STAR LOG.EM-049

DRAGONKIN OPTIONS

STARFINDER COMPATIBLE

Everyman Gaming

STAR LOG.EM-049
DRAGONKIN OPTIONS

Author: Jacob McKiernan
Cover Artist: Jacob Blackmon
Development: Alexander Augunas and Owen K.C. Stephens

DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the *Starfinder Roleplaying Game* requires the *Starfinder Roleplaying Game* from Paizo Inc. See http://paizo.com/starfinder for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the *Starfinder Roleplaying Game* and the *Starfinder Roleplaying Game* Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See http://paizo.com/starfinder/compatibility for more information on the compatibility license.

Star Log.EM-049: Dragonkin Options © 2018 by Everyman Gaming, LLC.

ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit **http://www.everymangaming.com**! You can also follow Everyman Gaming on Facebook at **https://www.facebook.com/gamingeveryman** or on Twitter at handle @**EMGamingLLC**.

ACCESSING: STAR LOGS.EM...
ACCESS: GRANTED.

Welcome to *Star Logs.EM*, brought to you by Everyman Gaming LLC! Here at Everyman Gaming LLC, we strive to bring you exactly what you need for your starfaring adventures. From new class options and archetypes to the latest information on alien life forms found throughout the galaxy, Everyman Gaming is here to make sure that your space ship is stocked and your datajacks filled with everything you need to have safe, fun, and profitable adventures throughout the known galaxy. (Warning: Everyman Gaming LLC takes no responsibility for any death, permanent affliction, potential brain scrambling, or similar impairments you may suffer during your adventures.)

Everyman Gaming's state of the art Star Log.EM series combines top talent spanning the known universe (and some parts unknown) to create state-of-the-art design for your Starfinder experience. Some Star Log.EM files. Some Everyman Minis are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all Star Log.EM files are intended to add something cool or weird to your tabletop experience. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of Star Log.EM series you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES
QUERY: DRAGONKIN

Hello, and thank you for purchasing *Star Log.EM-049: Dragonkin*! Although some incorrectly use the term "dragonkin" to refer to all of dragonkind, in actuality the dragonkin are a specific race of draconic creatures that are significantly smaller than their true dragon cousins. Although they tend to tower over humans and the like, dragonkin are significantly smaller than other draconic species, a feature that have convinced their kind to work closer with mortals than other dragons would tolerate. In doing so, dragonkin have developed a deep appreciation for what other dragons would deem "lesser races", and form close, lifelong friendships with a treasured few.

In the Xa-Osoro System, dragonkin are mostly found on their ancestral home word, Ozari, where they form the working class of grand draconic corporations. Like humans, kitsune, and several other races native to the Xa-Osoro System, dragonkin can be found across the galaxy, though none can say for certain whether this coincidence is a product of convergent evolution or deific design. Although their draconic appearance often causes others to incorrectly assume that dragonkin themselves are grandiose or spectacular, but in truth dragonkin are every bit as ordinary and everyday as the average human. They spend most of their time working to make end's meet, and commonly take jobs as bodyguards and enforcers for powerful corporations, especially XLG. That being said, dragonkin are every bit as canny as humans, and can work nearly any job they set their mind to.

DRAGONKIN PARAGON (ARCHETYPE)

Dragonkin paragons are beings with intense psychic powers stemming from deep interpersonal connections with others. They're able to see their partner bonds for the power it is and work to expand it, forming unbreakable partnerships with friends and loved ones. They're able to share this gift with multiple individuals, creating tightly-knit groups of friends with which they travel and explore the galaxy.

Special: You must be a dragonkin and have the partner bond racial trait to select the dragonkin paragon archetype.

ALTERNATE CLASS FEATURES

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

CLUTCH BOND (SU); 2ND-LEVEL

You can form a partner bond with two willing nondragonkin creatures simultaneously, otherwise functioning as the partner bond racial trait (see the dragonkin entry in *Starfinder Alien Archive*). In combat, each member of the clutch rolls initiative normally and use the highest result for all of them.

In addition, you can gain any feat that lists dragonkin 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.

DRAGONKIN FEATS

The following feats are commonly used by dragonkin, but are available to any character who meets the prerequisites.

BLISTERING FANGS (COMBAT)

You can unleash controlled gouts of fire from your mouth when you bite an opponent, scorching them.

Prerequisites: Dragonkin, Improved Unarmed Strike.

Benefit: Whenever you attack with an unarmed strike, half the weapon's damage type is replaced with fire damage. You can activate or deactivate this ability as a swift action. If your unarmed strike already deals two types of damage, replace one of them with fire (you decide which to replace each time you activate the feat). This feat never causes your unarmed strikes to target EAC.

BONDED AGILITY

You and your partner are able to defend each other from enemy attacks.

Prerequisites: Bonded Reflexes, dragonkin.

Benefit: Whenever your partner is within your natural reach, you can cooperatively defend one another from harm. As a move action, you can grant your partner the benefits of the operative's uncanny agility class feature until the start of your next turn. Likewise, your partner can grant you the benefits of the uncanny agility operative class feature until the start of your next turn. You and your partner immediately lose the uncanny agility ability if your partner is no longer within your reach or if either of you is asleep, dead, dying, or unconscious.

BONDED ASSAULT

You and your partner strike true against mutual foes.

Prerequisites: Dragonkin, character level 3rd.

Benefit: Whenever you attempt an attack roll against an opponent that you and your partner both threaten, you can spend 1 Resolve Point before rolling your attack roll to roll twice and use the higher result.

BONDED FORTITUDE

Your partner bond fortifies your collective stoicism.

Prerequisites: Dragonkin.

Benefit: Whenever you and your partner are within 100 feet, you both gain a +1 enhancement bonus to Fortitude saves. You and your partner lose this benefit if either of you are asleep, dead, dying, frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from communicating with one another via telepathy.

BONDED REFLEXES

Your connection to your partner allows both of you to react to danger at a moment's notice.

Prerequisites: Dragonkin.

Benefit: Whenever you and your partner are within 100 feet, you both gain a +1 enhancement bonus to Reflex saves. You and your partner lose this benefit if either of you are asleep, dead, dying, frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from communicating with one another via telepathy.

BONDED WILL

Your connection to your partner allows both of you to shake off mental impairments.

Prerequisites: Dragonkin.

Benefit: Whenever you and your partner are within 100 feet, you both gain a +1 enhancement bonus to Will saves. You and your partner lose this benefit if either of you are asleep, dead, dying, frightened, panicked, paralyzed, stunned, unconcious, or otherwise prevented from communicating with one another via telepathy.

DRACONIAN PRESENCE

You're able to utilize your hulking size and terrifying presence to cow others into subservience.

Prerequisites: Dragonkin, Intimidate 5 ranks.

Benefit: You gain the frightful presence universal creature rule. Your save DC for this ability is equal to 10 + 1/2 your total character level + your Charisma modifier. You must spend 1 Resolve Point as part of the action used to activate this ability.

DRACONIC SENSES

You're able to sense vibrations in the environment with nearly perfect accuracy.

Prerequisites: Dragonkin.

Benefit: You gain blindsense (vibration) with a range of 30 feet.

ENHANCE PARTNER

Your telepathic counseling improves your partner's abilities.

Prerequisites: Dragonkin.

Benefit: Choose one of the following: EAC, Fortitude saves, KAC, Reflex saves, Will saves, or one skill that you're trained in. Whenever you're within 30 feet of your partner, they gain a +1 enhancement bonus to rolls or checks of the chosen kind. Your partner loses this benefit if either of you are asleep, dead, dying, frightened, panicked, paralyzed, stunned, unconcious, or otherwise prevented from communicating with one another via telepathy.

Special: You can learn this feat multiple times.

EXPAND CLUTCH BOND

You're able to incorporate additional creatures into your clutch.

Prerequisites: Clutch bond alternate class feature, dragonkin.

Benefit: Increase the number of partners that you can form a partner bond with using the clutch bond alternate class feature by one.

Special: You can learn this feat multiple times.

IMPROVED BREATH WEAPON (COMBAT)

You've honed your breath to burn with destructive power.

Prerequisites: Dragonkin, breath weapon racial trait, 9th level.

Benefit: Your breath weapon's base damage increases to 2d6 fire damage. At 12th level this damage increases to 3d6, and to 5d6 at 15th level.

IMPROVED PARTNER SCREEN

You prevent harm from befalling your partner by putting yourself at risk.

Prerequisites: Improved Partner Screen, dragonkin.

Benefit: Whenever your partner takes damages while they are within your natural reach, you can reduce the damage they take by a number of points equal to your level, stacking with any damage reduction or resistance your partner has. Damage that you prevent in this manner is dealt to you instead, but the damage can be reduced by your damage reduction, immunities, and resistances, if any.

MOUNTED BOND

You provide your partner with a number of benefits should you allow them to fly into battle upon your back.

Prerequisites: Dragonkin.

Benefit: Whenever you willingly allow your partner to ride you as a mount (see the Survival skill in Chapter 5 of the *Starfinder Core Rulebook*), you can attempt a DC 15 Acrobatics check to shield your partner from harm as a swift action by slipping them off and dangling them alongside you. If you succeed, your partner gains cover but can't attack or cast spells until either you or your partner use a move action to reposition your partner on your back.

PARTNER SCREEN

Your immense size allows you to effectively screen attacks attempted against your partner.

Prerequisites: Dragonkin.

Benefit: Whenever your partner is within your natural reach and you are at least one size category larger than your partner, your partner gains partial cover against all attacks attempted against them. If you have the Bodyguard feat, any AC bonus that you grant your partner using that feat applies against all attacks attempted against them until the start of your next turn after using the Bodyguard feat. If you have the In Harm's Way feat, you can use that feat up to three times each round.

SPELL-SHARING BOND

You're able to share spells with your partner.

Prerequisites: Dragonkin, ability to cast 2nd-level spells.

Benefit: Whenever you cast a harmless spell or spell-like ability with a duration that is longer than 1 round that targets one creature, you can spend 1 Resolve Point to share the spell or spell-like ability's effects with your partner if they are within your natural reach. When doing so, both you and your partner gain the full benefits of the spell, but the duration for that spell is divided evenly between you and your partner. For example, if you cast *invisibility* on yourself lasting 1 minute, it lasts 5 rounds on yourself and 5 rounds on your partner.

Once the spell is cast, you and your partner can move farther apart without ending the spell's effects.

STRIKE IN UNISON

You take advantage of lapses in your enemy's defenses that your partner creates, and vice versa.

Prerequisites: Dragonkin.

Benefit: Whenever your partner is within 100 feet and you critically hit an opponent, your partner can attempt an attack with a weapon they're wielding against the critically hit opponent as a reaction. Your partner takes a –4 penalty to this attack roll. Likewise, you can attempt an attack with a weapon you're wielding against an opponent that your partner critically hits as a reaction at the same penalty. You cannot make this attack with a weapon that you could not use to attempt an attack of opportunity.

TANDEM MOVEMENTS

You and your partner telepathically coordinate each other's attacks, ensuring that you don't harm each other.

Prerequisites: Dragonkin.

Benefit: Whenever your partner is within range of the telepathy granted by your partner bond racial trait, you are immune to the harmful effects of your partner's attacks and vice versa. For example, when you use your breath weapon your partner is immune to its effects, even if they're standing within its area. Likewise, if your partner throws a grenade, you're immune to the grenade's effects even if you're within the grenade's affected area. This ability stops functioning if you or your partner no longer consider each other allies for any reason, even temporarily.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures heros; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of heros, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2.The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright**: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent

Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Alien Archive © 2017, Paizo Inc.; Authors: John Compton, Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Jason Keeley, Jon Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Robert G. McCreary, Mark Moreland, Joe Pasini, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, and Josh Vogt.

Starfinder Core Rulebook. © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Star Log.EM-049: Dragonkin Options © 2018, Everyman Gaming LLC; Authors: Jacob McKiernan.