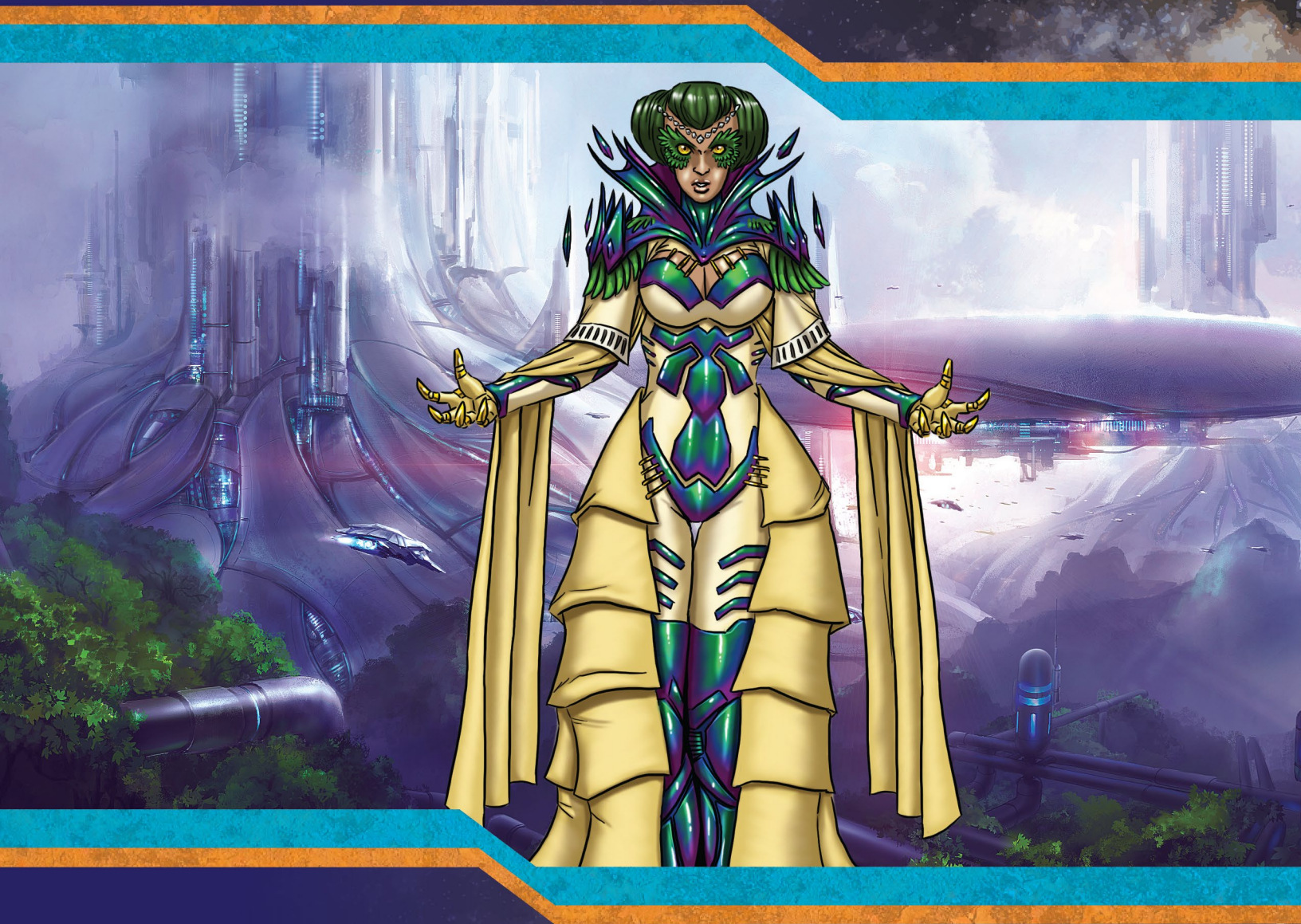


STAR LOG.EM-020

GANZI



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STAR LOG.EM-020

GANZI

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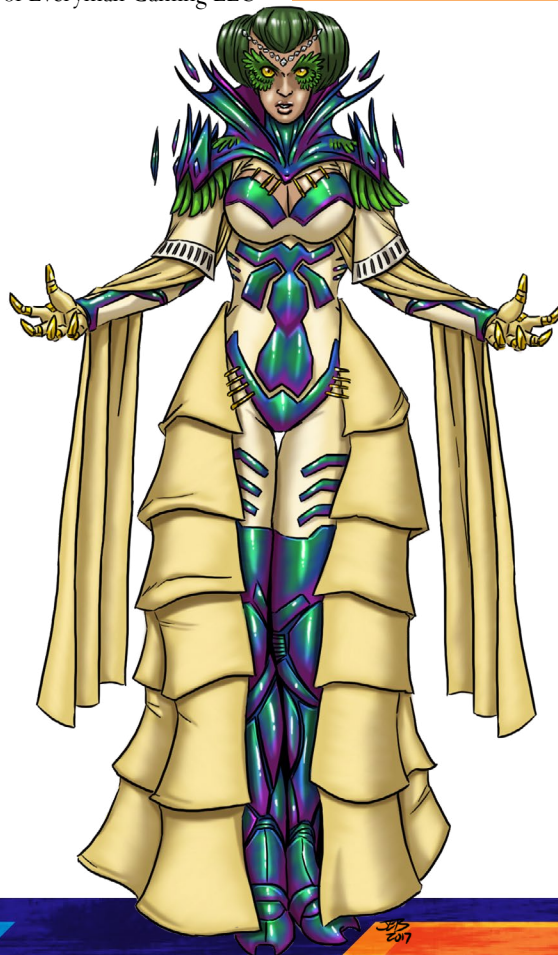
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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: GANZI

Hello, and thank you for purchasing *STAR LOG.EM020: GANZI*! For many in the Xa-Osoro system, the ganzi are synonymous with Blood Space as their race was relatively unheard of prior to the Regicide and the enigmatic Nova Age that surrounds it. Where tieflings are cursed by the presence of Blood Space, however, ganzi are empowered by it, possessing the ability to reach deep into the ever-churning streams of reality and alter fate and probability alike to suit their needs. Because their peculiarities are so less pronounced than those of tieflings that many ganzi can simply pretend to have usual powers or quirks rather than openly affiliate themselves with the chaotic machinations of Blood Space. This is a necessity, of course; ganzi face extreme distrust from any who learn of their chaotic ancestry, and are often seen as a type of "dormant blood-mad," especially because they possess surprising tolerance to the effects of Blood Space.

Although most can pass for their parents' races without too much trouble, most ganzi loathe society and its restrictions, and prefer living in fringe locations far from the ever-increasing grip of civilization. Many privately feel that life was better overall in the early years following the Nova Age, when the Radiant Imperium was crippled and weak following Azan's destruction. That the best-known ganzi in the system is Alvarya Glimmerstar, an infamous sniper who successfully assassinated the current Radiant Emperor's father, speaks much about the average citizen's opinion of the ganzi.



GANZI

Born from chaos, ganzi are mortals whose bloodline has been mutated by generations of exposure to raw energy from chaotic planes, such as Limbo. Although few claim direct lineage to chaotic outsiders such as proteans, ganzi are fluid and flexible like those who dwell in chaotic realms. Further still, many possess an otherworldly sense for reading the whims of fate, which are themselves as chaotic as any protean. Although ganzi can be theoretically born from any race, the sheer abundance of humanity ensures that most of these admittedly rare beings are born to human parents and possess humanlike features.

PHYSICAL DESCRIPTION

Ganzi greatly resemble their biological parents, to the point where their childhoods are remarkably similar. However, each ganzi possesses one or two literally unique mutations that no other ganzi (or member of their race, for that matter), will ever possess. This can be anything from prehensile hair to fluid eyes to bark skin and beyond. Some have spent decades researching ganzi traits and how they're determined, only to arrive at the simple truth that they're entirely random. Many ganzi have shimmering hair that frequently and dramatically changes color and luminosity over the course of several months. Once a ganzi reaches adulthood, they age sporadically in spurts—perhaps appearing fair and youthful well into their 50s before suddenly appearing to age decades overnight.

Ganzi normally match the same approximate height and weight range as their parents, though some are instead at the extreme possible range for their parent's ancestry. Similarly they usually have similar rates of maturity and maximum ages... though as a result of their strange apparent aging, this can be difficult to determine even for the ganzi.

HOME WORLD

Ganzi don't have a singular home world—they simply tend to crop up wherever strong chaotic energies arise. Before the Regicide, ganzi were rarer than aasimars, tieflings, or similar races in the Xa-Osoro system. Now they're far more common, easily located on any world in that system that was influenced by Blood Space, such as Bantosian and Eogawa. For this reason, ganzi are sometimes confused for blood-mad creatures, and face noticeable distrust and malevolence as a result.

SOCIETY AND ALIGNMENT

Most ganzi loathe organized, lawful society, the call of independence and free thought being so strongly ingrained in their nature, so the modern world is much to their distaste. Most ganzi would rather roam free through dangerous terrain or roam faraway planets that submit themselves to a governing body, and so they commonly migrant to fringe communities and occupations that allow them to leave the lawful world behind them. Ganzi often crop up in unexpected places as

a result, never dawdling in place for too long before leaving for some newer greener pastures. Of course, ganzi can't fully escape the clutches of the modern world—life among the stars is too dependent on industry to be fully eschewed. Ganzi tend to have designated settlements that they travel to whenever they need supplies or the comforts of home, and favor places that always have something new and exciting about them each time they visit. And of course, no single personality trait is universal among all ganzi—even as creatures born of chaos, some prefer the security of rigid order... much to their distance cousin's confusion.

RELATIONS

Ganzi have few friends and enemies, as befitting wanderers. Where others seek to label and categorize, ganzi see free expression and individuality, and are often better at judging others by their actions rather than their appearance. Rather than races, they prefer to note things about societies and cultures they don't care for. For example, most ganzi agree that people from the hyper-lawful or traditional cultures are insufferable, such as dwarves, kasathas, and vesks. They much prefer the company of individuals, whether by happenstance or by circumstance, and often make tight allies with aasimars, tieflings, and similar races. An exception to ganzi neutrality when it comes to race are skittermanders; ganzi tend to have an appreciation for their undisciplined love of helping others and their boundless energy.

ADVENTURERS

To ganzi, every day is an adventure, and so all living things are adventurers. Of course, this is far more true for the average ganzi than the average human—as wanderers and individualists, ganzi often find themselves in dangerous situations that require the wit, skill, and grit of an adventurer to overcome. As a result, many ganzi are adventurers to some extent and see adventuring as a means to cast off the oppressive shackles of complacency, boredom, and society all at once.

NAMES

Ganzi are usually given names associated with their parent's race when they're young, but it's common for ganzi to choose their own names for themselves when they come of age. Ganzi typically pick words that they feel defines or identifies them—this can be a color, a favorite animal or phrase, or something entirely made up that they simply like the sound of. Ganzi typically keep their given names for their entire lives, but many take to the practice of adding their deeds and accomplishments onto to surname as they grow in order to establish their individuality. For instance, a ganzi with the surname Grosvar might add 'Dragonslayer' to the end of their name after slaying their first dragon, or 'Fangheart' after becoming infected by lycanthropy. In this way, ganzi express that a name is only as good as its ability to convey essential information to others.

RACIAL TRAITS

+2 Constitution, +2 Charisma, –2 Intelligence

Ganzi are outsiders with the native subtype and are Medium.

They have a base speed of 30 feet.

Darkvision Ganzi can see up to 60 feet in the dark. For more information on darkvision, see the senses section in Chapter 8 of the *STARFINDER CORE RULEBOOK*.

Fate's Eyes Ganzi gain a +2 racial bonus on Sense Motive and Survival checks.

Immutable Ganzi gain acid resistance 5, electricity resistance 5, and sonic resistance 5, and gain a +2 racial bonus on saving throws against transmutation effects.

Quibble (Su) Ganzi can twist probability and luck, attempting to guide fate itself into the most favorable outcome. Once per day when a creature the ganzi is aware of rolls a d20, the ganzi can force the target to reroll that d20 as a reaction (Will negates; DC 10 + ½ the ganzi's level + the ganzi's Charisma modifier). This ability is a curse effect.

NEW FEATS

The following feats are available to ganzi characters.

BOON QUIBBLE

You can alter probability in your favor, providing you or your allies with a lucky streak.

Prerequisites: Quibble racial trait, character level 3rd, native subtype.

Benefit: You can use your quibble racial trait as a standard action instead of a reaction. When doing so, your target gains a pool of 4 luck points. Whenever your target rolls a d20, they can spend any number of luck points from this reservoir to add a +1 bonus per point spent to the result of the d20 roll. Multiple uses of this ability on a single creature don't stack.

RESOLUTE QUIBBLE

You can alter probability more often than most ganzi.

Prerequisites: Quibble racial trait, character level 3rd, native subtype.

Benefit: Whenever you have already used your daily use of your quibble racial trait, you can spend 1 Resolve Point to use it again.

TWISTING FORM

You have limited control over your appearance, twisting it chaotically as you see fit.

Prerequisites: Immutable racial trait, character level 3rd, native subtype.

Benefit: You gain the following spell-like ability: 1/day—disguise self. Unlike the spell, this spell-like ability lasts for 24 hours or until dismissed. In addition, you add Disguise to your list of class skills. If Disguise is already a class skill for you or later becomes one, you instead gain a +2 racial bonus to Disguise checks.

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