

# THE /R/STARFINDER\_RPG CUSTOM PLANETS COMPENDIUM VOLUME 1

## PREFACE

When /u/YukiHyou approached me with the idea of doing some sort of PDF release for the Custom Planets Compendium I was floored. In this first volume we collect just a little under 15 new worlds for you to use, from barren prison moons to lush oceans and shattered worlds held together by mutant vines. Hopefully these places can act as seeds for your own dramatic adventures, or even just as backdrops to help liven up your descriptions and cantina scenes. Starfinder is all about exploration and discovery. It's about flying off into the unknown, about getting by with nothing but your wits and an Azimuth Artillery Laser. There is an infinite amount of space in this setting, ready to be filled by an infinite amount of new content. We make that happen, the content creators and players of the Starfinder world, so I am proud to take what the community has made, what you have made, and have it compiled into a wonderful reference document to use tableside. I hope you enjoy vol. 1 of the Custom Planets Compendium.

--/u/Rocinantes\_Knight

## COMMUNITY USE

This document uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This document is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit [paizo.com/communityuse](http://paizo.com/communityuse). For more information about Paizo Inc. and Paizo products, please visit [paizo.com](http://paizo.com).

The content in this document has been sourced from a reddit thread in /r/starfinder\_rpg started by /u/Rocinantes\_Knight (<https://redd.it/6tou69>) and has been curated by /u/YukiHyou, representing Grumpy Leopard Games, under the doctrine of fair use. It is provided free of charge. If you were charged for access to this document, please seek a refund!

## LICENSES

Text content provided by reddit users on /r/starfinder\_rpg and reproduced under fair use, with attribution provided where possible. Page background stock art provided by Lord Zsezse Works via DriveThruRPG and used with permission. Cover image by NASA (NASA) [Public domain], via Wikimedia Commons. All other artwork individually credited to respective artists via captions.

## COMPATIBILITY

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.





## P-47432 PRIME

**Author:** /u/Rocinantes\_Knight

**Object Type:** Planet

**Composition:** Terrestrial

**Gravity:** Golarion Standard

**Status:** Uncontacted

**Drift Capable:** No

**Magic:** Yes

**Tech Level:** Bronze Age

### DESCRIPTION

P-47432 Prime's landmasses are covered almost entirely in a massive "super grass" that towers 30ft into the air, and in some places can get as high as 60ft. The ecology of the planet has evolved to cope with life in these grassy forests. Massive mollusk like creatures the size of hills crawl across the vast fields, leaving mowed trails in their wake, and providing moving homes for the native intelligent species, which base their tribal lives around protecting their moving home and hunting for food among the stalks. Giant, docile spider like "grass strides" graze above the thick grass, and often act as beasts of burden, while large emerald colored grass snakes make the perfect mount for brave tribal warriors.

### INHABITANTS

The local tribal people call themselves the Fwinsha, which loosely translates as "People of the Wind". They stand upright, between 5 and 6 feet tall, with prehensile feet that makes climbing among the grass stalks a simple matter. Their skin is the color of dried grass, and they have leaf like hair that can be green, red, or yellow, accompanied by fine leafy body hair that is either green or yellow/brown as they age. The tribes are split into two major religious groups, those who worship the wind and air spirits, and those who worship the snakes (actually a manifestation of the outer gods). When drift technology was delivered to the planet the snake worshipers were the ones who received it, and have been hoarding its secrets since, even though they have yet to figure out a way to build a drift drive themselves.

### THE GRASS

The so called "super grass" of P-47432 requires its own entry. The grass has some connection with the plane of air, and it manifests this magical connection by collecting and moving electricity through its stalks. During certain parts of the year, the stalks project this power into the outer atmosphere, creating massive EMP storms in the upper atmosphere that, while beautiful and harmless to the inhabitants below, are deadly to any ships that attempt to land during this "storm season". Preliminary test show that, if woven right, the grass would actually create a passable starship, complete with a natural shielding property.

## CREATURES OF NOTE

Besides the massive grazing mollusks and striding spiders, P-47432 hosts a massive amount of bio diversity, most of which has not been cataloged at this time. Pact hunting mammals that imitate large flowers in order to capture the large hummingbird like creatures that feed off them. Massive constrictor snakes that lie in wait among the grass. Many semi intelligent plants that migrate with the seasons of the planet, some of which are deadly to any living thing they come across. Air elementals and other creatures of air are very common on this planet as well, and some even have interactions with the local tribes.

## M-171 "ISTISHIA"

**Author:** /u/luckybutjinxed

**Object Type:** Moon

**Composition:** Oceanic

**Gravity:** Golarion Underwater Standard, so technically Low-Gravity

**Status:** Uncontacted

**Drift Capable:** No

**Magic:** High levels

**Tech Level:** Medieval

### DESCRIPTION

The watery moon of Istishia, named for a minor primordial force of oceans, is completely covered in warm tropical water which is about sea-deep. Beneath its waves is an abundance of life, including great sea monsters, beautiful reef systems, and intelligent life. Explorers will need to prepare for underwater exploration before traveling to this moon.

### INHABITANTS

The native inhabitants, the Aventi, resemble the mermen/maids of lore and communicate through telepathy. They are deeply religious and spiritual, revering the great creatures of the deep as gods. They use powerful magic to construct cities and keep the dangerous creatures at bay, and have a great command of magic. Their government is structured as a theocracy, preaching safety in the cities from the great krakens beyond.

## TARRASQUE STONE

**Author:** /u/rein00

**Object Type:** asteroid trapped in gravitational well of gas giant, stable orbit

**Composition:** Terrestrial/ice

**Gravity:** low

**Status:** none, undiscovered

**Magic:** some

**Tech Level:** none



## DESCRIPTION

This asteroid is otherwise unremarkable save that it holds a single colossal creature. The creature stays hidden inside of a cave, only it's large reptilian eye showing. The creature is a solitary tarasque. Millennia spent drifting on a lifeless rock exposed to the cosmic rays of the universe have imbued it with short range telepathy. Increase its Intelligence score to 10. This telepathy is not language dependent, and functions out to 120 ft. The tarasque can pull itself out of hibernation for 10 minutes without air, after which it falls back asleep. It will try to convince the party to take it to a populated planet; that it was a guardian of a planet it no longer remembers until an evil spellcaster banished it to the void of space for all eternity. Its purpose in the universe is to preserve life, and it wishes only to act as the guardian of a planet once again. This is a lie.

## SONTIUM

**Author:** /u/rein00

**Object Type:** Planet

**Composition:** Terrestrial

**Status:** Uncontacted, undiscovered

**Drift Capable:** No

**Magic:** Some

**Tech Level:** Gunpowder, late industrial revolution

## DESCRIPTION

The planet is inhabited by a single sentient race of quadrupedal creatures. They worship the volcano god Sontiar and have named their planet after him. High level scans reveal massive volcanic activity. The planet has gone through several rebirths, each time the main civilized race has been wiped out in it's infancy by volcanic activity. The next extinction level event will be in 2d6 weeks. Being in the Vast, it should be difficult or impossible for the players to evacuate the doomed planet. The populous of the planet is split into several nation states, most unwilling to leave their planet anyway and believing that their deity has their best interest in mind. They are unaware that the soon-to-be volcanic eruption will set off a chain reaction, covering the planet's atmosphere in ash and plunging the planet into a dark ice age. Within 3d6 months of the eruption all life on the planet will have starved or frozen to death, only for the cycle to begin anew after a millennia or two. Recommend giving the players the option to find remnants of the previous civilization.

## ANOMALY DX-149C

**Author:** /u/Stalker0489

**Object Type:** Planetoid

**Composition:** Metal\* (see below)

**Gravity:** Varies

**Status:** Uncontacted\* (see below)

**Drift Capable:** Yes

**Magic:** Varies

**Tech Level:** Space Faring

## DESCRIPTION

A planetoid sized body that emits unusual radiation. Reports are sporadic as the anomaly seems to move about on its own, possibly under its own power. It's surface is comprised of the ruined hulks of thousands of starships, some broken, some whole. What exactly is at the centre remains to be discovered.

## PROPERTIES

Having no rotation and appearing unconcerned with orientation it is difficult to pinpoint 'north' on the planetoid. Landmarks have to be used instead.

## WRECKAGE

The surface of the planetoid is mostly compacted starship debris, with occasional partial or complete ships. Simply 'mining' the surface could provide a source of usable technology, though a great deal of the contents will be broken beyond usefulness. As most of the terrain is non-functional the planetoid is primarily without atmosphere and heat, and gravity is low. Some of the ships are still active however, and provide zones of artificial gravity, magical dampening and sometimes even stranger effects. The shattered remains of broken machinery has also given rise to entire lakes of oil, lubricant and other machine fluids, which obscure parts of the landscape and in some cases create hazards. Notable is one of the larger surface lakes that contains hundreds of leaking nuclear drives, creating a glowing sea.

## NOTES

Can be used to provide technological dungeons, or if you want to go that route, a space hulk analogue. What exactly is in the centre is up for debate, though the way the planetoid moves itself around indicates at least some intelligence.

## CROYTEN AA-3 "PROSPATH"

**Author:** /u/wild\_cannon

**Object Type:** Moon

**Composition:** Standard

**Gravity:** 1/10

**Status:** Contacted

**Drift Capable:** No

**Magic:** Exceptional

**Tech Level:** Advanced magical, equivalent to Pact World tech

## DESCRIPTION

Astronomers in the Pact Worlds wrote off this seemingly inconsequential moonlet during long range observation of the Croyten



binary system. Only when it suddenly left its star on a sharp, impossibly fast elliptical trajectory was it given a name and had a Drift-capable ship dispatched to survey it directly.

What the crew of that ill-fated ship discovered on Prospath was a series of magically-sustained habitats, long-abandoned but still fully functional. Direct observation by arcanohistorians revealed magic at work on the moon that easily rivaled the greatest Pre-gap civilizations, indicating a people who had reached the stars through the use of magic exclusively. The moon itself was a massive, mobile installation propelled (and kept in one piece) by incredibly complex enchantments. The moon's sole purpose was to detect, pursue, and enter into galactic leylines. These leylines (invisible nexuses of titanic magical power) span the length of the galaxy, and can range up to half a lightyear or more in width; nevertheless they move so quickly that detecting one (let alone remaining inside one) is incredibly difficult. Prospath's velocity varies, but at times it moves at near-relativistic speeds in an effort to keep up with its target. It rarely succeeds for long; it may catch up for an hour, a day, or even two, but then it will take a month or longer to reenter the nearest leyline. As such Prospath is always on the move, requiring constant observation to avoid disappearing off the star charts forever.

While immersed in the leylines, Prospath's dormant habitats flare to life, its magitech machinery once more active and accessible. During this time a well-prepared spellcaster could harness the leyline energy to accomplish incredible feats of magic. Unfortunately they would also have to fend off the terribly powerful, magic-immune constructs that orbit the moon, tirelessly guarding the installations on the surface below. These guardians seek to thwart any unauthorized users who try to make use of the facilities and their incredible spellforges; so far they have destroyed dozens of ships and slain hundreds of explorers and would-be colonists. Even when one of these guardians is destroyed, the magic of the galactic leylines soon cause them to reform, each new iteration even stronger than the last.

For obvious reasons Prospath is the object of fierce and determined colonization efforts by the Azlanti Star Empire, an effort that has so far resulted in repeated failure. Each expedition lost only makes their desire to own the moon and its habitats grow more fanatical, however, and the Pact Worlds are left to consider their own efforts to capture (or destroy) Prospath before the Azlanti finally succeed in their ambitions and gain control of a terrible new weapon.

## INHABITANTS

The mostly humanoid inhabitants of Prospath (depicted in a few art pieces and personal memorabilia found on the surface) are long vanished, having willingly abandoned their outpost while apparently intending to someday return. Prospath's guardians, a dozen cruiser-sized, sentient constructs armed with adamantine talons and long-ranged disintegration rays, allow visitors to

explore and even loot the surface freely but turn murderously violent at the first sign of anyone attempting to access the spellforges at the heart of Prospath's habitats. Damage done to the constructs or the facility remains until Prospath again reaches a leyline, at which point they are repaired magically by the moon itself.

## SHARDS OF THE GARDEN

**Author:** /u/Mzihcs

**Object Type:** Dwarf Planetoid.

**Composition:** An agglomerate of Terrestrial asteroids and soil held together/apart by thick vines of giant kudzu.

**Gravity:** Variable

**Status:** Uncontacted. This planet is rumored to exist, however, the rumors are often considered baseless as no coordinates or scan data exist.

**Drift Capable:** No

**Magic:** Yes

**Tech Level:** Pre-industrial

## DESCRIPTION

Millennia ago, a celestial event ripped a small but densely forested world apart. Knowing the destruction that was coming, the order of druids that ruled much of the landmass of the planet mutated a strain of kudzu to enormous proportions, covering much of the land in an attempt to hold the world together in the face of severe gravitational shear. the attempt was only partially successful, resulting in numerous bolides of various sizes being held together in a dense web of Kudzu. the surviving druids used their remaining power to recapture the water and atmosphere of their world, creating an active hydrosphere and weather system that surrounds and protects the giant plant and its inhabitants. In the thousands of years since that point, many native species have adapted and grown on even the smallest of the pieces of the planet that remain. Huge spaces exists deep in the superstructure, lightless depths filled with strange fungi and bat-like creatures that flit among the dark. Deeper, the planet's still molten core warms the remains of the ocean that feeds the Giant Kudzu that holds the fragments together.

## INHABITANTS

The primary sentient race of this planet resemble large Lemurs, and are capable of moving quickly along the foliage of the giant kudzu and other, remaining flora. Because of the radical destruction of their world, the survivors have adapted quickly, the variable environment has helped preference the strongest climbers, and the variable gravity has imbued them spatial awareness and balance that would make even the greatest gymnasts of the pact worlds look clumsy. Easy access to formerly inaccessible metal



and mineral deposits have resulted in a technological boom for the Lemurs, and they have quickly moved from stone-age tribalism to a society on the brink of the industrial revolution. Cities and agriculture have sprung up on the largest of the fragments. In recent times, the sciences have come into frequent contact with the older ways that emphasize co-existence with the natural world.

## IRKEN

**Author:** /u/Kongo204

**Object Type:** Planet

**Composition:** Terrestrial

**Gravity:** High

**Status:** Colonized

**Drift Capable:** Yes

**Magic:** Yes

**Tech Level:** Space Faring

### DESCRIPTION

Irken is owned and primarily inhabited by Vesk, though other races do live there. It is largely self-governing, though, again, the government is primarily composed of Vesk. Before other space faring races colonized the planet, no intelligent life was found. The fauna that did exist primarily ate the stiff, dry grasses that covered a majority of the planet. Due to the intense temperature, very little can survive long-term near the equator. The poles are more habitable, which created a strange divide in the types of life found at either end of the planet. In the there is an insect-like population, surviving off of the longer grasses, while the north developed further, even developing small carnivorous life. When the Vesk settled at each pole, they grew their food in temperature controlled greenhouses they brought with them.

The planet is now most known for the Shirrenian genocide currently taking place. It is worth noting that this genocide is independant of other Vesk or Shirren worlds.

## KOLLA'S EMBER

**Author:** /u/Mzihcs

**Object Type:** Planet

**Composition:** Rocky, Iron Heavy world.

**Gravity:** Golarion Standard

**Status:** Contacted, Beacon under construction

**Drift Capable:** Yes

**Magic:** Yes

**Tech Level:** Advanced Tech, unknown to the Pact.

### DESCRIPTION

The planet of Kolla began it's life as a barren inner world around a distant yellow star. When the star began to swell, expanding into a red giant, the inhabitants Loban, the fourth world of the

system, were faced with a choice: to construct an interstellar ark, or to find a way to survive. to this end, they built massive, shielded domes in the Craters of Kolla, trusting their magically-reinforced technology to hold against the heat and radiation of the star. eventually, their sun swelled, engulfing Kolla and scorching the surface, but the domes held.

### INHABITANTS

Like most stars, portals to the elemental plane of fire are common throughout the stellar atmosphere. In this case, however, many Ifriti and other elemental creatures have taken up residence on the surface of Kolla's Ember, sculpting the rock and iron of the world into fantastic structures and tall spires. The domes have endured, and the Lobani have come to a deep understating with their elemental neighbors, and trade heat resistant technology for significant raw materials. The domes produce food in massive hydroponic farms, though as time progresses the Lobani have gained remarkable similarity to their neighbors. Perhaps, in time, the Lobani will shed the chains of the prime material plane and become beings of flame in their own right.

Note: base concept blatantly stolen from Dan Simmons' short story Children of the Helix.

## MANIFOLD GAMMA-6

**Author:** /u/Yama951

**Object Type:** Planet sized artifact

**Composition:** Computronium

**Gravity:** Golarion Standard

**Status:** Discovered

**Drift Capable:** Yes

**Magic:** No

**Tech Level:** Post-Singularity

### DESCRIPTION

A planet made out computronium, it is a vast computer design to house and support its innumerable number of uploaded minds.

### INHABITANTS

The Uploaded are numerous beings and civilizations that uploaded their minds into the planet computer to live forever. Ruling their virtual worlds as gods, they are strange and capricious yet friendly folk to those they consider to be Analog beings, whether they be organic or mechanical. The question on their alignment and whether their souls are in the planet machine or that they have effectively committed mass suicide and made digital copies of their minds in the planet is a matter of debate.

Immigration is open if convoluted and invasive of one's privacy. It is believed that there are other Manifold worlds wandering the galaxy.

## THE AXIOMATIC



# COMPASS OF INEVITABLE MOMENTUM

**Author:** /u/Mzihcs

**Object Type:** Space Station

**Composition:** Various Metals

**Gravity:** Golarion Standard

**Status:** Contacted; No Beacon

**Drift Capable:** Yes

**Magic:** Yes

**Tech Level:** Pact-Standard

## DESCRIPTION

Located in a wide elliptical orbit around a massive black hole, this station consists of a single gear more than 2 miles in diameter. Centered on top of the gear is a giant needle that consistently points to the galactic center. No sections of the station are pressurized, as it is inhabited solely by Axiomites and their Inevitable servants. Storage structures and portals to the city of AXIS are regularly spaced around the rim of the gear.

## INHABITANTS

The majority of the inhabitants of the Compass are Axiomites, who research and cataloging of stars and other stellar phenomena in the area. Several smaller habitats maintain a less eccentric orbit near the Compass, and are generally staffed with scientists and researchers studying the physical effects of high gravity environments and time dilation.

# ZEPHRYN

**Author:** /u/khazadum

**Object Type:** Moon

**Composition:** Terrestrial (Arboreal)

**Gravity:** .90 Golarion Standard

**Status:** Uncontacted

**Drift Capable:** No

**Magic:** Some

**Tech Level:** Primitive

## DESCRIPTION

Once a volcanic wasteland, the moon known as 'Zephryn' was forever changed when an alien exploration vessel collided with it. The large, glass biomes of alien flora and fauna were scattered across the still-developing moon, and accelerated by the raw, leaking energies of the ships core, began to grow and change, wildly.

Now, thousands of years later, this moon is a literal jungle, covered entirely in strange plants, fungus, and deep, ageless forests.

## INHABITANTS

A race of tree dwelling humanoids, which appear to be formed of leaves, and vines, spotted with flowers, fungus, or other flora. They are sentient, and highly spiritual. Limited technology, either primitive, magical, or strange biotechnologies. Under the ground, is a race of squat, glowing mushroom men, which appear to operate as part of a larger, fungal 'mind'.

# COMET-M-01-L

**Author:** /u/Golurkcanfly

**Object Type:** Comet

**Composition:** Ice/Unknown

**Gravity:** Insignificant

**Status:** Uncontacted

**Drift Capable:** N/A

**Magic:** N/A

**Tech Level:** N/A

## DESCRIPTION

This odd comet, with a nucleus about 13-kilometers wide, exhibits an unusual flight path, making it a scientific curiosity among the spacefaring races. However, due to the dangerous clouds of frost, debris, and bizarre radiation that emanate from the comet, ships have only been able to land on it from afar. The scientific team that drew closest to the comet and survived reported a bizarre series of drumbeat-like vibrations echoing in the comet's trail as well as large concentrations of negative energy on the comet. In addition to this strange activity, the comet occasionally produces smaller sub-comets which have been reported to have landed on various planets, generating localized ice ages, and, most interestingly, the zombification of local fauna.

# P-83687 FOUR

**Author:** /u/Nagatamen715

**Object Type:** Planet

**Composition:** Rocky with acid rain

**Gravity:** 8.8 m/s<sup>2</sup> (about 10% less than Golarion Standard)

**Status:** Forgotten

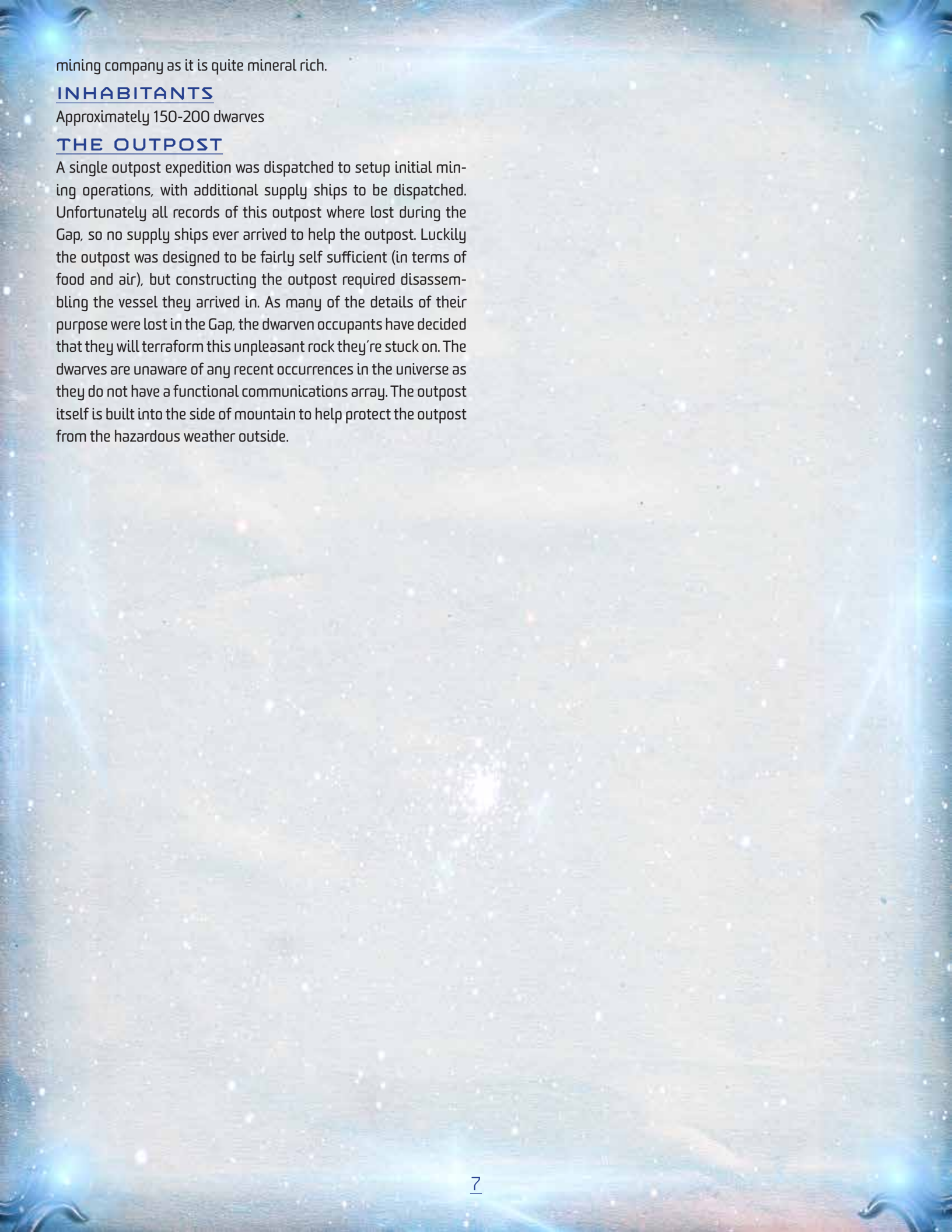
**Drift Capable:** No

**Magic:** None

**Tech Level:** Pact World (without space travel capabilities)

## DESCRIPTION

P-83687 4 is a harsh rocky world with a sulfuric atmosphere. The air is fairly toxic with relatively high concentrations of sulfur dioxide and hydrogen sulfide, so full environmental suits are needed for surface excursions. As there is a fairly constant state of acid rain present on the planet, ships and structures need to be shielded or they will slowly take damage. Considered an undesirable planet for colonization, it caught the eye of a Dwarven



mining company as it is quite mineral rich.

## INHABITANTS

Approximately 150-200 dwarves

## THE OUTPOST

A single outpost expedition was dispatched to setup initial mining operations, with additional supply ships to be dispatched. Unfortunately all records of this outpost were lost during the Gap, so no supply ships ever arrived to help the outpost. Luckily the outpost was designed to be fairly self sufficient (in terms of food and air), but constructing the outpost required disassembling the vessel they arrived in. As many of the details of their purpose were lost in the Gap, the dwarven occupants have decided that they will terraform this unpleasant rock they're stuck on. The dwarves are unaware of any recent occurrences in the universe as they do not have a functional communications array. The outpost itself is built into the side of a mountain to help protect the outpost from the hazardous weather outside.



## OPEN GAMING LICENSE

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 characters; 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 characters, 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 1.0 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 Roleplaying Game Core Rulebook. © 2017, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, Thurston Hillman, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Amber E. Scott, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.