

# STAR LOG.EM-039

## NASHI



**STARFINDER**  
COMPATIBLE



# STAR LOG.EM-039

## NASHI

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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC

## ACCESSING ARCHIVES QUERY: NASHI

Hello, and thank you for purchasing *STAR LOG.EM039: NASHI!* The nashi are a race heralding from the planet Terros, the same world that the yroometji (*STAR LOG.EM-023*). Whereas the yroometji are a spiritual, somewhat detached people, the nashi are thinkers and tinkerers, constantly fiddling with old technology to make it work better and innovating new ideas that they believe will radicalize society as we know it. And while several nashi products like the etch-a-pelage have become smash hits in the Xa-Osoro System, most are seen as gimmicks seeking to replace an existing technology that didn't need replacing or overcomplicated and hazardous solutions to mundane problems and are discarded. This hasn't stopped nashi engineers from trying to score big on the interstellar stage, however—especially as far as the Xa-Osoro System goes.

Although an uncommon sight, nashi are much more visible in the life of the average Xa-Osoro System than other inhabitants of Terros thanks to Makamick Vo (nonbinary nashi mechanic 6), the inventor of the etch-a-pelage. This device takes powerful gene-editing technology and places it into the palm of one's hand in a convenient pen-shaped form. As its name implies, the etch-a-pelage is a revolutionary device that allows tattoo artists to etch patterns and designs into the skin of a creature sporting a fur coat (such as kitsune, nashi, or skittermanders), as the device rewrites the recipients genetic code so their fur's pigmentation changes to match the desired tattoo. This device is immensely popular amongst races sporting fur or hair coats, and its wholesale made an instant billionaire out of the young nashi. There is talk that the deoxyian super corporation Helix is currently in talks to buy out Makamick's company, and given his boredom with running it himself and the projected size of the offer, most economists agree that Helix as good as owns the etch-a-pelage and all of the portable gene-editing potential the pen represents.



## NASHI

Disparagingly called raccoon folk because of their physical similarities to those animals, nashi have a reputation for their ingenuity and innovative approach to problem-solving that make their mercantile ships welcome in nearly every port. Technological masters presiding over one of the grandest societies left standing in the Nova Age's wake, the nashi hail from a verdant world whose pristine appearance sharply contrasts with that of the Xa-Osoro System.

### PHYSICAL DESCRIPTION

Nashi are short, lithe plantigrade humanoids whose body is covered in thick fur that often makes them appear stouter than they are. Called raccoon folk because of their raccoon-like physical features, including their furred bodies, long tails, mask-and-ring fur patterns, and nailed digits. Nashi fur patterns come in a variety of colors that resembles those of both raccoons and manguts, including shades of gray, black, brown, and tan. Nashi cannot grow hair on their heads aside from their fur coat, but often grow out and style the fur on their heads in ways not unlike those used by humans on their hair.

Nashi have extremely sensitive hands and paws, a trait that is more pronounced when submerged in water. Nashi are capable of effortlessly distinguishing physical features and properties by touch, and are known to be able to accurately judge all manner of information regarding a creature's appearance save for color with nothing but a brief grazing of their fingertips. Their small bodies and dexterous fingers also make nashi adept at a number of tasks involving physical coordination and manipulation, but their true marvel is the size of their brains, which are slightly (but noticeably) larger in proportion to the rest of their bodies compared to many other humanoid species, including humans. This has led to a stereotype that all nashi are extraordinarily intelligent, and while they are certainly fast learners and quick thinkers they aren't so much so that they outshine other objectively intelligent species, such as lashuntas or ysoki.

### HOME WORLD

Nashi claim the planet Terros as their ancestral homeland, a world one star system away from the Xa-Osoro System. Co-existing alongside humans, kitsune, yroometji (see Star Log. EM-023:Yroometji) and countless other races, the nashi were already starfarers when their system was discovered by nagaji traders from the Xa-Osoro System. Quickly adapting to the hyperspace technology that the nagaji swapped for nashi baubles and technological marvels, the nashi quickly began taking to the stars with a desire to see what other mechanical innovations awaited them across the galaxy. Today, most nashi still claim Terros as their ancestral home, but many call sparkling new nashi-built moon colonies and alien cities—including those of the Xa-Osoro System—home.

### SOCIETY AND ALIGNMENT

Nashi society is often seen as rushed and volatile to outsiders,

as its people are motivated by unrelenting progress first and foremost in everything from technological advancement to politics to social justice. While this quality often proves a blessing to those seeking freedom from oppression or the latest technological innovations, nashi society lacks a dissenting voice of conservatism challenging its citizens on whether proposed innovations are necessary or practical, a factor that has inadvertently caused nashi progress to "circle backwards," especially regarding political issues. Within the past century alone, no fewer than 47 nashi governmental regimes have collapsed due to overspending in pursuit of progressive ends, and roughly 3 political strongmen, one in each century since the end of the Nova Age, rose to power after convincing the public that their brand of tyranny was the most pragmatic path going forward. Since formally joining the interstellar stage, nashi have had to come to terms with the fact that theirs isn't always the best path forward, and since incorporating other races as advisors into their governing bodies they have experienced the least politically tumultuous decade on record since the end of the Nova Age, but the threat of fascism currently remains very much alive in the hearts and minds of nashi today.

### RELATIONS

Although they get along well with members of most other races, nashi tend to internalize erroneous conclusions about other cultures and species based on information gained from first- or even second-hand contact. This tendency is of little insult among nashi, as they hold little qualm about revising previously held facts with new information. This often isn't true for members of other species, however, and as a result nashi are prone to accidentally offending others through incorrectly drawn conclusions regarding others that range from simple mistakes to offensive slights or bizarre claims. As a result, nashi tend to get along poorly with races who offend easily, such as vesk, dwarves, kasathas, and deoxyians.

### ADVENTURERS

Nashi adventurers are often in search of new ideas and new information to further their understanding of the world. They're immensely curious and often want to be the shining light that leads their people—even their system—into the future. Even when nashi are self-centered, they tend to keep their minds fixed firmly upon the future and what course of action is best for themselves and their long term happiness or survival. Nashi often find themselves drawn towards paths where they can make use of their innate desire to improve their skills and abilities, making nashi operatives and mechanics common. More socially-minded nashi often become envoys, while those better versed in the arts of war become soldiers specializing in ranged combat and sniping. Nashi do not dislike magic, but, more nashi become technomancers than mystics because it requires an innate understanding of the physical world and its properties. Those nashi who do become mystics often do so as a means of learning hidden truths far beyond the physical world's ability to teach them.

## NAMES

Nashi seek uniqueness when naming their younglings, and often decide to hold off formally naming their children until their child is old enough for bits of their personality and temperament to become evident, sometimes waiting as much as ten years for the child to formally name themselves. Until an official name has been chosen, unnamed males are traditionally referred to as their father's son, while unnamed females as their mother's daughter. For example, an unnamed son of a nashi named Quox would traditionally be addressed as Quoxson until they've formally chosen their own name, although an unnamed nashi can elect to take the name of their parent of the opposite gender for a multitude of reasons. Some examples of nashi names are Aria, Ansyv, Calq, Daxx, Erine, Fyvr, Hysqu, Ixx, Jisyq, Kelv, Mekviq, Nexson, Oyly, Pelvix, Quin, Remmon, Rhondryia, Tellyn, Usol, and Weston.

## RACIAL TRAITS

**+2 Int**

### 4 Hit Points

Nashi are humanoids with the Nashi subtype and are Small. They have a base speed of 30 feet.

**Ingenuity** Nashi gain Ingenuity as a bonus feat at 1st level, even if they do not meet its prerequisites.

**Low-Light Vision** Nashi can see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *STARFINDER CORE RULEBOOK*.

**Nashi Skill** A nashi chooses two of the following skills at 1st level and gains a +2 racial bonus to skill checks attempted with that skills: Athletics, Engineering, Medicine, Perception, Piloting, Sense Motive, Stealth, Sleight of Hand, or Survival. Once this choice is made, it cannot be changed.

**Tactile Precision** A nashi's sense of touch is so sensitive that it acts as an imprecise sense, functioning as blindsense (touch) with a range equal to their reach (5 feet for most nashi). Effects that increase or diminish a nashi's reach do not affect the range of their blindsense unless those increases last at least 1 round and apply to their unarmed strikes. For example, the range of a nashi's blindsense doesn't increase from wielding a melee weapon with the reach weapon special property or from using the Lunge feat.

## NEW FEATS

The following feats are available to characters who meet the prerequisites, and are associated with nashi characters.

### ENHANCED TACTILE PRECISION

Your sense of touch possesses a precision unseen in typical nashi.

**Prerequisites:** Perception 1 rank, nashi, tactile precision racial trait.

**Benefit:** You gain a +2 bonus to skill checks to skill checks attempt to use the following skill tasks: identify creature, identify magic item, identify technology, pierce disguise, or search. You must be able to touch the target creature or item to gain this bonus.

## NEW CREATURE SUBTYPE GRAFT

Use the following creature subtype graft to create nashi NPCs.

### NASHI

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

**Traits:** Base speed of 30 ft. and low-light vision; if the creature is of the nashi race, it also gains the ingenuity and tactile precision racial traits and must choose two of the following skills as good or master skills: Athletics, Engineering, Medicine, Perception, Piloting, Sense Motive, Stealth, Sleight of Hand, or Survival.

### EXPANDED NASHI SKILL

You've acquired a knack for multiple skills that nashi are known for.

**Prerequisites:** Int 13, nashi skill racial trait.

**Benefit:** Choose two additional skills with the nashi skill racial trait. You gain a +2 racial bonus to skill checks attempted with both skills. You cannot choose a skill that you have previously selected with the nashi skill racial trait.

### INGENUITY

You're exceptionally skilled at using gear to further enhance your skills.

**Prerequisites:** Int 13.

**Benefit:** Choose two of the following skills: Computers, Disguise, Engineering, Medicine, Mysticism, Profession, or Survival. You always count as having the appropriate basic or tool kit for any skill check you attempt with these skills. Whenever you have the appropriate basic or tool kit for any of these skills, any circumstance bonus you gain from having that item increases by +1. (If the item normally doesn't grant you a circumstance bonus to skill checks attempted with one of your chosen skills for having it, you instead gain a +2 circumstance bonus to skill checks attempted with the appropriate skill for possessing the item.) If you have the custom rig class feature, you can choose a total of three skills with this feat instead of two, but one of them must be either Computers or Engineering.

**Normal:** You must possess a medkit or a tool kit in order to attempt skill checks with a number of different skills, or take a penalty to your check if that item isn't in your possession when you attempt your check.

### VERSATILE NASHI SKILL

You've mastered many skills that nashi are known for, resulting in an incredibly versatile skill set.

**Prerequisites:** Int 13, Expanded Nashi Skill, nashi skill racial trait.

**Benefit:** You gain a +2 racial bonus to skill checks attempted with all skills listed by the nashi skill racial trait.

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