



RACES OF THE OUTER RIM:

# THE SPECTRA'AL



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COMPATIBLE

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# SPECTRA'AL

When the energies of creation mingle with the universe's most elusive forces, the psychic potential stimulates energy until a waking mind and a living body coalesce into existence, seemingly *ex nihilo*. Spectra'al are not bred or made—they simply become.

The void of space only appears empty to the naked eye. It is in this apparent emptiness that the quintessent element called *aether* drifts, filling the vast and smallest of hollows. Disembodied thoughts unbound by living brains become tangled within this subtle web, only to struggle like ghosts caught in the strands. In a moment of creation, the strands of aether coil about these spirits, infusing a body of solid matter with their energy. Once the manifested spirit breaks free of its cocoon, it becomes aware...for a brief time.

Born from the aether, Spectra'al are beings of pure energy. The processes by which they come about are both sundry and inexplicable. They usually form in places where death occurs as a result of eldritch activity. Some mystics believe that when a person is slain by a telekinetic attack, their soul becomes caught in the aether and a new spectra'al is formed. Some scientists hypothesize that the aether possesses certain receptors similar in function to humanoid neurons; when these receptors are touched by by brainwaves or sentient computer signals, the aether reforms to function with mechanisms of thought, which

in turn initiates the creation of a body. Some people believe that spectra'al are projections of entities from another dimension here to experience this reality for the scientific collection of data. It may well be any and all of these things. Regardless, each spectra'al possesses a unique nature.

Whatever the cause of their existence, their purpose is clear to them. It is engrained in the heart of each spectra'al to experience life to the fullest. From the moment they achieve self-awareness, they are adults with inherent skills and knowledge, ready to embark on life's journey. So short are their lifespans, spectra'al measure their lives in months rather than years.

It is common for them to be constantly curious, rarely patient, and easily bored.

They have only so much time, with no parentage or cultural past to guide them. They are, quite literally, kinetic energy personified, and to them conscious inactivity is worse than death.

## ABILITY ADJUSTMENTS

**+2 DEX, +2 CHA, -2 CON**

Spectra'al are agile in form and passionate of mind, but their physical bodies are not built to last.

**HIT POINTS: 4**

## RACIAL TRAITS

### SIZE AND TYPE

Spectra'al are Medium humanoids with the spectra'al subtype.

### SPEED

Spectra'al have a base speed of 30 feet.

### DARKVISION

Spectra'al possess darkvision at a range of 60 ft.





## DEFY DEATH

It is never in a spectra'al's nature to embrace death. They gain a +2 racial bonus to saving throws against death-effects.

## MENACING

Spectra'al are strangely unnerving when considered a threat. They gain a +2 racial bonus to Intimidate checks. Intimidate is always considered a class skill for them.

## SPONTANEITY

Once per day, a spectra'al can use 1 additional standard action or move action in a combat round, even if it is not their turn. They cannot, however, cast more than one spell in the same round unless one of the spells is a cantrip.

## SPECTRA'AL MAGIC

Spectra'al gain the following Spell-Like abilities:

- At will: *psychokinetic hand*
- At will: *telekinetic projectile*

## ALTERNATE RACIAL TRAITS

Not all Spectra'al are typical, and some possess racial traits less common than others.

### ALIEN Demeanor

Other creatures find it difficult to read a spectra'al's moods and intentions. The DC of any Sense Motive on a spectra'al increases by 2. This racial trait replaces Menacing.

### AETHERIC BARRIER

Spectra'al with this racial trait possess a subtle barrier around their bodies that protects them from harm. They gain a +1 racial bonus to their KAC and EAC.

This replaces the Spectra'al Magic racial trait.

## NATURAL BATTERY

Spectra'al with this racial trait do not need to eat, yet can if they choose to.

This replaces the Lust for Life racial trait.

## VOLATILE SPECTRA'AL MAGIC

Spectra'al with this racial trait gain *mind thrust* (as a 1<sup>st</sup>-level spell) twice a day as a spell-like ability.

This replaces the standard Spectra'al Magic racial trait.

## SPECTRA'AL RACIAL FEATS

### ARCANE RESISTANCE (ANARCHANE)

*The energy flowing through your veins makes you resistant to the magic of others.*

- **Prerequisites:** Anarchane race
- **Benefit:** You gain a +2 racial bonus on saving throws against spells and spell-like abilities.

### AETHERIC RESONANCE (SPECTRA'AL)

You can detect the resonance of unusual energies.

- **Prerequisites:** Spectra'al race
- **Benefit:** You can cast *detect magic* and *detect radiation* three times per day each as spell-like abilities, using your character level as your caster level.

### ENERGETIC RESTORATION (SPECTRA'AL)

You can draw energy from artificial sources to restore lost stamina.

- **Prerequisites:** Spectra'al race
- **Benefit:** Once per day, you can draw energy from an artificial power source, such as a battery, to regain Stamina Points. As a standard action while touching a battery, you drain a number of charges equal to your character level, converting each charge into 1 SP. You cannot regain more SP than your maximum total. You cannot draw more charges from a battery than it possesses.



## NIGHTMARE VISAGE (SPECTRA'AL)

Although not your preferred appearance, you can briefly alter your features into an unspeakable alien horror.

- **Prerequisites:** Spectra'al race
- **Benefit:** Once per day as a standard action, you can alter your outer appearance to become horrific or monstrous. Upon doing so, you gain a +4 circumstance bonus to Intimidate skill checks, but you suffer an equal penalty to all Diplomacy checks. You can maintain this frightening visage for up to 1 hour.

In addition, while you maintain your altered appearance, the DC of any Sense Motive check against you to detect deception increases by 2.

## RADIOACTIVE AFFINITY (SPECTRA'AL)

You possess the ability to absorb radiation and discharge it later without causing harm to yourself.

- **Prerequisites:** Spectra'al race
- **Benefit:** When you encounter radiation, you gain a +4 racial bonus to Fortitude saving throws to resist its effects.

In addition, as a standard action while within a radioactive area, you can absorb one level of radiation from a 15-ft. x 15-ft. area around your square. When you do so, the radiation in the area of effect decreases one level (e.g., severe to high, high to medium) for a number of hours equal to your Constitution modifier (minimum of 1). You must release the absorbed radiation before you can absorb additional radiation in this manner. You can release stored radiation as harmless bright light (the equivalent of full daylight) over a period of 10 minutes.

## PHYSICAL DESCRIPTION

Spectra'al resemble rough-carved statues of cracked gray stone. An inner glow of blue light emanates from within their eye sockets, limb joints, and the countless fractures in their bodies. Other than their eyes, they possess no discernible facial features, giving them a mask-like visage. It is common for a spectra'al's body to

appear incomplete, as small sections of their bodies are fashioned of invisible aether. As they age, these "missing" sections become more pronounced, and their entire physical structure becomes increasingly translucent. When nearing death, they take on a ghostly appearance, hence their name.

## HOMEWORLD

Spectra'al have no homeworld, nor a general place of origin. They are cosmopolitans in the literal sense of the word—citizens of the cosmos.

## SOCIETY AND ALIGNMENT

Spectra'al have no cultural society of their own and are so few and far between that the odds of two ever meeting are astronomical.

Spectra'al are driven primarily by their own sensations and personal desires, and almost never take the needs of others into account. Virtually free of empathy and all too aware that their time is limited, spectra'al dally only for pleasure or personal gain. Most are true neutral, seeing that chaos and law promote needless delay and that good or evil create friends and enemies that would only waste their time further. There are, of course, always exceptions.

For spectra'al, purpose and inclination are one in the same. They exist to do things. Due to their rarity and limited lifespan, they naturally deduce that they are more precious than anyone else. They come into existence caring little about right and wrong, and knowing enough to explore and experience life for a brief time. For spectra'al there is no such thing as obligation, only inclination.

## RELATIONS

The unexpected birth of a spectra'al is always a subject of interest for inquisitive minds. Sometimes, these unusual humanoids are mistaken for wayward outsiders. Other times, they are seen as agents of the gods or fate, created for some mysterious purpose. Often, they are considered scientific curiosities meant to be studied and scrutinized. Little is still known about this singular race, and perhaps there is little to know.



It is in a spectra'al's nature to interact with anyone or anything in any way. It could be said that experience itself is the food and drink of a spectra'al. Interactions with other creatures are often intense, if brief, as there is always so much more to see and do.

### ADVENTURERS

As inclination determines a spectra'al's deeds in life, the prospect of new adventure is ever attractive to them. They desire to be where the action is, finding thrill in facing new dangers, overcoming unusual hardships, and gaining bountiful rewards. While they love traveling to new locales, they find the idea of a home as appealing as a grave. They revel in the challenge of battling foes yet see little point in letting enemies live. They enjoy camaraderie yet are rarely loyal. They crave wealth as much as they crave to spend it. While not inherently sexual beings, spectra'al can derive pleasure from intimate contact. For spectra'al to adventure is the only way to truly live.

### NAMES

Spectra'al names are as random as their becoming in the universe. Typically, they adopt the first that sounds good to them, even if it is derived from a random piece of text or a nonsensical collection of syllables.

Spectra'al are neither male nor female, yet it is not unheard of for them to adopt a gender identity to suit their whims.

## PLAYING AN ANARCHANE

### YOU LIKELY...

- Are astounded by the most mundane things.
- Appropriate parts of other alien cultures in an effort to construct your own.
- Are not inherently evil but show no regret when enjoying yourself at the expense of others.
- Adore art in all its forms.

### OTHER RACES PROBABLY...

- Mistake you for a ghostly undead or strange earth elemental.
- Wish to keep you around to study your unusual nature.

- Think you must have a homeworld, even though you do not.
- Are suspicious about how you acquired your skills without training.

Table: SPECTRA'AL VITAL STATISTICS

| Avg. Height | Avg. Weight | Age of Maturity | Maximum Age   |
|-------------|-------------|-----------------|---------------|
| 5-7 ft.     | 90-240 lbs. | -               | 20+1d20 years |

## CLASSES

The following is a list of how many spectra'al usually apply themselves to each class role. These roles are not always typical, and there are always exceptions for each individual.

### ENVOY

Envoys get to go to new places. New places are full of wonders. Wonders attract interesting people. Envoys are interesting people that get to travel to see new wonders.

### MECHANIC

Machines make things possible. Machines help to do things. To master the ways of mechanics lets one do many things. Mechanics make things possible.

### MYSTIC

Magic is merely an expression of self. Connections are merely extensions of self. To be a mystic is to reach the stars and beyond.

### OPERATIVE

Skill and cunning are the keys to success. Operatives can, if well prepared, go wherever they please and do whatever they please. Not getting caught is worth its weight in credits.

### SOLARIAN

Great is the power of a star in full bloom. Terrible is the beauty of a star when it wilts and collapses. Solarians possess this brilliant power and dark beauty. It would be well to be a solarian.



## **SOLDIER**

Death is ever around the corner. A soldier walks with death, gives enemies to death. Death will someday claim the soldier, but only when the soldier is ready to die.

## **TECHNOMANCER**

Like mind and body, magic and technology are but two parts of a whole. To be a technomancer is to fully understand this concept. Uncovering the universe's secrets allows one to obliterate the impeding laws of physics and become truly free.

## **SPECTRA'AL REMNANTS**

When a spectra'al dies, especially a powerful one, it leaves behind remnants of its corporeal form infused with the embers of its aetheric quintessence. These remnants serve as a memento of their existence and hold profound magical potential. Such items cannot be created like conventional magic items, only acquired at the GM's discretion as part of a campaign story. The following magic items are examples of such mystical remnants. The GM may alter and limit the functions of a remnant as they see fit.

### **Etheric Essence**

The residual energy of a dying spectra'al can be captured within a specially prepared vial. When this energy is released by shattering the vial as a swift action, the imbiber briefly experiences one memory important to that spectra'al. This allows the imbiber to witness that memory as if they were there themselves. Such a memory is limited to one minute or less, but the user experiences the memory instantaneously. The effect of this remains up to the GM, but it could provide information to the user (such as a crucial event witnessed by the spectra'al), or it could grant a +4 insight bonus to a skill check for one skill the original spectra'al possessed.

### **Spectra'al Face-Mask**

This nearly featureless mask is crafted from the face of an infamous spectra'al adventurer. The wearer gains darkvision at a range of 60 ft. or has their own darkvision extended by 60 ft.

### **Spectra'al Hand and Forearm**

This severed forearm of a dead spectra'al terminates into a hardened fist, giving the limb the function of a light mace. On a successful critical hit, the fist opens to release a burst of kinetic energy that deals an additional 1d10 points of force damage to the target.

### **Spectra'al Heart**

This blue chunk of strange matter emits an eerie glow. It can be worn about the neck on a chain as a pendant or talisman. The wearer gains the benefits of the Lust for Life spectra'al racial trait.

### **Spectra'al Kneecap**

This round disc of bone has a sharp edge and emits an uncanny field of energy. When thrown, it functions as a returning tactical starknife.

### **Spectra'al Knucklebones**

This ball of tiny bones clings together by means of telekinetic magnetism. When thrown it functions as frag grenade. This does not destroy the remnant. The ball reforms after 24 hours.

### **Spectra'al Thoracic Wall**

This chest plate can be worn as freebooter armor. It grants the wearer a subtle feeling of daring in the form of a +2 morale bonus to Reflex saves.

## **DEITIES**

Spectra'al have no patron or racial deity, and their relationship with the gods is tenuous at best. From the moment they become sentient to the moment they perish, a spectra'al is never fully satisfied. Nor are they ever fully resigned to give up on living. If they are the children of a god, they believe this god rightly hides itself in shame for creating so shorted a people.

That said, it is not unheard of for a spectra'al to become a fervent worshiper of a deity who might prolong its lifespan or even grant them life eternal. Such trust, however, has yet to yield known results in mystical lore.



## STELLAR SARGASSOS

A few places exist in the depths of space that seem more prone than others to the creation of a spectra'al. These strange regions, individually known as a sargasso, feature unpredictable eddies and currents of energy littered with remnants of shattered stellar bodies. For spacefaring vessels, a sargasso poses a dangerous navigation hazard and can often entrap ships, but exploring such a phenomenon can lead to valuable discoveries of rare minerals and powerful sources of mystical energy. These same conditions seem to promote the birth of spectra'al, although still in limited numbers.

Of note, spectra'al born within a sargasso remain inextricably linked to their birthplace, to the extent where the spectra'al feels drawn to return there shortly before its demise. On those rare occasions where multiple spectra'al gather, they almost always do so within the boundaries of a sargasso. Over the course of millennia, a sargasso may serve as the place of birth and the place of death for a dozen or more spectra'al. Indeed, treasure seekers often brave the depths of a sargasso in hopes of finding spectra'al remnants drifting within.

Although scholars and researchers have yet to prove any correlation, a number of sargassoes feature ancient ruins, forgotten worlds, or eldritch artifacts at their center. It is possible that such features encourage the formation of spectra'al, or perhaps their presence creates conditions more favorable for spectra'al birth.

Not surprisingly, stellar voyagers often attribute legends and ghost stories to any given sargasso. Given how a newly-formed spectra'al appears, they are often mistaken for ghosts or other incorporeal entities. A curious spectra'al may approach a starship out of an urge to make contact or enjoy a new experience, but that ship's crew may fear a ghostly attack.

## PERSONALIZING SPECTRA'AL APPEARANCE

In general, spectra'al possess an otherworldly, inhuman appearance. These creatures display attributes of incorporeal entities combined with the unliving appearance of a statue or a mask. While some players might enjoy portraying such alien features, others might prefer to add greater individuality and variation to their character's appearance. Feel free to use the table below, either rolling randomly or choosing an entry to give a spectra'al character their own unique look.

| d20 | Noteworthy Appearance  |
|-----|--|
| 1   | Animalistic or bestial facial features, such as heavy brow, fangs, or lupine-shaped head                       |
| 2   | Empty eye sockets  |
| 3   | Too few or too many facial features for a normal humanoid, such as three eyes or one center eye, or two mouths |
| 4   | Facial features similar to those of the first humanoid the spectra'al encountered                              |
| 5   | Head appears to hover over the torso, absent a physical neck   |
| 6   | A face like that of a perfectly chiseled marble statue   |
| 7   | Head appears cut or hewed from translucent crystal   |
| 8   | Multi-faceted eyes as if fashioned of gemstones, or those of an insect   |
| 9   | Fiery red eyes peppered with silvery flecks  |
| 10  | Wrapped in dozens or hundreds of wispy, ethereal-like filaments and strands                                    |
| 11  | Abnormally large and expressive human-like eyes  |
| 12  | Completely blank, smooth face with a shiny, reflective surface   |
| 13  | The spectra'al's mouth, when open, reveals absolute darkness within  |
| 14  | A deep red glow emanates from beneath the spectra'al's outer skin  |
| 15  | Appearance slowly morphs, changing one feature or another day by day   |



- 16 Translucent outer skin that reveals faint stars twinkling underneath
- 17 Oddly-shaped or oversized facial features, like those carved by an untalented sculptor
- 18 Outer skin resembles pieces of polished rock or metal fitted together with obvious seams
- 19 Voice possesses an eerie, echo-like reverberation or sounds as if coming from a distance
- 20 Joints appear to bend in odd, unexpected ways or appear backwards from those of a typical humanoid

## ROLE-PLAYING A SPECTRA'AL

As a species, spectra'al are unusual in many aspects. They have no culture, no home world, no deities specific to their kind, no overall history, and their entire demeanor is alien to most other species. Thus, playing a spectra'al offers an unusual challenge, both to the player and to the GM in setting up the campaign story.

The spectra'al's player has several possible ways they can role-play such a creature. One possibility involves having the spectra'al "adopt" another character in the party. The spectra'al holds special appreciation and admiration for this other character. They seek to emulate that character and even find ways to feign interest in things important to them. The spectra'al might, for example, dress similarly to the target of their affection, or they may mimic their behavior when it seems appropriate. If the other character has an opinion or favors a specific action, then the spectra'al is likely to agree with them, even if it doesn't understand the reasons involved. On occasion, the spectra'al might act in ways it believes the other character would act, which can result in misunderstandings, confusion, and plenty of chaotic fun in the game.

Another possibility is to have a spectra'al character become interested in a topic, subject, or event that is important to the party as a whole. For example, if the characters are all officers of the law trying to shut down a slavery ring, then the spectra'al adopts that cause as its own, too.

Finally, the player might enjoy emphasizing the nature of the spectra'al as an outsider (as in someone with a unique opinion, not the creature type) with a unique perspective on other species. This is a staple in many different science fiction shows where an alien character offers insight, commentary, and asks naïve questions about how other creatures behave.

A spectra'al's most enduring trait, curiosity, can provide tremendous role-playing opportunity. Such an attitude encourages exploration and undertaking dangerous activities—which helps the GM tell a good story and keep the campaign flowing. That being said, too much curiosity or curiosity that constantly puts the rest of the party in harm's way is less enjoyable and runs the risk of alienating other players. One solution is for the spectra'al player to find ways to express curiosity and explore new experiences, but in a manner that doesn't put everyone's lives in danger. Likewise, if the spectra'al simply wanders off on their own during every combat or every scene, this can frustrate other players and make the GM's work more difficult.

Finally, consider the spiritual aspect inherent in the spectra'al's existence. Such a creature represents a miracle—the universe has produced spontaneous, unpredictable life under the most amazing of circumstances. A spectra'al character might focus their curiosity and energy on finding out the nature of its existence. Why was it born in the first place? Did something cause it to come to life? Does it have some purpose to discover in life? A spectra'al mystic, for example, would have good reason to seek out the answers to life, the universe, and everything in it, and it would have cause to help other creatures find their answers to these questions. Along similar lines, perhaps spectra'al reincarnate. Such a character may have lived two, ten, or a hundred past lives. It may remember bits and pieces of those past lives, or it may remember one or two specific memories that give it motivation and purpose now.



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