

# STAR LOG.EM-023

## YROOMETJI





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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC



## ACCESSING ARCHIVES QUERY: YROOMETJI

Hello, and thank you for purchasing *STAR LOG.EM023:YROOMETJI*! The yroometji are relatively rare in the Xa-Osoro system, as they primarily herald from a star system roughly a week's travel away via hyperspace. According to those explorers who've gone to see their home world of Terros, their world is a verdant one much like lost Azan was before the Regicide. Curiously, many races native to different worlds within the Xa-Osoro system can be found living together in relative harmony on Terros, including catfolk, humans, kitsune, vanaras, and more. This has lead some scholars to wonder if, millennia prior to the Nova Age, many of the races found in the Xa-Osoro system today were once immigrants from Terros, although archaeological evidence has thus far proven inconclusive.

Most civilizations known throughout the cosmos have experienced a mass loss of historical and cultural knowledge that the inhabitants of Xa-Osoro call the Nova Age, even those worlds far from Xa and Osoro's radiance like Terros. Despite most of their planet's history vanishing during the Nova Age like those of so many worlds, the yroometji have a near complete archive of their people's culture and traditions stored within their nation's capital, Rojanil, which is located at the spiritual center of their nation. Though these rites were annihilated alongside their people's history at some point during the Nova Age, their people's lost legacy was returned to them after the ascension of Bwamdulya, a yroometji folk hero-turned-deity. Scholars from the Reclamation, a faction of explorers and adventurers from Xa-Osoro, have several outposts on Terros where they study the millennia-old tablets gifted to the yroometji by Bwamdulya—which are suspiciously void of any and all historical references—for anything even remotely useful to their goal of rediscovering Xa-Osoro's lost past. As a result, most yroometji visitors to the Xa-Osoro system are in some way connected to the Reclamation, but the occasional yroometji traders and tourists visit the system as well.



## YROOMETJI

Disparagingly called kangaroo folk for obvious comparisons, come from a verdant world far from the hustle and bustle of the Xa-Osoro system. Known equally for their compassion and equality, yroometji are burly and proud folk that typically stand just over six feet in height. Despite their formability, yroometji culture places heavy value on compassion and empathy, and are often more than willing to offer a bit of aid to weary travellers who find themselves on their doorsteps. Despite their home being a hub for modern activity, the yroometji have kept many of their traditions and customs unmolested for millennia, even against the effects of the Nova Age.

### PHYSICAL DESCRIPTION

Yroometjis are lithe humanoids who are colloquially called kangaroo folk because of their kangaroo-like physical traits, including their furred bodies, slender faces powerful digitigrade legs, nailed digits, and abdominal pouches. Yroometjis are marsupials, but unlike animal marsupials yroometjis of both sexes possess pouches and neither sex has nipples or breasts. As a result, foreigners sometimes struggle to tell yroometji males apart from females. A yroometji's fur coloration ranges from fulvous to blond, ruddy, brown, beige, or gray, and they grow mops of hairs atop their heads.

Newborn yroometji are birthed directly into their mother's pouch after nine months of pregnancy, but are unable to leave the pouch until they're three months old. At this point, they're capable of peaking their heads out and trying to climb out to explore on their own. Yroometjis age at rates comparable to humans, but their younglings develop faster than their human peers, their wide feet and broad tails giving them an edge in learning to walk, run, and hop.

### HOME WORLD

Yroometjis herald from Terros, a faraway world located several star systems over from the Xa-Osoro system. Coexisting alongside native humans, kitsune, and countless other races, yroometjis began taking to the stars after Terros was discovered by nagaji traders from the Xa-Osoro system, and their world was introduced to hyperspace engine technology. While most yroometjis are content to live out their days on Terros, adventuring types travel to and from the Xa-Osoro system to trade with the locals and see the sights. Over the past two or three decades, the yroometji even managed to establish a small enclave on Bantosian, one of Ulo's moons, where they mingle with the native catfolk.

### SOCIETY AND ALIGNMENT

Yroometji culture is intrinsically tied to their ancestral lands, hence their people's apprehension about leaving it. Yroometji traditionally define their borders using slow-changing geographic boundaries like rivers, lakes, and mountains, in respect for the spirits that inhabit those lands. As a people, yroometji retain a surprisingly strong mystic element to their day to day affairs despite their eagerness in adapting

new technology to their society—to them, man's innovation does not preclude the wisdom of the spirits and vice versa. In ancient times, yroometjis were guardians of ancient places of reverence called bova, where the boundaries between the material world and the realm of spirits is thin. They maintain these traditions even today, and most yroometji settlements can be found within walking distance of such places. Traditionally, a yroometji is not considered to be of age until they are given their clan's totem and brought to the bova for a pilgrimage within the realm of spirits so they can gain understanding about themselves and their place in the world.

### RELATIONS

Yroometjis are sociable folk who get along well with other races, especially those with ties to the spirits. They make fast friends with catfolk and kitsune, and are very accepting of open-minded humans. They respect the ancient rites of dwarves, kasathas, and vesks, although the yroometji culture of peace and spiritual growth clashes spectacular with the vesk traditions of honor and warfare, and many yroometjis fear the day when the great vesk empires turn their hungry gaze towards Terros. As much of yroometji spirituality centers around learning to coexist harmoniously with nature, they do not get along with cultures that blatantly pollute or defile nature.

### ADVENTURERS

Nearly all yroometji encountered off of Terros are adventurers, as the average yroometji is far more interested in home than exploration. When a traditionally-minded yroometji leaves home, it is often after they've been tasked with a mission at the behest of their people's elders or the spirits of nature themselves. On the other hand, those who've been exiled from their tribe likewise become adventurers, although when a yroometji is exiled, they are brought to their community's bova and forcibly undergo a ritual that strips them of all memory of their tribe's secrets, a process that leaves many of their treasured memories faint and fleeting like a dream. Many such yroometji take to criminal pursuits should this occur, reduced to a mere shade of the person they once were.

### NAMES

Yroometji are traditionally named after natural physical features or phenomena, using words either in Sylvan or their native tongue, Yroometji. Male names for yroometji include Adomi, Anmaroo, Araluen, Balumn, Girro, Grulae, Kalti, Lullam, Malwe, Mirro, Qedomoro, Ralree, Ruvro, Sulumn, and Xvecae. Female names include Alkira, Araluen, Corola, Delferru, Falsiphire, Grulea, Kefku, Jesjiru, Mekyra, Najinnu, Qyvira, Ruvre, Salmeri, Xya, and Ysmira.

### RACIAL TRAITS

**+2 Constitution, +2 Charisma, –2 Intelligence**

Yroometjis are humanoids with the yroometji subtype and are Medium. They have a base speed of 30 feet.

**Low-Light Vision** Yroometjis can see in the dim light as if it were normal light.

**Mighty Jump** Yroometjis gain a +2 racial bonus on Athletics checks, and Athletics is added to their list of class skills. When a yroometji uses the Athletics skill to jump, they always count as having taken a running start and automatically succeed on their Athletics check to jump. When jumping, a yroometji moves as if they had a fly speed equal to their base speed with average maneuverability, except they must end their movement on the ground at the end of each turn or fall. When jumping in this manner, a yroometji must make Athletics checks in the same situations that a flying creature would need to make Fly checks, and such checks are modified by the current wind conditions. (See the Fly skill in Chapter 5 of the *STARFINDER CORE RULEBOOK* for more information.)

**Natural Weapons** Yroometji are always considered armed. They can deal 1d3 points of lethal damage with unarmed strikes and the attack doesn't count as archaic. Yroometji 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).

**Pouch** Yroometjis are marsupials that can store up to 1 cubic foot of items weighing up to 1 bulk in total in a pouch located on their midrift, and they can transfer a single object between hand and pouch as a swift action. A yroometji can empty the entire contents of their pouch onto the ground in their square as a move action that does not provoke an attack of opportunity.

## NEW AUGMENTATIONS

The following augmentations are available to any character, although their usefulness varies from species to species.

### CYBERNETICS AUGMENTATION

The following cybernetics augmentation is often used by yroometji to enhance their pouch.

#### NULL-SPACE EXPANDER

#### SYSTEM POUCH

You install a hybrid device into your body that enables you to open an extradimensional space within your pouch by pressing a button on its rim. Opening or closing the extradimensional space is a swift action, and while open you cannot access anything you've stored within your pouch. This extradimensional space counts as a null-space chamber with a make ("mk") equal to the augmentation's make for all purposes. You can't fit items that couldn't fit into an opening smaller than one-quarter of your space into your pouch (roughly 1.75 feet for a Small or Medium creature).

## NEW SPELL

The following spell is available to yroometji characters. Characters of other races can cast these spells at the GM

**Table: Arms, Armor, and Augmentations**

#### Augmentations (Biotech)

Augmentation	Level	Price	System
<i>Null-space expander, mk I</i>	5	4,575	Pouch
<i>Null-space expander, mk II</i>	9	18,375	Pouch
<i>Null-space expander, mk III</i>	13	75,000	Pouch
<i>Null-space expander, mk IV</i>	17	375,000	Pouch

#### POUCH ALLY

**School** transmutation; **Level** bard 2, cleric 2, mystic 2, wizard 2

**Casting Time** 1 standard action

**Range** touch

**Target** living creature touched; see text

**Duration** 1 day/level (D) or until the caster dies

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You can only learn or cast this spell if you are a living marsupial creature with a pouch (such as a yroometji) or have a biotech augmentation that functions as such. When you cast this spell, your target must be a living creature that is one size category larger than you or smaller. Your target shrinks to 1/16th of its normal size (about 1/4,000 of its normal mass and volume or four size categories, to a minimum of Fine) and is transferred to your pouch, where it combines with your body much like mother and child. Any gear or equipment the target wore or carried is left behind in its space. The target falls into a state of lucid dreaming for the spell's duration, even if it would normally be immune to magical sleep effects. While it slumbers, the target's body is warmed and nourished by yours, and if the target was dying when you cast the spell it immediately stabilizes. Each day it remains within your pouch, the target recovers ability damage, Stamina Point damage, and Hit Point damage as if it were resting, except at four times the usual rate.

While storing a creature within your pouch, you must consume twice the usual amount of food and drink to avoid starvation and dehydration and cannot use your pouch for any purpose other than to store the target with this spell. The target is protected from all environmental effects while within your pouch, functioning as the spell *life bubble*, and they aren't subjected to any area effects, attacks, or targeted abilities that would otherwise affect you or a creature in your space. The target's presence within your pouch counts as 1 bulk against your carrying capacity, regardless of its actual weight. When the spell ends, the target grows one category back towards its normal size every 1d4 rounds (a Small must regrow three size categories, a Medium creature must regrow four size categories, and a Large creature must regrow five size categories). When the creature grows too larger for your pouch, it is immediately transferred into the nearest adjacent space, with nonhazardous spaces being prioritized over hazardous ones.



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