

STAR LOG.EM-034

WYVARANS



STARFINDER
COMPATIBLE



STAR LOG.EM-033

WYVARANS

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: WYVARANS

Hello, and thank you for purchasing *STAR LOG.EM033: WYVARANS!* The wyvarans are a race of draconic creatures that resemble winged kobolds in appearance that consider the binary planets Eozzata and Ozari their home. According to several pre-Nova Age records primarily consisting of wyvaran oral traditions, the wyvarans are an artificial race that were created by someone—or something—else. Current estimates place the wyvarans as a creation of the deoxyians, but the lack of evidence has thankfully kept the deoxyians from being able to claim the wyvaran species as a derivative work of their kind thus far. Although few in number and possessing comparatively little wealth compared to other populations, wyvarans are a mighty race of thrill-seekers and glory hounds, as their oral works tend to remember more strongly those among their race who have gone on to accomplish great deeds.

Despite their glory-seeking nature, however, few wyvarans have anything that amounts to much on the interplanetary state of the Xa-Osoro System. This is due to the fact that most wyvarans value extreme stunts over long-term, lasting deeds. The average wyvaran's claim to fame might be felling a particularly dangerous alien and claiming its head as a trophy or having the inter-clan record for chasm-jumping. The exception to this rule lies in athletics, where wyvarans often make a name for themselves as favorite contenders in a variety of sports and gladiatorial events, as well as their people's Ring Race, which is broadcast live across the Xa-Osoro System.



WYVARANS

At a glance, wyvarans resemble smaller dragonkin that appear similar to winged kobolds. In truth, wyvarans are far more agile than bulky dragonkin and far stronger than scrawny kobolds. Graceful, strong-willed, and fiercely loyal, wyvarans thrive in places others shun with single-minded focus and a need to prove themselves capable as individuals, and as a species.

PHYSICAL DESCRIPTION

Tall and lithe, male wyvarans average over 6 feet tall and weigh roughly 215 pounds, while females tend to be slightly taller and stronger. While their hands and digitigrade feet are clawed, they favor their long tails as their natural weapon of choice, which ends in a spike reminiscent of a wyvern's stinger. A wyvaran's wings are shaped differently than that of true dragons, most notably their wing digits extend beyond the wing membrane as spines.

Wyvaran coloration includes a wide range of colors that most often mimics those of true dragons. Regardless of color, female wyvarans tend to have shiny scales while males tend to be matte. Wyvarans molt their scales roughly once every three months, and possess a limited, subconscious ability to change the color of their scales to match the color of their family or leader. For example, a wyvaran who joins a corporation she feels particularly attached to might subconsciously change her scales change color to resemble that of the corporation, only to change back to her family's scale color should she later molt during a sabbatical back home.

HOME WORLD

Wyvaran oral history from before the Nova Age speaks of their origins on Ozari where they were moved to the Twins' moon, Arvivite. Bits of history that survived this tumultuous era suggest that the first wyvarans might have been created by a deoxyian corporation using kobold stock and genetic material from a race of wyverns native to Arvivite, but any proof of this claim was lost in the Nova Age, as is any deoxyian motivation regarding why the race would have been created in the first place. Today, the wyvarans who survived Arvivite's destruction mostly hail from Eozzata and Ozari, but recently the kobolds of the Dragonheir Concordance have motioned to allow any willing wyvarans to join them on their many ventures across Xa-Osoro's asteroid fields, an offer some have accepted.

Wyvarans are accustomed to life on the fringe of society, tenaciously clinging to life both in civilized regions and in uninhabited zones such as Arvivite's remains, colloquially known as the Lover's Knot. Wealthy clans prefer to hollow out larger asteroids—especially those found within the Lover's Knot—and build communal dormitories for themselves within, while those without this luxury tend to live in hovels across the Xa-Osoro System, favoring tall mountains and deep valleys. Those living on Eozzata or Ozari often choose the gnarled impact sites where the two planets collided in wake of the Regicide for its significance to their oral traditions.

SOCIETY AND ALIGNMENT

Wyvaran culture generally emphasizes working together towards the survival and prosperity of one's clan or corporation. They are industrious in ways akin to their kobold ancestors, and value hard work, mutual trust, and learning from elders and experts alike. While most value material wealth, wyvarans measure the quality of their lives in the tales and songs sung of them by their friends and families after death. Theirs is a clan-based meritocracy stepped in rich oral traditions and amazing feats of cunning and strength, and in many ways the position of a wyvaran in her community is largely determined not only by the height of their deeds but also the size of the audience who witnessed it. As a result, wyvarans tend to forfeit social power to younger generations as they age as those able to testify of the legitimacy of their claims slowly die off unless they manage to acquire physical trophies proving the legitimacy of their claims. This has led to a common stereotyping of wyvarans are hoarders of items that others see as junk or trash when in reality those items may be the ticket to a wyvaran's social legitimacy for years to come.

As with baubles tied to their deeds, wyvarans also value proof lineage and often establish family crests and baubles that they hand out to their children. Complicating the matter is membership in a wyvaran family has little to do with birth—wyvarans often offer clan membership to outsiders, even non-wyvarans, as a reward for deeds accomplished and bargains conducted honorably and truthfully. Along the same lines, wyvarans can lose membership within their family through a ritual known Drac' Begir, a trial by combat between two members of the same clan in which the loser forfeits their clan membership. Another wyvaran tradition is known as the Ring Race, an annual day-long competition in which wyvarans utilize their unique ability to soar through the void to sail throughout an ancestral obstacle course that winds between the orbits of Eozzata and Ozari. Each year, one of the Lovers is chosen as the starting point and the other as the finish line, and contestants must soar from a high-altitude point on one planet to a similar point on the other, winding through the planets' rings as they travel. Competition for this race is stiff and the glory palatable, as the only equipment that contestants are allowed to bring is a space suit and a single day's worth of oxygen. Even as little as a century ago this race often claimed the lives of those who participated, but modern technology has allowed a specialized committee to rescue participants who run low on oxygen before they asphyxiate in space.

RELATIONS

Wyvarans take great pride in oath-making, as they see the act of giving another their word as an assurance that the oath is worthy of joining the annals of their oral traditions. As a result, wyvarans often frustrate other races with how difficult it can be to get them to commit to an agreement, especially

if writing is involved. But if a wyvaran makes an agreement, they can often be expected to make good on that promise to the death, for while there is tragedy in a life lost fulfilling an oath, there is dishonor of the highest degree in abandoning an oath without good cause. One of the few reasons that wyvarans abandon their oaths is when deception comes to light—all young wyvarans are taught that an oath made in deceit is an oath invalidated.

Wyvarans get along well with dragonkin and kobolds, but are often confused with members of these races don't follow or understand their ancient customs. They find good company in kasathas and vesks, who are similarly minded in regards to traditions, and are easily infuriated by skittermanders despite their shared distaste for centralized government. They often see ysoki as conniving and deceitful, and are easily perplexed by humanity and its myriad of different cultures completely unique customs and traditions.

ADVENTURERS

Wyvarans carry themselves with pride and determination, assured that their will is strong enough to overturn any obstacle. Their desire to prove themselves with daring acts sets them apart from the average galactic citizen, making wyvarans natural born adventurers. They are especially attracted to great quests and bold deeds—whether a group is seeking lost lore, felling impossibly powerful foes, or simply trying to gain fame, wyvarans make great companions for those who charge headlong into the annals of history.

Wyvaran agility and self-confidence make them excellent operatives, and their excellence in combat makes them effective soldiers. Likewise, their draconic heritage affords wyvarans a unique perspective into the arts of the mystic and technomancer, and they view the inventive and innovative workings of the mechanic as means to secure a spot in history for themselves despite the fact that innovative sparks don't come easy to them.

NAMES

Wyvaran names are based in Draconic consist of three parts—a short given name they receive at birth, a clan name, and a surname. Traditionally, a wyvaran's given name is chosen shortly after they hatch, and changes rapidly during childhood based upon their emergent personality and deeds. By adolescence, the young wyvaran chooses a given name for themselves—traditionally one of the names used throughout their childhood—and is also given the clan's name during a rite of passage ceremony. When the wyvaran reaches maturity, they choose a surname for themselves that is stylized after their profession or a personal goal they hope to accomplish, completing their name. Some examples of wyvaran given names are Arn, Dind, Enst, Ond, Tunk, Zirv while some examples of chosen surnames are Breunth, Chrusk, Fillion, Grisson, Lonnyg, Phoink. When combined with a clan name, such as Andark, examples of true names are Arnandark Breunth, Enstandark Fillion, or Zirvandark Phoink.

NEW CREATURE SUBTYPE GRAFT

Use the following creature subtype graft to create wyvaran NPCs.

WYVARAN

This subtype is applied to wyvarans and creatures related to wyvarans.

Traits: Darkvision 60 ft., draconic immunities, fly speed of 30 ft. (average maneuverability), and low-light vision; if the creature is of the wyvaran race, it also gains the low-G adaptation and natural weapons racial traits.

WYVARAN RACIAL TRAITS

+2 Dex, +2 Wis, -2 Int

2 Hit Points

Wyvarans are dragons with the wyvaran subtype and are Medium. They have a base speed of 30 feet.

Draconic Immunities: Wyvarans are immune to sleep effects and gain a +2 racial bonus to saving throws against effects that cause paralysis.

Draconic Vision: Wyvarans gain darkvision with a range of 60 feet and low-light vision (see the low-light vision and darkvision sections in Chapter 8 of the *STARFINDER CORE RULEBOOK*).

Flight: A wyvaran gains an extraordinary flight speed of 30 feet with average maneuverability. Until a wyvaran is 5th level, they must end their movement on the ground at the end of each turn or fall.

Low-G Adaptation: When in low or no gravity, a wyvaran's flight becomes perfect maneuverability.

Natural Weapons: Wyvarans are always considered armed. They can deal 1d3 lethal piercing damage with unarmed strikes and the attack doesn't count as archaic. Wyvarans gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 x their character level to damage rolls with their natural weapons (instead of adding their level, as usual).

FEATS

The following feat is available to wyvaran characters.

ENHANCED LOW-G FLYING

You are able to effortlessly soar through the skies in the absence of gravity.

Prerequisites: Extraordinary fly speed with an average maneuverability or better, wyvaran subtype.

Benefit: Whenever you are in conditions of low gravity or no gravity, your maneuverability for all fly speeds you possess increases to perfect. In addition, whenever you are in a vacuum you can attempt a DC 20 Acrobatics check to fly as a swift action. If you succeed, you generate enough propulsion to fly using your wings for 1 round, as if an atmosphere were present.

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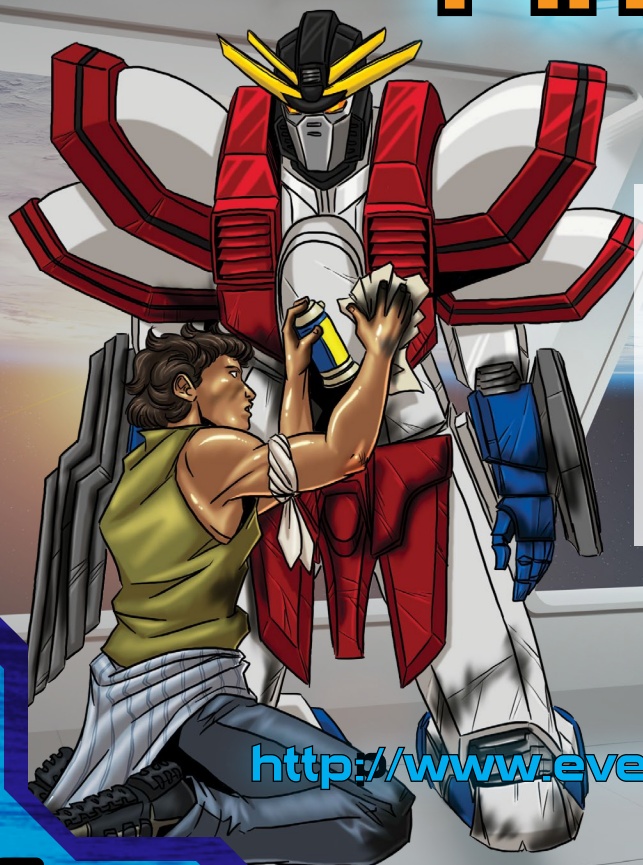
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