normal, potentially immediately. This does not prevent you from gaining either condition again.

MAGICAL KNACK

HUMAN

Like many humans, you inherited a bit of magical power from your ancestors. You can cast one 0-level spell from the mystic, technomancer, or witchwarper spell list of your choice at will. The caster level for this spell is equal to your level.

TUNNELED AMBITION

HUMAN

When your goals are in sight, it's impossible for you to worry about anything else. Whenever you would be required to attempt a saving throw, you can spend 1 Resolve Point to delay that effect for 1 round. When this effect ends, you are affected by the effect as if you had rolled a natural 1 on the delayed saving throw, bypassing any immunities that you gained since spending your Resolve Point. (Immunities you had prior to spending your Resolve Point apply normally, however.)

KASATHA

Originally from a planet orbiting a dying star far beyond the Radiant Imperium or Hyperspace Station, the four-armed kasathas maintain a reputation as a noble and mysterious people. They are famous for their anachronistic warriors, ancient wisdom, and strange traditions, the best-known being the philosophy that provides the foundation for the multitude of solarian monasteries practiced throughout the Hyperspace Station System and their cultural unwillingness to display the lower half of their face in public.



VITAL TRAITS

Kasathas have the following vital traits:

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

FOUR-ARMED

INHERENT

Kasathas have the multiarmed (4) universal creature rule, which allows them to wield and hold up to four hands' worth of weapons and equipment. While their multiple arms increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

KASATHA TRADITION

HERITAGE

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

KASATHA PARAGON

TRAIT

At 1st level, an android gains two android traits from among those listed on page 11 or from the list of universal traits on page 22. They gain one additional trait at 5th level and every 4 levels thereafter.

KASATHA HERITAGES

Every character gains a heritage at 1st level. For kasatha characters, this can be one of the kasatha heritages listed below or one of the universal heritages listed on page 20.

NATIVE KASATHA

While most kasatha abandoned their dying home world in search of a better life, some chose to stay behind even as their way of life deteriorated. You are proficient with all archaic weapons and with bows, as well as with traditional kasathan melee weapons such as spined blades. At 3rd level, you gain Weapon Specialization with these weapons.

STARFARER KASATHA

Most kasatha have lived for generations aboard an interstellar space ship, and many possess rudimentary starship knowledge out of necessity. Choose one starship combat role. You gain a +2 racial bonus to skill checks associated with that role, such as Piloting for Pilot or Acrobatics and Athletics for first mate. This bonus increases to +3 when you occupy your chosen role during a starship combat.

KASATHA TRAITS

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

DESERT STRIDE

KASATHA

Your people are familiar with arid wastes and can move quickly throughout them. You can move through nonmagical difficult terrain in deserts, hills, and mountains at your normal speed.

HISTORIAN

KASATHA

Kasathas receive a plethora of in-depth historical training from an early age, and you've absorbed a great deal of knowledge from your tutelage. You gain a +2 racial bonus to Culture checks and to all checks to recall knowledge. You can attempt skill checks to recall knowledge untrained.

MULTIARMED TRAINING

KASATHA

You've learned to utilize your multiple arms effectively and efficiently. You gain a bonus feat. This must be a feat that lists four or more arms as a prerequisite, such as All Hands on Deck or Double Draw.

You can learn this trait multiple times. Each time you choose a different bonus feat.

MYSTIC TRADITION

KASATHA

You've developed a blossoming connection to a font of mystical power, such as a deity or an alternate reality. Choose one spell list. If you don't have levels in that class, you gain one feat of your choice whose prerequisites specifically list having no levels in the chosen class as a prerequisite, such as Connection Inking or Technomantic Dabbler. If you have

levels in that class, you instead gain a feat of your choice that specifically lists having the ability to cast spells of a certain level as a prerequisite, such as Combat Casting or Spell Focus. You must meet the feat's prerequisites, if any.

You can learn this trait multiple times.

NATURAL GRACE

KASATHA

Kasathas value physical gracefulness, and you've trained from an early age in the fine arts of motion and movement. You gain a +2 racial bonus to Acrobatics and Athletics checks. If you're a starfarer kasatha and first made is your chosen role, you instead gain Nimble Moves as a bonus feat.

PERSONAL TRADITIONS

KASATHA

You find immense strength in your personal traditions. As a reaction, you can reroll a failed saving throw. 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.

SKILLED TRADITION

KASATHA

Kasathas have a multitude of traditions on a dizzying array of topics spanning dozens of years, and your study of these techniques has made you a wizened expert in your field if choice. Choose one skill. This cannot be a skill that you've applied an ability flaw to. Add the chosen skill to your list of class skills; if it's already a class skill, you gain a +2 racial bonus to skill checks with that skill instead. In addition, you gain a number of free skill ranks in the chosen skill equal to your level. For each level you gain thereafter, you gain a number free rank in this skill. This can't cause your total ranks in the chosen skill to exceed your level.

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

STELLAR TRADITION

KASATHA

Solarian philosophy is deeply ingrained in the kasatha way of life, and this exposure affords you additional utility from solarian weapon crystals. You can apply any solarian weapon crystal in your possession to your weapon as if it were a fusion seal. While doing so, your weapon deals half its damage as one damage type provided by the crystal's bonus damage. If you critically hit a foe with the weapon, you can use the solarian weapon crystal's critical effect (if any) instead of your weapon's. The solarian weapon crystal counts as a weapon fusion with a level equal to its item level for all purposes.

WARRIOR TRADITION

KASATHA

You're a skilled combatant, having studied the art of war from kasatha masters from a young age. You are proficient with basic and advanced melee weapons and gain specialization with those weapons at 3rd level. If you belong to a class that already grants proficiency with such weapons, you gain Weapon Focus as a bonus feat instead. If you already have Weapon Focus, you instead gain Versatile Weapon Focus.

LASHUNTA

Idealized by many other humanoid races and gifted with innate psychic abilities, lashuntas are at once consummate scholars and enlightened warriors, naturally divided into two specialized subraces with different abilities and societal roles. Although ancient lashunta were once born into these subraces, modern science and mysticism allows each lashunta to choose which subrace they join upon reaching puberty, though some traditionalist lashuntas prefer to surprise themselves by allowing nature to run its course.



VITAL TRAITS

Lashuntas have the following vital traits:

- » **Ability Boost:** A lashunta gains an ability boost to Dexterity or Charisma. A lashunta can gain a second ability boost by accepting an ability flaw; the ability scores that a lashunta can boost using their second ability boost are determined by their subrace, as described in the dimorphic inherent ability.
- » **Hit Points:** Lashuntas gain 4 Hit Points at 1st level.
- » **Size and Type:** Lashuntas are Medium humanoids with the lashunta subtype.
- » **Speed:** Lashuntas have a base speed of 30 feet.

DIMORPHIC

INHERENT

All lashunta belong to one of two subspecies: the clever and lithe damayas or the squat and muscular korashas. A damaya lashunta can select Dexterity or Intelligence as their second ability boost while a korasha lashunta can select Strength or Constitution.

LIMITED TELEPATHY

INHERENT

Lashuntas have the limited telepathy universal creature rule, which allows them to mentally communicate with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking.

LASHUNTA ETHNICITY

HERITAGE

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

LASHUNTA PARAGON

TRAIT

At 1st level, a lashunta gains two lashunta traits from among those listed on page 13 or from the list of universal traits on page 22. They gain one additional trait at 5th level and every 4 levels thereafter.

LASHUNTA HERITAGES

Every character gains a heritage at 1st level. For lashunta characters, this can be one of the lashunta heritages listed below or one of the universal heritages listed on page 20.

ACADEMIC LASHUNTA

Many lashunta emphasize the importance of higher learning, either specializing in a specific field or branching out into multiple areas. You gain one of the following lashunta traits as a bonus trait: academic inkling or student.

PSYCHIC LASHUNTA

Although all lashunta possesses telepathy, some possess tremendous psychic potential from an early age. You gain Minor Psychic Power as a bonus feat, and when determining if you meet the prerequisites for a feat that lists Minor Psychic Power as a prerequisite, you may use 11 + half your level as your Charisma score if this is higher than your actual Charisma score.

In addition, whenever you gain a replacement class feature from a class, you can gain a feat that lists Minor Psychic Magic as a bonus feat instead of that class feature. This functions as if the bonus feat were granted by an archetype. You cannot replace an alternate class feature gained from an actual archetype with a bonus feat.

LASHUNTA TRAITS

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

ACADEMIC INKLING

LASHUNTA

You're deeply in love with academia and constantly acquire new skills and abilities. You gain one of the following feats as a bonus feat: Skill Focus or Skill Synergy.

You can learn this trait multiple times.

AUGMENTABLE

LASHUNTA

Your natural gift for psychic magic makes you unusually compatible with magitech augmentations. You can install one additional magitech augmentation into a system that already has an augmentation.

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.

FORMIAN BATTLE TRAINING

LASHUNTA

Although your peoples are currently at peace, you've received significant training in battling the ancestral enemies of your people, the formians. Your weapon has the stunned critical effect against formian, shirren, and other insectile creatures with the telepathy, limited telepathy, or hive mind ability. If your weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the stunned effect.

JUNGLE STRIDE

KASATHA

For generations your people have traversed your home world's sweltering jungles, and you've learned a few tricks for moving quickly throughout them. You can move through nonmagical difficult terrain in forests at your normal speed.

LASHUNTA MAGIC

LASHUNTA

All lashunta children study magic from a young age, and your experience with basic lashunta magic has resulted in a modicum of magical potential. You gain the following spell-like abilities: At will: *daze*, *psychokinetic hand*; 1/day: *detect thoughts*. The caster level for these effects is equal to your level.

PHYSICAL TRAINING

LASHUNTA

You train your bodies instead of their minds, focusing on physical training rather than academic pursuits. You gain one of the following feats as a bonus feat: Great Fortitude, Improved Unarmed Strike, Skill Focus (Acrobatics), Skill Focus (Athletics), Toughness, any Improved combat maneuver feat, or any feat that lists a Strength, Dexterity, or Constitution score of 13 or higher as a prerequisite. You must meet the feat's prerequisites, if any.

You can learn this trait multiple times.

PSYCHIC COORDINATION

LASHUNTA

You've trained to use your psychic powers to launch coordinated efforts. When you aid another or provide harrying fire or covering fire to a creature that you are communicating with using telepathy or limited telepathy, you gain a +2 to any attack rolls or skill checks you attempt with your action.

PSYCHIC RESILIENCY

LASHUNTA

You've developed a natural resiliency to psychic powers and effects, learning to shrug them off with ease. You gain a +2 racial bonus to Will saving throws against mind-affecting effects.

SAURIAN RIDER

LASHUNTA

Lashunta have ancient dinosaur riding traditions spanning millennia, and you're an active part of this time-honored tradition. You gain Companion Creature Adept as a bonus feat. Your companion creature must be a shotalashu. 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.

STUDENT

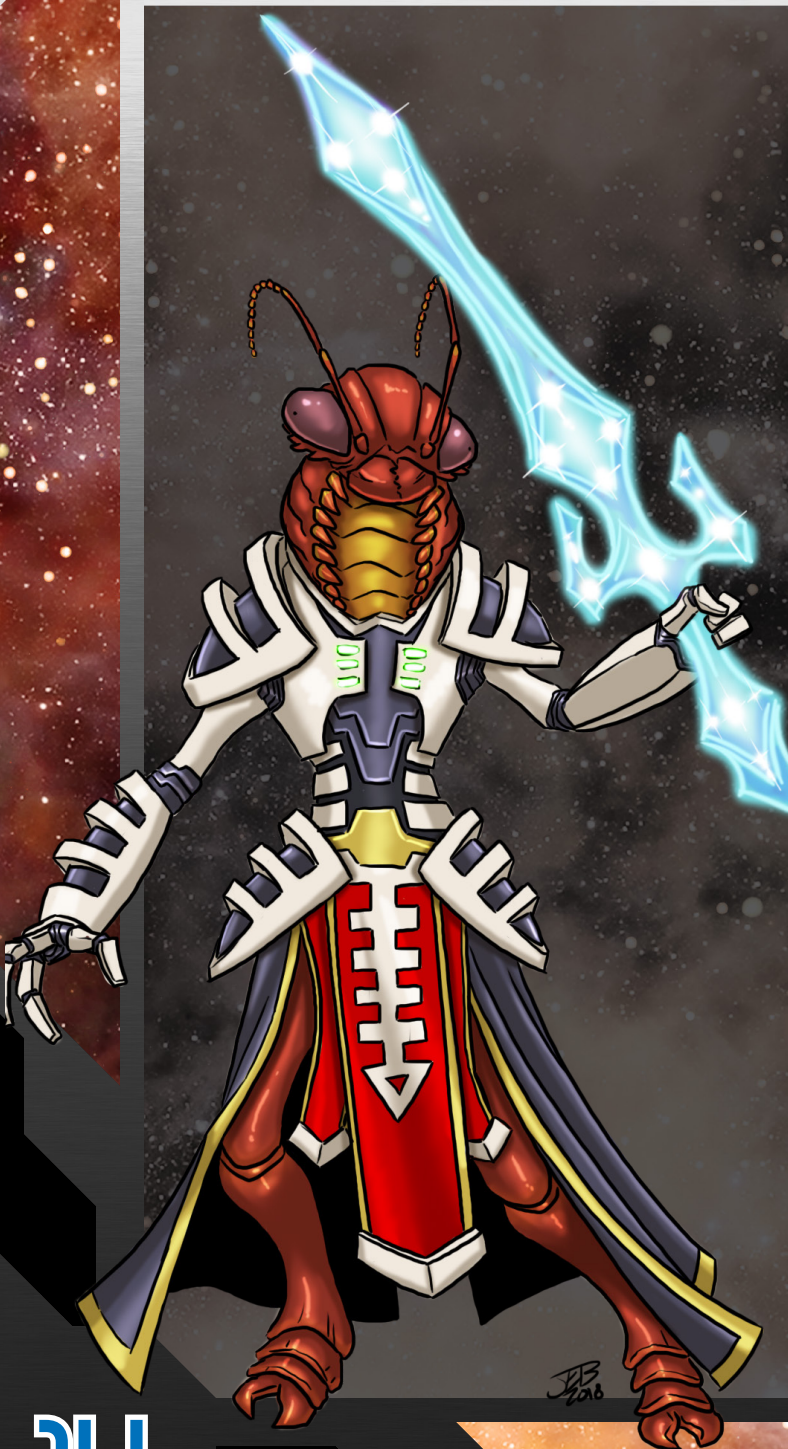
LASHUNTA

Lashunta culture instills a deep love of learning in its youths from an early age, and you embody these values wholeheartedly. Choose two skills. You gain a +2 racial bonus to skill checks with both skills.

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

SHIRREN

Once part of a ravenous hive of locust-like predators, the insectile shirrens only recently broke with their hive mind to become a race of telepaths physically addicted to their own individualism, yet dedicated to the idea of community and harmony with other races. Shirren are often simple folk who take great passion in the everyday choices afforded to those with free will and go to great lengths to protect that freedom from those who would deny it to themselves and to others.



VITAL TRAITS

Shirrens have the following vital traits:

- » **Ability Boost:** A shirren gains an ability boost to Strength, Dexterity, Constitution, or Wisdom. A shirren can gain a second ability boost to any ability score of their choice by accepting an ability flaw.
- » **Hit Points:** Shirrens gain 6 Hit Points at 1st level.
- » **Size and Type:** Shirrens are Medium humanoids with the shirren subtype.
- » **Speed:** Shirrens have a base speed of 30 feet.

BLINDSENSE

Shirrens have blindsense (vibrations) out to 30 feet, which allows them 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 a shirren, and the shirren still has the normal miss chance when attacking foes that have concealment. A shirren is still flat-footed against attacks from creatures it can't see.

LIMITED TELEPATHY

Shirrens have the limited telepathy universal creature rule, which allows them to mentally communicate with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking.

SHIRREN CASTE

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

SHIRREN PARAGON

At 1st level, a shirren gains two shirren traits from among those listed on page 15 or from the list of universal traits on page 22. They gain one additional trait at 5th level and every 4 levels thereafter.

SENSE

INHERENT

HERITAGE

TRAIT

SHIRREN HERITAGES

Every character gains a heritage at 1st level. For shirren characters, this can be one of the shirren heritages listed below or one of the universal heritages listed on page 20.

AVIATOR SHIRREN

Bioengineered for bombing runs against your swarm's enemies, some shirren possess insectile wings. You gain an extraordinary fly speed of 30 feet with average maneuverability. Until you're 5th level, you must end your movement on the ground at the end of each turn or fall.

COURTIER SHIRREN

While part of the swarm, courtier shirren acted as go-betweens between Swarm entities. You gain a +2 racial bonus to Bluff and Diplomacy checks. At 5th level, you gain Improved Feint as a bonus feat.

SCOUT SHIRREN

Scout shirren once served the swarm by infiltrating and spying on world that they targeted. You gain a +2 racial bonus to Sleight of Hand and Stealth checks. At 5th level, you can move up to your speed while using Stealth without penalty.

WORKER SHIRREN

Worker shirren were bioengineered by the swarm for labor, demonstrating immense strength otherwise uncommon among their kin. You gain a +2 racial bonus to Athletics checks and a +1 racial bonus to Fortitude saves. At 5th level, you increase the total amount of bulk you can carry by 2.

SHIRREN TRAITS

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

ACID CANON

SHIRREN

Your body produces a deadly, natural acid that you're able to launch at your foes. You gain the breath weapon universal creature rule, which allows you to belch a 30-foot cone of acid that deals 1d6 acid damage. At 3rd level, 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 + $1\frac{1}{2}$ your character level + your Constitution modifier). You can't use this ability again until you've taken a 10-minute rest to restore Stamina Points.

COMMUNALISM

SHIRREN

Despite your adoration of individuality, like many shirren you're used to working together as part of a team. As long as an ally is within 10 feet, you can roll an attack roll or skill check twice and take the higher 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.

CULTURAL OBSESSIVENESS

SHIRREN

You're eager to learn all about new people and places. Choose two of the following skills: Bluff, Culture, Diplomacy, Disguise or Profession (each skill chosen separately). You gain a +2 racial bonus to skill checks with the chosen skill.

You can learn this trait twice.

GRAPPLER

SHIRREN

Although somewhat weak on their own, you can utilize your midriff appendages to grab enemies. You gain a +2 racial bonus to grapple combat maneuvers.

HIVE DEFENSE

SHIRREN

You deeply value friendship and constantly look out for your companions. When an ally within 10 feet of you attempts a saving throw, as a reaction, you can allow your ally to roll their saving throw twice and use the higher 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.

INDIVIDUAL OBSESSION

SHIRREN

Like many shirren, you've developed an obsession stemming from your personal tastes and choices that causes a rush when you exercise your free will. Choose one skill at 1st level. You gain a +2 racial bonus to checks with that skill, and it either becomes a class skill for you or you gain 1 additional skill rank at 1st level and each level thereafter in that skill. Once chosen, this cannot be changed.

METAMORPHIC CASTE

SHIRREN

Whether using science or natural metamorphic processes, you've developed an additional heritage. Choose one shirren heritage that you don't already have. You gain that heritage.

You can learn this trait multiple times.

MIDRIFF HAND

SHIRREN

Although small, you can work your midriff appendages to hold or operate items. You gain the multiarmed (3) universal creature rule, which allows you to wield and hold up to four hands' worth of weapons and equipment. While your midriff appendages increase the number of items you can have at the ready, they don't increase the number of attacks you can make during combat.

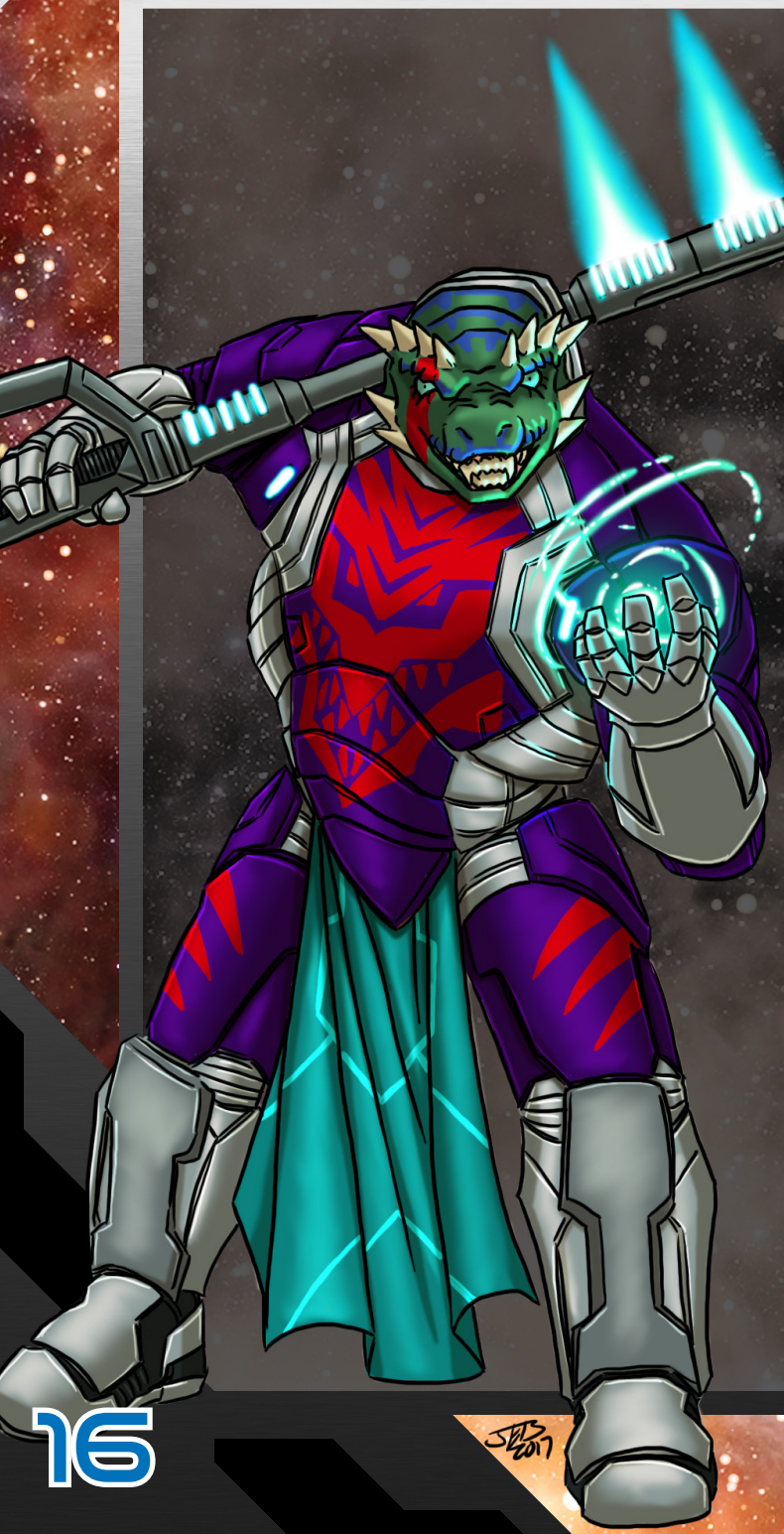
NATURAL WEAPONS

SHIRREN

Whether because you possess piercing mandibles or massive blades bioengineered onto your arms like a thresher lord, your body is naturally lethal. You gain the natural weapons universal creature rule, which makes you always considered armed. You can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with your natural weapons at 3rd level, allowing you to add $1\frac{1}{2} \times$ your character level to your damage rolls for your natural weapons (instead of just your character level, as usual).

VESK

Heavily muscled and covered with thick scales and short, sharp horns, the reptilian vesk are exactly as predatory and warlike as they appear. Originally hailing from the Vesk Empire, they sought to conquer and subdue their stellar neighbors, as they had all the other intelligent races in their own system, until the overwhelming threat of an insectile swarm forced them into a grudging alliance with the Hyperspace Station System. To most of the galaxy, however, the vesk and their empire are still a looming threat, if not an active one.



VITAL TRAITS

Vesk have the following vital traits:

- » **Ability Boost:** A vesk gains an ability boost to Strength or Constitution. A vesk can gain a second ability boost to Strength, Constitution, or Charisma by accepting an ability flaw to Intelligence.
- » **Hit Points:** Vesk gain 6 Hit Points at 1st level.
- » **Size and Type:** Vesk are Medium humanoids with the vesk subtype.
- » **Speed:** Shirrens have a base speed of 30 feet.

LOW-LIGHT VISION

SENSE

Vesk 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

Vesk 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. Vesk gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add $1-1/2 \times$ their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

VESK CLUTCH

HERITAGE

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

VESK PARAGON

TRAIT

At 1st level, a vesk gains two vesk traits from among those listed on page 17 or from the list of universal traits on page 22. They gain one additional trait at 5th level and every 4 levels thereafter.

VESK HERITAGES

Every character gains a heritage at 1st level. For vesk characters, this can be one of the vesk heritages listed below or one of the universal heritages listed on page 20.

FRILLED VESK

Vesk native to desert regions sometimes have massive neck frills that allow them to intimidate enemies. You gain a +2 racial bonus to Intimidate checks and can use the demoralize task of Intimidate as a move action.

GRABTAIL VESK

Vesk with thinner, more flexible tails can learn to deftly manipulate as though it were a third arm. You gain the multiarmed (3) universal creature rule, which allows you to wield and hold up to four hands' worth of weapons and equipment. While your tail increases the number of items you can have at the ready, it doesn't increase the number of attacks you can make during combat.

MUCKDWELLER VESK

Vesk adapted to marshy territories are well-suited for life underwater. You can hold your breath for 10 times the normal duration, and you can begin to hold your breath as a purely defensive reaction whenever you are submerged underwater, enter a vacuum, or would otherwise begin suffocating or inhaling a substance you suspect to be harmful.

VENOMFANG VESK

Although most vesk aren't venomous, some have glands in their mouths that secrete potent venom. You can deal piercing damage with your unarmed strikes instead of bludgeoning damage. When you make a successful unarmed strike that deals piercing damage, and the target takes damage from the attack, you can pump vesk venom into the target's body as a reaction. Once you've used your venom, you can't do so again until you take a 10-minute rest to regain Stamina Points. You are immune to the effects of your own venom.

VESK VENOM

Type poison (injury); **Save** Fortitude (DC = 10 + half the vesk's level + half the vesk's Constitution modifier)

Track Dexterity (special); **Onset** 1 round; **Frequency** 1/round for 6 rounds

Effect Progression track is Healthy—Sluggish—Stiffened—Staggered; staggered is the end state.

Cure 1 save. All effects end 1 hour after cure.

VESK TRAITS

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

COMBAT TRAINING

VESK

Growing up in a warrior culture has taught you the importance of learning new fighting styles. You gain an extra combat feat.

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

FEARLESS

VESK

Your intense training (some would argue your cold-blood) have you ever-ready for the worst. You gain a +2 racial bonus to saving throws against fear effects. When you're shaken, reduce all penalties you take from the condition to -1. When you're frightened, you take the full -2 penalty but never flee unless you want to. When you're panicked, you flee and take the full -2 penalty but never drop any weapons you're holding.

OBSERVANT

VESK

Vesk are trained to be alert and aware from an early age, and these are lessons you've ingrained into your being. Choose Perception or Sense Motive. You gain a +3 racial bonus to skill checks with the chosen skill.

You can learn this trait twice.

NATURAL ARMOR

VESK

Your scaled hide is difficult for many attacks to pierce, granting you additional resiliency. You gain a +1 racial armor bonus to AC.

PHYSICALLY FIT

VESK

You've worked hard improving your physique. You gain one of the following feats as a bonus feat: Great Fortitude, Skill Focus (Acrobatics), Skill Focus (Athletics), Toughness, or any feat that lists a Strength, Dexterity, or Constitution score of 13 or higher as a prerequisite. You must meet the feat's prerequisites, if any.

You can learn this trait multiple times.

POISON RESILIENCY

VESK

Your body is naturally resistant to most poisons. You gain a +2 racial bonus to saving throws against poison. Whenever you succeed on a saving throw against a poison by 5 or more, reduce the poison's duration by 1 round. If this reduces the poison's duration to 0 rounds, it automatically ends, though any ongoing effects of the poison's poison track remain.

WEAPON FAMILIARITY

VESK

Vesk culture places hefty importance upon one's ability to wield weapons, especially their patron deity's favored weapon, the doshko, and you've worked hard at perfecting your technique with a specific kind of weapon. Choose one kind of basic or advanced melee weapon (such as a doshko or longsword), one kind of small arm (such as a laser pistol or a needler pistol), or one kind of longarm (such as a laser rifle or a needler rifle). You gain proficiency with all weapons of the chosen kind. At 3rd level, you gain weapon specialization with those weapons.

Alternatively, you can gain Weapon Focus as a bonus feat. If you already have Weapon Focus, you can gain Versatile Weapon Focus instead.

YSOKI

Small and furtive, the ysoki are often overlooked by larger races. Yet through wit and technological prowess, they've spread throughout the solar system, giving truth to the old adage that every starship needs a few rats. Although originally from a rust-red world in the Hyperspace Station System, the ysoki found themselves one of many curious examples of convergent evolution, some might argue design, across the galaxy. Today, most rat-like humanoids use "ysoki" as their species' name for convenience and association.



VITAL TRAITS

Ysoki have the following vital traits:

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

DARKVISION

SENSE

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

CHEEK POUCHES

INHERENT

Ysoki have stretchy skin along the sides of their skulls that they can use to store items. A ysoki can store up to 1 cubic foot of items weighing up to 1 bulk in total in their cheek pouches, and they can transfer a single object between hand and cheek as a swift action. A ysoki can disgorge the entire contents of their pouch onto the ground in their square as a move action that does not provoke an attack of opportunity.

YSOKI CLAN

HERITAGE

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

YSOKI PARAGON

TRAIT

At 1st level, a ysoki gains two ysoki traits from among those listed on page 19 or from the list of universal traits on page 22. They gain one additional trait at 5th level and every 4 levels thereafter.

YSOKI HERITAGES

Every character gains a heritage at 1st level. For ysoki characters, this can be one of the ysoki heritages listed below or one of the universal heritages listed on page 20.

ANTHROPOMORPHIC YSOKI

While the majority of ysoki have therian traits, such as digitigrade legs and limbs of equal length, some ysoki are decidedly more humanoid, both in their proportions and their priorities. You gain the skilled trait as a bonus trait.

THERIAN YSOKI

Although they have humanoid hands and are bipedal, most ysoki have decidedly bestial physical traits, such as digitigrade legs and limbs of near equal length. These traits make most ysoki extremely mobile even off their feet. You gain the moxie trait as a bonus trait.

YSOKI TRAITS

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

BLINDSENSE YSOKI

You have an extremely sensitive sense of smell and taste, allowing you 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.

CLIMBER YSOKI

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

MOXIE YSOKI

You're scrappy and nimble even when the odds are against you. You can stand from prone as a swift action. Additionally, when off-kilter, you do not take the normal penalties to attacks or gain the flat-footed condition. You also gain a +2 racial bonus to Acrobatics checks; when attempting an Acrobatics check to tumble through the space of an opponent at least one size category larger than yourself, this bonus increases to +5.

NATURAL WEAPONS YSOKI

Among these traits, such ysoki have powerful jaws 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 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).

PUGNACIOUS YSOKI

Like many ysoki, you've learned that bigger folk often try to take advantage of you, and the only way to ward them off is often a good brawl. You gain Toughness as a bonus feat. In addition, increase the number of Hit Points you gain from your race to 4.

QUICK FEET YSOKI

You're especially nimble and are able to dart about without much effort. Your base speed increases by 10 feet. This is an enhancement bonus.

You can learn this trait up to two times at 5th level and up to three times at 13th level.

SCROUNGER YSOKI

Many ysoki make their living picking through things others discard, often unnoticed to avoid hostilities. You gain a +2 racial bonus to Engineering and Stealth checks.

SCURRY YSOKI

You're able to move quickly, even when you're off your feet. While you're prone, you can crawl up to half your base speed as a move action.

SKILLED YSOKI

Ysoki pride themselves on resourcefulness, as do you. You gain an additional skill rank at 1st level and at each level thereafter.

SURVIVOR YSOKI

You're hardy despite your small size and are skilled at keeping yourself alive in adverse conditions. You gain a +2 racial bonus to Survival checks and add Survival to your list of class skills; if it's already a class skill for you, your racial bonus to Survival checks increases to +5 when you attempt to endure severe weather or live off the land.

SWARMER YSOKI

Ysoki are often comfortable in extremely close quarters with one another, and you apply this level of comfort to your fighting style. You gain the benefits of flanking an opponent provided at least one other ally is threatening that foe, regardless of position. Allies threatening the same enemy also gain the benefits of flanking.

WASTELANDER YSOKI

Ysoki often have to learn to make due in the most destitute of settings. You gain a +2 racial bonus Constitution checks to avoid dehydration and starvation, as well as Fortitude saves against disease, poison, and effects that cause the nauseated or sickened condition.

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.

Several heritages belong to larger categories of similar heritages. The two categories introduced within this section are described below.

Kabeni: Born of death, people with kabeni heritages have one foot in the grave. These heritages represent individuals with strong ties to the undead, death magic, or both.

Planar Scion: Heralds of the might of the planes, people with planar scion heritages have been touched by otherworldly powers. These heritages represent individuals whose very beings have been infused with the quintessence of another plane.

AASIMAR

Aasimars are formed when a mortal body is exposed to high amounts of energy from a righteous plane, such as Heaven or Nirvana. Your type changes to outsider and you gain the native subtype. As a standard action, you can shed light, causing light within 10 feet of you to increase two steps, up to bright, and light for 10 more feet beyond that to increase one step, up to normal. This lasts for 1 minute, but you can dismiss it as a swift action. Magical darkness can decrease the light level in the area only if it's from an item or a creature of a level or CR higher than yours. You can use this ability once per day, plus a number of times equal to half your level or CR.

In addition, you gain the following benefits from the universal traits listed below.

- » **Planar Resilience:** Resistance to acid, cold, and electricity damage equal to half your level or CR.
- » **Planar Skill:** +2 to Diplomacy and Perception.

BORAI

When a creature dies, its soul normally departs for the afterlife where it is judged and sent onward. In rare instances when a soul leaves behind a sliver of its quintessence within a creature's corpse, that corpse sometimes animates as a partially undead being called a borai. Your type changes to undead and you gain

PLANAR SCION

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.

Despite being undead, you still count as a living creature for the purpose of what effects can affect you (such as magical healing). If destroyed, you can be brought back to your normal undead state by resurrection effects (such as *raise dead*).

CHANGELING

Changelines are mortals who were birthed by an unholy union between a monstrous hags and an unwitting parent, then left to be raised by members of their species. As an adolescent, female changelings experience a supernatural calling that compels them to seek out their mother, a journey that ends with her transformation into a hag. While male changelings exist, those who identify as male are perplexingly unmoved by their parent's calling. You gain the changeling subtype and one bonus changeling trait of your choice.

DHAMPİR

The offspring of vampires and mortals, dhampirs possess none of their progenitor's taste for blood but are supernatural in origin nonetheless. 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 and mind-affecting effects unless those effects specifically target undead. You also 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). If you already have natural weapons, you gain the ability to deal

KABENI

KABENI

piercing damage with your unarmed attacks instead of their usual damage type (chosen each time you attack) and you gain Improved Unarmed Strike as a bonus feat.

DUSKWALKER

PLANAR SCION

Duskwalkers are birthed from mortal flesh that has become infused with the deathly powers of Purgatory. Your type changes to outsider and you gain the native subtype. Against incorporeal undead, any weapon you wield counts as if it had the *ghost killer* weapon fusion, allowing you to deal full damage to such creatures.

In addition, you gain the following benefits from the universal traits listed below.

- » **Planar Resilience:** +2 to saving throws against death effects and negative energy, as well as the supernatural abilities of undead.
- » **Planar Skill:** +2 to Medicine and Mysticism.

GANZI

PLANAR SCION

Ganzi are unusual beings born of primordial chaos, and are as widely varied as the otherworldly beings that dwell there. Your type changes to outsider and you gain the native subtype. You gain one bonus universal trait of your choice.

In addition, you gain the following benefits from the universal traits listed below.

- » **Planar Resilience:** Resistance to acid, electricity, and sonic damage equal to half your level or CR.
- » **Planar Skill:** +2 to Sense Motive and Survival.

HALF-ELF

Half-elves are the children of elves and a human-like species, usually humans or ryphorians, a pair of half-elves, or a half-elf and a kitsune. You gain a benefit based on your species, as described below. You must be 1st level and a member of one of the listed species to choose this heritage

- » **Human:** You gain the elf and half-elf subtypes, the adopted trait with elves, and the low-light vision universal creature rule.
- » **Kitsune:** You gain the elf and half-elf subtypes and the adopted trait with humans and elves. When you use change shape to assume your human form, your appearance is that of a half-elf.
- » **Elf:** You gain the half-elf subtype and either the human or ryphorian subtype. If you chose human, you also gain the adopted trait with humans and the pursuer inherent ability. If you chose ryphorians, you also gain the ryphorian subtype and the trimorphic inherent ability.
- » **Ryphorian:** You gain the elf and half-elf subtypes, the adopted trait with elves, and a +2 racial bonus to Perception checks.

HALF-ORC

Half-orcs are the children of couplings between orcs and humans, or sometimes of two half-orcs or a half-orc and a kitsune. You gain a benefit based on your species, as described below. You must be 1st level and a member of one of the listed species to choose this heritage.

- » **Human:** You gain the orc and half-orc subtypes, the adopted trait with orcs, and the darkvision 60 feet universal creature rule.
- » **Kitsune:** You gain the orc and half-orc subtypes, the adopted trait with either humans or orcs (your choice), and the darkvision 60 feet universal creature rule. When you use change shape to assume your human form, your appearance is that of a half-orc.
- » **Orc:** You gain the half-orc and human subtypes, the adopted trait with humans, and the pursuer inherent ability.

IFRIT

PLANAR SCION

Born of elemental fire, ifrits are usually sired by unions between mortals and their flame genie overlords. Your type changes to outsider and you gain the native subtype. In addition, you can create a blast of fire to attack foes with. This is a supernatural ability that functions as if you had an integrated azimuth laser pistol (as per the integrated weapon universal creature rule), except the weapon's range is 30 feet and it is treated as an attack from a flame weapon rather than a laser weapon. Rather than use actual ammunition, this weapon is fueled by your personal energy. Each day after your daily preparations, you start with 20 charges and use 1 charge per attack. You replenish your daily charges whenever you rest for 10 minutes to regain Stamina Points. This attack improves to function as a corona laser pistol at 6th level, an aphelion laser pistol at 9th level, a perihelion laser pistol at 12th level, a parallax laser pistol at 14th level, and a zenith laser pistol at 17th level (although the attack's range doesn't improve).

In addition, you gain the following benefits from the universal traits listed below.

- » **Planar Resilience:** Resistance to fire equal to half your level or CR and +2 to saving throws against fire effects.
- » **Planar Skill:** +2 to Acrobatics and Intimidate.

OREAD

PLANAR SCION

Oreads are born of soil and stone, often sired by earth genies and similar entities. Your type changes to outsider and you gain the native subtype. You have the natural weapons universal creature rule, which means you're always considered armed. You can deal 1d3 lethal 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 them to add $1-1/2 \times$ their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual). If you gain the natural weapons universal creature rule from an inherent ability or trait, you instead gain Improved Unarmed Strike as a bonus feat.

In addition, you gain the following benefits from the universal traits listed below.

- » **Planar Resilience:** +1 racial bonus to AC.
- » **Planar Skill:** +2 to Athletics and Perception.

NOGRAV CHILD

Generation living in a low or zero gravity environment, such as on

a space station or in an asteroid belt, has resulted in you possessing a lithe frame as well as an unmatched ability to orient yourself in low-gravity conditions. Reduce the number of Hit Points you gain from your species by 2 (minimum 0). You don't take any penalties to attack rolls or gain the flat-footed condition while you're off-kilter. You gain a +5 racial bonus to Acrobatics checks or Athletics checks to safely stop yourself moving in zero-g, and you can steady yourself from being off-kilter as a swift action.

If you have an ability that provides you with one or more of these benefits (such as the moxie ysoki trait) or you have a fly speed that you can use in a vacuum, you gain Skill Synergy as a bonus feat instead.

SKINWALKER

Skinwalkers are the children of therianthropic creatures, bestial shapeshifters capable of assuming bestial aspects at will. You gain the skinwalker subtype and the change shape universal creature rule, which allows you to assume a therianthropic appearance—your original form with bestial aspects belonging to one kind of animal of your choice, such as a wolf or a squox. While in this form, you gain the low-light vision and natural weapons universal creature rules and a +10 bonus to Disguise checks made to appear as a therianthrope. Changing shape or returning to your original form is a standard action.

SULI

Embodiments of elemental harmony, sulis are the children of material genies, who represent the elements of air, earth, fire, and water in balanced harmony. Your type changes to outsider and you gain the native subtype. Whenever you use the attack or full attack action, you can cause half the damage dealt by weapons you wield to be acid, cold, electricity, or fire damage for 1 round. You may only use this ability once per action, and your choice applies to every attack you made during that action. You can use this ability on your unarmed strikes, causing them to be neither archaic nor nonlethal while the damage alteration persists. You can use this ability a number of times per day equal to your level or CR.

In addition, you gain the following benefits from the universal traits listed below.

- » **Planar Resilience:** Resistance to acid, cold, electricity, and fire equal to one-quarter your level or CR.
- » **Planar Skill:** +2 to Diplomacy and Intimidate.

SYLPH

PLANAR SCION

Scions of the skies, sylphs are sired by air genies and similar entities. Your type changes to outsider and you gain the native subtype. You gain a supernatural fly speed of 30 feet with average maneuverability. Until you're 5th level, you must end your movement on the ground at the end of each turn or fall.

In addition, you gain the following benefits from the universal traits listed below.

- » **Planar Resilience:** Resistance to electricity equal to half your level or CR and +2 to saving throws against air and

electricity effects.

- » **Planar Skill:** +2 to Acrobatics and Bluff.

TIEFLING

PLANAR SCION

Tieflings are mortals whose bodies have been tainted by foul forces, such as those of Hell or the Abyss. Your type changes to outsider and you gain the native subtype. As a standard action, you cause light within 20 feet of you to decrease one step. This gloom lasts for up to 1 minute, but you can dismiss it as a swift action. Nonmagical light sources can't increase the light level in this area. Magical light can increase the light level in this area only if it's from an item or creature of a level or CR higher than yours. You can use this ability once per day, plus a number of times equal to half your level or CR.

In addition, you gain the following benefits from the universal traits listed below.

- » **Planar Resilience:** Resistance to cold, electricity, and fire equal to half your level or CR.
- » **Planar Skill:** +2 to Bluff and Stealth.

UNDINE

PLANAR SCION

Children of the surface and oceanic depths, undines are the children of water genies and similar entities. Your type changes to outsider and you gain the native subtype. You gain a swim speed equal to your base speed + 10 feet.

In addition, you gain the following benefits from the universal traits listed below.

- » **Planar Resilience:** Resistance to cold equal to half your level or CR and +2 to saving throws against air and cold or water effects.
- » **Planar Skill:** +2 to Athletics and Survival.

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 heritage categories (such as planar scions or kabeni). This is noted on the first line of the trait to the right of its name.

ADOPTED

You're completely immersed in another species's culture and traditions, whether because you were born into them, earned them through rite of passage, or assimilated through a deep friendship, romance, or the passage of time. Choose one species other than your own. You reduce the DC of Culture checks to recall information about the chosen species by 5, and you may do so untrained. In addition, you can learn traits associated with ancestries of the species you chose, in addition to your own ancestry, as long as the traits don't require any physiological feature that you lack, as determined by the GM.

AFFLICTION RESISTANCE

You possess an unusual heritage that protects your body from

the ravages of disease and poison. You gain a +1 racial bonus to saving throws against nonmagical disease and poison.

AGELESS

PLANAR SCION

You age extremely slowly compared to a typical member of your species. Double the minimum age for each of your age categories beyond Young Adult. When rolling your maximum age, the GM rolls the dice associated with your maximum age twice and combines the results to determine your maximum age. You also gain a +1 racial bonus to saves against aging effects.

DUAL HERITAGE

You possess multiple heritages. You gain one additional heritage; you can only choose a heritage that's associated with a species if you don't already have such a heritage.

HAG'S AIRLESS ANATOMY

CHANGELING

Your mother's influences allow you to survive even in the depths of space. You do not breathe or suffer the normal environmental effects of being in a vacuum and are immune to cosmic rays.

HAG'S BOUNDLESS BREATH

CHANGELING

Your mother's influences expand your lung's capacity and make swimming effortless. You gain a swim speed equal to your base speed. If your species, heritage, or a species trait already grants you a swim speed, increase your swim speed by 10 feet instead. Additionally, you can hold your breath for 10 times the normal duration, and you can begin to hold your breath as a purely defensive reaction whenever you are submerged underwater, enter a vacuum, or would otherwise begin suffocating or inhaling a substance you suspect to be harmful.

HAG'S ENTROPIC EYES

CHANGELING

Your mother's influences give you solid, black eyes void of color or life. You gain a +2 racial bonus to saving throws against gaze attacks, illusions, and sensory-dependent effects.

HAG'S FROSTLACED FORM

CHANGELING

Your mother's influence allows you to walk through frigid environments without falter. You leave no tracks in snow and gain cold resistance equal to half your level or CR and a +2 racial bonus to saves against cold effects.

HAG'S SHIFTING SKIN

CHANGELING

Your mother's influences allow you to mutate your skin. You gain a +2 racial bonus to Disguise checks and Disguise is a class skill for you. You don't take the usual penalty to Disguise checks for making minor changes only to your appearance.

HAG'S WICKED WIND

CHANGELING

Your mother's influences allow you to subtly control the ambient atmosphere. Whenever you're in an environment with an atmosphere, you gain a +1 racial bonus to attack rolls

with ranged weapons (including thrown weapons) and a +1 racial bonus to damage rolls with ranged weapons.

PLANAR RESILIENCE

PLANAR SCION

Your planar heritage helps you resist one or more kinds of energy. You gain resistance to one or more energy types, as noted in your heritage's description.

You must have a heritage that lists this trait in its description to learn this trait.

PLANAR RESILIENCE

PLANAR SCION

Your planar heritage makes you exceptionally skilled. You gain a defensive benefit against certain kinds of attacks, as noted in your heritage's description. All bonuses granted by this trait are racial bonuses, and all resistances granted by this trait has a minimum of resistance 1.

You must have a heritage that lists this trait in its description to learn this trait.

RESIST ENERGY DRAIN

KABENI

Your undead body resists the debilitating effects of energy drain. You take no penalties from energy drain effects, but you can still be destroyed if you accrue more negative levels than you have class levels. After 24 hours, any negative levels you have taken are removed without the need for an additional saving throw.

PREHENSILE TAIL

Your tail is as deft as one of your arms. You gain the multiarmed (3) universal creature rule, which allows you to wield and hold up to four hands' worth of weapons and equipment. If you already have the multiarmed universal creature rule, the number of hands you have increases by 1. While your tail increases the number of items you can have at the ready, it doesn't increase the number of attacks you can make during combat.

You must have a tail to learn this trait. If you're a shapechanger, you only benefit from this trait while you're in a form that has a tail. You can learn this trait once for each tail you have, and you can't learn this trait if all your tails already count as hands.

QUIBBLE

GANZI

You twist probability and luck to your whim, allowing you to guide fate to a favorable outcome. When a creature you're observing rolls a d20, as a reaction, you can force your target to reroll their d20. A successful Will save negates this effect (DC = 10 + 1/2 your level + your Charisma modifier). This is a curse effect. 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.

SPEAK WITH ANIMALS

You can communicate with animals. You can communicate in a general sense with animals and magical beasts with an Intelligence score of 1 or 2, as the wildwise biotech augmentation.

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