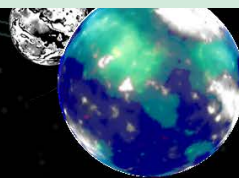


STRAIGHT PATH

NOMMU

HEART OF A STALLED EMPIRE



NOMMU

MICHAEL MCCARTHY



NOMMU

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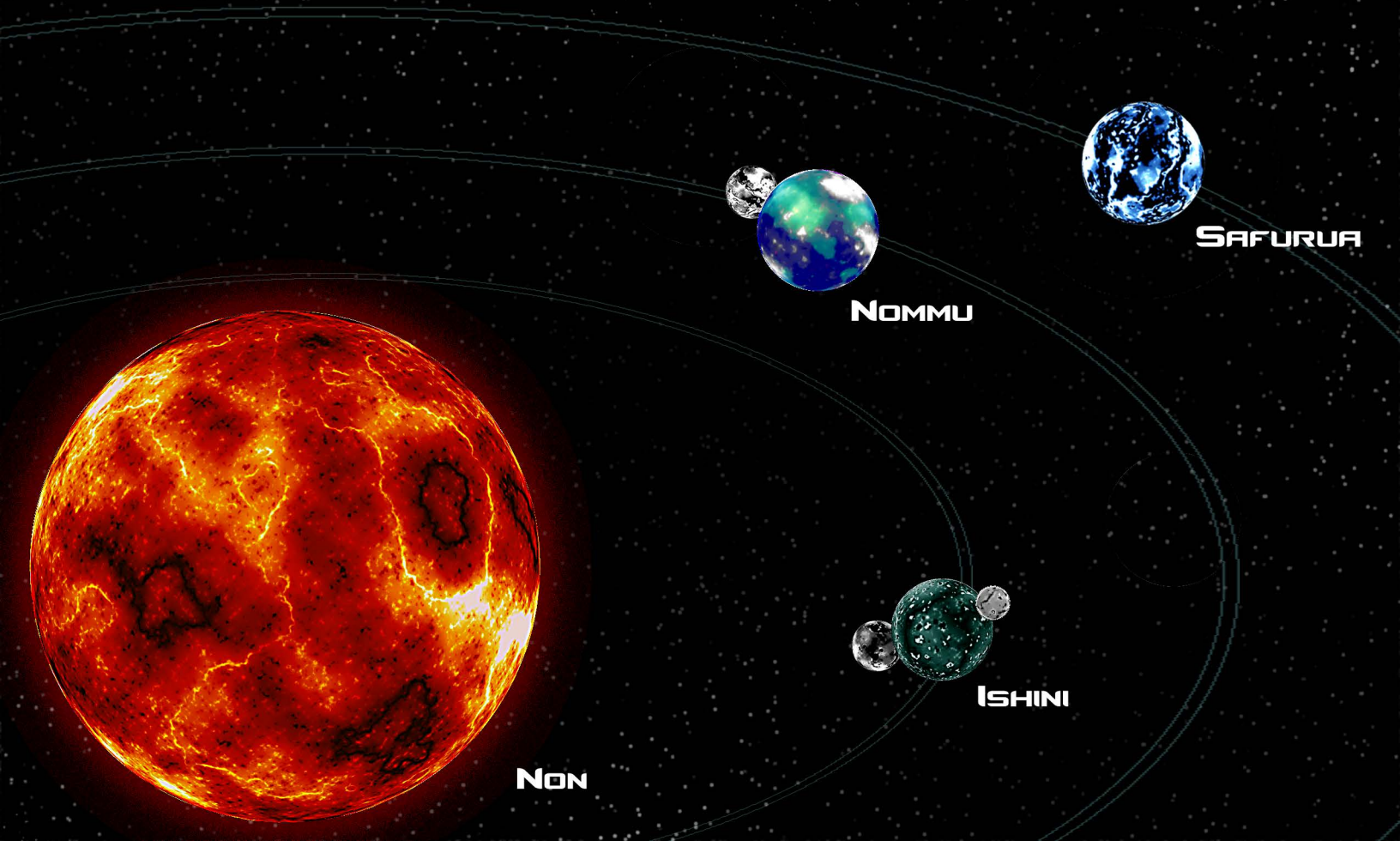
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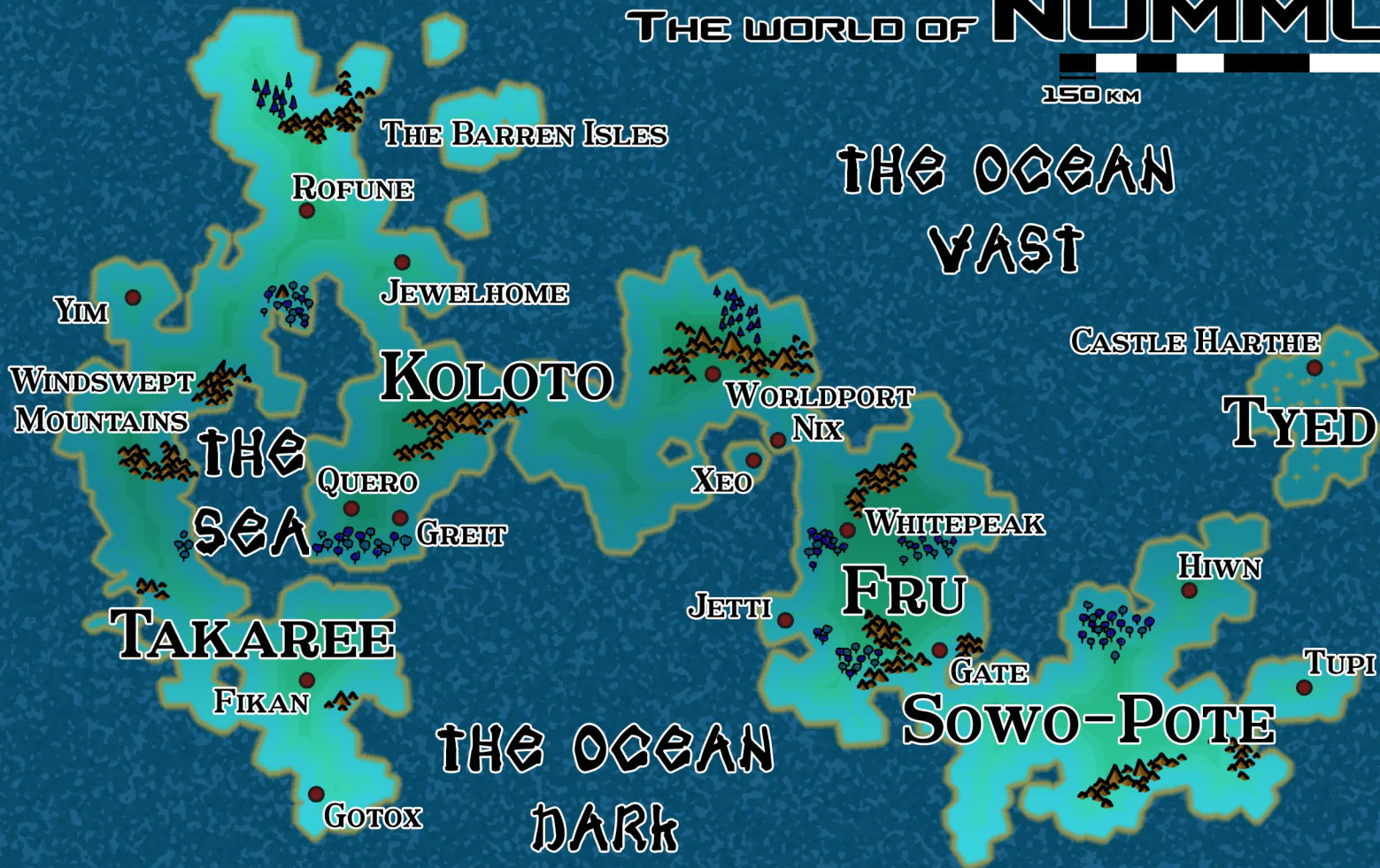
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THE G'NON SYSTEM



THE WORLD OF NOMMU

150 KM



A NICE PLACE THE WORLD OF NOMMU

Nommu, second planet in the G'non System, is a fluke of the universe. Rich in metal, mild in climate, and with an abundance of liquid water, all kinds of life has flourished. And due to the low oxygen in its atmosphere, the sorts of life that evolved were mostly quite small. Even the nomi, the world's only sentient race, are only a few feet tall.

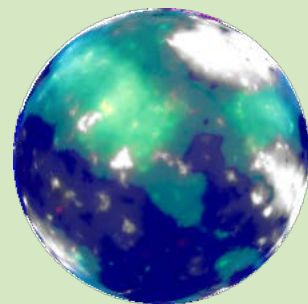
Thanks to their utopian world, the nomi are a carefree and optimistic people. Even in their early history they focused more on art, music and leisure than on building cities or roads. Even Nommu's most modern cities exist only through the effort of a limited few 'planners' who devote their lives to maintaining them.

These cities are beautiful, sprawling affairs, with art, music and innovation at every corner. But behind the beauty, the simple things are

inconsistent where they aren't entirely lacking. Access to clean water, reliable power, paved roads and even healthy food varies widely from street to street, and even more from city to city. One city might boast the most modern technology, while its neighbors struggle with century-old tech.

NOMMU

Diameter: x1
Mass: x1.5
Gravity: x1.3
Atmosphere: Thin
Day: 18 hours
Year: 1.1 years



These inequalities are one of the biggest drivers in the endless conflicts that much of Nommu endures. Sometimes these conflicts are nothing more than shouting matches between neighborhoods, but almost as often devolve into gunfire. Fortunately, war on a national scale has been unheard of for generations – although skirmishes between forces have been more common with each passing year.

Barely more than a century ago the nations of Nommu banded together to create an attempt at a stable global government: the budding Nomi World Empire. The NWE is a coalition of nomi nations working together in an attempt to organize and standardize technology and quality of life for all of Nommu. The NWE is also responsible for the nomi's attempts at colonizing other worlds - an effort that has done little more than waste resources.

With every day that passes, Nommu creeps

closer to the brink of ruin. International war, unknown for generations, threatens once again as border conflicts escalate. The World Empire falters and rots from within as fewer members take active roles, and those who do are in it for themselves more than their fellow nomi. Interplanetary visitors bring with them invasive species that threaten to tear down Nommu's delicate ecosystems.

But worst of all - there are rumors circulating that the Nommu's seemingly inexhaustable resources are beginnng to dwindle. Without colonies to support them, Nommu might be at the end of its life. And without stability, there is no chance to settle new colonies. It seems inevitable that revolution is coming. The only question is: who will be left?

NOT VERY NICE PLACES THE G'NON SYSTEM

The G'non system is one of countless stars spinning out in the vast reaches of space. Since the advent of hyperspace travel, Nommu has begun reaching out to other worlds, and doing everything they can to bring new blood to theirs as they struggle to expand their stellar empire.

Non is the star at the center of the G'non system. It is a relatively large red dwarf; stable and with a long expected life. Like most stars, its gravity is immense, and only creatures with immunity to fire can hope to survive on the liquid plasma surface of the star. Those who can survive here find the star teeming with life - elements barely larger than individual molecules teem across the surface of the star, using sunspots as a means to launch themselves outward at nearly the speed of light to energize anything they touch with heat, light and positive energy.

Ishini is the G'non system's first planet - an endless hot, rocky desert. The planet is devoid of any resource that could support life, from water to metal. Even unnatural and artificial life finds it difficult to survive on Ishini due to a highly radioactive core. How the core, or the planet, have not degraded to nothingness is a mystery none have managed to solve - but few are eager to brave Ishini's deadly surface to explore it. Ishini's moons, **Sanae** and **Nasuji**, do manage to support life - both moons have a nearly identical ecosystem of radiation-resistant insects thriving on abundant fungi. These insects have primitive cultures of their own, similar in many ways to life on Nommu except that it is much smaller.

Nommu is the second planet in the G'non system, and the richest and most powerful planet in the system. Despite nearly 80% of Nommu's surface being ocean, the oceans themselves are devoid of life, and even the native nomi refuse to even acknowledge its existence.

Lot is Nommu's small moon. Although it has no atmosphere of its own, its low orbit around Nommu itself allows it to exist within the upper reaches of Nommu's instead. Lot once was home to some form of civilization - but other than the shells of their buildings not so much as a skeleton remains. Many research crews attempt to piece together the history of this lost civilization from what they can find, but have had no significant success.

Safurua is the G'onon's third planet. Only a few miles beneath a layer of shimmering, glittering ice is a heart of unnaturally pure iron, which a number of mining companies export to great profit. These companies have to contend with the planet's natives: cruel fey and impassioned elementals. These fey hold courts in brilliant ice palaces, which are always welcoming to outsiders - but the price for the fey hospitality is high. Most travelers who partake in the rich food, fine art and exotic company of Safurua's rulers

must repay that kindness a thousandfold. In a few rare cases, visitors instead find themselves laden with fine jewelry and breathtaking works of art before being sent on their way with no explanation. In addition to the fey themselves, Safurua, the nomi deity of art and creativity, holds ten thousand separate courts here as well. Creatures of all kinds come to seek her blessing by showering her with the most creative performances they can devise - but rewards are scarce and far from consistent.

Nomi historians speak of the one-time existence of a fourth planet in their system: **Ijunas**. Records and simulations show that at some point in the distant past there was indeed a gas giant out beyond the reach of Safurua - but its fate is unknown. Since it hasn't been seen since the earliest records, many scholars speculate it was simply a massive spacefaring entity - or perhaps a swarm of them.

DISEASE AND WAR A HISTORY OF NOMMU

The nomi had little to fear in their race's infancy, with intelligence setting them apart from the animals to quickly become the unchallenged, dominant race of their home world. From there, the nomi thrived as hunter-gatherers until a terrible disease known now as The Blight utterly destroyed every ecosystem on Nommu over the span of only a few years.

With only isolated pockets of land remaining habitable, the nomi were forced to remain in one place to cultivate what few remaining plants they could to avoid starvation. This quickly led to the first nomi cities, the invention of agriculture, and eventually laid the foundation for modern nomi society.

The Blight is now ancient history, but its effects remain visible even today. Despite centuries of effort from the nomi, Nommu continues to have

dangerously low biodiversity, all stemming from the handful of species of plants and animals who survived the Blight. The nomi are keenly aware that this leaves them vulnerable to another such pandemic, or to an invasive species brought by travelers from another world.

After the founding their first cities, the nomi advanced quickly. Their naturally creative nature and the abundance of every major resource led to breakthrough after breakthrough - and war after war. The only stability nomi knew was at the hands of the rare few "planners", level-headed nomi capable of understanding large systems and keeping to long-term goals. These planner nomi ultimately became the cornerstone of every nomi city and nation, being raised up to leadership positions and held to lofty ideals - whether they wanted it or not.

Only in their recent history have the nomi known relative peace, thanks to the founding of

the Nomi World Empire. Founded when an enigmatic but extremely powerful AI called T2742 appeared and began lending aid to nomi across Nommu. It guided them to create the international alliance of the NWE, and its influence has heralded the longest peacetime in recorded nomi history.

Presently, nearly a century after the founding of the NWE, the nomi are reaching a plateau. Technology is being standardized across Nommu, and the nations regularly work together to deal with their current crisis: an accelerating population explosion. At increasing intervals, the NWE has constructing huge colony-ships. Each one ferries off a substantial population with enough resources to establish a self-sustaining colony on a distant world.

With the exception of Orbital Ship 27, now more commonly known as the [City-Station of Orbi](#), these ships have had little success. Stellar col-

onies are founded, but accomplish little. Orbi itself has ironically succeeded by largely divorcing itself of its home world and the instructions given to it, embracing an entirely new culture of its very own. The NWE (and the Cupuna family whose ancestors funded Orbi itself) are very conflicted over its success - as it brings no wealth, prestige or even tourists back to Nommu... but it has also succeeded in thriving where most other colonies have been slowly shrinking.

Despite having generations of peace, tensions are again rising. The people are losing support of the global government and its ability to do what it needs to is slipping. Without the NWE able to do its job, conflicts are escalating between nations and war is on the horizon.

UNFOCUSED GENIUS CULTURE OF THE NOMI

As a whole, nomi are a friendly, optimistic race, with a love for the arts and a near-compulsion to create and experiment. They are also famously short-sighted, as they discard ideas and projects at all stages of completion and at all levels of importance.

If not for 'planner' nomi, it is unlikely that life on Nommu would have ever risen above wandering tribes, and this caste of nomi are held in correspondingly high regard. This elevated status and responsibility suits most planner nomi fine--but every generation there are a handful of high-profile meltdowns, and as global media has taken off, planner nomi burnout has been increasing alongside.

The nomi have begun to counter this burnout by incorporating aliens into their government. This practice has produced uneven results, and

a handful of riots in areas who refused to be ruled over by outsiders, friendly or not. But the nomi have little other choice: if not for their planners, they can't maintain their rapidly growing society.

Outside of their government, the nomi are generally eager to accept outsiders. They are friendly and curious, going out of their way to give other races the chance to settle in and explain how they go about whatever trade they have come to practice - or their favorite stories or anything else besides.

The nomi especially enjoy stories about underwater races - as the concept is utterly foreign to them. The nomi see deep water as some sort of expansive void; anything that descends out of sight in the water is, to them, lost forever. They will not enter water where they cannot see the bottom, and had air travel for years before the first the invention of the first ship.

It's easy to assume due to the nomi's friendly nature, and reliance on external leadership that they are passive or easily conquered or cowed. Thanks to their long history of conflict this is rarely true, as they are just as eager to innovate in weapons or means of warfare as anything else.

Although the nomi use a unified language (called Nomi, to outsiders) - their home world still uses dozens of languages. The "Nomi" language is more properly known as Proper Kolo, the primary language of the travelling Koloto people. A mix of law and longstanding tradition keeps "Proper Kolo" consistent, as the creative Nomi are constantly inventing new terms, slang and entirely new variants. "Living Kolo" is the next most commonly used language on Nommu, borrowing heavily from Proper Kolo, but perpetually changing and growing in ways that even native speakers occasionally fail to keep up with.

Most outsiders find nomi culture quite familiar, although a number of practices vary quite widely from region to region. In Tyed, for instance, they make a point of flaunting nomi cultural taboos: they dabble in oceanic exploration and bioengineering - and they abide by a dictator. If an outsider were to suggest against doing anything simply because their culture says so - Tyed would likely break those rules too.

Nomi who visit other worlds tend to adopt local customs quickly. They absorb local culture quickly and move from mimicry to understanding, and finally to expression. It isn't uncommon for a nomi who visits another world or culture to leave behind a piece of art representing their visit.

PLACES TO EXPLORE

NATIONS OF NOMMU

Nearly all Nommu's landmass is an interconnected serpentine pangea. Until recently, this mega continent was home to all Nommu's nations - until the foundation of the island nation of Tyed only fifty years ago.

Although the nomi haven't had a large-scale war in generations, the nations are constantly pressing against their borders. Usually, this leads to nations trading border cities or parcels of land in exchange for resources - but still occasionally escalates to small-scale armed conflict.

UNCLAIMED LANDS

Although most of Nommu is controlled by one of the five major nations, hundreds of smaller cities, particularly in the northern stretches between Takaree and Koloto, remain independent. Some of these cities band together into micro-nations, of which there are twenty-two in

present-day Nommu. These micro-nations are better able to stand up to the influence of the their larger neighbours, but also are granted seats on the Empire Council and a say in world politics.

Due to Nommu's history of conflict, the Unclaimed Lands are teeming with ruined cities dating back tens of thousands of years. Some of these lost structures still contain ancient treasure or lost artifacts, making both local and interplanetary tourism booming markets that locals take full advantage of.

A secondary market has sprung up recently as well: the market for "authentic" artifacts and maps to "undiscovered" cities. These are partly a scam and partly an experience - largely the nomi who sell these are those who suspect a rich traveller is getting in over their heads, and not someone looking to scam tourists. Usually.

TAKAREE

The mountainous nation of Takaree is easily the least hospitable stretch of land on Nommu. Where it isn't mountainous, the land is barren: cut through with deep chasms or covered with stretches of tangled briars where nothing else will grow.

Takaree has only been a nation for a few hundred years - before advanced technology, the unyielding land killed off any nomi who dared settle here. The harsh landscape has lead Takaree nomi have become pioneers in travel of all kinds, particularly flight.

They use this newfound mobility to explore their home, and new varieties of sturdy plants and deadly animals continue to be discovered in the still-untamed outback. This discovery and study leads to further innovation in medicine, agriculture and travel, areas in which Takaree is easily second to none.

The capital of Takaree is **Fikan**. Fikan is known for many wonders, from its annual air show to the highest free-fall on Nommu. However, the city has undergone a series of public relations crisis recently, as visitors to its many expansive zoos continue to disappear.

Among the Northernmost points that Takaree can claim to control are the mysterious **Wind-swept Mountains**, a mountain chain that gently slopes up its western face, then drops abruptly thousands of feet into The Sea along its eastern face. This alone could be accounted by unusual geological activity, but the mountains themselves have been tracked to have astonishing tectonic movement towards their sheer edge - leaning more than a foot further over the sea each year.

SOWO-POTE

Although all of Nommū has the advantage of the world's incredible bounty, the nation of Sowopote is the richest. The mountains between what was formerly two nations positively glitter with gemstones precious throughout the galaxy, and a wide variety of useful metals. The soil is rich and regular flooding through much of the lands ensure bountiful harvests year after year.

The nation is run - or owned - by the Cupuna Family. Branches of Cupuna Inc own nearly every corporation on Nommū, and are unmatched in wealth and power by even the NWE. They don't participate directly in the Empire Council, but Cupuna XII (LN Male nomi mechanic 5 / aristocrat 3) and current heir to the house's patriarchy often attends council meetings anyway to observe. While in attendance, he makes subtle business decisions decided by or to influence the decisions made by the council. His father, Cupuna XI (CN Male old nomi mechanic

2 / aristocrat 12), gives his sons a great deal of control over the ever shifting patterns of business across the many branches of the family and company. XI prefers to leave specifics to others, and most of Cupuna Inc's corporate organization is done by his wife-mind, an AI who absorbed the minds of each of his first three wives after their inexplicable deaths.

The city of Hiwn is ultimately the cause of Sowopote joining together, and the Cupuna family's rise to prominence. The city is a controlled experiment to breed more planner Nomi, a process that could catapult the family or nation who controls it to permanent dominance of the planet. The experiment has been only a minor success so far, with a slightly higher rate of planner nomi being born here than elsewhere on Nommū. However, the nomi bred here are all extremely eccentric and occasionally exhibit strange psychic powers - for no reason yet to be adequately explained.

FRU

Fru has been in decline for some time. Every year, its borders shrink further as parcels of land are sold to Sowopote at criminal rates... and the remaining people of Fru see little in exchange for it - their infrastructure crumbles while their "leaders" grow rich off their labor.

Fru nomi have reached their breaking point. Coordinated by a mostly-alien group called **Sixfingers**, more than one city is preparing to rise up in rebellion and take back the country that has been treating them so poorly. Violence has begun trickling into the streets, as Sixfinger rebels have begun bombing government installations, and attacking soft political targets.

Despite the brewing violence, Fru is a place of great cultural significance to the nomi. It is said that here was where the nomi first mastered both agriculture and medicine: the two things that brought them through the Blight and into

the global civilization they are today.

Idill Farm is a small plantation, but a booming destination in Fru: It is (supposedly) the location where nomi first gathered to learn agriculture and save their race. Some replicas and dioramas stand in a simple museum, but beside them the next step in agriculture: the treeborg farm.

Treeborgs are artificially enhanced trees capable of blooming year-round, filtering out carbon dioxide at dozens of times the rate of natural trees, and even serving as rudimentary data storage centers. These treeborgs have already become incredibly popular across Nommu - but they are time consuming to grow (taking generally five years before reaching maturity) making them expensive and requiring the farm to hire an absurd amount of security in the current hostile political climate.

KOLOTO

Some nomi consider Koloto to be part of the Unclaimed lands - less of a proper nation, and more of an agreement between nearly a thousand smaller cities. These cities are the most interconnected on Nommui, with nearly half of Koloto nomi living in hostels as they travel from one city to another, sharing and trading.

Koloto is largely responsible the current state of Nommui. They implemented a global currency (silver coins called Pips - and then later the galactic credit), pushed for a common language (Proper Kolo), and even spearheaded the founding of the Nomi World Empire alongside T2742.

Despite their global focus, Koloto nomi tend to be low key. They prefer to avoid focus or attention - except when they want to sell you something. Their dominion over trade and language have lead many Koloto nomi to become social experts, able to dance their way through any so-

cial situation with ease.

Although largely replaced by freighter shuttles, the **Caravan of Jewels** still draws attention wherever it goes. While the Caravan owns millions of shipping vehicles up and down the continent, the twice-annual pilgrimage of the original, jewel-studded string of semi-trucks draws nomi from all over the globe. They stock up on the most exotic and splendid wonders they can find, and everything is for sale for the right price. The lead driver is **Sososo Tadare** (N Male planner nomi envoy 2 / expert 6), maps out the destinations and makes any final purchases or sales of less traditional product. As of late, Sososo has been publicly having thoughts about selling the caravan itself to **Komotu Cupuna** (NE Male nomi envoy 3 / expert 9), an idea that is technically in line with the caravan's ideals, but rubs most members of the caravan the wrong way.

TYED

Abhorred by other Nomi nations, Tyed is home to Nommu's outcasts. The nation is led by the seemingly immortal **Master Harthe** (NE Male Nomi Warrior 8 / Mystic 6), who has shunned the culture common elsewhere on Nommu, and holds onto power with an iron fist and an army of robots. Despite its poor reputation, Tyed has a steady trickle of immigrants. Nomi who reject the common cultural tropes of their homes, and those who have been exiled for crime or eccentricity.

From its isolated island, Tyed performs all kinds of taboo experiments, from probing the ocean depths to creating genetically engineered diseases. In some places, Tyed nomi seek out strange experiences by plumbing alien databases for experiences that they cannot compare their lives to, using them as a baseline to live their lives to.

Despite Master Harthe's dictatorial rule, it is clear that he simply wants the remainder of Nommu to leave him and his nation alone. He spends every available resource on the construction of a massive military, but has yet to threaten or attack any other nation in the world. Many, particularly members of the NWE, believe that he is simply biding his time as his army becomes ever stronger, to take the entire world in one fell swoop.

OCEANS OF NOMMU

No Nomi nation, even Tyed, lays claim to the oceans more than a mile from their shores. This is largely due to the nomi's aversion to see water, but even visitors from other worlds find Nommu's two oceans, **Dark** and **Deep**, unsettling. Scans can't pierce more than a few miles down, and there is nothing within but empty water. No life larger than surface plankton survives in Nommu's oceans.

GOVERNMENT, IN THEORY THE NOMI WORLD EMPIRE

When it was founded, the Nomi World Empire was an engine of social good, made from planner nomi from every nation. Organized and driven, it brought about global peace in under a decade, and dramatically improved life across Nommu. But that was a century ago, nearly six nomi generations, and much has changed since then. Today, the "empire" can barely organize itself, and has dwindled down to half its original size and accepted more and more common nomi into its membership.

The Empire is theoretically a council of thirty elected officials, each representing the interest of one region of Nommu, plus a body of administrative staff. The council members sit in office year-round to debate laws, administer relief and generally govern the nations themselves. In practice, the council consists of four permanent members and eighteen inactive members. These

inactive members attend twice-yearly summits but otherwise leaving their global government in the hands of the primary four: Takawo, T2742, Kasho Yotopu, and General Shun Fo.

Takawo of Takaree (LN female venerable planner nomi envoy 8/aristocrat 4) is generally considered the leader of the NWE, and thereby Nommu altogether. Although she has no official power greater than other members, she has been a member of the organization for almost as long as any other member has been alive, and the rest respect her for it. With every passing year, the remaining members worry how long until her body gives out, especially given how unqualified her sons are, despite both of them being groomed for nearly twenty years to be her successors.

T2742 (LG self-aware tier 10 computer technomancer 18) is the most contested member of the council. Although arguably the founder of the

NWE itself, it wasn't until the third generation of members that T2742 was officially indoctrinated as the first (and only) non-nomi member. Despite its long and spotless history of lending aid to the nomi, distrust of the powerful AI is high. It continues to remain mute about its history, true motives and even origin.

Kasho Yotopu of Koloto (LE male planner nomi envoy 5/aristocrat 7) is the only third generation planner nomi to serve in the NWE. Kasho sees his familial history, and his own children Hashara Kasho and Yupoki Kasho as a sign that he is part of an evolution of the nomi species. He continues to press for laws that would grant second-generation planner nomi even greater and power, a plan that has been generating a great deal of support outside the Empire Council - and a great deal of conflict within.

General Shun Fo of Tyed (CN male planner nomi soldier 12) is begrudgingly accepted by all oth-

er members Empire Council. He understands that Tyed is a global outcast for good reason, and makes constant compromise with the other council-members to remind them Tyed is not a threat to the rest of Nommū. Despite his perpetual calm and apparent peaceability, he is known back in Tyed as "the hidden knife", making his claims of peace more than a little difficult to believe.

These four are supported both by the twenty-six other irregular members of the council, and by nearly a thousand staff and non-voting members. These other members are mostly planner-nomi from the micro-nations of the Unclaimed Lands, although occasionally they are nomi from one of the major nations with higher goals than local administration. **Gitogi Yugoti** (LN female planner nomi expert 15) has been a rising star of late, outpacing Takawo's sons in an effort to replace her on the council.

UNFOCUSED BANDS THE MILITARY OF NOMMU

Although there haven't been any proper wars on Nommu for generations, smaller scale conflict remains. While only the nation of Tyed is host to a fighting force large and organized enough to be considered an army. Instead, most cities sponsor individual military squads of four to ten soldiers more focused on arms or even physical perfection than on other realms of creativity. While each city might sponsor between a dozen or a thousand squads depending on its size, these small forces are always on the prowl for those who look to cause trouble - and when they meet the results are often explosive.

These squads are only loosely regulated, and in the past few decades have been entirely volunteer only. Although this gives more freedom to nomi who would otherwise be conscripted - it has lead to a dangerously low standard in these groups. Some bands are organized, well-

equipped and responsive but far more are untrained nomi with whatever weapons they can get a hold of.

Despite having little in the way of organized military, as a rich planet in a relatively unoccupied system Nommu has always attracted a lot of attention from outsiders. Long before the creation of the NWE, a less formal international group existed called **OWBIT** (Our World, Buddy - International Taskforce). OWBIT's only goal was to protect Nommu from extra-planetary threats.

While OWBIT did maintain a small space fleet, it had never been well constructed or maintained. Far more successful was Project Twinkling Shell - the launch of tens of thousands of weaponized satellites. Largely, the Shell works because of its unpredictability - attackers are just as likely to encounter traditional defenses, as they are to face danger on a far larger scale. Most of

these satellites are still operational today, from unmanned spacecraft to energy-draining microbes frozen in time.

The most well-known satellite is the **StoneWork**, a device that transformed an attacking vesk tyrant, its entire accompaniment of maulers, and all their crews, to stone in the blink of an eye. What remained of the invading fleet considered the vast array of satellites around them, and decided that if even a small fraction were of similar make, the invasion would be more costly than the reward.

The petrified ships, collectively called the **Growling Fangs**, remain in orbit today, now scattered more-or-less evenly in orbit around Nommu. The inventor of the **StoneWork** had passed on long before the weapon activated, and the remains of the satellite itself have yet to be found, despite dozens of missions to attempt to recover it.

The only truly organized fighting force on Nommu is the **Tyed-Robotics Division**. The NWE has attempted to regulate the division, but Master Harthe so far refuses to disclose their exact strength or numbers. In a rare few cases, he deployed the division for nomitarian efforts - combatting the effects of earthquakes or hurricanes. At these times, the rest of Nommu gets their only real chance to observe these precision combat units: flying six-armed robots with cutting lasers, precision scanners and impenetrable forcefields. Where this technology comes from is kept as secret as Harthe's immortality.

The NWE doesn't fund a military as much as it funds a precision strike force. The **Unity Force** is mostly formed of highly trained nomi, but they aren't hesitant to hire on alien mercenaries when the task calls for it. Often, the NWE prefers to solve their problems simply by throwing money at them: for the right price even many invaders can be turned into allies.

TEHCNICALY NOT INCEST THE DEITIES OF NOMMU

Even starfaring nomi tend to worship their home system's small pantheon.



NON, THE DAY MOTHER

NG goddess of light, life, youth, stars, and emotion

Symbol: Interlocking triangles forming a rising sun

Non is attributed mother to all: every plant and animal, every planet and god - she is even credited for giving birth to herself and Ishini her brother. As the source of all power and creator of all things, she rules over all things and revered as first among all nomi gods. She is passionate and warm, caring and nurturing, radiant and joyful - but when night falls she tires, and she with the same passion that she loves her children during the day she weeps for her lost partner: Ishini.



ISHINI, THE DEAD BROTHER

NE god of death, undeath, pain, planning, mindfulness and suicide

Symbol: An empty hole in the shape of a man

Ishini is Non's counterpart: all at once her brother, son, and husband. He is cold, logical and methodical - always planning two steps ahead when he can't plan ten. However, when he became Non's husband she was to bear him children - divine children who would populate the stars. Except that they died as they were born, and Ishini took his own life to follow them to the realm of the dead. Once there, he tore open the veil between worlds so that they could have life. However, once there he could never truly return, and now stands guard over the gates of the afterlife, judging the dead and dying and occasionally sending back those who have unfinished business.



SANAE AND NASUJI, THE STILLBORN TWINS

CG gods of luck, fate, trickery, community, exploration, travelers, adventurers and thieves

Symbol: A pair of crossed feet,

one green, one blue

The twin sons of Ishini and Non were dead when they were born - but restored to life by their father's sacrifice. With this second chance, they took to life with vigor and were committed to exploring and experiencing all that life had to offer. Although they are separate deities - Sanae being more of a troublemaker and Nasuji being more of a problem-solver - the pair are almost always worshipped and encountered together. Partly this is because they enjoy one another's company, but also so they cannot be caught off-guard by the Neverborn.



IJUSAN AND EANAS, THE NEVERBORN TWINS

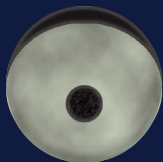
CE gods of chaos, destruction, secrets, poison, disease, and war

Symbol: Two red points on an irregular black field

When Sanae and Nasuji were rescued from the land of the dead, they did not return to the mortal world alone. In the same action that freed his sons, Ishini released two dark reflections from beyond the veil. Ijusan and Eanas have no true forms, preferring to appear as black holes in space the shape of their living counterparts. Where the stillborn twins are lighthearted tricksters, the neverborn are incarnations of hatred and death. They spread war and destruction wherever they go, using every underhanded means at their disposal. The one thing they do not stoop to is trickery - if they take action, they do so directly and with malice.

LOT, THE NIGHT WATCHER

LG goddess of night, protection,
the sky, the moon and monsters
Symbol: A wide, silver eye.



During Nommu's first night, after the death of Ishini, a second light appeared to the nomi from out of the darkness. This light was Lot, who shone down on the terrified nomi with kindness and compassion for them until their goddess returned. Non and Lot have since come to share the responsibility of caring for Nommu. During the day Lot disappears, only to reappear each night and take stewardship over creation when Non cannot. Lot is cool and distant, but shepherds not only nomi but also monsters of all kinds. The way she overlooks such cruelty gives many a concerning impression of the moon-goddess. However, the distrust doesn't concern her - she has enough love for all.

SAFURUA, THE TEN THOUSAND EXPRESSIONS

CN goddess of art, discovery and invention
Symbol: none - each worshipper of Safurua is expected to create their own.

Safurua is daughter of Non, and goddess of expression in all its forms. Different stories claim different fathers for her - every deity from Ishini to Ijusan and even Lot. However, if she knows the truth, she keeps the matter secret.

It is said Safurua has ten thousand forms: one for each art form. There is some debate if Safurua is not a single deity, but instead many, perhaps thousands of minor deities instead. Like her origin, she keeps her true nature a secret. The mystery, she claims, helps drive creativity, innovation and expression. Her omnipresence in art, invention and performance makes her the most popular deity after Non, although unlike the public worship of her mother, the worship of Safurua is a largely personal affair.

BESTIARY

Nommu is home to nearly five billion nomi of every class and creed imaginable, and an entire ecosystem of thriving life. Below are some of possible creatures a crew of starfarers might encounter while on Nommu.

HEARTHFORGED ROBOT - CR 11

Like a large, mechanical insect - this six-limbed robot has a cluster of sensors where its face should be, and huge cutting lasers for hands.

CR 11 - 12,800 XP

LE Medium construct (technological)

Init +0; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

HP 199

KAC 28, **EAC** 24

FORT +12, **REF** +12, **WILL** +10

IMMUNE construct immunities

OFFENSE

SPEED 40 ft, fly 40 ft. (perfect)

MELEE 2 cutting lasers +24 (6d8+8)

STATISTICS

STR +8, **DEX** +0, **CON** --, **INT** +5, **WIS** +3, **CHA** +0

SKILLS Acrobatics +25, Computers +20

LANGUAGES common, nomi

ECOLOGY

ENVIRONMENT Nommu

ORGANIZATION solitary or squad (10)

SPECIAL ABILITIES

CUTTING LASER [EX] A hearthforged robot's cutting lasers ignore hardness, and bypass damage reduction except for DR/--.

JUMP JETS [EX] As a full action, a hearthforged robot can launch itself up to 200 feet in any direction, and make a single attack at the end of its movement.

Master Hearth of Tyed has an army of advanced combat robots as his disposal.

SOLDIER OF IDEALS - CR 8

Although mostly humanoid, this man-faced creature has an extra pair of arms jutting out just above its hips. It has blue fur is crisscrossed with scars, and it smirks as though it knows something you don't.

CR 8 - 4,800 XP

LN Medium Humanoid (nomi) Operative

INIT +6; **SENSES** Perception +21

DEFENSE HP 100; SP 25; RP 4

KAC 22, **EAC** 19

FORT +9, **REF** +9, **WILL** +11

SPECIAL DEFENSE evasion, uncanny agility

OFFENSE

SPEED 40 ft

MELEE Four-armed Strike +18 (3d4 plus trick attack and debilitating trick)

RANGED Experimental laser pistol +17/+17/+17 (7d6 fire plus trick attack; range 30 ft.)

SPECIAL ATTACKS trick attack +4d8, debil-

itating trick

STATISTICS

STR +0, **DEX** +6, **CON** +0, **INT** +4, **WIS** +0, **CHA** +2

SKILLS Acrobatics +21, Bluff +21, Intimidate +21, Perception +21, Sense Motive +16, Stealth+16

LANGUAGES Common, Nomi, Living Kolo

ECOLOGY

ENVIRONMENT Nommu

ORGANIZATION solitary or squad (2-6)

SPECIAL ABILITIES

CLOAKING FIELD [EX] A soldier of ideals can bend light and muffle any minor sounds they make, allowing them to vanish when not moving. Even when they move, they appear only as an outline with blurry features. This cloaking field doesn't make them invisible, but it does make it easier to sneak around. While the cloaking field is active, a soldier of ideals cannot be detected by any precise senses, and can make a Stealth check to hide even if they are being

observed. Attacking doesn't end the cloaking field, but it does end that particular attempt to hide. If a soldier of ideals remains perfectly still for at least 1 round, they gain a +10 bonus to Stealth checks (which doesn't stack with invisibility) until they move. Activating or deactivating the cloaking field is a move action. A soldier of ideals can use their cloaking field for up to 10 rounds per day.

SOCIALLY INVISIBLE [SU] Soldiers of ideals are excellent at blending into a crowd. Any time they are adjacent to at least two friendly creatures, a soldier of ideals cannot be targeted or affected by any effect that targets a specific number of creatures unless the creature creating that effect succeeds a DC 18 Will save when attempting to select them as a target. This is a sense-dependent mind-affecting effect.

Versatile limbs (Ex) A soldier of ideals has three pairs of limbs, the middle of which can be used as arms, allowing it to hold additional items, or

as legs, which reduces it to holding only two hands worth of items but increasing its speed by 10 feet.

Soldiers of Ideals are the pinnacle of nomi combat training. Not only are they masters of stealth and subterfuge, they have mentally risen above any single cause. Instead, they put their considerable talent to use supporting nomi ideals: freedom of expression and from subjugation.

This makes them flighty allies - as they are always on the lookout for a side that represents their particular worldviews. However, many devote themselves to more specific causes, perhaps the rebellion of Sixfingers fighting for freedom from growing oppression, or for freedom from society like the soldiers of Tyed.

BUZZBIRD - CR 4

This colorful bird has a thickly muscled torso, with small feet and four huge wings that beat so quickly they are almost invisible.

CR 4 - 1,200 XP

CN Medium animal

Init +3; Senses low-light vision; Perception +0

DEFENSE HP 55

KAC 20, EAC 17

FORT +9, REF +9, WILL +5

OFFENSE

SPEED 20 ft; fly 80 feet (perfect)

MELEE Beak +13 (2d8+5/18-20)

STATISTICS

STR +5, DEX +3, CON +1, INT -4, WIS +0,

CHA +0

SKILLS Acrobatics +10, Athletics +15, Intimidate +10

LANGUAGES none

ECOLOGY

ENVIRONMENT Nommu

ORGANIZATION solitary

SPECIAL ABILITIES

DEAFENING BUZZ [EX] Whenever it is airborne, a buzzbird's wings give off a heavy, droning buzz. Any creature within 30 feet must make a DC 13 Perception check each round or be unable to use any sound-based senses that round. Whenever it is flying, a character with sound-based senses can automatically identify what square it is in while within 150 feet.

SERRATED BEAK [EX] a buzzbird's beak is serrated, like a set of teeth or a good knife. It's beak has a critical threat range of 18-20.

Buzzbirds are one of Nommu's Apex predators, although they are barely as large as a human. They are capable of flapping their four wings faster than the eye can see to fly with uncanny precision and speed. This speed gives them their name - as a buzzbird in flight sounds like a motor whirring to life.

TREEBORG

This large healthy tree is illuminated by shimmering wires and flashing LEDs.

TIER 3

USER INTERFACE not provided

SIZE bulk 100 (6 bulk of electronic systems)

DC TO HACK 25

MODULES control (life support)

UPGRADES hardened

COUNTERMEASURES alive

ALIVE This computer is part living organism, and cannot be completely deactivated. So long as the organism it is connected to is alive, the system does not need to be charged, and automatically reboots after only 1d4 minutes if disabled by any means short of complete destruction. Even the system's power is cut, any data can still be accessed.

With cybernetics becoming more and more

commonplace throughout the galaxy, it was only a matter of time before it was used to augment plants and animals as well as sentient life. A treeborg is a cybernetically enhanced tree, and is often capable of cleaning air, and producing fruit equivalent to a dozen other trees. Although trees of any size can be made into treeborgs, their currently exorbitant cost means only massive, long-lived trees are grown to become treeborgs. These treeborgs are often interfaced directly into starships, where they serve as backup life support as well as secure data centers.

Treeborg Expansion Bay PCU -3 Cost 2

A treeborg replaces a ship's traditional life support system, and provides food and a breathable atmosphere for 8 medium creatures, for as long as it has water. As this removes the need for a traditional life support system, this frees up a small amount of the ship's power core.

A RACE OF WILD EXPLORERS THE NOMI

Having evolved on a relatively resource-rich planet with few predators, the Nomi as a race have a carefree and optimistic attitude. They are quick to adapt to new situations and eager to learn new things. Most of all, they are eager explorers, even into the wildness of space or the strangeness of distant alien cultures.

PHYSICAL DESCRIPTION

The Nomi are shaped roughly like small humanoid, but with an extra set of limbs protruding from just above their hips called lurms. These versatile limbs can be used as either arms or legs as a particular task calls, giving the Nomi great advantage when they need a little bit more leverage than they would normally have available.. Each of their limbs has only three fingers and a thumb, for a total of 16 fingers across all four hands (and accordingly they use a base 8 numbering system).

The rest of their bodies are similar to those of most humanoid races, and their faces are eerily human, although their eyes are small and beady. Rather than hair, they grow a short coat of fur all across their body that normally ranges from greens through blues, although pale yellow fur isn't unheard of.

But all of this assumes a Nomi hasn't undergone any sort of body modification - which is unlikely. As their natural curiosity leads many of them to new experiences of all kinds, from dying patterns into their fur, to piercings, and particularly cyberware and implants, which open up to them entire new fields of experience.

NOMI HOMEWORLD

The Nomi originate from the world of Nommu, deep in the vast reaches of space. This homeworld is heavily populated, and sends out "city-ships" like Orbi every decade or so to maintain its population and at the same time slowly build an empire that might eventually span the gal-

axy. Nommu is smaller than many worlds, but resource rich, with a dense metal core and a large moon that gives them strong tides and keeps life bountiful on its many shores. Other than the Nomi themselves, the life on Nommu is extremely alien to what galactically-connected worlds are used to. Most plants are vibrant blue and extremely bitter. Serpentine and hexapod creatures are by far the dominant forms of life, with car-sized 'fatworms' being the world's main meat source. Insects, oddly, are entirely absent from Nommu's natural ecosystem, replaced instead by an incredibly diverse range of tiny four-winged birds.

SOCIETY AND ALIGNMENT

Nomi are gregarious and curious, always seeking out what is beyond the next hill or around the next corner. Few few Nomi have a tendency towards structure, but those that do are highly valued in Nomi society, being instantly heralded as leaders among their people. The Nomi people have little tolerance for cruelty, and when

NOMI: RACIAL TRAITS

+2 Charisma, +2 Intelligence, -2 Strength
3 Hit Points

Size and Type: Nomi are Small humanoids with the Nomi subtype.

Versatile Limbs: Nomi have one pair of arms, and one pair of legs, and a pair of limbs that can be used as either. As a swift action, they can use these as either arms (allowing them to wield and hold up to four hands' worth of weapons and equipment, but not make any additional attacks in combat), or as legs (increasing their base speed by 10 feet).

Good Short Term Memory: Nomi are curious, but rarely focus on details for long. They gain Skill Focus as a bonus feat. Once per day, by spending an hour in study, they can retrain the skill this feat applies to any skill they have ranks in.

Tool Adaptation: Nomi quickly learn and understand new concepts, and have little trouble understanding even the most alien devices. They gain a +2 racial bonus on checks made with tools, and on checks made to activate or make use of unknown technology.

one of these leaders turns to a dictator they are swiftly (and often violently) removed from their position. Although nomi fare poorly in isolation, they care little as to who this association is with. They occasionally form bonds with groups of individuals for long periods of time, but more often a Nomi will spend a few weeks or months with a particular group or doing a particular thing before moving on. The average nomi alignment is chaotic good, with little care for practicality so long as good fun and new experiences are being had by all.

RELATIONS

Nomi are quick to accept outsiders into their midst, but most other races simply abide the Nomi's curious pestering rather than seeing it as friendly. They have a particular affection with Ysoki, getting along excellently with the similarly-sized and creatively-inclined race. Nomi also get along well with humans, citing their "Nomi-like faces" as an endless source of amusement, but also respecting the larger race's versatility.

ADVENTURERS

Nomi explorers are common, but few of them can truly call themselves adventurers. Even though Nomi love the thrill of new sights, sounds and cultures, few of them have the stomach for more than simply travelling and seeing the sights.

Those rare few who are brave enough to actually delve into strange and exotic locations can rarely settle back into a more passive life - the exotic thrill of discovery and adrenaline-rush of combat being something few other experiences can even compare to.

Their natural friendliness makes them excellent envoys, although many also excel at technomancy or at the less subtle aspects of being an operative.

NAMES

Nomi names are as unpredictable as nomi themselves. Yet most often they follow a simple three-beat structure, with each beat being a consonant-starting, vowel-ending syllable. Surnames often follow the same structure, and are traditionally the name of a family's most notable figure. A nomi with only one name generally considers themselves the most notable individual in their family - whether others agree with them or not.

Avg. Height	3 ft. 8 in.
Avg. Weight	60-80 lbs.
Age of Maturity	8 yrs.
Maximum Age	50+3d10 yrs.

PLAYING A NOMI

If you're a Nomi, you likely...

Are a quick thinker, easily dissecting every problem and circumstance to its root cause.

Prefer action, making plans or waiting only when absolutely required.

Enjoy company of all sorts, whether natural, artificial or even non-sentient.

Other races probably...

Get frustrated with your endless questions.

Want you to slow down, giving them time to think.

Look down on you, literally and figuratively, due to your smaller size.

NOT EVERYDAY VARIANT NOMI PLANNER NOMI

Most Nomi are balls of barely restrained creative energy, and terrible at any kind of long term planning. But not you. You're careful and methodical - and while this makes you highly valued in nomi society, it doesn't necessarily make that society valuable to you.

As the nomi society continues to grow in size and complexity, planner nomi are increasingly pressured to perform above and beyond what even they are capable of. Some run away before they enter the meat grinder of bureaucracy, while others flame out, or refuse to fall in line with what their society expects of them: slavish dedication in exchange for a functioning society able to do nearly anything it wants.

PLANNER NOMI: RACIAL TRAITS

+2 Intelligence, +2 Wisdom, -2 Strength
3 Hit Points

Size and Type: Planner nomi are Small humanoids with the Nomi subtype.

Versatile Limbs: Planner nomi have the same versatile limbs trait as common nomi.

Organizer: Planner nomi have an inborn talent to organize and assist others. When you take the aid another action, you grant a +4 bonus instead of the normal +2.

Planner: Planner nomi are known for their ability to think ahead, even when they aren't consciously doing so. Once per day, you can spend one resolve point to declare that you had a plan for the situation you are currently in. When you do so, you may treat any one check to recall knowledge as though you had taken 20. Alternately, you can retroactively have bought (and paid for) any one item of no more than light bulk with a level no greater than your character level.

LOCAL PRIDE REGIONAL NOMI

The common and planner nomi presented above represent typical members of their race. Some nomi, however, are more shaped by the cultures they are born into, and have unique traits. For common nomi, the following traits replace Good Short Term Memory, and for planner nomi, the following traits replace Organizer.

Takaree Nomi - Nimble Traveler: You have spent your whole life in inhospitable terrain. You move at your full speed when moving over difficult terrain. Additionally, Piloting is a class skill for you. If it would be a class skill for you already, you instead gain a +1 trait bonus to Piloting checks.

Fru Nomi - Repressed: Everywhere you turn, you see the Man sticking it to the Little Guy. Whenever a creature within 30 feet attempts a Bluff check to lie to you, you automatically gain

a Sense Motive check to attempt to detect it. Additionally, Sense Motive is a class skill for you. If it would be a class skill for you already, you instead gain a +1 trait bonus to Sense Motive checks.

Koloto Nomi - Social: You've learned your way around the social scene. Bluff, Diplomacy and Intimidate are class skills for you. Additionally, once per day you may make a Bluff, Diplomacy or Intimidate check in place of a check that would normally use one of the other two skills (so, you could make a Bluff check instead of Intimidate to demoralize an opponent, for instance).

Tyed Nomi - Independent: You don't care what anyone thinks of you. Whenever you make a skill check, you add 1d6 and subtract 1d4 as you do things your way, regardless of how it's generally done. You also gain a +2 trait bonus on all saves made against effects with the compulsion descriptor.

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STRAIGHT
PATH

A green arrow with a yellow outline, pointing to the right. It is positioned behind the word 'PATH' and extends from the left side of the image, passing behind the word 'STRAIGHT' as well.