

STAR LOG.EM-027

SKITTERMANDER OPTIONS



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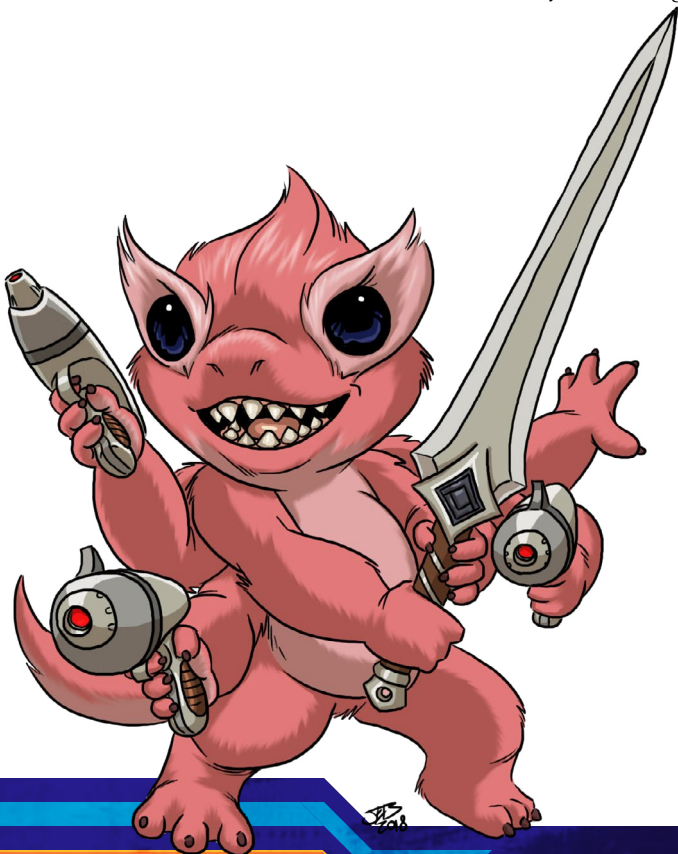
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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC



ACCESSING ARCHIVES QUERY: SKITTERMANDER OPTIONS

Hello, and thank you for purchasing *STAR LOG.EM027: SKITTERMANDER OPTIONS*! As a race, the skittermanders (*STARFINDER ALIEN ARCHIVE*) are relatively new to the Xa-Osoro system, having only arrived within the last three decades after the current Radiant Emperor deeded control over one of Ulo's minor moons, now called Vesk-71, to the Vesk empire as a sign of peace. Legions of skittermanders accompanied their vesk "overlords" to the Xa-Osoro system, but soon wandered off into the system at large in search of excitement to find and people to help, as their species often does. After several decades of settling on alien worlds and immigration, skittermanders are often seen in most major centers of civilization across the Radiant Imperium.

To date, there have been several notable skittermanders living in the Xa-Osoro system. Among the most famous is a quizzically famous skittermander operative and spy by the name of Jzonno Lunox, an icon known for her daring stunts and incredible fashion sense. Like most skittermanders, Jzonno is obsessed with helping—unfortunately for the officials of the Radiant Imperium's intelligence departments, the person she is most interested in helping is herself. Cunning beyond measure and possessing all of the resources of Mine, a deoxyian world ship that Jzonno stole and refitted for her means. Using deoxyian technology, the rogue skittermander has stolen countless artifacts and oddities across the Xa-Osoro system, utilizing a variety of tools like tractor beams, shrink rays, and more to add the strange and priceless to her ever-growing collection. Within the past year, several of Jzonno's more outlandish heists included stealing the Lady of Diamonds, a luxury star cruiser, and her several thousand passengers, and the heirship of Prince Bafizan III, first in line to the catfolk throne of the constitutional monarchy of the city of Provastasia on Bantosian. Witnesses claim that Jzonno accomplished the former by using a shrink ray to reduce the Lady of Diamonds to the size of a toy car, shrinking its passengers along with it, and the latter by using an age-regressing serum to change Prince Bafizan from a proud paragon of catfolk royalty into a mewling toddler of two years of age. Curiously, the public at large is often conflicted regarding Jzonno Lunox's motives and morality. While few question the vileness of taking over a thousand people hostage for her own purposes, Prince Bafizan was largely considered to be a strong man by the people of Provastasia, and his subsequent regression has allowed the far more even-tempered Queen Mafiza to ascend in his place. Many of Jzonno's thefts have been more like the latter in recent months—blatant acts of selfishness with positive side effects. Rebels and freedom fighters alike have begun flooding Jzonno's ranks recently, adding even more power and prestige to one of the Radiant Imperium's most wanted and most dangerous adversaries.

SKITTERMANDER PARAGON (ARCHETYPE)

Skittermander paragons represent the crux of their people—a being with boundless energy and enthusiasm for fun, exploration, and helping others. They seek to hone themselves to the pinnacle of skittermander kind, all the while seeing new sights and meeting new friends to assist and support. Skittermander paragons are excitable and energetic even by skittermander standards, able to tap into their hyperactive natures long after their brethren have tuckered out. The extent to which a skittermander paragon embraces the values and virtues of their people varies from individual to individual—while all display boundless energy, some further delve into secret tricks and quirks that skittermanders have spent generations honing and perfecting, while others simply don't. Skittermanders hold few expectations of their paragons, instead urging them to do what feels right and natural to them and them alone.

Special: You must have the skittermander subtype to select the skittermander paragon archetype.

ALTERNATE CLASS FEATURES

The skittermander paragon grants alternate class features at 2nd level.

HYPERACTIVITY; 2ND LEVEL

You have more energy than most skittermanders. Whenever you spend 1 Resolve Point to take a 10-minute rest to regain Stamina Points, you also regain your daily use of your hyper racial trait.

In addition, you can gain any feat that lists the skittermander subtype as a prerequisite as a replacement class feature at 4th, 6th, 12th, or 18th level, as if the bonus feat were granted by this archetype.

SKITTERMANDER FEATS

The following feats are available to all skittermander characters who meet their prerequisites.

BOUNDLESS ENERGY

You quickly bounce back from bouts of hyperactivity.

Prerequisites: Skittermander subtype, hyperactivity alternate class feature, character level 5.

Benefit: You regain your daily use of your hyper racial trait whenever you take a 10-minute rest, even if you don't spend any Resolve Points to regain Stamina Points.

HELPFUL HAND

Your desire to help others allows you to do so with greater efficiency than most.

Prerequisite: Skittermander subtype.

Benefit: Whenever you use the aid another, covering fire, or harrying fire actions, the bonus you provide to your target increases by +1. This doesn't stack with other effects that improve the bonus that you grant with these actions. You can spend 1 Resolve Point when you use the aid another,

covering fire, or harrying fire action to grant your target the appropriate bonus until the end of their next turn.

Normal: The bonuses provided by the aid another, covering fire, and harrying fire actions apply only on the first attack roll or skill check that you make (or that is made against you, in the case of covering fire).

HYPERACTIVE LEAP

Your energized body allows you to jump with ease.

Prerequisites: Skittermander subtype, hyper racial trait.

Benefit: Add Athletics to your list of class skills; if Athletics is already a class skill for you, gain a +1 bonus on Acrobatics checks instead. In addition, you always count as having a running start whenever you make Athletics checks to jump, and the DC for your vertical jumps is equal to the number of feet you are attempting to jump vertically.

In addition, whenever you use your hyper racial trait, you gain an extraordinary fly speed equal to your base speed for that move action only. When using this fly speed, you must end your movement on the ground at the end of this extra move action or fall.

Normal: The DC for Athletics checks to jump vertically is equal to four times the number of feet you are attempting to jump vertically.

LIMITLESS LEAPER

You have a limitless capacity for jumping.

Prerequisites: Hyperactive Leap, skittermander subtype, hyper racial trait.

Benefit: You gain an extraordinary fly speed equal to your base speed, as described by the Hyperactive Leap feat, constantly (rather than just when you use your hyper racial trait).

MANIA

You quickly go mad with cheer and delight.

Prerequisites: Skittermander subtype, hyper racial trait.

Benefit: Whenever you gain a morale bonus, you can use your hyper racial trait as a reaction, allowing you to immediately take an extra move action. You can forgo the extra move action when you use your hyper racial trait in this manner to instead increase the morale bonus that you gain by +1 until the end of your next turn.

REFLEXIVE ASSISTANCE

When you receive assistance, you immediately return the favor.

Prerequisites: Helpful Hand, skittermander subtype.

Benefit: Whenever an ally grants uses the aid another, covering fire, or harrying fire action or uses a class ability, feat, or similar effect to provide you with benefits similar to one of these actions, you can attempt the same type of action to assist that ally as a reaction. This ability cannot allow you to use class abilities, feats, or other effects that provide the benefits of these actions, and it does not allow you to ignore the usual limitations of such actions. For example, if you have

the Suppressive Fire feat, you can't use Reflexive Assistance to use Suppressive Fire as a reaction when an provides you with covering fire because the Suppressive Fire feat isn't the aid another, covering fire, or harrying fire action. However, if an ally used the Suppressive Fire feat to provide you with the benefits of covering fire, you could use Reflexive Assistance because Suppressive Fire provides the benefits of covering fire.

SKITTERSPIDER

Your six hands give you an uncanny grip when climbing.

Prerequisites: Climbing Master, Athletics 5 ranks, skittermander subtype, six arms racial trait.

Benefit: You can use your climb speed from the Climbing Master feat to climb vertical surfaces and traverse ceilings without needing to make an Athletics check (even upside down), as described by the spider climb spell. You cannot use the run action while climbing upside down, but may otherwise do so while climbing.

SKITTERMANDER SUPLEX (COMBAT)

You use your six arms to lift an opponent into the air and forcibly slam them into the ground.

Prerequisites: Improved Maneuver (grapple), skittermander subtype, grappler racial trait.

Benefit: Whenever you successfully renew a grapple against a creature that you were grappling at the start of your turn, dealing damage to the grappled opponent as if you had hit them with an unarmed strike. You gain a circumstance bonus on this damage roll equal to the result of your grapple attempt – your opponent's KAC – 8.

SKITTERMANDER EQUIPMENT

The following types of equipment were pioneered by skittermanders, but are usable by members of other races unless specifically noted otherwise.

NEW BIOTECH AUGMENTATIONS

The following biotech augmentation takes advantage of skittermander biology to enhance their physical capabilities.

HIDEAWAY HANDS

SYSTEM ARMS

Hideaway hands are installed on sets of arms at a time, and both arms must be biologically parallel to be paired with this augmentation. For example, a kasatha could augment both of their upper arms or both of their lower arms with one installation of this augmentation, but not one upper arm and one lower arm. This augmentation allows you to retract the augmented arms into your body as a standard action, hiding them from view. While retracted, you can't use those arms for any purpose, including wielding items, but you gain a +5 circumstance bonus to Disguise checks to change your appearance to that of a creature with the number of arms you currently have visible. Extending a pair of retracted arms is a standard action.

TABLE: NEW AUGMENTATIONS

Name	Level	Price	System
Biotech			
Hideaway hands	1	100	Arms
Larva-drool tissue	4	2,200	Torso
Cybernetics			
Nurse's eyes	10	16,800	Eyes

LARVA-DROOL TISSUE

SYSTEM TORSO

This somewhat gross biotech augmentation reactivates dormant larval mucus glands within your torso and installing semi-permeable skin that you can control using your own nervous system, effectively allowing you to secrete your larval stage's numbing mucus onto enemies in close contact. Whenever you successfully renew a grapple, you can secrete this mucus onto the grappled opponent as a swift action. The opponent must succeed on a Fortitude save (DC 10 + 1/2 your level + your Constitution modifier) or be forced to roll twice and use the worse result on attack rolls and skill checks made to attack you or escape the grapple as their limbs numb. This penalty is a poison effect and lasts until the end of your next turn. You're immune to the effects of your own mucus.

This biotech augmentation can only be installed into a character with the grappler racial trait and the skittermander subtype. You don't benefit from larva-drool tissue unless you're shirtless or wearing custom clothing and armor designed to allow the mucus to seep through into your opponent. After using this augmentation, you must either take a 10-minute rest to regain Stamina Points or spend 2 Resolve Points after successfully grappling an opponent or renewing a grapple to use it again.

NEW CYBERNETICS AUGMENTATIONS

The following cybernetics augmentation enhances the wearer's ability to help others.

NURSE'S EYES

SYSTEM EYES

Rather than replacing your eyes, this cybernetics augmentation installs a thin, computerized set of contact lenses directly onto your eyes. You control the nurse's eyes' UI using your eyes' natural muscle movements and with voice commands. This augmentation is outfitted with weak infrared and x-ray sensors that provide the following benefits.

- » You gain blindsense (life) out to 10 feet.
- » You gain the ability to automatically identify any biological anomalies within a living creature that you successfully identify using the Life Science skill. This includes, but isn't limited to all organs and tissues that are: broken, bruised or bleeding, damaged, dislocated, failing, sore, or swollen.
- » You automatically know when a living creature within 10 feet is infected with a disease, parasite, or poison, and can attempt a Medicine check to identify the infecting agent (DC 15 + the disease, parasite, or poison's Fortitude DC).

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