

# STARJAMMER

## CORE RULEBOOK

ULLMANN ~ FLAKE

REYST ~ DANIELS ~ MCNEIL ~ OAXACA ~ SNYDER ~ RITTER

**STARFINDER**  
COMPATIBLE

**D20** **SYSTEMS**  
Publishing



# STARJAMMER

## CREDITS

**Authors:** Peter K. Ullmann, Kirby Flake, John Reyst, Troy Daniels, Michael McNeill, Manuel A. Oaxaca, Allen Snyder, Michael Ritter

**Converted By:** Tyler Beck, Kim Frandsen, Michael Ritter, Peter K. Ullmann

**Editors:** Troy Daniels, John Reyst, Sam Hearn

**Artists:** Dio Mahesa, Shaman's Stockart, Enmanuel Martinez Lema, Juan Ochoa, Gennifer Bone, Godsandidols.com, Tarakanovich, Doll Divine, JE Shields, Purple Duck Games, Joshua De Santo, Eric Lofgren, Peter Saga

**Design and Layout:** Rick Hershey

**Associate Editors:** Michael McNeill, Luke McManamon, Allen Snyder, Jakob Cherpovsky, Daniel Reynolds, Manuel A. Oaxaca, David Duggan, Kevin Strasser, Dustin Nicholls

**Volunteer Editors:** Donald Helt, Aaron Lesse, Kevin Nguyen, David Scott, Bradley Grant, Tim Snider, Kevin Strasser, Daniel Lane, Florent Hequet, Shawn Cotton, Ando Shollack, Randy Price, Jared G. Reni, Sam Hearn, Aaron Miller, Shawn Adams, J Halverson, J Gorbach, rikRjohnson@comcast.net

**Line Developers:** John Reyst, Troy Daniels, and Peter K. Ullmann

**Publisher:** John Reyst, d20pfsrd.com Publishing

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.

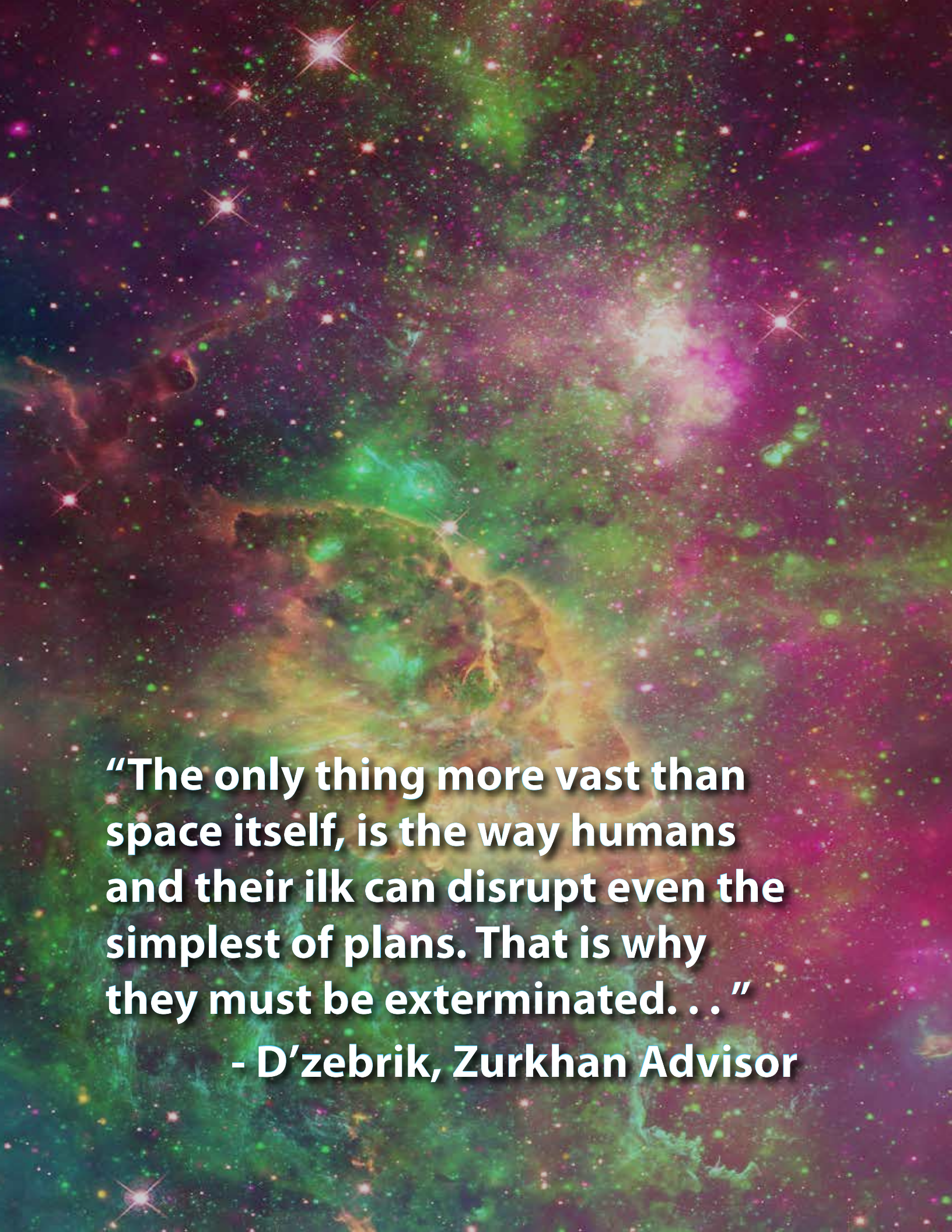
Starfinder is a registered trademark of Paizo Publishing, LLC, and the Starfinder® Roleplaying Game and the Starfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Starfinder® Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility>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

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions—is Product Identity. All other content is considered Open Game Content. Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

*Starjammer* is published by d20pfsrd.com Publishing under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. © 2017 d20pfsrd.com Publishing.







**“The only thing more vast than space itself, is the way humans and their ilk can disrupt even the simplest of plans. That is why they must be exterminated. . .”**

**- D'zebrik, Zurkhan Advisor**



# CONTENTS

## CONTENTS

### INTRODUCTION

What is Starjammer®

### RACES

Abiarazi

Manu

Pasimachi

Transgenic

Subraces

Dwarves

Elves

Gnomes

Half-elves

Half-orcs

Halflings

Humans

Additional Racial Archetypes

### CLASSES

Archetypes

Heliacal Healer

Shock Trooper

Void Tracker

Factions of the Void

Bastion Incantorum

Infinite Star Legion

Israfel Order

Red Tang Spice Guild

Shaman Knights

### FEATS

Feats of the Void

### MAGIC

New Spells

### HAZARDS

Encounter Chances

Hazard Details

Planets

Planet Shape Classification

Planet Size Classification

Worlds Beyond

Void Gods

Other Gods of the Starjammer Setting

### TRAVELING

Crew Roles

The Vessels of Starjammer

Converted Frames

Vessel Types by Size

Sample Spacefaring Vessels

Personal Transportation Devices

Spacefaring Vessel Engines

New Weapons for Spacefaring Vessels

Additional Expansion Bays

Shields

### BEASTS

New Universal Monster Rules

New Monsters

Known Star Beasts

Tardigrades

5

6

10

10

16

20

29

27

27

38

39

41

42

42

43

44

45

45

47

46

47

49

49

49

51

53

54

55

55

59

59

69

69

69

76

76

77

84

94

103

104

104

111

111

111

114

116

116

123

126

128

129

129

130

135

141



This project has been a long time in the works and is the result of multiple authors putting in countless hours getting it just right. Now it's up to you, the readers, to take Pathfinder out into the stars, travelling the void, to countless worlds unknown.

The void. A seemingly vast emptiness between the multitude of stars, but teeming with life spread far and wide and abundant in both numbers and variety. Those who choose to travel the void exchange the familiar landscapes of their home-worlds for the darkness of the void and the light of foreign suns in search of new horizons, knowledge, or riches. Some become beacons of light and hope while others seek only to plunder.

Paths in the void. Travelers between worlds encounter the juxtaposition of the strange intertwined with the recognizable, the comfortable wrapped around the unfamiliar, leaving many ill-at-ease. True adventurers realize that while dangers may lurk in the darkness for the unwary, the wonders of the universe are awaiting discovery and that those who are clever, lucky, or skilled - or some combination of all three - may survive the challenges of the void and build empires that span across worlds.



# INTRODUCTION

## WHAT IS STARJAMMER?

Starjammer is exploration and adventure in space – from technological marvels that break past the clouds and careen between planets to strange magics developed to explore new worlds. The core concept is to provide a unique experience for players and GMs by facilitating games that span stars rather than just continents and that visit any world they can imagine. While Starjammer is intended to be a complete set of tools to run Pathfinder adventures in the darkness of the void, it is also intended to be compatible with material from third-party publishers. “Additional Resources” sidebars at the end of each chapter provide suggestions for other titles that players and GMs may find useful for expanding their options.

There are many types of adventures to be found in the void: thrilling big-screen one-on-one dogfights between rebel and imperial vessels; episodic prime-time adventures that center on specific missions and explore humanitarian themes; campaigns that allow players to infiltrate enemy vessels as if they were spacefaring dungeons, fighting off pirates, and clearing decks in search of the treasures of the stars; exploring new worlds, races, and civilizations. There is no practical limit to the kinds of adventures or combinations of elements that can be found in your games.

Likewise, there is no set definition of what a spacefaring adventure will or should look like - they may contain as much or as little magic or technology as players and GMs desire. An adventure may be almost entirely surface-bound with space vessels existing merely to move from one world to another while other campaigns might play out entirely in the void between the stars. The universal constant is that element of the unknown from distant places that few within the setting ever visit.

## STARFINDER TO STARJAMMER

First, there may be some confusion! This book was originally planned to be titled “Starfinder” but apparently Paizo Inc. began development on a product they ALSO planned to call Starfinder, but they didn’t know about THIS product. They were very kind and contacted d20pfsrd.com Publishing to ask what could be done. An agreement was made that the name of the d20pfsrd.com Publishing product would change, allowing Paizo to continue developing under that name, and in return d20pfsrd.com Publishing would receive ongoing development notes of their Starfinder project. The book you are reading now is the bounty of that relationship, combining the awesomeness of Starjammer with the incredible Paizo Inc. product - Starfinder. Starjammer, originally published in February 2017, was a Pathfinder Roleplaying Game compatible science fiction game. Now that Starfinder has published, we have updated the rules so that the Manu, Transgenics, and other concepts behind Starjammer can play in the Starfinder universe. Enjoy!

What becomes known can never be unlearned, and this poses a very real risk to those who better or worse, even the homeworld of the adventurers. Planetary invasion is a very real possibility in the world of Starjammer, as is colonization. The difference is largely one of perspective, but that does not change the reality that it’s the player’s choice in how to approach their adventures in space.

## NAVIGATING THIS BOOK

The chapters of this book examine the necessary elements of adventuring out in the void, such as new species, class options, feats, spells, spacefaring vessels, space hazards, void gods, and new worlds for players to explore. Most of the options presented are intended for use by players and GMs alike, but there are a few elements that GMs may

wish to keep close to the chest and surprise their players with.

**Chapter 1—Character Races:** Who are the heroes that brave the journey into space to find adventure? This chapter includes four new races for the Starjammer setting, as well as new options for existing core races. Each race is presented with a mix of racial feats, spells, and unique adventuring gear appropriate for each race.

*Abiarazi* - The abiarazi are shape-changing oozes who possess latent psychic abilities and a voracious appetite.

*Manu* - Manu are rough, black-skinned humanoids with brightly colored eyes and thick, blunt teeth. They are sculpted stone made flesh and crafters extraordinaire.

*Pasimachi* - Pasimachi are beetle-like humanoids with a bulky build, and a tough exoskeleton. They are the greatest builders in the known universe.

*Transgenics* - Myths and legends of aliens visiting new worlds and mating with the natives? 100% true and the source of the transgenic people who roam the galaxy in search of their genetic origins.

*Core Races* - Humans, dwarves, elves, gnomes, halflings, half-orcs, and about a thousand other races; give or take. The galaxy is a crowded place, and these races and more are out there, waiting for adventure.

**Chapter 2—Class Options:** This chapter presents options to use existing classes in new and exciting ways, from the heliacal healer to the shock trooper. These options can be incorporated into existing characters or used for new heroes that adventure both planetside and across the universe. It also details five new factions for your characters to join or encounter in your adventures across the stars.

**Chapter 3—Feats of the Void:** This chapter contains new feats that can be taken by any character, including new feats that expand

character customization.

**Chapter 4—Magic in the Void:** Magics developed for travel, survival, or combat out in the depths of space for every adventurer who takes to the stars. If you're going to survive out in the darkness, you're going to need powerful magics at your command.

**Chapter 5—Hazards:** This chapter contains a comprehensive guide to different environments that can be encountered on the distant worlds across the universe. Also, included in this chapter are several worlds for characters to visit and explore. You will also find information on some of the major gods of the Starjammer setting.

**Chapter 6—Traveling in the Void:** This chapter takes an in-depth look at five different classifications of spacecraft and gives both players and GMs the tools to customize their own vessels. Select your hull, engine, weapons, templates, and more to customize your own craft to perfectly suit the needs of your crew or campaign. There are also several sample vessels to help you get started playing on your own spacecraft. Finally, you will find out how speed works in the void and what type of engines you need to get to your destination. Before you begin building your vessel, you will need a crew and positions for those crew members. That is the first thing discussed in this chapter.

**Chapter 7—Beasts of the Void:** With all the magic and technology at a character's disposal to get them out among the stars, they need monsters that will challenge them and drive them to show their merits. This chapter includes a host of new monsters, including the reclusive void travelers, the adaptable tardigrades, and the mythic ribbon dragon.



# INTRODUCTION

## BRINGING STARJAMMER TO YOUR TABLE

You have decided to take the plunge and throw your players and their characters out into the void. There are many ways you can go about doing it. Here we will talk about some of the many ways you can start your Starjammer adventures. There are some universal caveats to consider of course:

- ◀ The starting solar system in your campaign. Since Starjammer is a universal system, there are no pre-made solar systems or settings for you to use. You must create the solar system that your players will be interacting with. Remember that while your planets exist in a vacuum, your game should not. Tailor planets as you need them and flesh out your campaign to challenge your players.
- ◀ What technology level are you going to want your campaign to be at? Starjammer assumes a certain level of technology versus magic. However, you can tweak it in whichever direction you want. Are you looking for High Science Fiction like *Star Trek*? Operatic Science Fiction like *Star Wars*? What about Nitty Gritty Science Fiction like *Battlestar Galactica* or *Firefly*? Or do you prefer just a sprinkle of science, as you would see in *Thundarr the Barbarian*? These are the kinds of decisions you must make about your campaign before you take it to the stars.
- ◀ Standard Races or Alien Races? How are you going to start off your campaign? There are several examples below, and only one of them starts your campaign with races out of this book. That is not to say that they could not be used, but you must decide *how* they will be used. Or, will they be used at all?

## STARJAMMER, THE CAMPAIGN

You have decided that you are going to start right out in a Starjammer campaign. Your players will be playing characters using the races in this book, or other fantastic races that you have created for them. They might have a vessel and they may have a crew. What else will you need to consider?

- ◀ Do you have custom races that you wish to introduce?
- ◀ Have you designed a solar system, or series of solar systems that will keep the players entertained? Is your system clear, or are there hazards to be encountered?
- ◀ Are you using adversaries from this book (check out the Zurkhan in Chapter 9: Bestiary for an example) or are you making it up yourself? Are those adversaries monsters, pirates, space cults, military organizations, or battle-hardened traders?

## STARJAMMER, STRANGE NEW WORLDS

In this version of Starjammer, your standard campaign world has been visited, or perhaps attacked, by a race from the void. Your campaign world now must adapt to knowing that there are things beyond the stars that are dangerous. Governments, organizations, and/or player characters get their hands on a starcraft and can now leave their homeworld. Why would they want to do that and what is going to be involved?

- ◀ How do the player characters get off-world? Are they given a spacecraft or do they take it? If they are given a spacecraft are they trained in its use or did they steal the vessel and literally must learn spaceflight from scratch?
- ◀ Will players take to the stars in a pre-designed craft of the GM's making, or will you allow them to design their own?



- ◀ Interactions with the race that brought their fantasy world spaceflight: are they benevolent, or were they invaders?

## STARJAMMER, ALONE IN A GALAXY FAR, FAR AWAY

Your player characters were minding their own business, or perhaps getting too close to an extraterrestrial threat and were abducted. Taken to who knows where in the galaxy now they have been thrown straight out of their comfortable fantasy existence with magic and dragons and now must face the technological threats of a science fiction universe.

- ◀ This is your typical survival campaign but with a major twist; The Void. Perhaps your player characters have been abandoned on an odd world and must find their way off. Maybe they are in an interplanetary prison and must escape. Regardless the alien environment will be disturbing, and hopefully completely different from anything they have ever seen before.
- ◀ Do they even get a spacecraft and get to escape or are you relocating your campaign to the distant world you stranded them on?
- ◀ Did they even *get* to a world? After their abduction, did they manage to escape while still traveling? If so, did they take over the vessel and are now learning how to pilot this technomagical beast?

One of the most interesting aspects of playing Starjammer is the almost infinite possibilities that can be brought to the table, the fantasy world, or in this case, the fantasy galaxy.







## RACES OF STARJAMMER

Choosing to play a standard fantasy race such as a human, dwarf, or elf, versus playing one of the astonishing races described in this chapter is up to your Game Master and is based upon the type of campaign that they wish to run. Abiarazi, manu, and other “stellar” races are as diverse as fantasy races, with inspiration being taken from the original fantasy races to create their interstellar counterparts.

## ABIARAZI

Abiarazi are shape-changing oozes that can take the form of other humanoids. They have latent psychic abilities and voracious appetites. Abiarazi find the concept of ownership an oddity: a quirk shared by other races. However, they understand all too well the concept of consumption, and whether it’s an entire store of foodstuffs or planetary resources, the abiarazi are hungry for more.

Originally hailing from a planetoid known as Vivistaldur, the abiarazi were forced into space when their planet was shattered. Half of the planet was broken into a multitude of vessel-sized asteroids that, along with the remaining

### RACE INFORMATION

| Race       | Avg. Height | Avg. Weight  | Age of Maturity | Maximum Age     |
|------------|-------------|--------------|-----------------|-----------------|
| Abiarazi   | 4-6 ft.     | 90-150 lbs.  | 12 yrs.         | 110+2d20 years  |
| Manu       | 6-7 ft.     | 160-240 lbs. | 105 yrs.        | 250+3d20 years  |
| Pasimachi  | 4-5 ft.     | 160-240 lbs. | 15 yrs.         | 60 + 2d20 years |
| Transgenic | 5-7 ft.     | 100-300 lbs. | 18 yrs.         | 80+2d20 years   |



hemisphere of the planet, continue to orbit within the star system. It is a harsh reminder to all sentient races to not allow these creatures to become overcome by their own insatiable appetites. While their homeworld is incapable of sustaining life, the abiarazi survive on half a dozen other worlds, forming a small empire (as celestial empires go) and attempting to rebuild the glory of their long-lost home. Some abiarazi make sacred pilgrimages back to Vivistaldur to search for forgotten cultural relics or lost knowledge; these voyages into their own past are a time-honored tradition. Recovering what was lost by their forbears is considered one of the greatest honors in abiarazi culture. Those that engage in such expeditions are viewed as a mixture of heroes to their people and as beings anointed by some undefined "higher power" that has charged them with the task of restoring to the abiarazi that which had been forgotten. Those that bring back to memory bits of their ancient culture or retrieve ancient artifacts are revered and provided for by their communities.

**Physical Description:** In their true forms, they are pulpy masses of vein-riddled violet slime, though they often take the form of pale-skinned humanoids with flat, nose-less faces, dark eyes, and scowling mouths.

**Society:** Abiarazi appear to get along and work well with others of their species. While most abiarazi have no qualms about taking on humanoid forms for extended periods of time, there are some within abiarazi society that consider themselves "purists", keeping their amorphous, gelatinous forms unless they need to take on another shape for a specific purpose. There are a few pitiful abiarazi that have gone mad, constantly shifting between a plethora of forms, unable to retain a shape for more than a few seconds at a time. This makes them difficult to interact with at the best of times, and dangerous at the worst.

Abiarazi find the commingling of their gelatinous natural forms to be exceptionally intimate, and

taboo unless done with a mate in a private setting. It is also considered impolite to pass through an abiarazi in its ooze form, as it is regarded as an invasion of that abiarazi's personal space.

**Relations:** Abiarazi often have a difficult time interacting with other races because they are viewed as strange and exotic. Most sentient races do not want to willingly meet an ooze, so they usually assume a humanoid form to interact with other species. When abiarazi want to put someone at ease, they often appear as a member of whatever race that they're interacting with.





## ABIARAZI RACIAL TRAITS

**Ability Scores:** +2 Constitution +2 Intelligence, -2 Charisma. Abiarazi are tough and cunning, but put other creatures off by their strange mannerisms.

**Racial Hit Points:** 6 HP

**Size and Type:** Abiarazi are oozes with the shapechanger subtype and are Medium size. They eat and breathe, but do not sleep unless they want to gain some beneficial effect from this activity, such as gaining spells. Abiarazi are neither mindless, nor blind, and so they have no special immunity to gaze attacks, visual effects, illusions, or other attack forms that rely upon sight. Abiarazi are immune to sleep effects.

**Compulsive:** Abiarazi find simple, repetitive behaviors fascinating, almost to the point of obsession. This may manifest itself in varied ways; overeating, gambling, repeatedly washing after minimal contact with other species, etc. Thus, abiarazi suffer a -2 penalty to Will saves to resist compulsions.

**Oozeform:** As a standard action, abiarazi can become flexible enough to move through areas at least half their size with no penalty for squeezing. Abiarazi can move through a space at least one-quarter of their size using the standard penalties for squeezing. Abiarazi may use this ability a number of rounds per day equal to their total character level.

**Plasmic Lash:** Abiarazi have a long, sticky tentacle that can be used to attack. In humanoid form, this tentacle typically manifests itself as a tongue-like appendage. It is treated as a secondary melee attack and is sticky along its entire surface. A creature hit by this attack cannot move more than 10 feet away from the abiarazi and takes a -2 penalty to EAC and KAC if the lash is attached (this penalty does not stack if multiple lashes are attached). The lash can be removed by the target or an adjacent ally by making an opposed Strength check against the abiarazi as a standard action or by dealing 2 points of damage to the lash (EAC 11, KAC 11, damage does not reduce the abiarazi's Hit Points). An abiarazi cannot move more than 10 feet away from a creature stuck to its lash, but it can release its lash from the target as a free action, and the abiarazi may pull any creature attached to its lash 5 feet toward it as a swift action if it succeeds in an opposed Strength check. An abiarazi can only have one creature attached to its lash at a time.

**Psychic Obscurity:** Once per day as a standard action, an abiarazi can appear blurry and distorted, granting her concealment against all creatures for up to 1 minute per character level.

**Shapechanger:** The abiarazi can use this ability as a standard action to assume the form of any Small or Medium creature of the humanoid type. If the form it assumes has any of the following abilities, it gains the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet. If used as part of a disguise, this ability grants a +10 circumstance bonus to the Disguise check. While in their natural forms, abiarazi are unable to wear armor or clothing.

**Voracious Appetite:** Abiarazi are almost constantly hungry and require twice as much food as a normal humanoid. If an abiarazi does not eat at least once every four hours, it gains the fatigued condition.

**Languages:** Abiarazi speak Aklo. An abiarazi with a high Intelligence score can choose from the following: Aurelian, Common, Dwarven, Elven, Gnome, Manu, or Pasimachus.



They have no unusual ties to any one race, though they do have strained relations with humans. For reasons that are lost to the pages of time, humans and abiarazi do not typically get along very well, and the shape-changing oozes are not openly welcome in human communities.

**Alignment and Religion:** Abiarazi are largely secular, not worshipping any set of gods. Those abiarazi that indulge in religion often worship gods of space and of the void, particularly the goddess Alula. There are small communities of abiarazi that worship other gods, but they are far more the exception than the rule.

**Adventurers:** The ruins of Vivistaldur are a nigh-irresistible draw to abiarazi, and many abiarazi choose to make the journey from the farthest reaches of the cosmos. There are others that choose a life of piracy or conquest, and such abiarazi are often reviled as the scourge of the stars.

**Male Names:** Agu, Fahd, Majid, Nuh, Sa'Id, Ulan, Vega, Zayd

**Female Names:** Baraka, Folami, Kanika, Kehinde, Radhiya, Samiyah, Yamileth, Zaynabu

## ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the shapechanger racial trait. Consult your GM before selecting these options.

**Cerebrist:** The abiarazi gains the following spell-like abilities: *1/day—anticipate thoughts*, *ghost whip*, and *reflecting armor*. The caster level for these effects is equal to the abiarazi's level, with a save DC equal to (12 + the abiarazi's Intelligence bonus).

**Ultrapsionic:** The abiarazi gains the following spell-like abilities; *1/day—biofeedback*, *concussion blast*, and *sustenance*. The caster level for these effects is equal to the abiarazi's character level, with

## PLAYING AN ABIARAZI

### You likely...

Are adaptable, quick to come up with an alternative plan, and willing to work with anyone.

Feel an irresistible urge to explore, especially the ruins of Vivistaldur.

Look upon creatures that humans might label "monsters" as just misunderstood.

Love jobs that include repetitive, seemingly menial tasks.

### Other races probably...

Have never seen an abiarazi in their natural form, but if they have, are extremely wary of their ooze-like appearance.

Secretly worry that any of their shipmates could be an abiarazi in disguise.

Think of abiarazi space pirates as the scourge of the stars, to be feared above all other pirates.

a save DC equal to (12 + the abiarazi's Intelligence bonus).

## RACIAL ARCHETYPES

### MORPHIC WARRIOR

Training from birth to control their ability to take on humanoid form, abiarazi use their ability to shapechange to their advantage in combat situations. The morphic warrior capitalizes on his ability, making himself a very difficult target to hit by rapidly manipulating his form.

#### 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Ooze Defense (Ex):** Your ooze-like form allows you to move in ways that humanoid creatures could never dream of. You gain a +1 bonus to EAC



and KAC. This bonus does not apply when you are flat-footed or off-kilter.

## 4TH-LEVEL ALTERNATIVE CLASS FEATURE

**Shapechanger's Dodge (Ex):** You can use your shapechanger racial trait as a reaction when a target opponent declares a melee or ranged attack against you. The opponent suffers a 20% miss chance on that attack and on successive attacks against you until the start of your next turn. You can use this ability a number of times per day equal to 4 + your Charisma bonus.

## 8TH-LEVEL ALTERNATIVE CLASS FEATURE

**Doppelganger Defense:** Your bonus to EAC and KAC from ooze defense increases by an additional +1, and the miss chance granted from shapechanger's dodge increases by +20% (for a total of 40%).

## 12TH-LEVEL ALTERNATIVE CLASS FEATURE

**Combat Mimic (Su):** You can use your shapechanger racial trait to perfectly mimic the features of a humanoid opponent in combat, confusing and disorienting him. The opponent you are mimicking takes a -2 penalty on attack rolls against you, as well as a -2 penalty on all saving throws, as long as you are visible to him. At 16th level, your mimicry is so complete that it confuses the target's allies as well, giving them the same penalties. These penalties last a number of rounds equal to your level in the class in which you took this archetype.

## ABIARAZI FEATS

### GELATINOUS CONSTITUTION (ABIARAZI)

*Your ooze heritage begins to manifest as your body becomes more resistant to certain effects.*

**Prerequisites:** 3rd level, Con 13, Toughness, abiarazi.

**Benefit:** You gain a +2 bonus to saves versus

paralysis, poison, polymorph effects, and stunning.

### GELATINOUS CONSTITUTION, GREATER (ABIARAZI)

*Your racial recuperative powers are heightened.*

**Prerequisites:** 9th level, Con 17, Improved Gelatinous Constitution, abiarazi

**Benefit:** You gain a +2 bonus to saves versus paralysis, poison, polymorph effects, and stunning. These bonuses stack with the bonuses granted by Gelatinous Constitution.

### GELATINOUS CONSTITUTION, IMPROVED (COMBAT, ABIARAZI)

*Evolving into a higher ooze form, your body's defenses grow stronger.*

**Prerequisites:** Con 15, 7th level, Gelatinous Constitution, abiarazi

**Benefit:** Once per day if you are struck by a critical hit, as a reaction you may negate the critical hit, making the attack a normal hit.

### GELATINOUS CONSTITUTION, ULTIMATE (COMBAT, ABIARAZI)

*You have reached the pinnacle of evolution for your species.*

**Prerequisites:** Con 17, 12th level, Greater Gelatinous Constitution, abiarazi

**Benefit:** While in your natural form, you become immune to the following effects: critical hits, flanking, paralysis, poison, polymorph, precision damage and stunning.



## ABIARAZI SPELLS

### FORMLOCK

**School** abjuration; Level mystic 4

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature Duration 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell attempts to prevent a targeted creature from voluntarily changing forms for the duration of its effect. If the target creature fails their saving throw, transmutation effects are not possible. *Formlock* does not return the target creature to its true form. If the creature is the target of a transmutation spell while affected by *formlock*, the other caster must make a caster level check (1d20 + caster level) against a DC (11 + your caster level). Success means that the transmutation effect succeeds and *formlock* ends.

you gain a +1 bonus to your Charisma score.

**Integration (6th):** You've spent your entire life among other species, learning to adapt to any culture. When making a Culture check to recall knowledge of another species in order to appear as a member of that species, you may roll the check twice and take the better result.

**Intervention (12th):** You're adept at saving face in complex social situations, even if your allies are less than diplomatic. Once per day, if an ally within 30 feet would fail a Bluff or Diplomacy check, as a reaction you may roll the same check using your bonuses and substitute that result for your ally's, as if she had rolled the higher result.

**Formless Master (18th):** You're so convincing that sometimes you convince yourself. Once per day, when you succeed at a Disguise check, regain 1 Resolve Point.

## ABIARAZI CHARACTER THEME

You've perfected the art of imitating other races, to the point where you could probably pass for a member of nearly any humanoid species.

### FORMLESS EMISSARY

**Theme Knowledge (1st):**

You gain a +1 trait bonus to Disguise checks to pass for any other humanoid race. Disguise also becomes a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 on Disguise checks. In addition,







## MANU

Hailing from a verdant world known as Qundin, the manu have made a meteoric rise to the stars, because their race was considered little more than primitive savages a few millennia ago. Now they boast one of the most technologically advanced civilizations in the known universe, pioneering some of the most innovative magitech available. Most manu live productive lives working to improve some aspect of manu culture or to provide some lasting work that will be remembered for many generations to come, but some were born to seek adventure across the stars.



**Physical Description:** Manu are rough, black-skinned humanoids with brightly colored eyes and thick, blunt teeth. Their sharp, sculpted features give them a stoic, slightly menacing presence. Their limbs are slightly longer than a human's and end at four-fingered hands which are equally oversized. However, their finely-tapering fingers result in an unexpectedly graceful grasp on tools. Their calves and feet are wider than most humanoids and they walk with a slight hunch. They prefer to wear loose, brightly colored clothing and wide sashes either tied around their waists or draped decoratively over their clothing.

**Society:** Unlike many species, manu castes are not hierarchical. They are indicative of a chosen cultural path; craftsman, guardian, herald, laborer, and magistrate. Manu craftsmen are typically suited not only to intellectual pursuits, but are also dedicated to bringing to fruition the labors of those pursuits, be they cultural advances, new magics, or advanced technologies. Guardians are both warriors and caretakers of the people, working to serve and protect those that cannot care for themselves. Manu heralds are their leaders, mouthpieces for the people. Among their ranks can be found merchants, diplomats, explorers, and theologians. Laborers lead a simple life, under the guidance of others and being the many hands that make work light. They are farmers, smiths, and builders, and they make up the largest of the manu castes. The magistrates differ from the heralds in that they do not lead, but rather, employ their skills to interpret meaning, either as judges, translators, historians, or philosophers.

There are also the casteless, or "losa" as the manu call them; people who have rejected the system of castes that dominates manu society. They are not criminals; they are the manu that forge their own path, and they often display traits of many of the other castes. These manu are most often the ones that seek out adventure among the stars.

**Relations:** Manu maintain positive relationships

with most other races, who wish to trade for manu goods or services. However, they are in fierce competition with goblins when it comes to manufacturing spacefaring technologies, who have stolen or copied many wonders that were first created by manu.

Manu live and work within a caste system that is not immediately obvious to outsiders, as it is not identified by any clothing or appearance on their homeworld. Because of these subtleties, those that are not manu can often have trouble integrating into societies where manu form the majority, leading to a rise in racial tensions. To combat this trend, manu that live with other races often adapt identifying clothing or mannerism to help others to understand which caste a particular individual belongs to. Mistaking a guardian for a laborer could potentially cause a minor incident in a mixed society.

**Alignment and Religion:** While manu are often of good alignment, this is not necessarily a universal trait. As creative, constructive beings, manu prefer to create rather than to destroy, though their creations tend to be just as chaotic in application as they are to be orderly.

Manu favor deities that promote travel, knowledge, magic, the stars, and trade, or humbler concepts such as community or cooperation. Some also follow faiths that promote artifice, imagination, memories, or runic writings, finding comfort and solace in creation or remembrance.

**Adventurers:** Manu infrequently become adventurers, preferring to stay within their societal structures and work to the benefit of their people. However, those that do often hear the calling of the stars and feel the tugging of inspiration and exploration.

**Male Names:** Aakil, Farrar, Gyan, Izar, Quain, Stian, Tarak, Ved

## PLAYING A MANU

### You likely...

Dabble in both magic and technology, and find manu technomancers to be the epitome of manu innovation.

Adhere strictly to a caste system which is seemingly incomprehensible to outsiders.

Work hard to create a lasting legacy for yourself or your people.

Don't prefer the life of an adventurer, and instead travel the stars for the betterment of your own inspiration and experiences.

### Other races probably...

Are appreciative of your propensity for creation of magitech.

Find your society's caste system to be confusing.

Underestimate your dexterity because of your large, unassuming stature.

**Female Names:** Astraia, Bao, Fenna, Ganya, Hoku, Sidra, Waneta, Zella

## ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard racial traits for manu. Consult your GM before selecting these options.

**Goblinfoe:** Competition between manu and goblins can be so fierce that some manu develop a deep-seated animosity toward goblins that can drive them to be reckless. Manu with this trait gain a +1 racial bonus to attack rolls against goblins and a +2 bonus to all saving throws against fear effects.



## MANU RACIAL TRAITS

**Ability Scores: +2 Intelligence, +2 Wisdom:** Manu are . clever, wise, and resourceful.

**Racial Hit Points:** 4 HP

**Type and Size:** Manu are humanoids with the manu subtype, and are Medium creatures.

**Craft Magitech:** Manu gain a +1 racial bonus to Mysticism checks and Engineering checks to craft tech items, and they always treat these skills as class skills. They also gain a +1 bonus to all Craft checks to create magical items.

**Darkvision:** Manu can see in the dark up to 60 feet.

**Magesense:** Manu can use *detect magic* as a constant spell-like ability. The caster level of this spell-like ability is equal to the manu's character level.

**Master Tinker:** Manu gain a +1 bonus to Computers checks to disable a computer system and Engineering checks to disable devices. They are also proficient with any weapon they have personally crafted.

**Snap Innovation:** Once per day, a manu can treat their character level as if it were 4 higher for the purposes of using any level-based class feature (such as a mechanic's energy shield trick or an operative's field treatment exploit). This trait does not give manu early access to level-based powers; it only affects powers they could already use without this trait. Regardless of the ability that is boosted, the effect will only last for one round.

**Languages:** Manu speak Manu. A manu with a high Intelligence score can choose from the following: Aklo, Aurelian, Common, Dwarven, Elven, Gnome, or Pasimachus.

This trait replaces master tinker.

## RACIAL ARCHETYPES

### MYSTIC TECHNICIAN

The mystic technician is one of the master craftspeople of the manu race, capable of creating magitech items with great speed and ease. They use these items to help them pursue greater marvels of innovation to improve their lives, and the lives of their friends and fellow citizens.

#### 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Assayer (Ex):** At 2nd level, a technician adds ½ his level to Engineering checks to disable devices

and Mysticism checks to disarm magical traps. In addition, he gains a +4 insight bonus on Mysticism checks made to identify the properties and command words of magic items in his possession. This bonus increases to +8 at 6th level, and by +4 every four levels thereafter to a maximum of +20 at 18th level.

#### 4TH-LEVEL ALTERNATIVE CLASS FEATURE

**Magitech Resistance (Su):** At 4th level, a technician gains a +2 bonus to all saving throws to resist magical effects caused by magical items. This bonus increases to +4 at 6th level, and to +6 at 8th level.

#### 6TH-LEVEL ALTERNATIVE CLASS FEATURE

**Swift Craftsman (Ex):** At 6th level, a technician can create magical items with astounding speed. It

takes a technician half the normal amount of time to create magical items.

#### 12TH-LEVEL ALTERNATIVE CLASS FEATURE

**Spell Resistance (Su):** At 12th level, the technician gains spell resistance equal to  $(10 + \frac{1}{2}$  the technician's character level).

## MANU FEATS

### MARTIAL ACUITY (COMBAT, MANU)

*Your ability to quickly assess complex patterns applies even to dangerous situations.*

**Prerequisites:** Int 15, manu

**Benefit:** Whenever you would gain a bonus to attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +2 insight bonus.

### RELIC DEALER (MANU)

*Knowing the value of your goods and what goes into making them has made you a master at dealing with merchants.*

**Prerequisites:** Cha 15, Culture 2 ranks, Diplomacy 2 ranks, manu

**Benefit:** Whenever you are attempting to improve the attitude of a creature in order to bargain for a magical item (either buying or selling), you may roll Diplomacy twice and take the better result.

### STRONGLUNG (MANU)

*Working in environments that could be airless at any moment has taught you to control your breathing.*

**Prerequisites:** Con 13, Endurance, manu

**Benefit:** Whenever you are deprived of air, you may hold your breath for an additional number of rounds equal to four times your Constitution

modifier (minimum 4). You also gain an additional +4 bonus to Fortitude saves to resist any spell or effect that causes you to be deprived of air.

## MANU MAGIC ITEMS

| Item        | Price         | Level | Bulk |
|-------------|---------------|-------|------|
| Grav Jacket | 2,500 credits | 2     | L    |

### GRAV JACKET

Developed especially for work in zero-gravity environments, this bulky black jacket helps keep the wearer stable when gravity is lost. If a spacecraft loses gravity, anyone wearing a grav jacket remains able to walk upon the nearest solid surface within 5 feet as if gravity was normal, including walls or ceilings. In addition, when in zero gravity, the wearer of a grav jacket gains a +10 competence bonus made to attempt high jumps or long jumps. A grav jacket does not grant any special protection against spells such as *reverse gravity*.

## MANU SPELLS

### SUPPRESS MAGIC

**School** abjuration; **Level** mystic 3, technomancer 3

**Casting Time** 1 standard action

**Range** touch

**Effect** one magic item

**Duration** 1 round/level

**Saving Throw** Will negates (object); **Spell Resistance** no

This spell temporarily suppresses the mana flow in a magical object. The magical item must make a Will save or be turned into a normal item for the duration of the spell. An item in a creature's possession uses its own Will save bonus or its owner's Will save



bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item's magic is suppressed for twice the normal duration of the spell.

## MANU RACIAL THEME

### SHIPBUILDER

**Theme Knowledge (1st):** You've spent years helping to create and repair engineered items. When you successfully use the aid another action to aid an ally's Engineering check, that character gains a +2 circumstance bonus to the check (in addition to the +2 bonus normally granted for successfully aiding another). Engineering also becomes a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 on Engineering checks. In addition, you gain a +1 bonus to your Intelligence score.

**Builder Prodigy (6th):** After years of working on spacefaring vessels, learning the ins and outs of their design and construction, you have become a master builder. You gain a +4 bonus to Engineering checks to craft or repair parts of spacefaring vessels, and you never damage such items you attempt to repair, no matter how much you fail the check by.

**Jury-Rig (12th):** You've become adept at using cheaper materials without reducing the stability or reliability of the vessels you create. You may add your character level to the build points of a vessel you build without increasing its cost. If you are part of an adventuring crew, this build point increase applies to your crew's starship as long as you travel with the crew.

**Master Shipbuilder (18th):** Fixing things is cathartic for you, and can even recharge you. Once per day, when you successfully repair a technological item with the Engineering skill, you regain 1 Resolve Point.



## PASIMACHI

After devastation rained down upon their homeworld in the form of a massive meteor shower that destroyed an entire hemisphere, the surviving pasimachi took to the stars to ensure the survival of their race. Having colonized three new homeworlds since, the pasimachi have forged a greater bond as a people and are one of the most unified races in the known galaxy. They have waged no wars against one another and have developed a hive-like culture in which all pasimachi are considered kin and any conflict with those that are not pasimachi are faced collectively before resolving conflict between each other.

As a relatively new race to spacefaring, pasimachi have an innate sense of curiosity and awe regarding the universe's wonders, and they have no long-standing traditions regarding most other species, or the dangers of the void. This can lead to some naivety when dealing with more "space wise" races, and new encounters are often met with either an overwhelming sense of optimism, or among the more jaded members of pasimachi society, with an overly cautious or aggressive demeanor.

Pasimachi have a strong attachment to their past; those that maintain a positive perspective view their race's history as a testament to their strength and ability to survive any adversity, while those that have a negative outlook tend to focus on the tragedy of their home planet's destruction. Either way, they tend to hold grudges, fervently seek to repay debts, and form attachments to people, places, and things quite easily.

Pasimachi are builders; not in the same way that dwarves are craftspeople, but pasimachi tend to want to create things that will last. Their most populous planet, Colmea, has grand, mountain-like hive-cities that were constructed to mimic the largest mountain ranges from their original homeworld, Coi-Linea. They also build grand tombs

to honor their greatest leaders and heroes, temples for their gods, and massive public works projects that benefit millions of people. When part of mixed societies, they push for similar projects, just so that they can be a part of their construction.

**Physical Description:** The average pasimachus is a beetle-like monstrous humanoid that stands around six feet tall, has a bulky build, and has either a black, green, or reddish-brown exoskeleton. They have three segmented digits on each hand and foot, and toughened shell-like wings (known as elytra) cover their backs, hiding and protecting vestigial hind wings. They have multifaceted, black eyes, and a pair of sinuous antennae that reposition themselves according to the pasimachus' mood, which is useful for those that interact with pasimachi, since they don't have any other recognizable facial expressions that communicate mood or tone.

**Relations:** Pasimachi and dwarves have somewhat of a rivalry, as dwarven craftsmen look down upon the comparatively crude workings of the pasimachi, and the pasimachi feel that dwarven craftsmanship is ostentatious. Watching pasimachi and dwarves argue amuses many other races quite a bit, and so most other humanoids welcome pasimachi openly, despite their insectoid appearance, which can be startling to those who do not expect to encounter them.

**Society:** Prior to the destruction of their homeworld nearly 700 years ago, pasimachi were a fractious species, with constant infighting between clans. Since leaving their uninhabitable home planet, the pasimachi have set aside their rivalries and worked to strengthen the bonds between their peoples. Now, the clans work together to ensure the survival of their race, like worker bees doing their part to ensure the success of their colony, and are stronger than ever. If there are any dissidents among them, they keep such activities carefully hidden.

Within their own clans, pasimachi are prone to



demonstrations of strength and battle prowess. They also carve runes into their exoskeletons, in similar fashion to other races tattooing their skin, to proclaim their allegiance to their clan, or intimidate their rivals.

**Alignment and Religion:** Generally even-tempered, pasimachi can be prone to explosive behavior when pushed to extremes. Most pasimachi are neutral-good, working together for the betterment of their society, but not concerning themselves overmuch with following rules or established procedures to get the job done. They prefer to worship deities of community, protection, and travel, as those are the gods whose values most closely mirror their own.



## PASIMACHUS RACIAL TRAITS

**Ability Scores:** +4 Strength, -2 Dexterity, -2 Intelligence:

Pasimachi are exceptionally strong, but not particularly agile

or clever.

**Racial Hit Points:** 4 HP

**Type and Size:** Pasimachi are humanoids with the pasimachus subtype, and are Medium creatures.

**Slow and Steady:** Pasimachi have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

**Darkvision:** Pasimachi can see in the dark up to 60 feet.

**Insectoid:** Pasimachi are monstrous humanoids with the insectoid subtype.

**Climb:** Pasimachi have a climb speed of 20 feet, and gain a +8 racial bonus to Athletics checks to climb thanks to that climb speed.

**Expert Climber:** Pasimachi can cling to cave walls and even ceilings if the surface has hand and footholds. In effect, Pasimachi are treated as being constantly under the effects of a non-magical *spider climb* spell, save that Pasimachi cannot cling to smooth surfaces. This trait doubles the normal +8 racial bonus to Athletics checks to climb normally granted to creatures with a climb speed (to a total +16 bonus).

**Hardened Carapace:** Pasimachi gain a +2 bonus to their EAC and KAC.

**Shell Slam:** Pasimachi gain a slam attack as a primary natural attack that deals 1d4 points of damage.

**Stability:** Pasimachi receive a +4 racial bonus to their KAC when resisting bull rush or trip attempts while standing on the ground.

**Languages:** Pasimachi start with Common and Pasimachus. Pasimachi with high Intelligence scores can choose from Abiarazi, Aklo, Aurellian, Dwarf, Gnome, Manu, or Orc.

**Adventurers:** Many pasimachi who choose to lead lives of adventure often seek out new worlds that could potentially be settled by their people. They are not a race that is particularly prone to conquest, so finding worlds unclaimed by other races is preferable to territorial disputes. However, they are fierce protectors of their homes, families, friends, and possessions; almost to a fault.

**Male Names:** Akrek, Charoc, Hiklekk, Kriq, Negatok, Prek, Salkik, Zedakek

**Female Names:** Arrareen, Chiriek, Ekeena, Iqreena, Keesla, Meessakek, Qorah, Teece

## ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard racial traits for pasimachi. Consult your GM before selecting these options.

**Acidic Spittle:** Capable of breathing out sprays of acid, pasimachi with this trait may breathe a blast of acid once per day as a standard action that deals 2d6 damage in a 30' cone. All creatures within the affected area must make a Reflex saving throw, DC 10 + ½ the user's character level + the user's Constitution modifier. Those who succeed at the save only take half damage from the attack. This trait replaces expert climber.

**Chitin Horn:** Sprouting a large, sharp growth of exoskeleton from the head, a pasimachus with this trait gains one natural gore attack as a primary natural attack that deals 1d4 piercing damage. This trait replaces shell slam.

**Exhale Fire:** Capable of breathing out gouts of flame, pasimachi with this trait may breathe a blast of fire once per day as a standard action that deals 1d6 damage in a 15' cone. All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this breath weapon is  $10 + \frac{1}{2}$  the user's character level + the user's Constitution modifier. Those who succeed at the save take no damage from the attack. This trait replaces shell slam.

**Hardened Claws:** Certain warrior pasimachi have developed harder, sharper claws than their brethren. They receive two claw attacks. These are primary natural attacks that deal 1d4 damage. This trait replaces hardened carapace and shell slam.

**Flight:** Some pasimachi have stronger, larger hind wings than their peers. These pasimachi have a fly speed of 30 feet with clumsy maneuverability. This trait replaces hardened carapace and stability.

**Lasher:** Having longer and more finely-controlled antennae than most pasimachi, those that possess this trait are capable of making attacks with them. Pasimachi have long antennae that they can use to make attacks of opportunity with a reach of 5 feet. Their antennae are capable of making a single secondary natural attack, allowing you to attack with them at a -5 penalty along with your other attacks. This attack deals 1d8 points of damage plus the user's Strength modifier. This trait replaces hardened carapace.

**Light Affinity:** Certain pasimachi are immune to light-based blindness and dazzle effects, and are treated as one level higher when determining the effects of any light-based spells or effects they cast (including spell-like and supernatural abilities). In addition, once per day a pasimachus can emit light

similar to that of a torch for a number of minutes equal to its character level. This trait replaces hardened carapace and stability.

**Swarming:** Pasimachi are used to living and fighting communally with other members of their race. Up to two pasimachi with this trait can share the same square at the same time. If two such pasimachi that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares. This trait replaces shell slam and stability.

**Tunnel Master:** Accustomed to digging and tunneling, pasimachi with this trait gain a burrow speed of 30 feet. They also gain a +1 bonus to Physical Science checks involving geology and to Survival checks made while underground. This trait replaces climb, expert climber, and hardened carapace.

## RACIAL SUBTYPES

While most pasimachi follow the general model

## PLAYING A PASIMACHUS

### You likely...

Feel a strong kinship to your fellow pasimachi.

Enjoy simple and functional craftsmanship over artistic expression.

Strongly appreciate your race's history and culture.

Find ways to work on large construction projects.

### Other races probably...

Have difficulties reading your emotions.

See your relatively crude equipment as a sign of weakness or laziness.

Misunderstand your inherent racial pride as racism.



of the pasimachi, there are many subspecies of pasimachus that differ from the standard. Those subspecies manifest different characteristics from their peers in both appearance and ability.

Presented here are 9 variant pasimachus heritages for PCs to choose from. From the bioluminescent fireflies to pasimachi with long antennae that they wield like whips, some pasimachi were bred for traits that may prove useful to an adventurer. If you choose one of these subspecies, you should work with your GM to ensure that your character's appearance matches with the type chosen. The racial traits that are listed in each entry replace standard pasimachus traits just as they do above.

**Blisterbeetle Pasimachi:** Inhabitants of the tangleworld Sharrikin, blisterbeetle pasimachi have developed powerful acid glands in their mouths that they can use to spray acid at their foes. Blisterbeetle pasimachi have the acidic spittle trait.

**Cavern Pasimachi:** Some clans of pasimachi live their lives deep beneath the earth, mining for precious metals and gems, or creating vast underground cities. These pasimachi have the tunnel master trait.

**Firefly Pasimachi:** These pasimachi have adapted to dark or underground environs, having bioluminescent skin that can glow at-will underneath their carapace, emitting a pale green light strong enough to see by. They are also capable of exhaling blasts of fire. Firefly pasimachi have the exhale fire and light affinity traits.

**Rhino Pasimachi:** Having evolved a large horn atop their heads, rhino pasimachi charge into the fray, unafraid of taking the lead in combat. Rhino pasimachi have the chitin horn trait.

**Scarabswarm Pasimachi:** Scarabswarm pasimachi are a close-knit war clan that constantly train to act in concert with one another to defeat their foes. Scarabswarm pasimachi have the swarming racial trait.

**Sharpclaw Pasimachi:** This clan of pasimachi live in remote wilderness areas where they must struggle to survive with few resources. They have come to rely upon their own natural gifts to survive out in the wild lands. These pasimachi have the hardened claws trait.

**Whiplash Pasimachi:** Having longer and more sensitive antennae than other pasimachus clans, these warriors have developed their control over their own antennae to the point that they can use them in combat. These pasimachi have the lasher racial trait.

**Windrunner Pasimachi:** Having adapted to the tangleworld, Sharrikin, and its megaflora jungles, these pasimachi have the flight racial trait.

## RACIAL ARCHETYPES

### BOMBARDIER BEETLECYCLE RIDER

Mounted atop a sleek but deadly energycle styled after a huge beetle, the bombardier beetlecycle rider charges into the fray with ferocity. She shatters formations and her bombardier beetlecycle shreds the armor of her foes as they charge past the twisted remains of their enemies, surging forward onto victory.

#### 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Battle Beetlecycle (Ex):** At 2nd level, a bombardier beetlecycle rider builds herself a sleek, beetle-shaped energycle from whatever parts she has scrounged up during her adventuring. This cycle functions as a Basic Energycle which the rider can modify and repair using her Engineering skill, even untrained if necessary. This cycle is so haphazardly built that only the creator can ride it reliably. Any other creature trying to pilot the beetlecycle takes a -5 penalty to all Piloting checks

and attack rolls while riding, and even vehicle actions which would not require a check require a Piloting check with DC = 10 + the bombardier beetlecycle rider's level by anyone other than herself trying to pilot it.

#### 4TH-LEVEL ALTERNATIVE CLASS FEATURE

**Armor Crusher (Ex):** You've become adept at ripping through armor using both your weapons and your cycle itself. At 4th level, the bombardier beetle rider receives a +2 bonus to checks made to sunder an item while mounted. This bonus stacks with the bonus granted by Improved Combat Maneuver and similar feats. In addition, the rider has installed a special battering ram on the front of her cycle which can be used to attempt a sunder combat maneuver instead of a standard ram action. If the attempt is successful, the beetlecycle takes only  $\frac{1}{4}$  the normal damage from the collision. If the target has no armor, the beetlecycle deals damage to the target itself as normal.

#### 8TH-LEVEL ALTERNATIVE CLASS FEATURE

**Hovering Beetle (Ex):** At 8th level, the bombardier beetlecycle rider is able to make a significant upgrade to her beetlecycle. The beetlecycle's base statistics become that of a Hover Pod. Any upgrades the rider has done to her cycle are carried over to its new version.

#### 12TH-LEVEL ALTERNATIVE CLASS FEATURE

**Vengeful Rider (Ex):** At 12th level, a bombardier beetlecycle rider's cycle becomes almost like an extension of her own body. Double the threat range of any weapons wielded during a charge while riding the beetlecycle. This increase does not stack with other effects that increase the threat range of the weapon. In addition, whenever an opponent makes an attack of opportunity against you or your cycle, you may make a sunder attempt against that opponent as an immediate action. This sunder attempt is made before the target's attack resolves, and if your attack is successful, the damage is increased by half (+50%).

## PASIMACHUS FEATS

### ONE LUCKY BUG

#### (PASIMACHUS)

*You are considered a good luck charm among your allies.*

**Prerequisite:** Charisma 13, pasimachus

**Benefit:** Twice per day, after one ally within 60 feet rolls a natural 1 on a saving throw, or a critical hit is confirmed against them, you may allow them to either reroll that saving throw, or force the creature that confirmed the critical hit against them to reroll the attack roll. This does not stack with other effects that allow them to reroll a saving throw or an attack roll.

After allowing your ally to make a reroll, if your ally succeeds at their saving throw on their reroll, or if the attack fails upon rerolling, you gain a +1 luck bonus to attack rolls, saving throws, skill checks, and ability checks for one round.

### POWERFUL WINGS

#### (PASIMACHUS)

*Your wings are much stronger than those of your peers, and your ability to fly is unrivaled among your kind.*

**Prerequisite:** Character level 5th, flight racial trait, pasimachus

**Benefit:** Your fly speed is increased by 5 feet, and your maneuverability is upgraded by one step (from clumsy to poor).

**Special:** You can gain this feat up to four times. Each time you take this feat, your fly speed increases by an additional 5 feet, and your maneuverability is upgraded by one additional step.



## PHEROMONE MESSAGING (PASIMACHUS)

*Your body is capable of secreting special pheromones that you can use to communicate with other members of your race.*

**Prerequisite:** You may only select this feat at 1st level, pasimachus

**Benefit:** By secreting specialized pheromones, you can send a short message of 25 words or less to every other pasimachus within 30 feet. Any pasimachus receiving the message recognizes you if it knows you. A pasimachus may respond to your message if they also have the Pheromone Messaging feat. You may use this ability a number of times per day equal to your Constitution modifier (minimum 1).

Creatures with the sense through (scent) ability can detect a pasimachus using their pheromones as if the scent was strong for 2d8 rounds after the message is sent out.



## SELECTIVE PHEROMONE MESSAGING (PASIMACHUS)

*You can control your pheromones to the point where you can exclude some pasimachi from your pheromone communication.*

**Prerequisite:** Pheromone Messaging, character level 4th, pasimachus

**Benefit:** When you use Pheromone Messaging, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your pheromone messaging.

## SONIC DISSONANCE (PASIMACHUS)

*You can create various tones by rubbing your mandibles together, which can be used to prevent others from concentrating.*

**Prerequisite:** Pasimachus

**Benefit:** As a full action, you may rub your mandibles together rapidly, creating a high-pitched sound that makes concentration difficult. Casting spells within 20 ft. of the pasimachus using Sonic Dissonance requires a Will save (DC 15 + the level of the spell being cast) otherwise the spell fails. In addition, the DC of Perception checks involving hearing within 20 ft. is increased by 5. These effects end at the beginning of your turn unless you use another full action to continue the effects.

## STINKBUG (PASIMACHUS)

*You possess stink glands on your abdomen, which you may use to nauseate your foes.*

**Prerequisite:** Character level 5th, pasimachus

**Benefit:** You may, as a standard action once per day, expel noxious vapors from your abdomen as per the spell *stinking cloud* (caster level equals the pasimachus' level). You are immune to your own stink gland secretions.

## PASIMACHI EQUIPMENT

Pasimachi have access to the following equipment.

### BATTLE BEETLE

Specially trained mounts of pasimachi battle riders, battle beetles serve both as riding animals and as protective companions. Stables that are capable of accommodating the massive insects are rarely found outside of pasimachi worlds or major metropolises, but make for excellent mounts once they become mature enough to fly. These creatures require exotic saddles to ride. See page 135 for statistics for the battle beetle.

### PASIMACHI LUMOS

Stored in sealed spherical glass vials, pasimachi lumos is, essentially, liquid light. Harvested from the bioluminescent glands of firefly pasimachi, these vials emit a torch-like light in a 30-ft. radius, which increases the light level by one step.

## PASIMACHUS MAGIC ITEMS

### HEARTBEAT BEETLE

**Aura** moderate conjuration (healing) [good];  
**CL** 7th;

**Slot** none; **Price** 33,600 credits; **Item Level** 12;  
**Weight** .1 lb.

This golden clockwork scarab beetle seems to be an interesting enough curiosity. However, if it is held for more than 1 round, or carried in a living creature's possession for more than 1 minute, it animates into a clicking and whirring mechanical insect. The beetle tears through any leather or cloth, burrows into flesh, and reaches the bearer's heart in 1 round. This causes no damage,

and once in place, the scarab latches onto the bearer's heart and awaits direction.

Up to three times per day on command, the beetle activates powerful healing magic, exactly as if a mystic cure spell of 3rd level had been cast upon the bearer.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *greater celestial healing*; Special creator must be at least 10th level; **Cost** 17,800 credits

## PASIMACHI SPELLS

### DEADLY CHITIN DEFENSE

**School** transmutation; **Level** mystic 1

**Casting Time** 1 standard action

**Range** touch

**Target** 1 creature that has a natural armor bonus

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

The target creature sprouts dozens of thorn-like projections, like a patch of thorny brambles, made up of bone or chitin. These do not harm the armor's wearer (though donning or removing armor under the effects of this spell takes twice as long), but they act as armor spikes. Any creature attacking the target creature with natural weapons takes 1 point of piercing damage for each attack that hits. At 5th level, the spikes gain a +1 enhancement bonus to attack and damage rolls; this bonus increases to +2 at 10th level. At 15th level, the spikes also gain the holy weapon quality.

### HIVE MIND

**School** enchantment [mind-affecting]; **Level** mystic 5, technomancer 5

**Casting Time** 1 standard action



**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one willing creature/four levels, no two of which may be more than 30 ft. apart

**Duration** 10 minutes/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You link your mind together with that of one or more willing creatures within range, creating a hive mind that allows you to process thought faster and more efficiently. All creatures sharing the hive mind are immune to flanking. Additionally, for every creature sharing the hive mind, all creatures sharing the hive mind gain a +1 bonus to initiative, a +1 bonus to Will saves, and a +1 bonus on Intelligence-based skill and ability checks.

|     |        |  |
|-----|--------|--|
| 3rd | Yellow | Gain electricity resistance 5 and acid resistance 5. |
| 4th | Green  | Gain acid resistance 5 and cold resistance 5.        |
| 5th | Blue   | Gain cold resistance 5 and sonic resistance 5.       |
| 6th | Indigo | Gain sonic resistance 5 and fast healing 5.          |
| 7th | Violet | Gain fast healing 5 and DR/5 magic.                  |

## PRISMATIC SHELL

**School** abjuration; **Level** technomancer 4

**Casting Time** 1 standard action

**Range** personal

**Effect** you

**Duration** 7 rounds

A glittering vortex of energy swirls around you for one brief, shining moment, and then it settles down upon your body, infusing your skin with a protective shell of magic. Each round, the protection granted by this spell changes to a new effect as the magic shell changes color, beginning with red in the first round of the effect. The caster also gains a +4 armor bonus to EAC and KAC for the duration of the spell.

| Order | Color  | Effects of Color                                     |
|-------|--------|--|
| 1st   | Red    | Gain DR 5/magic and fire resistance 5.               |
| 2nd   | Orange | Gain fire resistance 5 and electricity resistance 5. |





## TRANSGENICS

Transgenics are truly children of the stars. They are the offspring of a human and an alien race, with either an alien father and human mother or an alien mother and human father. Sometimes this resulting offspring may have been the result of a magical rather than a natural union, even though they are still able to mate with other transgenics and other races. Transgenics often call themselves a “brood.” Some choose to live with human family, but often, their alien ancestry is unknown, which often motivates them to learn more about their alien side. Thus, transgenics tend to be explorers searching to find out more about themselves and their lineage. What they do at the end of this search depends on the transgenic, but if the cause of their existence was an unwilling union, they might choose to take revenge on that parent. At the core of what makes a transgenic, is they just want to explore the different aspects that make them themselves.

**Physical Description:** They appear to be mostly human, but no matter how usual the body of their alien ancestor, transgenics will have humanoid body shape including one head with two eyes, one nose, one mouth, two arms, two legs, ten fingers, and ten toes. However, their skin color tends to favor their alien ancestry with hues ranging from blue, green or even red. Their eyes closely resemble human eyes, but the shape of the iris tend to more elliptical rather than circular and the colors of their eyes can be literally any color including blue, green, red, brown, gray, black, orange, etc. A transgenic’s hair can range anywhere from bald to full, straight to curly or even naturally spiky, and will often have unusual coloring such as bright crimson red or lime green. They are normally around five and a half feet tall and weigh about 130 pounds.

**Society:** As a half-race, transgenics do not have a homeworld of their own. They must live within other societies and adapt to them, which like other half-races, forces transgenics to remain versatile.

Because they are usually more familiar with other races of the void, many transgenics are able to act as diplomats between planet-bound races and space traveling races. However, there are some very rare colonies that consist entirely of transgenics, usually made of outcasts or transgenics tired of dealing with other races.

**Relations:** Transgenics see themselves as a “half race”, so they find themselves most at ease with other half races including half-elves, half-orcs, aasimar, and tieflings. These “half races” do share a kinship with transgenics as well. Transgenics are courteous to “full races”, but are cautious when making commitments, such as adventuring with them. Of all the other races, they get along best with humans and halflings. Their relations with dwarves, elves, and gnomes is tenuous at best.

**Alignment and Religion:** Transgenics may be any alignment, however most tend to be some sort of neutral. If their ancestry is known, some transgenics might attempt to emulate their alien ancestor’s behavior and thus have the same alignment. Transgenics tend to worship the gods of the void, feeling more comfortable with those that respect space and the void. Some transgenics are known to worship the insane elder gods.

**Adventurers:** Searching for answers to their alien heritage draws many transgenics out adventuring. Some search to find their ancestors or others of their ancestral race, while other could care less and adventure for gold or for adventure itself. They enjoy traveling to new worlds to experience all that the universe has to offer, but they typically do not stay long, yearning for the next adventure, traversing the starways and can often be found working in dockyards as engineers aboard a vessel, or as pioneers in search of a habitable world upon which to found a colony. Many transgenics do establish a home, stronghold, or even space station if they find a place that makes them happy.

**Male Names:** Aarush, Ba’nor, Jatin, Kar’thall,



Ta'run, Saresh

**Female Names:** Akshara, D'lynn, Ja'ha, Nesha, Raswilay, Sa'ranni

## ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard racial traits for transgenics. Consult your GM before selecting these options.

**Alien Resistance:** A transgenic with this trait may select one type of energy: acid, cold, electricity, fire, or sonic, and gain resistance 5 to their chosen energy type. Once this choice is made, it can never be changed. This trait replaces void survival.

**Diplomat:** Transgenics are skilled in negotiations and dealing with other races whether they be planet-bound or starfaring. Such transgenics gain a +2 racial bonus to Diplomacy checks. Their long days at well lit negotiation tables have cost them some of their ancestral dark vision though. This trait replaces darkvision.

**Humanlike:** Some transgenics have extremely distant alien ancestry. A transgenic with this racial trait counts as a humanoid (transgenic) and a humanoid (human) for any effect related to race, including feat prerequisites and spells that affect humans. She can pass for human without using the Disguise skill. This racial trait replaces racial skills and alters the transgenic's subtype.

## SUBRACES

A transgenic's subrace can modify the abilities that they possess, based upon the nature of their alien ancestry.

**Alternate Racial Skills:** While most transgenics gain a +2 racial bonus to Acrobatics and Survival checks, those of the subraces listed below gain a

modifier to different racial skills.

**Alternate Ability Modifiers:** The listed ability score modifiers replace the standard transgenic ability score modifiers.

## ANUNNAKI BROOD (LANTERN PROGENY)

Lantern-progeny feel the pull of their ancestors urge to create things and tinker others' lives.

### ANCESTRY ANUNNAKI

Replacement Racial Traits

**Ability Score Racial Traits:** +2 Constitution, +2 Wisdom, -2 Dexterity

**Racial Skills:** Anunnaki-brood gain a +2 racial bonus to Heal and Knowledge (any one) checks.

**Alternate Transgenic Flyer Feat (Ex):** Mechanical-looking wings sprout from their shoulder blades.

Like their anunnaki forebears, anunnaki-brood have stony gray skin, high foreheads and dark, sunken eyes. Those who gain the gift of flight grow mechanical-looking wings like their forebears. The anunnaki-brood often feel an urgent need to create; be it offspring, some work of art, construct a building, or even something as simple as farming. So long as they can see tangible progress, they find contentment in their work. Regardless of where they can be found, most come from worlds where anunnaki have visited and steered the course of evolution.

## AATHERIEXA BROOD (HUNDRED EYE PROGENY)

Hundred-eye-progeny are smart and light on their feet.

### ANCESTRY AATHERIEXA

Replacement Racial Traits

**Ability Score Racial Traits:** +2 Dexterity, +2 Intelligence, -2 Wisdom

**Racial Skills:** Aatheriexa-brood gain a +2 racial bonus to Acrobatics and Perception checks

Aatheriexa-brood share the pink colored skin of their alien ancestor. Because their humanoid form is so different than that of their ancestors, some hundred-eye-progeny feel they are trapped in their bodies.

## CTHULHU BROOD (OCTOPUS PROGENY)

These haughty descendants of the Old Ones are known to live amongst other species, flaunting their power and dominance over others.

### ANCESTRY STAR SPAWN OF CTHULHU

#### Replacement Racial Traits

**Ability Score Racial Traits:** +2 Strength, +2 Wisdom, -2 Dexterity

**Racial Skills:** Cthulhu-brood gain a +2 racial bonus to Intimidate and Swim checks.

**Alternate Transgenic Flyer Feat (Ex):**  
Draconic wings sprout from their back.

Cthulhu-broods have green skin and their hair grows into deadlocks, whether it is on their head or if they grow a beard. Some are known to develop draconic-like wings. Octopus-progeny often share their ancestors view that they are better than other lifeforms. Some Cthulhu-brood have eerie callings to worship Cthulhu.

## ELDER THING BROOD (BARREL PROGENY)

Barrel-progeny are descended from Old Ones and have the stamina to survive longer than others in extreme situations.





## TRANSGENIC RACIAL TRAITS

**Ability Scores : +2 Strength, +2 Intelligence, -2**

**Constitution:**Transgenics have superior strength and intelligence, but the combination of their bloodlines has made them sickly.

**Racial Hit Points** 4HP

**Type and Size:** Transgenics are humanoids with the transgenic subtype and are Medium creatures.

**Darkvision:** Transgenics can see in the dark up to 60 feet.

**Racial Skills:** Transgenics gain a +2 racial bonus to Acrobatics and Survival.

**Void Survival:** Transgenics can survive in the void of space longer than normal humanoids. Their body adapts to allow them to survive by slowing down their breathing for 10 minutes per point of Constitution modifier (minimum of 1 minute) beyond the normal rules for survival in the void.

**Individual Telepathy:** Transgenics may mentally communicate with a single creature within 50 ft., but otherwise this ability is identical to the telepathy ability. They may use this ability for a total of one round per day per character level. These rounds do not need to be consecutive.

**Languages:** Transgenics speak Common and Aklo. Transgenics with high Intelligence scores can choose from the following: Aurelian, Common, Dwarven, Elder Thing, Elven, Manu, or Pasimachus.

## ANCESTRY ELDER THING

### Replacement Racial Traits

**Ability Score Racial Traits:** +2 Constitution, +2 Intelligence, -2 Strength

**Racial Skills:** Elder thing-brood gain a +2 racial bonus to Perception and Swim checks.

**Elder Thing Fluent:** Elder thing-broods begin play speaking Elder Thing instead of Aklo, however they may learn Aklo as one of their languages gained from high Intelligence.

**Trance (Ex):** As a full-round action, elder thing-broods can put themselves in a trance that allows them to slow their body and bodily functions to a state that enables them to not require food, nor air, for a preset time period up to 2 hours per character level. This replaces individual telepathy.

**Alternate Transgenic Flyer Feat (Ex):** A set of pink wings grow from their back.

Elder thing-broods have pink-gray skin like their ancestor. They share their ancestor's interest in life, art, architecture, and war. Many barrel-progeny do not feel comfortable around other living things and have a strong desire to seek out elder things and learn more about the Old Ones.

## GRAY BROOD (PROBE PROGENY)

Probe-progeny are inquisitive oval headed results of alien experimentation.

### ANCESTRY GRAY

#### Replacement Racial Traits

**Ability Score Racial Traits:** +2 Dexterity, +2 Intelligence, -2 Strength

**Racial Skills:** Gray-brood gain a +2 racial bonus to Knowledge (any one) and Sense Motive checks.

Gray-broods have gray skin, black eyes, and their

head is a little bulbous like their gray ancestors. Oftentimes, probe-progeny are the result of a gray ancestor's experiment. They are seekers of knowledge of any kind, even going to extremes. Gray-broods are known for doing such things as experimenting on other beings or dissecting the monsters they defeat in battle.

## SHOBHAD BROOD (RIFLE PROGENY)

Rifle-progeny are gun carrying roughnecks that will do anything to get the job done.

### ANCESTRY SHOBHAD

#### Replacement Racial Traits

**Ability Score Racial Traits:** +2 Strength, +2 Wisdom, -2 Intelligence

**Racial Skills:** Shobhad-brood gain a +2 racial bonus to Intimidate and Survival checks.

**Ferocity (Ex):** Once per day, when a shobhad-brood is brought to 0 Hit Points, she can remain conscious and continue fighting, though she must spend a Resolve Point every round to remain conscious, and if her Resolve Points are brought to 0, she dies. This replaces individual telepathy.

Shobhad-broods have a shobhad parent, sharing the same green-gray skin color. Because of their ferocity, rifle-progeny find kinship with half-orcs more than they do with other transgenics.

## WITCHWYRD BROOD (BOLT PROGENY)

Bolt-progeny have magic at their fingertips and are not afraid to use it.

### ANCESTRY WITCHWYRD

#### Replacement Racial Traits

**Ability Score Racial Traits:** +2 Constitution, +2 Intelligence, -2 Wisdom

**Racial Skills:** Witchwyrd-brood gain a +2 racial

bonus to Intimidate and Knowledge (arcana, geography, or planes) checks.

**Magic Missile (Sp):** Witchwyrd-brood may use *magic missile* once a day as a spell-like ability with a caster level equal to their character level. This replaces individual telepathy.

Witchwyrd-broods have blue-gray skin and some even shave their heads bald to be more like their witchwyrd ancestors. Like their ancestors, they feel the urge to keep their racial identity a secret by wearing clothes that covers their bodies, which may seem odd to others as they also prefer warmer climates.

## YITHIAN BROOD (SPHERICAL PROGENY)

Spherical-progeny seek to find that little piece of knowledge that will give them the edge to live another day.

## PLAYING A TRANSGENIC

### You likely...

Find a family among friends very quickly and adopt a new world as your homeworld in just a few months.

Feel a kinship with other half-races, such as half-elves.

Constantly feel the need to learn more about the creatures that give you the "alien" part of your heritage.

Find the pull of the void and the gods associated with it intoxicating.

### Other races probably...

Wonder at your ancestry when they see you.

Find you difficult to read and wonder at your motivations.



## ANCESTRY YITHIAN

### Replacement Racial Traits

**Ability Score Racial Traits:** +2 Strength, +2 Intelligence, -2 Dexterity

**Racial Skills:** Yithian-brood gain a +2 racial bonus to Knowledge (any one) and Perception checks.

Yithian-broods have strange orange skin like their alien ancestors and like the yithians, they enjoy controlling the minds of others. Spherical-progeny often seek roles that give the ability to read and control minds, so many become mystics.

## YOG SOTHOTH BROOD (SQUIRM PROGENY)

Squirm-progeny, the legacy of the Great Old Ones, hide within the ranks of other creatures, squirming and writhing.

## ANCESTRY SPAWN OF YOG SOTHOTH

### Replacement Racial Traits

**Ability Score Racial Traits:** +2 Constitution, +2 Charisma, -2 Intelligence

**Racial Skills:** Yog-Sothoth-brood gain a +2 racial bonus to Athletics and Intimidate checks.

**Invisibility (Sp):** Yog-Sothoth-broods may use *invisibility* once a day as a spell-like ability with a caster level equal to their character level. This replaces individual telepathy.

Yog-Sothoth-broods have purple skin and their hair is usually the same color purple, but black and white hair is also known. The Great Old One blood that flows through them often leads to them feeling superior to other living beings.

## ZURKHAN BROOD (CONQUEROR PROGENY)

Conqueror-progeny are strong, fast, and willing to take what they desire using a combination of brute strength and intellectual superiority.

## ANCESTRY ZURKHAN

### Replacement Racial Traits

**Ability Score Racial Traits:** +2 Strength, +2 Intelligence, -2 Wisdom

**Racial Skills:** Zurkhan-brood gain a +2 racial bonus to Intimidate and Sense Motive checks.

Zurkhans are race of space traveling conquerors and often mate with the creatures of planets their have taken over. Zurkhan-brood share their ancestor's multicolored red-black-gray skin and depending on their zurkhan ancestor's caste, one of these colors are more prominent than the others. Gray patches represent a soldier caste, red patches represent caster castes, while black patches are often scouts.

## RACIAL ARCHETYPES

## XENOFILOS

A xenofilos is an explorer, searching for ways that she can control things with her mind including weapons, the thoughts of others, and even herself.

**Prerequisites:** Only a solarian may take this archetype, and the alternative class features listed below can only replace solarian class features.

### 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Sidereal Telepathy (Su):** At 2nd level, a xenofilos can meditate for one minute in order to use her individual telepathy racial ability for one minute without spending a daily use of that ability. Any transgenic that does not have the individual telepathy racial ability may instead gain one

additional use of the ability that replaced individual telepathy.

#### 4TH-LEVEL ALTERNATIVE CLASS FEATURE

**Telekinetic Weapon (Su):** At 4th level, a xenofilos may spend one attunement point (either graviton or photon) as a standard action to telekinetically control a single unattended melee weapon weighing no more than 2 lbs./level within 5 ft./level for up to 1 minute or until she is no longer in combat, whichever occurs first. She may instead use this ability with her solar weapon, allowing it to attack creatures outside her normal reach (this overrules the rule that solar weapons are dismissed if they leave the hand of their creator). Spending an attunement point in this way may cause the xenofilos to become unattuned. If the weapon goes outside her range or she loses sense of it, the weapon will drop to the ground (or be dismissed, in the case of a solar weapon) and this effect ends immediately. The weapon attacks any opponent within range, as she desires, starting the round that the xenofilos activates this ability. The xenofilos may direct the weapon to attack an enemy as a Standard action. Its attack bonus is equal to her base attack bonus, but uses her Intelligence modifier instead of her Strength modifier on attack rolls. If she is not proficient with the weapon, she applies penalties as normal with these attacks. This attack's damage is equal to the base damage of the weapon + her Intelligence modifier. As a full-round action, the xenofilos may attack once with a weapon she is wielding and once with her telekinetic weapon, applying penalties for making two attacks as if she were attacking twice with the weapon she is wielding. She may not use the telekinetic weapon for both attacks.

#### 9TH-LEVEL ALTERNATIVE CLASS FEATURE

**Telekinetic Doublestrike (Su):** At 9th level, a xenofilos may make two attacks with her telekinetic weapon as a full-round action, reducing the penalty for attacking twice in a round to -2 on

each attack (instead of -4). Alternatively, she may make one attack with a weapon she is wielding, as well as two attacks with her telekinetic weapon, applying the normal penalty of -4 to attack rolls for all three attacks.

#### 12-LEVEL ALTERNATIVE CLASS FEATURE:

**Telekinetic Volley (Su):** At 12th level, a xenofilos may make three attacks with her telekinetic weapon as a full-round action, with each attack taking a -4 penalty as normal.

She may also spend an attunement point to telekinetically animate several weapons in a ring around herself for up to 1 minute, granting her a +4 bonus to EAC and KAC. This bonus stacks with that granted by Solar Armor, if the xenofilos chose it. While this ability is active, creatures that successfully attack the xenofilos with melee weapons, unarmed strikes or natural weapons are dealt 3d6 slashing damage.

#### TRANSGENIC STELLAR REVELATION

You must be 2nd level or higher to choose this stellar revelation. Unlike other stellar revelations, exploration spell is not tied to either photon or graviton power, and can be used by the solarian no matter their current attunement.

#### EXPLORATION SPELL

This revelation grants you abilities to aid you in your explorations of alien worlds. Choose one of the spells listed below. You may cast it once per day as a spell-like ability. This revelation may be chosen more than once; each time, choose a new listed below, and you may cast it once per day as a spell-like ability.

Spells - *darkvision, disguise self, keen senses, knock, life bubble, see invisibility, spider climb*



## TRANSGENIC FEATS

### TELEPATHIC ENHANCEMENT (TRANSGENIC)

*You are able to maintain your telepathic ability for longer periods of time.*

**Prerequisites:** Individual telepathy racial ability, 5th character level, transgenic.

**Benefit:** You can use your telepathy a number of minutes per character level, instead of rounds. You must use them in 1 minute increments, however.

**Special:** You may take this feat up to three times. The second time it increases from minutes to hours and the third time may use your telepathy at will.

### TELEPATHIC MULTIPLEX (TRANSGENIC)

*You can communicate with more minds.*

**Prerequisites:** Individual telepathy racial ability, 3rd character level, transgenic.

**Benefit:** You may now use your telepathy to communicate with multiple creatures at once, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

### TELEPATHIC RANGE (TRANSGENIC)

*You are able to use your telepathic ability at a greater range.*

**Prerequisites:** Individual telepathy racial ability, transgenic.

**Benefit:** Each time you take this feat, the range of your telepathy increases by 50 ft.

**Special:** You may take this feat more than once.

### TRANSGENIC FLYER (TRANSGENIC)

*You have learned how to move without even touching the ground.*

**Prerequisites:** Str 13, Dex 13, Transgenic Jumper, Acrobatics 9 ranks, transgenic.

**Benefit:** You gain a fly speed equal to your base speed (good maneuverability). You may only fly with this ability when wearing light armor or no armor. This is a supernatural ability.

**Special:** Certain subraces gain extraordinary wings rather than a supernatural flying ability. The wings retain the same speed and maneuverability.

### TRANSGENIC JUMPER (TRANSGENIC)

*You have tapped into the alien part inside you, allowing you to jump longer distances.*

**Prerequisites:** Str 13, Acrobatics 5 ranks, transgenic.

**Benefit:** You can jump a number of feet higher than is normally allowed by the Acrobatics skill equal to your Strength modifier and long jump a number of feet further than is allowed equal to 5 x your Strength modifier. Fly also becomes a class skill for you.

### VOID SURVIVOR (TRANSGENIC)

*You learn to survive longer in the void of space.*

**Prerequisites:** Con 15, void survival racial trait, Survival 5 ranks, transgenic

**Benefit:** You can survive in the void one hour per Constitution modifier, instead of 10 minutes.

## OTHER RACES

Be it through their own inspiration, or the kindness of other space travelers, when a race finally achieves spaceflight, it changes them forever. For fantasy races who are used to sailing seas of water or sand, the stars provide a new venue of challenge, adventure and exploration. Many races who live on worlds with dragons and other magical creatures actually exist in space, and travelers may meet their distant relatives through chance encounters. Space is vast, and there is room for everyone in the void.

### DWARVES

Most races view dwarves as staunch conservatives and people of the mountains, but on most worlds, Dwarves consider themselves “vellar-al”, or “sky-people” in the common tongue. Their underground homes remind them both of the darkness of space and the closeness that they experience while aboard vessels that traverse the void.

The fact that they get to seek out new riches, discover new ores, and found new empires surrounded by stone is a bonus for these hardy folk. While many dwarves eventually return to the lands of their birth, laden with riches, metals and craftwork from the worlds they have traveled to, others prefer to become the foundation of new dwarven clans, establishing strongholds and trade cities wherever they go. Even so, most these “sky-people” never actually take to the stars, preferring the warmth and familiarity of their already established homesteads deep within their beloved mountains.

The dwarves that do feel the call of the stars are frequently motivated by the promise of wealth over adventure, and of developing new crafting skills over discovering new lore. Their race may be widely regarded as being stubborn, but they are certainly reliable folk.

### DWARVEN ENGINEER

The thrum of the machine and the fire of the forge is a religious experience for some dwarves, and they dedicate their lives to the pursuit of technology. Skilled craftspeople and mechanics, these engineers combine the strength of their arms and the power of their god-granted magics to ensure that their vessel-temples continue to traverse the starways. A dwarven engineer has the following class features:

**Requirements:** This archetype may only be chosen by a mystic, and its alternative class abilities only replace those of the mystic class.

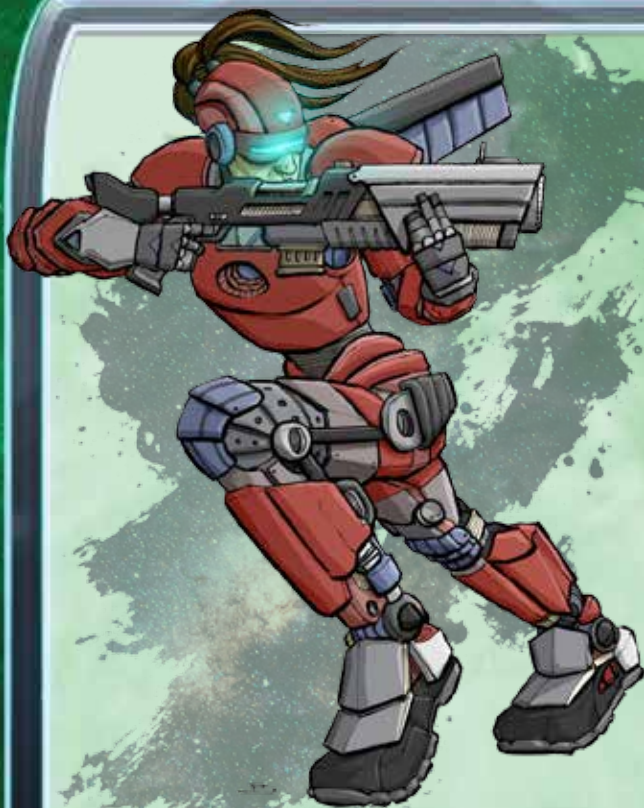
#### 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Artificer's Blessing (Su):** At 2nd level as a standard action, a dwarven engineer can sacrifice a spell slot and use that energy to repair a damaged object (especially technological devices, spacefaring vessels and vessel systems) or a construct she touches. The effect is similar to mending (including removal of broken condition and repairing magic items or technological items), but the amount of Hit Point damage repaired is based on the level of the prepared spell she sacrificed (see Table: Repair Spell Hit Points Restored) and the target can be of any weight. An unwilling target gets a Will save DC 10 + the spell level + her Wisdom modifier. This replaces spontaneous casting.

#### Dwarven Engineer Artificer's Blessing Repairs

| Spell Level | Hit Points Restored | Maximum |
|-------------|---------------------|---------|
| 1           | 1d8 + 1/level       | +5      |
| 2           | 2d8 + 1/level       | +10     |
| 3           | 3d8 + 1/level       | +15     |
| 4           | 4d8 + 1/level       | +20     |
| 5           | 5d8 + 1/level       | +25     |
| 6           | 6d8 + 1/level       | +30     |





## ELVES

Skeptical at first, elves moved to the stars to illuminate it with their presence, and at the same time, to receive some sort of illumination from its vastness. As long lived a race as they are, travelling dozens of years to reach a new star means very little to them. In fact, it gives them time to research, study, and learn more about the void. Most elves will bring a piece of their home forest along with them, typically ivy or perhaps a small tree, which they will tend to aboard whatever vessel they are on. There are reports of elves being on a vessel for so long in between systems that those trees eventually grow large enough to become the masts of great elven sailing ships.

## ELF ROCKETJOCK

Quick, mobile, and adept at operating in zero gravity environments, rocketjocks can handle nearly any situation when aboard a spacecraft. Rocketjocks can repair or disable most technological devices they encounter and are even able to craft some of their own gear. They often make their living as bounty-hunters, crack pilots, or aerial troopers.

**Prerequisites:** This archetype can only be taken by a mechanic, and the listed alternative class features only replace mechanic class features.

### 4TH-LEVEL ALTERNATIVE CLASS FEATURE

**Armorsplitter (Ex):** At 4th level, a dwarfven engineer gains Improved Combat Maneuver (sunder) as a bonus feat, regardless of whether she meets the feat's prerequisites.

### 9TH-LEVEL ALTERNATIVE CLASS FEATURE

**Artificer's Mending (Su):** Starting at 9th level, as a standard action, a dwarfven engineer may use *mend vessel* or *rapid repair* as a spell-like ability using her mystic level as the caster level. She can use this ability once per day at 9th level, and an additional time per day for every 4 levels beyond 9th.

### 4TH-LEVEL ALTERNATIVE CLASS FEATURE

**Swift Charge (Ex):** At 4th level, as a full-round action, the rocketjock can fashion a makeshift battery with simple metals. It requires 50 credits worth of metals, but the rocketjock does not require a production lab or any tools to craft the battery. He can also insert or eject a battery as a swift action.

### 6TH-LEVEL ALTERNATIVE CLASS FEATURE

**Rocket-Pack (Ex):** At 6th level, the rocketjock constructs their very own rocket-pack. The rocket pack functions much like a jetpack. It weighs 15 lbs. and has a charge capacity of 100. Just like a

standard jetpack, it requires charges to function. The rocket-pack is custom designed for the rocketjock who built it and it cannot be made to function for another user.

Upon reaching 10th level, the rocket-jock can operate his rocket-pack as if its maneuverability rating was one level better. Its maneuverability rating increases by one for every 5 levels beyond 10th.

## NEW MECHANIC TRICKS

The following mechanic tricks are available only to rocketjocks.

### INSPIRING COMMAND (Ex)

**Prerequisite(s):** Mechanic 8th level, rocketjock archetype

**Benefit:** The rocketjock can expend one use of his daily uses of *miracle worker* to add 1d6 to the result of any one crewman's skill check, if they are both aboard the same craft and the other crewman can hear the rocketjock.

### TERRIFYING ENTRANCE (Ex)

**Prerequisite(s):** Mechanic 4th level, rocketjock archetype

**Benefit:** Whenever the rocketjock uses his rocket-pack to land in a square adjacent to an enemy, she may make an Intimidate check as a free action against that target. When doing so, if the rocketjock is trained in Intimidate, he may add an additional 1d6 to the check.

## GNOMES

When the stars came calling, it was the gnomes that embraced that call more than any other race. Their inherent curiosity regarding all things technological drew them to spacecraft and star travel like moths to a flame. Their small frames made them perfect to crawl into tight areas of vessels that the larger races could not get to so they became natural engineers and fixers of all

things. Although they want a cut of the pay just like every other member of the crew, secretly, most gnomes would just as happily stand at a rail and stare out at the stars as they go flying by - another adventure under their short yet ever inquisitive wings.

## GNOME SCUTTLE

Adept at fighting in close-quarters, gnome scuttlers are perfect as a vessel-to-vessel strike team. They combine blinding speed with their skill and panache to devastate defenders and disable enemy vessels.

**Prerequisites:** This archetype may be only taken by an operative or a soldier, and the alternate class features can only replace operative or soldier class features.

### 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Shatterstrike (Ex):** One of the primary duties of a gnome scuttler is to render vessel systems inoperable, making it easier to capture an enemy spacecraft. He regains 1 Resolve Point if he causes any magical or technological item to gain the broken condition. He can gain this benefit no more than once per round, even if multiple items gain the broken condition.

### 4TH-LEVEL ALTERNATIVE CLASS FEATURE

**Corridor Warrior (Ex):** At 4th level, while the scuttler is within 5 feet of a wall, he gains a +2 circumstance bonus to checks to overrun a foe. If he is within 5 feet of more than one wall, he instead gains a +4 circumstance bonus on checks to overrun a foe. This overrun attempt does not provoke an attack of opportunity.

### 6TH-LEVEL ALTERNATIVE CLASS FEATURE

**Gremlin's Strike (Ex):** At 6th level, a gnome scuttler can, as a standard action, target a construct, or an unattended magical or technological item with a wielded basic or advanced melee weapon that deals piercing



damage, or a small arms weapon. When he does, the construct's or item's hardness is reduced by the gnome scuttler's Dexterity bonus. On a critical hit, this reduction to hardness is doubled.

## 12TH-LEVEL ALTERNATIVE CLASS FEATURE

**Teeming Assault (Ex):** At 12th level, the gnome scuttler can occupy the same square as any single ally of Small size or smaller. If the he and his ally are occupying the same square and attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

## 18TH-LEVEL ALTERNATIVE CLASS FEATURE

**Disabling Drive (Ex):** At 18th level, when a gnome scuttler hits a vessel system (such as an engine) with a wielded basic or advanced melee weapon or a small arms weapon, he can spend 2 Resolve Points to disable that system for 1d8 rounds. The system must succeed at a Fortitude saving throw ( $DC = 10 + 1/2$  the scuttler's level + the scuttler's Dexterity modifier) or be disabled. If used on a construct, it only stuns the construct for 2 rounds if it fails its Fortitude saving throw.

## GNOME ROBOMANCER

Never a people to leave something undiscovered, technology from distant worlds and unknown civilizations is something that gnomes find fascinating. They combine arcane arts and their knowledge of mechanical wonders to blend science and sorcery into something new and glorious. These technomancers have even found a way to create powerful drones which can use magic power as well..

**Requirements:** This archetype can only be taken by a technomancer, and the alternative class features only replace technomancer class features.

### 2nd, 8th, 12th, and 18th-Level Alternative Class Feature

**Arcane Drone (Ex):** The robomancer learns how to create a powerful drone which can even

tap into his own magical abilities. Use the rules for creating a drone from the mechanic class, using the robomancer's technomancer level as her effective mechanic level for all of the drone's abilities.

## 9TH-LEVEL ALTERNATIVE CLASS FEATURE

**Spell Conduit (Su):** The robomancer's drone can channel his magical energy through itself. The robomancer must spend a standard action then as both a standard and a move action the drone can cast one of the robomancer's spells with a casting time of one standard action or less, using the drone as the origin of the spell's effect. The drone is treated as the caster of the spell for all purposes, but the technomancer's spell slot is used up as if he had cast the spell normally.

## NEW BASIC DRONE MODS

**Energy Discharge (Su):** As a full action, the drone can drain the energy of nearby technological items. Any technological item within 20 feet is drained of 1d4 charges unless it succeeds at a DC 20 Reflex save. The save DCs are Intelligence-based.

**Knockdown Roar (Su):** As a standard action, the drone can emit a sonic roar that can knock opponents down. This roar is a ranged attack against EAC that can target a single creature up to 20 feet away, dealing 1d8 points of nonlethal damage. On a critical hit, the drone can attempt a free trip combat maneuver using the mechanic's level as its base attack bonus against the target, which does not provoke attacks of opportunity. If the drone succeeds at this check, the target is knocked prone.

## NEW ADVANCED DRONE MODS

**Charged Healing (Su):** For a number of minutes equal to the mechanic's level, after successfully using the energy discharge mod, the drone's systems gain the ability to heal damage very quickly. This gives it fast healing equal to the number of charges it drained (maximum 5).

**Thaumatronicon AI (Ex):** The drone's AI becomes more secure in its programming. This grants the drone immunity to hacking attempts by any creature with a total character level less than the mechanic's level + 2.

## HALF ELVES

The fierce determination of their human half combined with the long-lived attitude of their elven heritage brought the half-elves to the stars. At least that is the reason that they left their planets and began to travel the void.

Other half-elves were created in the void, the progeny of elves and humans on long voyages. These "star children" have never seen their home world of their parent's birth, instead embracing the void as their world. As such their attitudes toward home and family are far different than most. Whereas their parents may have family back on their home planet, half-elven star-children often consider the crew of their home vessel with the same familial bond and will fight to the death to defend them.

## HULLBREAKER

The hullbreaker excels at boarding maneuvers and more importantly, shattering the walls of vessels that they board. The more chaos that they can cause due to depressurization or other calamities, the more confused their enemy will be. In this way, the hullbreaker protects the family that she left on her craft from harm, by utterly destroying her enemies.

**Prerequisites:** This archetype may only be taken by a soldier, and the alternative class features only replace soldier class features.

### 4TH-LEVEL ALTERNATIVE CLASS FEATURE

**Anti-Mechanic (Ex):** At 4th level, as a swift action, the hullbreaker can examine a machine and find its weak point by succeeding at an Engineering check, adding her soldier level against



a DC of 10 + the object's hardness. If successful, the hullbreaker gains a +2 bonus on attack rolls against that machine until the end of her turn, and any attacks she makes until the end of her turn ignore the machine's damage reduction or hardness. The ability can only be used on objects, constructs, and creatures with the technological subtype.

### 6TH-LEVEL ALTERNATIVE CLASS FEATURE

**Sunder Training (Ex):** At 6th level, a hullbreaker receives additional training in sunder combat maneuvers. She gains a +2 bonus when attempting sunder combat maneuver checks and a +2 bonus



to her KAC when defending against sunder maneuvers. At 8th level, these bonuses increase by 1, and she gains a +2 bonus on disarm combat maneuver checks and a +2 bonus to her KAC when defending against a disarm maneuver. At 12th, 16th, and 20th levels, these bonuses increase by 1.

## HALF ORCS

Already outsiders in many of the communities they lived in, when the stars called, half-orcs answered. Not only so that they could get away from the prejudice and disrespect they normally encountered, but also to try their steel and their wits against new opponents. Fiercely loyal to crews that treat them as equals, the half-orc is one of the most valuable, and tenacious crew members around.

## SPACE MARINE

Heavily regimented and disciplined soldiers trained for warfare in zero gravity, space marines are trained to fight ferociously aboard an enemy spacecraft as easily as they would be floating out in the space between vessels. Their training does put them at a disadvantage in terrestrial environments, and so they generally stick to warfare between spacecraft.

**Requirements:** This archetype may only be taken by a soldier, and the alternative class features only replace soldier class features.

### 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Off-World Soldier (Ex):** At 2nd level, a space marine trains extensively to survive out in the depths of space. Due to this enhanced training, the space marine treats her Constitution score as if it were 4 higher for the purposes of holding her breath. The space marine is also immune to fatigue when she is not planetside. However, because of her intense focus on training out in space, she takes a -1 penalty on attack rolls, saving throws, skill

checks, and ability checks when planetside.

### 4TH-LEVEL ALTERNATIVE CLASS FEATURE

**Graviton Training (Ex):** At 4th level, a space marine receives specialized training to fight in areas of reduced or increased gravity. She suffers no movement, jumping, lifting, or carrying penalties when in areas of altered gravity, and penalties from being off-kilter are reduced by half. Additionally, she reduces the damage that she takes from falling by one die, and an additional die for every three levels thereafter (to a maximum of six dice at 18th level) due to her reflex training in zero gravity environments.

## HALFLINGS

Why would the average halfling leave the comfort of their burrow homes, the many meals they eat each day, and the relative merriment each night of festivities in their communities? Mainly because they were told to.

It is not uncommon to see halflings plying the spaceways on one quest or another, or leading small teams of boarding experts in search of treasure and adventure. More than one halfling has travelled to the stars because their bigger, more adventurous friends did and they could not let them go out there without some form of protection!

Whatever the reason, halfling adventurers are in the void to stay, and may the gods have mercy on us all.

## HALFLING PRIVATEER (OPERATIVE SPECIALIZATION)

Often the scourge of the spaceways, halfling privateers sell themselves out to the highest bidder and specialize in raiding merchant vessels and salvaging derelicts in space. They are little better than void pirates in the eyes of many, but to those who can afford their services, they are

invaluable allies in the fight to control the very stars themselves.

**Prerequisites:** This operative specialization is only available to halflings.

**Associated Skills:** Engineering and Stealth. You gain a +4 bonus on Stealth checks to stow away on an enemy's vessel, and add a +2 bonus to initiative checks when boarding an enemy's vessel.

**Specialization Exploit:** Hullsmasher

**Vessel Infiltrator (Ex):** A halfling privateer can use the Stealth skill to hide while onboard any vessel, even while being observed. Additionally, the halfling privateer gains a +2 bonus to initiative checks, Engineering, Perception, and Stealth skill checks while onboard any spacefaring vehicle. A halfling privateer moving onboard a vehicle leaves no trail of his passing and cannot be tracked.

## NEW OPERATIVE EXPLOITS

**Hullsmasher (Ex):** An operative with this talent can make a Piloting check while steering any vehicle or vessel to make a ramming attack against another vehicle or structure, regardless of whether his vehicle is outfitted with a ram or not. If the ramming attack is successful and the target vehicle or structure's walls are less than 12 inches thick, the halfling privateer breaks through the hull of the enemy's vehicle or the surface of the structure, lodging his vehicle within the other. This allows the halfling privateer to board the enemy vehicle, or to enter a structure.

However, the halfling privateer must succeed at a DC 30 Piloting check to back his vehicle out of an opponent's vehicle, or it remains stuck.

## HUMANS

Of all the races to leave their planets for the stars, humans are the most feared. They are known through much of the galaxy as the most rapacious of races, always moving forward with their rapid plans of exploration, expansion, and if required, conquest.

Humans are mistrusted more than other "fantasy" races because of their tenacious nature, regardless of the cost or effort required. The fact that they breed in a manner that allow their race to repopulate in twenty years or less is another reason that especially long lived races give them a wide berth.

For those humans that wish to do good in the void, it is often a hard road, for many other races will not give them the benefit of the doubt, attacking the vicious humans before they themselves are destroyed. It is for this reason that many humans are members of a crew, rather than captains of their vessels. For those that are in command of a vessel, it should have a great reputation indeed if it is to survive long in the harsh reality of the void.

## NEW RACIAL SUBTYPE

### EXPLORER

The only thing more expansive than the void is the hunger for knowledge, at least that is what the human explorer will tell you. Seeking





out old ruins of ancient civilizations, they search for more than just treasures, but in some cases the meaning of life itself.

**Knowledge is Power (Ex):** Understanding a thing is the first step to knowing it, and the human explorer is adept and wrapping her mind around new pieces of information. They treat all checks to identify creatures or recall knowledge as if the associated skill were a class skill, and if that skill actually is a class skill, they gain an additional +1 bonus to the check. This trait replaces skilled.

**Expertise (Ex):** As they grow older, humans tend to become specialized in certain fields of study. At 1st, 8th, and 16th level, such humans gain Skill Focus in a skill of their choice as a bonus feat. This racial trait replaces the bonus feat trait.

## ADDITIONAL RACIAL ARCHETYPES

Most races have adapted quite well to the rigors of space travel, and some races have found niches that suit them extremely well when traveling out in the darkness of the void. The following are but a few racial archetypes that you may wish to include in your games.

### RAZER

Adept at tearing down the very walls around them, these barbarians smash through vessels and fortifications alike in their fury. Allowing such an enemy aboard your vessel is decidedly unwise, as they will smash through bulkheads and rip away armor plating to disable or destroy spacecraft, potentially exposing those within to the cold vacuum of space.

**Prerequisites:** Only a gnoll may choose this archetype.

#### 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Bulwark Breaker (Ex):** At 2nd level, when attacking any part of a structure with a melee

weapon or natural attack, such as a castle wall or vessel hull, you ignore an amount of the structure's hardness equal to your level and add your level to the damage roll.

#### 18TH-LEVEL ALTERNATIVE CLASS FEATURE

**Unstoppable Charge (Ex):** At 18th level, you may spend a Resolve Point to charge straight through walls with hardness less than or equal to half your level (rounded down) as a full-round action that allows you to move up to your speed. Breaking through a wall creates an opening large enough for other creatures of your size to follow you, but passing through the opening is considered difficult terrain for them.





This chapter presents new archetypes, class features, and options well-suited to travel beyond the stars and expand choices that players and GMs alike may use for their characters.

## ARCHETYPES

### HELIACAL HEALER

This mystic is a master of tending to the needs of patients that are injured by the strange and unknowable dangers lurking out in the darkness of the void. They are critical members of any crew that ventures out among the stars for long periods of time.

**Role:** Heliacal healers obviously excel as combat medics, able to keep their teammates healthy during combat and patch them up afterward.

**Alignment:** Heliacal healers have no particular proclivity toward a specific alignment, as anyone can see the value in keeping their allies up and running.

**Requirements:** Only a mystic with the healer

connection may choose this archetype, and the alternative class features only replace mystic class features.

#### 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Crewmates (Ex):** At 2nd level, you may designate up to two creatures that you have used your healing touch or healing channel abilities on at least three times as a member of your crew. At 3rd level and every level thereafter, you may designate two additional creatures as members of your crew, to a maximum of 38 at 20th level. You add half your class level (minimum +1) on all Medicine skill checks made to benefit any member of your crew. Whenever you heal any member of your crew, you heal one additional hit point per die rolled.

If any member of your crew dies, or stops traveling with you for a number of weeks equal to your level, they are no longer considered members of your crew. You may disavow any creature from being a member of your crew if they purposefully cause you harm.



## 6TH-LEVEL ALTERNATIVE CLASS FEATURE

**Fast Dose (Ex):** At 6th level, when administering medicinals to any member of your crew, you may do so as a swift action, regardless of whether they are willing or not.

## 12TH-LEVEL ALTERNATIVE CLASS FEATURE

**Medical Emergency (Su):** At 12th level, as a standard action you may expend two Resolve

points to grant fast healing equal to your Wisdom modifier to every member of your crew within 30 feet. This fast healing lasts for a number of rounds equal to  $\frac{1}{2}$  your mystic level.

## SHOCK TROOPER

Formidable warriors of the void, shock troopers are proud, noble figures who command loyalty and respect throughout the void. Resolute against all odds, shock troopers are never ones to shy away from a fight and are experts in the use of hardsuits and advanced weaponry, bringing awe inspiring firepower, terrifying martial prowess, and litanies of terror to bear on the enemy.

**Role:** Shock troopers excel at vessel boarding combat. Whether wielding powerful flamethrowers to bring death from afar, or hewing the enemy apart with buzzblades, shock troopers form the elite core of mercenary outfits, winning battles often through reputation alone.

**Alignment:** Most shock troopers are of lawful alignments, using their skills to bring order to an orderless galaxy. While many are good, there are those who have grown arrogant, or who became jaded after long, thankless campaigns with heavy losses and dried up treasuries. For various reasons, there are more than a few shock troopers who prowl the void as bitter reavers, evil beyond salvation. They seek to inflict pain and misery, valuing only wealth, fear, and power.

## 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Litany (Ex):** The shock trooper often charges into battle reciting ancient curses and prayers. At 2nd level, whenever a shock trooper makes a successful charge attack, she can make a free Intimidate check to demoralize her opponent, receiving a +1 circumstance bonus to her Intimidate check. This bonus increases by +1 for every four levels beyond 2nd.



#### 4TH-LEVEL ALTERNATIVE CLASS FEATURE

**Hardsuit Training (Ex):** At 4th level and every six levels after, a shock trooper increases your effective Strength granted by powered armor, as well as the maximum charge capacity of powered armor by +2.

#### 6TH-LEVEL ALTERNATIVE CLASS FEATURE

**Assault Training (Ex):** At 6th level, when wielding a basic or advanced melee weapon in one hand and a small arms ranged weapon in the other hand, attacks with that ranged weapon do not provoke attacks of opportunity from foes that you threaten with the melee weapon.

### VOID TRACKER

A void tracker is excellent in a void environment, often taking important roles in the crew of a spacefaring vessel including helmsman or tactical officer.

**Role:** Void trackers are excellent additions to bounty hunting groups, able to follow their quarry through dangerous sections of the void. They often fill the role of pilots in their adventuring groups.

**Alignment:** Void trackers tend toward the neutral and alignments, as it is easiest to justify doing anything to catch your quarry if you don't worry about petty things like good and evil.

#### 2ND-LEVEL ALTERNATIVE CLASS FEATURE

**Void Instinct (Ex):** A void tracker adds half her level (minimum +1) on Piloting checks to plot a course in the void or when trying to follow another vessel.

#### 12TH-LEVEL ALTERNATIVE CLASS FEATURE

**Know the Void (Su):** At 12th level, a void tracker's sense of the void increases even more. When plotting a course through the void with a successful Piloting check, failing the check by 4 or less counts as success, and results in plotting a correct course. If you fail the check by 14 or less, you realize that you've plotted a faulty course and

must attempt the check again before you can make the journey.

## CLASS FEATURES

### NEW MYSTIC CONNECTION

#### INFINITY

**Associated Skills:** Perception and Stealth.

**Associated Spells:** *hold portal* (1st), *time shudder* (2nd), *twilight knife* (3rd), *personal gravity* (4th), *planar binding* (5th), *true seeing* (6th)

#### 1st Level

**Absolute Blow (Su):** As a standard action, you can perform a melee touch attack that deals 1d6 points of force damage + 1 point for every two mystic levels you possess. At 7th level, the touched creature cannot use any forms of extradimensional travel, as if they had just been affected by a *dimensional anchor* spell, for a number of rounds equal to  $\frac{1}{2}$  your mystic level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

#### 3rd Level

**Connaissance (Su):** You can spend a full-round action to attune yourself to the song of the infinite universe, gaining the benefit of a *moment of prescience* spell with the insight bonus equal to one half your mystic level (minimum 1). You may use this ability a number of times per day equal to your Wisdom modifier (minimum 1), but you may only have one *connaissance* effect active at a time.

#### 6th Level

**Feed from the Universe (Sp):** As a standard action, you may channel the infinite power of the universe into one living creature, recharging their innate magical abilities as if you had just cast *recharge innate magic*, except that you can touch any ally (including yourself) to gain the benefit of this effect. You may use this ability a number of



times per day equal to your Wisdom modifier.

## 9th Level

**Veiled Eyes (Sp):** Just as the universe communicates the infinite possibilities of existence to you, you can select one of those possibilities that will never come to pass and send that back out into the universe as a facade to hide the truth. This effect functions as a *false vision* spell. You can use this ability once per day at 9th level and one additional time per day for every four levels beyond 9th.

## 12th Level

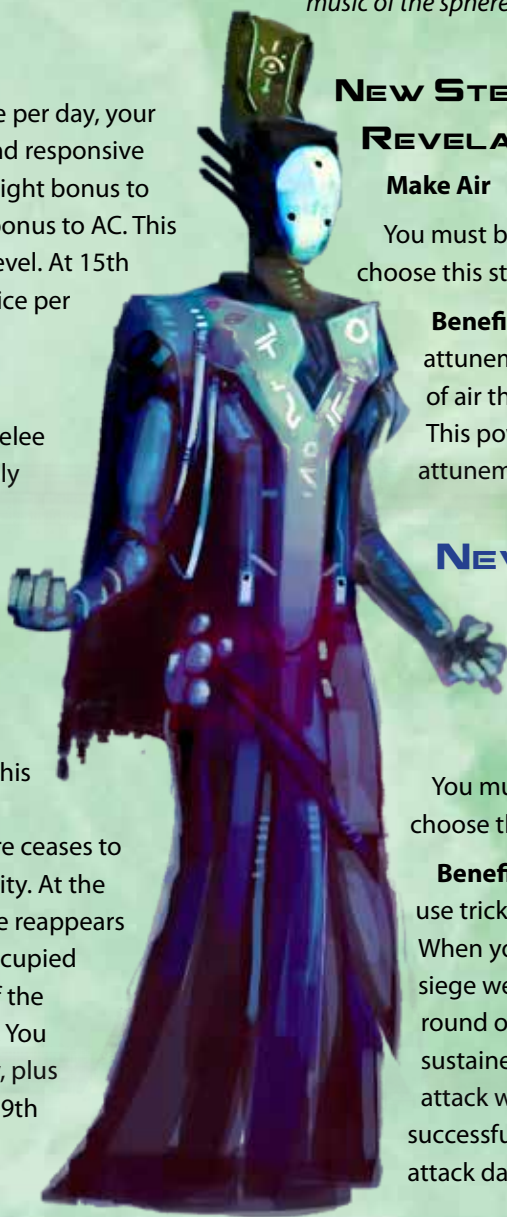
**Prescient Defense (Su):** Once per day, your body becomes far more agile and responsive to danger, granting you a +5 insight bonus to your initiative and a +2 dodge bonus to AC. This ability lasts for 10 minutes per level. At 15th level, you can use this ability twice per day.

## 15th Level

**Erase from Time (Su):** As a melee touch attack, you can temporarily remove a creature from time altogether. The target creature must make a Fortitude save or vanish completely for a number of rounds equal to  $\frac{1}{2}$  your mystic level (minimum 1 round). No magic or divinations can detect the creature during this time, as it exists outside of time and space - in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). You can use this ability once per day, plus one additional time per day at 19th level.

## 18th Level

**Infinite Body (Su):** Your body is suffused with the never-ending energy of the infinite. You cease aging, no longer suffer age-related penalties to ability scores, and cannot be magically aged. You are immortal insofar as you will never die of old age; though you can be slain as any other creature by magic, disease, poison, or physical damage. Additionally, you can use each of the following once per day as a spell-like ability: *discern location*, *music of the spheres*, and *planetary adaptation*.



## NEW STELLAR REVELATION

### Make Air

You must be 2nd level or higher to choose this stellar revelation.

**Benefit:** You may spend an attunement point to create a bubble of air that functions as *life bubble*. This power can be used in any attunement state.

## NEW OPERATIVE EXPLOIT

### STEALTH GUNNER

You must be 6th level or higher to choose this operative exploit.

**Benefit:** This talent enables you to use trick attack with a siege weapon. When you are the one aiming the siege weapon during a surprise round or against a vessel that has sustained critical damage and the attack with that siege weapon is successful, you may apply your trick attack damage to the successful

attack. If the attack is against a vessel, treat your level as 4 higher for determining the trick attack damage dealt.

## FACTIONS OF THE VOID

There are some factions that have developed that have no specific boundaries. Some are loose alliances, while others are rigidly structured with specific purposes in mind. The rules for joining and earning Fame within an organization are laid out in Pathfinder Roleplaying Game: Ultimate Campaign.

### BASTION INCANTORIUM

The largest and best established school of magical learning in the known universe, the Bastion Incantorium focuses on the study of magic that assists in the traveling and surviving in the void. This does include a practical knowledge of combat-magic, but students also study piloting techniques and basic wilderness survival. Established by the magus Katar Stonewarden over a thousand years ago, on the planet Labollus, the Bastion Incantorium has academies of magical learning in more than forty systems.

**Location** varies

#### REQUIREMENTS

**Entrance Fee** 50 credits

**Entrance Exam** DC 20 Mysticism check

**Tuition** 150 credits/semester

#### EDUCATION

**Education Checks** Mysticism, Piloting, Survival

**Semester** 6 months

**Flunk** 3 consecutive failed Education Checks

#### EXTRACURRICULAR TASKS

**Sorcerous Duel (+1 Fame)** You gain 1 point of Fame each time you win a spellcasting

duel against another student at the Bastion Incantorium whose CR equals or exceeds your character level. Duels cannot be to the death, and if you kill your opponent, you are expelled from the school. This task can be completed multiple times per term, but counts against the total amount of Fame a student can earn per character level.

**Planetfall (+1 Fame)** The Bastion Incantorium celebrates new experiences that are achieved through personal effort, and few are as celebrated as the first time that one of their students lands on a new planet for the first time. When you make your way to and land upon the surface of a planet that you have never visited before all on your own, you gain 1 point of Fame.

### INFINITE STAR LEGION

Fourteen centuries ago, following the armistice of a battle that included fleets from eight different races, the remaining seven agreed to form a more permanent battle fleet to combat the terrors that emerge from the vast darkness of the void. Made up of elves, dwarves, humans, and more, the Infinite Star Legion has expanded and incorporated into a well-organized military and exploratory space fleet that takes it upon themselves to act as a constabulary force among civilized systems. Their primary goals are to rid the starways of piracy, explore the furthest reaches of known space, and defend planets from interstellar horrors capable of destroying entire civilizations. They are well-supplied, with tens of thousands of vessels of all types making up a vast space navy, and they follow a strict code of ethics.

**Location** varies (primary headquarters on Iste Golan)

#### REQUIREMENTS

**Entrance Fee** none

**Entrance Exam** Diplomacy and Sense Motive DC 15



**Dues** 50 credits/semester

## TRAINING

**Training Checks** Diplomacy, Life Science, Medicine, Physical Science, Survival

**Term** 4 months

**Flunk** 6 consecutive failed Education checks

## EXTRACURRICULAR TASKS

**Apprehend Pirates (+1 Fame)** If you can bring a living space pirate to be imprisoned in any Infinite Star Legion prison, your Fame score increases by +1, if the pirate

is of a CR equal to or greater than your level. You can gain this addition to your Fame score once per semester.

**Fight Against the Void (+2 Fame)** Legionnaires who hunt down any servant of the void with a greater CR than their level, either killing one or capturing it and bringing it back to any Infinite Star Legion base of operations gain great renown.

**Survey Planet (+1 Fame)** Upon visiting a world that you have never been to, if you take at least one month to explore the planet and defeat any challenge of a CR that is equal to or greater than your own, you gain Fame with the Infinite Star Legion.

### Goal: Explore and Protect

The Infinite Star Legion has a strict set of behavioral codes that can essentially be boiled down into three principal mandates. If any member does not adhere to these mandates, that can be grounds for dismissal from the organization. The three mandates are as follows:

#### *The Primary Mandate:*

The darkness of the void must be driven back, and all Servants of the Void must be captured, destroyed, or driven back into the black to preserve all other life in the known universe. Nothing else has any higher priority.

*The Secondary Mandate:* To further the knowledge and reputation of the Infinite Star Legion, members are expected to travel to new worlds, expose secrets and seek out fantastic mysteries. Such exploration

must be documented extensively via detailed journals, drawings, star charts and any other pertinent records. Copies of these records must be submitted to any member's immediate supervisor or record-keeping officer,



which will be compiled and catalogued at the headquarters on Iste Golan.

*The Tertiary Mandate:* Before engaging an enemy in battle, all attempts to first make contact and achieve nonmilitary resolution must be made. When such battles occur, all attempts must be made at the preservation of life for the greatest good.

**Alignment:** LG

The Infinite Star Legion has a rigid code of rules and regulations that its legionnaires must follow, and those rules are all related to accomplishing the goals of the principal mandates. Their firm obedience to this code of conduct is what keeps the organization operating smoothly and reliably, and generates trust among those that interact with the Legion.

Legionnaires recognize no higher authority on this plane of existence, though they do respect local authority and autonomy, if they do not contradict the three principal mandates. Otherwise, they strive to maintain peace, open trade routes, and order throughout the known universe.

**Faction Leader:** Fleet Admiral Filindae Sageheart (NG female elf operative 8/mystic 7) was born 88 years ago, in a small farming community on a planet known as Catanis IV. She always dreamed of what was out there beyond the stars, and when fortune brought her into contact with a traveling Infinite Star Legion survey team, she joined up with the Legion and began her career. More than sixty years later, she is the commander of the entire Legion fleet, having worked her way up through the ranks. She oversees the operations of over forty thousand vessels, nearly three hundred spaceports, two (publicly known) asteroid-bases, and more than two million Legionnaires.

Her weathered features are still kindly, and her eyes are bright and aware. Her back is slightly

bent, and she walks with an ornate walking stick, but she maintains a powerful and commanding presence. She has seen many battles, has survived three separate assassination attempts, and bears scars both physical and emotional. She is well liked by many of her subordinates, though there are those within the Legion plotting her removal for various political reasons or longstanding personal grudges. She steps in with a grandmotherly demeanor and an iron fist when necessary to subdue rogue captains or quell disputes within the ranks, and moves onward toward her goals like an iron juggernaut in the face of certain defeat.

Fleet Admiral Sageheart's primary duties involve managing the various System Admirals and keeping them too busy to interfere in each other's affairs, or have time to undermine her authority. She also directs major fleet operations in their search to eliminate Servants of the Void. Captains and more junior officers occasionally cause embarrassment to the Legion through their actions or stunts, and Fleet Admiral Sageheart deals with the political fallout of all of them as well, negotiating with the leaders of nations, worlds, and celestial empires alike. Under her leadership, the Infinite Star Legion's influence and protections have spread to nearly three dozen systems, the second largest expansion in Legion history.

## ISRAFEL ORDER

The Israfel Order seeks to impose the will of their god, Israfel, upon the entire cosmos, but their efforts are disguised as acts that promote order over chaos and provide succor to those that are willing to accept their gifts. However, such philanthropy is a subtle attempt to corrupt the weak and keep tabs upon the strong. In the end, the order believes that all will fall under the rule of Israfel, and they wish to be numbered among their god's servants, rather than under the brutal whip as his slaves.



**Goal:** Subvert the Cosmos

To conquer the known universe so that it can be remade per Israfel's design, all must be brought to the worship of Israfel. The laws of various races, planets or interplanetary federations are meaningless in the pursuit of this goal, and so the Israfel Order follows no laws but their own. On the surface, they act as any other religious fraternity dedicated to providing form and stability for those under their care, but the Israfel Order seeks to bring all under their dominion. The Order manipulates rulers, governments, and pirates alike to bring everyone they encounter under their control. Their statutes are strict, and punishments for violating them are harsh, but they teach that to survive in the vast, frozen, emptiness of space, canon must be observed, otherwise the universe would plunge itself into chaos. They rely upon the natural desire for most beings to exist within a structure that either protects them, or provides them the simplicity of guidelines of behavior to either follow or break, as is their whim.

**Alignment:** LE

While the overall objective is to rule, members of the Israfel Order are motivated by their own interests, knowing that not only the laws of the various regimes that govern specific areas of the void protect them, but that the laws imposed by the Israfel Order in the parts of space that have embraced their leadership guarantee them the ability to act to further their own aims. When their plans are thwarted, they plot elaborate forms of vengeance or subversion as opposed to openly opposing their rivals. They will work to change local ordinances that do not suit them, furthering their goals by making what was once illegal into



## SERVANTS OF THE VOID

Those that serve the unending darkness of the void, or that command it, are the principal enemies of the Infinite Star Legion, who hunt them and either drive them back into the void, or destroy them when and where they can.

Servants of the Void include any Great Old One, elder things, shantaks, lunar outer dragons, colours out of space, typhlari, mi-gos, eldritch creatures, void outer dragons, spawns of Yog-Sothoth, yithian elders, vespergaunts, star-spawns of Cthulhu, and other beings from Lovecraftian mythos. They can also include any other evil or chaotic being with the starflight or limited starflight ability, or that live in a vacuum environment.

legal practice. Such practices may include the legal detention or elimination of various races or organizations that oppose them, the destruction of vital resources to undermine the power base of competing factions, or changing laws that make it easier to influence honest, law-abiding folk. The Order is patient, and their memories are long, so plans may take years or decades to come to fruition.

**Faction Leader:** The Order is controlled by a cabal of thirteen high priests, or panchen lords, who each have their own personal ambitions that are kept secret from their peers and command the Order in their own systems. As another system comes under the total control of the Israfel Order, another panchen lord is appointed to see to the dominion of the system. They all work together toward common goals under the direction of the Bodhisattva of the Black Crown, who is the mortal leader of the Israfel Order, and who communes regularly with the Herald of Israfel, Phoboth. The current Bodhisattva of the Black Crown is Grangrom the Philosopher (LE male dwarf solarion 13/mystic of Israfel 5), and he keeps a watchful eye on the five closest panchen lords from the Shiat System: Velthaster (LE female gnome mystic 14), Kubayara (LE male human mystic 15), Ashina (NE female ysoki operative 14), Zenyas (LE male halfling mystic of Israfel 14/soldier 2) and Miwan Paaza (LE female human technomancer 13).

## RED TANG SPICE GUILD

Concerned primarily with the mining, harvesting and processing of the spice salmagundi, the Red Tang Spice Guild is one of the strongest merchant guilds that traverses the starways. The Red Tang rose to power several hundred years ago, when they discovered and began marketing salmagundi to the wealthy and powerful. Since then, they have risen to become one of the major powers in the galaxy, amassing great wealth and influence with those in positions

of authority.

**Goal:** Accumulate wealth and achieve immortality

While not an amoral faction, the Red Tang values wealth, and the comfort that it brings, above everything else. That does not mean that the Red Tang does everything within its power to accumulate wealth, they do take a very practical approach to accumulating riches. Trading resources, acquiring mining rights to various worlds, and maintaining a vast shipping fleet are among the common practices of the Red Tang. The members of this faction also regularly ingest salmagundi as they can afford it. As such, several prominent leaders of this guild have achieved immortality and now seek to live out their lives in opulence.

**Alignment:** N

The members of the Red Tang often pursue their own means to wealth and power, but they most commonly have some hand in the trading of salmagundi, which is strictly regulated by this guild. Less than 5% of their total stores are on the market at any one time, and no one outside of the guild elders know the location of any of the stockhouses that hold the spice in bulk. Generally, no one location has more than five dozen unrefined doses at any time, though some Red Tang storehouses may contain one to two thousand unrefined doses of the spice under heavy guard. Refined salmagundi is only ever stored or transported in doses as high as five. As such, salmagundi is constantly moving across the cosmos, and every member of the Red Tang Mining Guild has a chance to either get their hands on some as a portion of their wages, or plays some part in the acquisition, transport, or sale of the spice.

**Faction Leader:** Each planet where salmagundi can be found has its own Prospector-Governor, and they control their own merchant and mining



fleets of spacefaring vessels and base their operations on any world near to their sources of spice, as swampworlds are not always well-suited to habitation. Collectively, these Prospector-Governors operate under the banner of the Red Tang Grand Prospector, the Crimson Baroness Zinkha Tunkhe (N female human operative 11) of Kharjenn Prime.

## SHAMAN KNIGHTS

Self-appointed protectors of worlds and nature in general, shaman knights fight against the ravaging of planets, the stripping of their resources at the expense of the environment, and the decimation of populations of any creature that is considered lesser to another (such as animals being hunted or exterminated by “sentient” races). They will attempt to mediate disputes when possible, and act only when necessary. They are promoters of peace and harmony across the cosmos, and they are often called upon to act as judges, witnesses, ambassadors, and occasionally, surgical strike forces. They do not maintain order throughout the known universe as the Infinite Star Legion does; they see themselves more as guides and guardians than foot-soldiers and police forces.

**Goal:** Maintain the Balance of the Natural Universe

Shaman Knights work to preserve the beauty of nature across each world, encouraging those that live on worlds that they visit to live in harmony with one another, and with nature itself. Sometimes, their ways bring them into conflict with other factions, sometimes even siding against the good to preserve the habitats of all creatures, even those that are ostensibly evil. Their cause typically means that they are fighting alongside the forces of goodness and righteousness, but due to their overall goals, they are not always welcome by those that encounter them.

**Alignment:** NG

The members of the Shaman Knights will work alongside anyone who can help them achieve their goals. This has earned them the mistrust of both the Infinite Star Legion and the Israfel Order, and they are sometimes brought into direct conflict with the Red Tang Spice Guild, but they have had cause to work alongside these other factions. Their works leads to the restoration and protection of planets and their inhabitants all throughout the known universe.

**Faction Leader:** The Shaman Knights recognize no formal leader, but are instead lead by a council of eighteen Shaman Knights known as the Arctutors. The wisest and oldest of the Arctutors is a wizened little man known as Breem Estlage (NG male halfling mystic 20), who has been a member of the Arctutor council for the past seven hundred years. While he often waits to weigh in on any matter that is pressing to the council until the other Arctutors have said what they feel they must, most of the other members of the council look to him for guidance.

The most vocal of the Arctutors is Estrella Sunstone (N female lashunta mystic 15), who usually leads the majority of the council whenever there is an issue that divides them. The other Arctutors see her as a prudent guiding hand for the Shaman Knights and respect her opinions, even when they disagree with her. Her chief rival on the council is Auspice (N female human technomancer 16), who usually finds fault in every argument that every other council member brings up. She is seen as a curmudgeonly crone, and is the least popular member of the council by far. However, she is vital to the council, discovering the flaws in their plans so that they can correct for them.



# SKILLS & FEATS

What is necessary for survival in the darkness between worlds can be quite different from what one might need to survive planetside. The operation of a spacefaring vessel requires a specific set of skills, robust enough to handle all of the operations of such vessels and yet so varied as to be rare that a single adventurer possesses them all in abundance.

Even so, the skills of terrestrial exploits cannot be ignored, for even the heartiest spacefarer must make planetfall at one point or another.

Just as critical as a robust set of skills are the proper feats to accomplish one's goals. From the operations of spacecraft to the challenges of combat in environments that lack gravity, a character's selection of feats will define their abilities and help them to contribute to the welfare of their crew. The void cares little for those that traverse its dark reaches, and wise is the character that prepares for the worst that the darkness can summon forth.

## DEBRIS STEALTH

*You're capable of fooling others into believing that your vessel is just another hunk of debris floating amongst wreckage, asteroids, or other junk.*

**Prerequisite(s):** Piloting 6 ranks.

**Benefit(s):** When you have moved your ship into a field of debris made up in a majority by items no smaller than one size category smaller than your ship, you gain a +3 circumstance bonus on checks to use the Evade stunt.

## ENVIRONMENTAL ADAPTATION

*You've learned how to adapt to your surroundings, even in environments that are completely alien to those of your homeworld.*

**Prerequisite(s):** Survival 3 ranks

**Benefit(s):** Select one planetary type classification from the following list: acid, aquatic, cold/ice, cold iron, dead, desert, fire, forest,



gaseous, jungle, lightning, magma, mithral, mountain, mud, or swamp. When making Survival checks or Fortitude saves on planets of that type, you gain a +1 bonus. You may select this feat multiple times; its effects do not stack. Each time you select this feat, it applies to a different planetary type classification.

## EXCEPTIONAL ENGINEER

*Your knowledge of your vessel and its component systems is unparalleled.*

**Prerequisite(s):** Int 16, Engineering 5 ranks

**Benefit(s):** Select one spacefaring vessel. When making repairs to this vessel, or any of its component systems, you and your crew complete repairs 25% faster, and you gain a +4 bonus on Craft checks related to repairs. If your selected vessel is lost to you, through destruction theft, etc., you may choose a new vessel for this ability after one week spent familiarizing yourself with this new vessel. You may select this feat multiple times; its effects do not stack. Each time you select this feat, it applies to a different spacefaring vessel.

## FLEET ADMIRAL

*Your ability to command and coordinate vessels extends to your nearby allies.*

**Prerequisite(s):** Cha 17, Bluff 12 ranks, Diplomacy 14 ranks, Intimidate 10 ranks, Vessel Commander

**Benefit(s):** Allied vessels within 30 hexes gain a +2 insight bonus to performing tasks related to the operation of their vessel. You may apply this bonus to a number of vessels equal to your character level.

## HIGH GRAVITY ADAPTATION

*You were raised on a world with increased gravity, and so you are used to moving and performing tasks in increased gravity.*

**Prerequisite(s):** You may only select this feat at 1st level

**Benefit(s):** When in areas where high gravity is no more than twice as strong, the personal effects of high gravity are negated for you, nor do you suffer from fatigue due to increased gravity. In areas with standard or low gravity, treat your Strength score as if it were 4 higher for the purposes of determining carrying capacity.

## HIGH GRAVITY ENDURANCE (COMBAT)

*You have practiced moving and fighting in higher-gravity environments than what you are normally accustomed to.*

**Prerequisite(s):** Str 15, Null Gravity Maneuvering

**Benefit(s):** When you are within a high gravity environment, you gain a +2 insight bonus to all Strength-based rolls.

## HOTSHOT PILOT

*You are one of the best pilots around.*

**Prerequisite(s):** Piloting 3 ranks.

**Benefit(s):** You gain a +3 insight bonus to Piloting checks involving a spacefaring vessel.

**Special:** If you have Skill Focus (Piloting), these bonuses stack.

## NULL GRAVITY COMBAT (COMBAT)

You can fight more effectively in environments where there is no gravity.

**Prerequisite(s):** Null Gravity Maneuvering, base attack bonus +3

**Benefit(s):** When within no gravity environments, you gain a +2 bonus to attack and damage rolls.

**Special:** You may select this feat twice. Its effects stack.

## NULL GRAVITY MANEUVERING

*You are skilled at maneuvering in environments where there is no gravity.*

**Prerequisite(s):** Dex 15, Acrobatics 2 ranks

**Benefit(s):** When within a zero gravity environment, if you find something to propel yourself off of at the start of your movement, you move at full speed rather than half speed. If you are within 5 feet of two or more surfaces, you are also

capable of running.

**Normal:** When a creature does manage to find something to propel itself off of, it can choose to move in any direction, but at half speed. Double-moves and charges are still possible, but running is not.

## PILOT DODGE (COMBAT)

*You are more adept at avoiding collisions and attacks than most.*

**Prerequisite(s):** Piloting 1 rank.

**Benefit(s):** When successfully using the evade action while piloting a spacefaring vessel, the vessel's bonus to AC is +4. A failed check still can only result in a -2 penalty to AC.

**Normal:** A successful evade action grants a +2 bonus to AC.

## PILOT DODGE, IMPROVED (COMBAT)

*Your ability to avoiding collisions improves.*

**Prerequisite(s):** Pilot Dodge, Piloting 11 ranks.

**Benefit(s):** When successfully using the evade action while piloting a spacefaring vessel, the vessel's bonus to AC is +6. In addition, a failed check does not result in a penalty to AC, no matter how much the check is failed by.

**Normal:** A successful evade action grants a +2 bonus to AC, and a check failed by 5 or more results in a -2 penalty to AC.

## SPACEBORN

*You grew up aboard a spacefaring vessel, and are used to sudden changes in gravity. You're also accustomed to the rigors of space travel.*

**Prerequisite(s):** You may only select this feat at 1st level

**Benefit(s):** The weightlessness of the void





# TABLE 3-3: FEATS

| Feat                     | Prerequisites   | Benefit  |
|--------------------------|---|--|
| Debris Stealth           | Piloting 6 ranks  | You may attempt to hide your vessel among asteroids or debris.   |
| Environmental Adaptation | Survival 3 ranks  | Gain a +1 bonus to Survival checks and Fortitude saves in a specific environment.  |
| Exceptional Engineer     | Int 16, Engineering 5 ranks   | Make repairs to spacefaring vessels and their component systems faster and easier.                                       |
| Fleet Admiral            | Cha 17, Bluff 12 ranks, Diplomacy 14 ranks, Intimidate 10 ranks, Vessel Commander | Allied vessels within range gain a bonus to vessel operations.   |
| High Gravity Adaptation  | May only be selected at 1st level   | Areas of doubled gravity have no effect upon you.  |
| High Gravity Endurance   | Str 15, Null Gravity Maneuvering  | Gain a +2 bonus on all Strength related rolls when within a high gravity environment.                                    |
| Hot Shot Pilot           | Piloting 3 ranks  | You gain bonuses to Piloting checks  |
| Null Gravity Combat*     | Null Gravity Maneuvering, base attack bonus +3                                    | Gain a +2 bonus to attack and damage rolls when within a no gravity environment.   |
| Null Gravity Maneuvering | Dex 15, Acrobatics 2 ranks  | No gravity environments are less restrictive to your movement.   |
| Pilot Dodge              | Piloting 1 rank   | The pilot's vessel gains a +2 dodge bonus to AC.   |
| Pilot Dodge, Improved    | Pilot Dodge, Piloting 11 ranks  | The pilot's vessel gains a +2 dodge bonus to AC.   |
| Spaceborn                | May only be selected at 1st level   | Gain a +2 bonus to Survival checks when off-planet, and a +1 bonus to Reflex saves when within a no gravity environment. |
| Vessel Commander         | Cha 15, Bluff 4 ranks, Diplomacy 5 ranks, Intimidate 4 ranks                      | Grant a +2 competence bonus to your crew.  |
| Void Watcher             | Darkvision 60+ feet, Alertness  | See perfectly in nonmagical darkness; +2 bonus to Perception checks in the vacuum of space.                              |

\* This is a combat feat and can be selected as a fighter bonus feat.

and the dangers that lurk in the darkness are no stranger to you—you gain a +2 bonus to Survival checks when off-planet, and a +1 bonus to Reflex saves when in a zero gravity environment.

## VESSEL COMMANDER

*As captain of your own vessel, you are adept at asserting yourself and commanding your crew.*

**Prerequisite(s):** Cha 15, Bluff 4 ranks, Diplomacy 5 ranks, Intimidate 4 ranks

**Benefit(s):** All members of your crew onboard the same vessel as you gain a +2 insight bonus to

perform tasks related to the operation of any vessel you are in command of.

## VOID WATCHER

*You have spent a great deal of time honing your senses to spot vessels, creatures, and stellar bodies against the blackness of the void.*

**Prerequisite(s):** Blind-Fight, darkvision

**Benefit(s):** You can see perfectly in non-magical darkness. You also gain a +2 bonus to Perception checks to spot creatures, vessels, or objects in the vacuum of space.



For generations, species have been traveling through the darkness of the void, and they have developed some commonly known spells to assist those that wander from world to world. The following spells are among the most commonly known spells to travelers of the stars.

## NEW SPELLS

### ANTICIPATE THOUGHTS

**School** divination (mind-affecting); **Level** mystic 2

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Will partial; **Spell Resistance** yes

This spell taps into the target's mind so you get an impression of the actions it will take. You gain a +2 insight bonus to AC against the target's attacks. If the target fails its Will save, you also see how the target will react to your attacks, and the bonus applies on your attack rolls and damage rolls against the target. These bonuses apply only while

the target is within range of the spell, though if it goes out of range, the bonuses return once it's back in range. Whenever the target misses you with an attack, the spell's bonuses increase by 1 until the spell ends (to a maximum of +5).

### ANTIMATTER RAY

**School** transmutation (void); **Level** mystic 3, technomancer 3

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** instantaneous

**Saving Throw** Fortitude half and Reflex half, see text; **Spell Resistance** yes

A ray of antimatter projects from your pointed finger. A creature or object struck by the ray takes 1d6 damage/2 caster levels (to a maximum of 5d6). A successful Fortitude save reduces this damage by half. Any creature reduced to 0 or fewer HP by this



untyped damage is entirely disintegrated, leaving behind only a trace of fine dust. The creature's equipment is unaffected.

The matter/antimatter reaction also releases a burst of energy. The target and all creatures and unattended objects within 5 ft. take an amount of fire damage equal to the points of untyped damage dealt. Creatures and objects other than the primary target are allowed a Reflex save for half damage.

## BIOFEEDBACK

**School** transmutation; **Level** mystic 2

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** 1 min/level

**Saving Throw** negates (harmless); **Spell Resistance** No (harmless)

You can toughen your body against wounds, lessening their impact. For the duration of this power, you gain damage reduction 2/–.

## BOOST PHARMACEUTICAL

**School** transmutation; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

**Range** touch

**Effect** 1 pharmaceutical

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

When this spell is cast upon a pharmaceutical, it doubles the duration that its effects last. Alternatively, the caster may choose to enhance the pharmaceutical with a -2 penalty to resist its effects instead.

## CELESTINE BOLT

**School** evocation (force); **Level** mystic 6, technomancer 6

**Casting Time** 1 standard action

**Range** 1 Cube/two levels

**Target** one spacefaring vessel

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

A black bolt of energy blasts forth from your hand and strikes a spacefaring vessel within range, dealing 1d4+1 Hull Points of force damage, ignoring the ship's damage threshold, if any.

The missile strikes unerringly, even if the target is engaged in combat, so long as it has less than total cover or concealment.

Specific parts of a vessel can't be singled out. Creatures are not damaged by the spell.

For every caster level you have beyond 13th, you gain an additional missile, to a maximum of 8 missiles at 20th level. If you shoot multiple missiles, you can have them strike a single vessel or several vessels.

A single missile can strike only one vessel. You must designate targets before you check for spell resistance or roll damage.

## CONCUSSION BLAST

**School** evocation; **Level** psychic 1, technomancer 1

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Target** one creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

A subject you select is pummeled with telekinetic force for 1d8 points of force damage. You can choose to instead have the power deal an equal amount of non-lethal damage. You cannot use this

spell against creatures with total cover or total concealment.

### CREATE SLIPSTREAM

**School** conjuration (creation); **Level** technomancer 6

**Casting Time** 1 full action

**Range** 0 ft.

**Effect** slipstream, up to 1 Cube in diameter/4 levels

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

It takes exceptionally powerful magic to warp reality enough to create a slipstream in the vacuum of space. When you cast this spell, a slipstream is called into being traveling in the same direction as your vessel is. It can only be cast in space, and it can only create a lesser slipstream. This slipstream travels with the vessel, leaving no wake beyond its area of effect.

When the spell's duration ends, the slipstream dissipates harmlessly.

### DIMENSIONAL ANCHOR

**School** abjuration; **Level** mystic 3, technomancer 3

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** 1 min./level

**Saving Throw** none; **Spell Resistance** yes (object)

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like abilities.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block

extradimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

### DISCERN LOCATION

**School** divination; **Level** mystic 5

**Casting Time** 10 minutes

**Range** unlimited

**Target** one creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object.

*Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lives.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

### FALSE VISION

**School** illusion; **Level** mystic 5

**Casting Time** 1 standard action

**Range** touch

**Area** 40-ft.-radius emanation

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell creates a subtle illusion, causing any divination (scrying) spell used to view anything within the area of this spell to instead receive a false image (as the *holographic image* spell), as defined by you at the time of casting. As long



as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

## FALSE VISION, GREATER

**School** illusion; **Level** mystic 6

**Casting Time** 1 standard action

**Range** see text

**Target** one creature

**Duration** 1 hour/level (D)

**Saving Throw** Will negates; **Spell Resistance** no

This spell functions similarly to *false vision*, but instead of placing the illusion on a nearby area, you can tie it to a specific individual, and can do so from great distances. The spell can be cast at any distance. The difficulty of the save depends on your knowledge of the subject and what sort of physical connection (if any) you have to that creature. The illusion created by the spell moves with the target, and is not stationary. The image can affect the way the target is perceived, the way the target's surroundings are perceived, and the way that specific creatures or objects around the target are perceived. For the target and any other specific creatures or objects you specify, you can cause them to appear as other creatures or objects that you designate, not to appear at all, or to have their appearance unaltered. For the target's surroundings, you can choose to make the target appear to be somewhere else, either a specific location with which you are familiar, or a generic location conjured from your imagination. You can change the way that the spell affects the appearance of any of these things by concentrating on the spell. You can also cause creatures or objects to appear in the illusion that are not really there, or to make a creature or object seem to act in a way other than it is actually acting. In this case, you must concentrate on the spell, or these aspects of the illusion simply remain static. The spell can provide visual, auditory, olfactory, tactile, and thermal sensations as needed.

The illusion applies to only those who observe the target via a divination (scrying) spell, and has no effect on viewers who are there in person.

## GHOST WHIP

**School** evocation; **Level** mystic 2

**Casting Time** 1 standard action

**Range** 0 ft.

**Effect** whip of flexible ectoplasm

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

A white, 15 ft. lash of ghostly evanescence appears from your hand. You are considered to be proficient with the whip. Attacks with a *ghost whip* are resolved against EAC, and deal 1d4 points of damage per caster level, plus your Strength modifier. The whip affects only creatures you attack with it, passing through objects and other creatures in its path and thereby allowing you to ignore cover between you and your target. When a *ghost whip* attack passes through total cover, the target is treated as having total concealment (50% miss chance). A ghost whip cannot be disarmed or sundered.

## GRAVITY BOLT

**School** evocation (force, gravity); **Level** mystic 3, technomancer 3

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Target** one creature

**Duration** instantaneous and 1 round/level

**Saving Throw** Fortitude partial; **Spell Resistance** yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d6 force damage. For every 3 caster levels beyond 5th, the missile deals an additional 1d6 damage (to a maximum of 6d6 at 20th level).

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover

or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

A target that takes damage from the gravity bolt must also make a Fortitude save. On a failed save, the effects of encumbrance on the target increase by one step. If the target is encumbered, treat the target as if it were overburdened. If the target is overburdened, it loses any Dexterity bonus to AC and can move only 5 ft./round (as a full action). The gravitational effects of multiple gravity bolts do not stack.

### HOLY NOVA

**School** transmutation (good, light); **Level** mystic 5

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** instantaneous

**Saving Throw** Fortitude partial (see text); **Spell Resistance** yes

When you cast this spell, you immediately move up to double your speed in a straight line in any direction, a blinding nimbus of light surrounding your hands. This movement does not provoke attacks of opportunity. You may make a single unarmed attack at your highest base attack bonus against any one creature you are adjacent to at any point along this distance. You gain a circumstance bonus on your attack roll equal to your Wisdom or Charisma modifier, whichever is higher.

If your attack is successful, you release your holy light in an explosive burst, dealing 1d4 points of damage per caster level (maximum 15d4) to your target, who must save or be blinded for 2d4 rounds. All other creatures within 30 feet of the creature you attack take half this damage (rounded down). This damage is considered holy damage. The damage dealt to undead creatures and Servants of the Void (see page 54) increases

to 1d6+1 points of damage per caster level (maximum 15d6+15). You are not affected by this spell when you cast it.

You must end the bonus movement granted by this spell in an unoccupied square. If no such space is available along the trajectory, the spell fails.

### HOLY RAY

**School** evocation (good, light); **Level** mystic 4

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Effect** one or more rays of light

**Duration** instantaneous (see text)

**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell functions as *blinding ray*, except that *holy ray* fires one ray, plus one additional ray for every three levels beyond 3rd (to a maximum of six rays at 18th level). Additionally, evil creatures and Servants of the Void (see page 54) take a -4 penalty on their saves against this spell, and the damage per ray is increased to 1d6.

### INTERPLANETARY TELEPORT, LESSER

**School** conjuration (teleportation); **Level** technomancer 5

**Casting Time** 1 standard action

**Range** personal and touch

**Effect** you and touched objects or other touched willing creatures

**Duration** instantaneous

**Saving Throw** none and Will negates (object);

**Spell Resistance** no and yes (object)

This spell/power functions as *interplanetary teleport*, except the range limited to planets within the current star system. If no safe landing zone exists at that location, such as someone attempting



to travel into the sun without the proper precautions in place, the spell simply fails.

## MEND VESSEL

**School** transmutation; **Level** mystic 3, technomancer 3

**Casting Time** 10 minutes

**Range** touch

**Target** one spacefaring vessel

**Duration** instantaneous

**Saving Throw** Will negates (harmless, object);

**Spell Resistance** yes (harmless, object)

This spell repairs broken spacefaring vessels in the same fashion that the spell *mending* works on objects, just on a much grander scale. This spell restores 1d8 Hull Points per caster level to the vessel (maximum 20d8). If the vessel has the broken condition, this condition is removed if the vessel is restored to at least half its original Hit Points. This spell has no effect upon vessels that have been warped or otherwise transmuted, but it can still repair damage done to such vessels.

## MEND VESSEL, IMPROVED

**School** transmutation; **Level** mystic 5, technomancer 5

**Casting Time** 1 minute

**Range** touch

**Target** one spacefaring vessel

**Duration** instantaneous

**Saving Throw** Will negates (harmless, object);

**Spell Resistance** yes (harmless, object)

This spell functions as *mend vessel*, except that it restores 10 Hull Points per caster level to a spacefaring vessel (maximum 200 HP).

Mend Vessel, Greater

**School** transmutation; **Level** mystic 6,

technomancer 6

**Casting Time** 1 full round

**Range** touch

**Target** one spacefaring vessel

**Duration** instantaneous

**Saving Throw** Will negates (harmless, object);

**Spell Resistance** yes (harmless, object)

This spell functions as *mend vessel*, except it restores 20 Hull Points per caster level to a spacefaring vessel (maximum 400 HP).

## MOMENT OF PRESCIENCE

**School** divination; **Level** mystic 5

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** 1 hour/level or until discharged

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends. You can't have more than one *moment of prescience* active on you at the same time.

## MUSIC OF THE SPHERES

**School** conjuration (healing, sonic); **Level** mystic 6

**Casting Time** 1 standard action

**Range** 20 ft.

**Area** 20-ft.-radius spherical emanation, centered on you

**Duration** concentration, up to 1 round per level

**Saving Throw** none; **Spell Resistance** yes (harmless)

The *music of the spheres* is the harmonic constant that plays under and through all of reality. It is this constant song, this otherworldly music, that keeps the laws of reality constant and the connections between the planes of existence strong. With this spell, one can amplify the underlying *music of the spheres* in the spell's area of effect to infuse yourself and all creatures within 20 feet of you, friend and foe alike. All creatures that begin their turn within the area of this spell's effect gain fast healing 5, resistance 10 to all energy types, and a +3 divine bonus on all saving throws against poison and disease. Any creature that enters the area of effect does not gain the benefits of the music of the spheres until it begins its turn in that area. You must maintain concentration on the amplification of the music or the effects immediately end, but you can move around to prevent enemies from gaining the benefits of this spell.

### PERSONAL GRAVITY

**School** transmutation; **Level** mystic 4, technomancer 4

**Casting Time** 1 standard action

**Range** personal or touch

**Targets** you or creature touched

**Duration** 10 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

When you cast this spell upon yourself, the effects of high, low, or no gravity do not affect you for the duration of this spell. For you, gravity is completely normal, though it does not cause a gravitational field to occur where none exists. If cast out in the depths of space, you will "fall" toward the nearest source of gravity, be it a planet, moon, asteroid, star, or even a passing vessel.

This spell offers no special protection from *reverse gravity*, but while under the effects of this spell, spells such as *spacial well* or *gravity sphere* set have no effect upon you.

### PLASMA STORM

**School** evocation (electricity, fire); **Level** mystic 4

**Casting Time** 1 standard action

**Range** long (400 ft. + 40 ft./level)

**Area** cylinder (20-ft. radius, 40 ft. high)

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

A conflagration of star fire fills the area upon casting this spell, dealing 3d6 electricity damage and 3d6 fire damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, sparks dance along metal in the area. Creatures inside this area wearing metal armor, carrying a metal weapon, or made of metal suffer a –1 penalty on attack rolls and Perception checks. At the end of the duration, the sparks disappear, leaving no aftereffects (other than the damage dealt).

### REACTIVE ARMOR

**School** abjuration; **Level** mystic 5, technomancer 5

**Casting Time** 1 standard action

**Range** personal

**Targets** you

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** no

Your skin takes on a metallic sheen and hardens, protecting you. You gain a +1 bonus to your AC and a number of temporary Hit Points equal to ½ your caster level. Every time you take a hit that does damage to you, your AC bonus increases by



+1 and you gain an additional number of Hit Points equal to ½ your caster level (to a maximum of +6 to AC and Hit Points equal to 3 times your caster level). The effects of this spell do not stack with other class abilities, or magical items that grant temporary Hit Points.

## RECHARGE INNATE MAGIC

**School** transmutation; **Level** mystic 1

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** instantaneous

You channel magic energy into your own aura, recharging your innate magic abilities. You regain one use of all 0-level and 1st-level spell-like abilities you can use as a result of a racial trait.

## SPACIAL WELL

**School** transmutation (gravity); **Level** mystic 5

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Target** one corporeal creature

**Duration** 1 round/level (D)

**Saving Throw** Reflex partial; **Spell Resistance** yes

Crushing gravitational force surrounds the target. If the target creature fails the initial saving throw, it is entangled and immobilized (even in midair). Otherwise, the creature is only entangled. Each round the target is entangled it takes 1d6 damage.

## SPACIAL WELL, MASS

**School** transmutation (gravity); **Level** mystic 6

**Target** 1 corporeal creature/level, no two of which can be more than 30 ft. apart.

This spell functions like *spacial well*, except that it affects multiple creatures.

## STELLAR MANTLE

**School** evocation (electricity, fire, void); **Level** mystic 6

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** 1 min./level (D)

You are surrounded by star fire that doesn't harm you. This corona sheds light, as an electric torch, and gives you concealment (20% miss chance). Creatures immune to blindness ignore this concealment. The corona grants you cold resistance, electricity resistance, and fire resistance, each equal to your caster level. You also gain immunity to blindness.

The stellar mantle gives you the plasma burn universal monster ability. Your plasma burn deals 1d4 electricity damage and 1d4 fire damage.

## STINKING CLOUD

**School** conjuration (creation, poison); **Level** technomancer 3

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Effect** cloud spreads in 20-ft. radius, 20 ft. high

**Duration** 1 round/level

**Saving Throw** Fortitude negates; see text; **Spell Resistance** no

*Stinking cloud* creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

### SUSTENANCE

**School** transmutation; **Level** mystic 1

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** 1 day/level

You can go without food and water for one day. Each time you cast this spell, your body manufactures sufficient solid and liquid nourishment to satisfy your needs for that length of time.

### TIME SHUDDER

**School** transmutation; **Level** technomancer 2

**Casting Time** 1 standard action

**Range** 30 ft.

**Area** 30-ft.-radius emanation centered on you

**Duration** 1 round

**Saving Throw** none; **Spell Resistance** yes

You cause a ripple in time that affects all creatures in the area. At the start of each creature's turn, there is a 50% chance the creature is hasted (as *haste*); otherwise it is slowed (as *slow*).

### TWILIGHT KNIFE

**School** evocation (force); **Level** mystic 3

**Casting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** floating knife of force

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

You create a darkly sinister floating knife that attacks the same creature as you each round. If you choose not to attack a creature, or you make an attack that affects multiple opponents, the knife makes no attack during that round.

The knife uses your base attack bonus modified by either your Intelligence or Charisma bonus (whichever is higher) when making this attack. Unless you specifically will it to do otherwise, or

it proves impossible to do so, the knife always maneuvers itself so that it can flank your opponent before making the attack. The knife deals 1d4 points of force damage on a successful hit and has the same threat range and critical multipliers as a normal dagger. In addition, if the target is denied a Dexterity bonus to EAC or the knife flanks the target, the knife can make sneak attacks as a rogue, inflicting an extra 1d6 points of force damage per four caster levels on a successful attack.

A *twilight knife* cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A *twilight knife's* EAC is 12 (10 + size bonus for Tiny object) plus your Dexterity modifier. If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *twilight knife* strikes it. If the knife is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

### VOIDFLIGHT

**School** transmutation; **Level** mystic 4, technomancer 4

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The creature touched gains the ability to fly through the vacuum of space at Speed 1 with 1 Acceleration. For the duration of this spell, the creature's body is altered so it can survive the g-forces involved when traveling at this high rate of travel, however the spell does not provide a means to breathe in space. Within an atmosphere, the subject may only fly at a rate of 50 feet per round



for each Speed rate, e.g. 50 ft./round at Speed 1. The creature can ascend at half speed, descend at double speed, and its maneuverability is good. Otherwise, this spell functions as *flight* cast as a 3rd-level spell.

| Caster Level | Speed | Acceleration | Atmosphere Flight |
|--------------|-------|--------------|-------------------|
| 13 or less   | 1     | 1            | 50 ft.            |
| 14-15        | 2     | 1            | 100 ft.           |
| 16-17        | 3     | 2            | 150 ft.           |
| 18-19        | 4     | 2            | 200 ft.           |
| 20           | 5     | 3            | 250 ft.           |

## VOIDFLIGHT, GREATER

**School** transmutation; **Level** mystic 6, technomancer 6

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 1 day/level

**Saving Throw** Will negates (harmless); **Spell**

**Resistance** yes (harmless)

The creature touched can gains the ability to fly through the vacuum of space at a Speed 4 with 2 Acceleration. For every caster level after 17th, their Speed increases by 2 and Acceleration is half of Speed rounded up. Within an atmosphere, the subject may only fly at a rate of 50 feet per round for each Speed rate, e.g. 300 ft./round at Speed 6, it ascends at half speed, descends at double speed, and its maneuverability is good.

Otherwise, this spell functions as *voidflight*.

| Caster Level | Speed | Acceleration | Atmosphere Flight |
|--------------|-------|--------------|-------------------|
| 17           | 4     | 2            | 200 ft.           |
| 18           | 6     | 3            | 300 ft.           |
| 19           | 8     | 4            | 400 ft.           |
| 20           | 10    | 5            | 500 ft.           |





While some believe that space is an empty void, there are many hazards that can affect space travel, either to the benefit or to the detriment of a spacefaring vessel and its crew. Most environmental hazards in space can be avoided, but not all, and when moving through the Void or hyperspace, unless the route is known and the vessel's pilot is prepared, vessels may randomly stumble across an environmental hazard that could put their journey, their vessel, and their crew at risk.

## ENCOUNTER CHANCES

Encounters may be determined at the GM's discretion. However, should the GM wish to use the random encounter tables listed below, they are provided for that use. These encounters typically occur randomly while in hyperspace as determined by the GM.

If a field is encountered, a separate table is included to determine the overall size of the field.

## ASTEROID FIELD/METEOR SHOWER

Asteroid fields are largely stationary groupings of rocks and ores that float about in space. They are divided into two primary classifications; passive and active. Passive asteroid fields are older, more stable fields that often are arranged into asteroid belts (though not exclusively so), and there is very little movement among the asteroids. This is not to say that they do not present a danger, but active fields are far more deadly. Active asteroid fields are those where the asteroids are randomly moving rapidly throughout the field, smashing against one another and crushing anything unfortunate enough to be caught within their boundaries.

Meteor showers are much like active asteroid fields, but the rocks are traveling in a specific direction. Meteor showers can sweep across space lanes, or can even shower down upon planets. Fortunately, most of the stones in a meteor shower burn up in the upper atmosphere of a planet, but those that get through often cause great



## RANDOM ENCOUNTERS

| Encounter Chance (%) | Encounter Type  |
|----------------------|---|
| 01-64                | Open space (no encounter)                             |
| 65                   | Anti-Magic Field                                      |
| 66-69                | Asteroid Field  |
| 70                   | Comet   |
| 71-74                | Dust Cloud  |
| 75-77                | Ice Field   |
| 78-79                | Magnetic Field/Storm                                  |
| 80-82                | Meteor Shower   |
| 83-85                | Nebula  |
| 86-88                | Radiation Belt  |
| 89                   | Ribbon Storm  |
| 90-92                | Slipstream  |
| 93-95                | Solar Flare/Wind                                      |
| 96-97                | Wormhole  |
| 98-99                | Roll Twice (ignore this result if rolled again)       |
| 100                  | Roll Three Times (ignore this result if rolled again) |

## CLOUD FIELD MAGNITUDES

| Magnitude <sup>1</sup> | Encounter Chance (%) | Diameter (in Cubes) | Size Modifier |
|------------------------|----------------------|---------------------|---------------|
| Tiny                   | 01-44                | 1                   | -2            |
| Small                  | 45-64                | 8                   | -1            |
| Medium                 | 65-74                | 27                  | +0            |
| Large                  | 75-84                | 64                  | +1            |
| Huge                   | 85-92                | 125                 | +2            |
| Gargantuan             | 93-99                | 216                 | +4            |
| Colossal               | 100                  | 343                 | +8            |

<sup>1</sup>: Clouds and Fields in space do not have equivalent magnitudes for diminutive or fine.

devastation.

Asteroid fields or meteor showers that occupy hexes of space between or surrounding vessels in combat, grant concealment to such vessels, but do not prevent line of sight.

The following table determines the amount of damage per round done to any vessel caught

within an asteroid field or meteor shower.

## COMET

Comets are colossal chunks of frozen gases, liquids, and rock that are hurtling through the void at incredible velocity. They throw off a long tail of melting gas and rock particles that can be

seen stretching out behind it for tens of miles. While the odds of striking or being struck by a comet are incredibly remote, comets are usually harbingers of other dangers than just ice and rock. Strange creatures often accompany, or follow behind comets, and pirates or invasion forces often follow the trail of comets as they streak through the universe, for many cultures see comets as messengers of the void gods and blindly follow them through the void.

The tail of the average comet is only a single hex across and eight hexes long, though some comets are so large that their tails are up to eight hexes across and 50 hexes long. If a vessel flies through the tail of a comet, the damage is equivalent to that of an active asteroid field.

Comets often carry a wealth of valuable resources trapped within, and therefore, some adventurers and merchant guilds attempt to capture comets, or even mine them as they travel. Such work is incredibly dangerous, and many who attempt these acts do not survive, but the rewards are well worth the risks; most comets carry enough valuable ores and minerals to purchase a large city.

## DUST CLOUD

Cosmic dust is generally harmless, but it does obscure vision, as it reflects visible light, and if a vessel passes through it, it is coated in the dust particles until it is fully scrubbed clean; a process that can take days, depending upon the size of the vessel. While coated in cosmic dust, cloaked vessels no longer have an additional +8 AC bonus but they keep their immunity to TL. It may be a minor hazard, but it can be tactically effective.

Dust clouds that occupy hexes of space between, or surrounding, vessels in combat grant concealment to such vessels, but do not prevent line of sight.

## EMP FIELD

There are zones, or bubbles, of electromagnetic radiation that float out in the depths of the void, trapping unsuspecting vessels that rely upon technology for their propulsion and preventing the usage of any and all technological items. While some are marked on star charts, others are either stumbled upon randomly, or can be marked by

## ASTEROID FIELDS & METEOR SHOWERS

| Asteroid Field<br>(Passive) d% | Asteroid Field<br>(Active) d% | Meteor<br>shower d% | Asteroid/Meteor<br>Size | Collision Damage<br>(in VP) | Profession (pilot)<br>DC to avoid <sup>1</sup> |
|--------------------------------|-------------------------------|---------------------|-------------------------|-----------------------------|--|
| 01-20                          | 01-10                         | 01-05               | None                    | —                           | —  |
| 21-40                          | 11-25                         | 06-15               | Diminutive              | 1d4                         | 35   |
| 41-45                          | 26-40                         | 16-32               | Tiny                    | 1d6                         | 32   |
| 46-59                          | 41-55                         | 33-52               | Small                   | 1d8                         | 30   |
| 60-74                          | 56-70                         | 53-72               | Medium                  | 2d6                         | 27   |
| 75-84                          | 71-80                         | 73-87               | Large                   | 3d6                         | 25   |
| 85-91                          | 81-90                         | 88-95               | Huge                    | 4d6                         | 22   |
| 92-97                          | 91-95                         | 96-98               | Gargantuan              | 6d6                         | 20   |
| 98-100                         | 96-100                        | 99-100              | Colossal                | 8d6                         | 15   |

<sup>1</sup>: Avoiding asteroids in an active asteroid field is far more difficult than avoiding asteroids in a passive field. Active asteroid fields add a cumulative +2 to the DC to avoid asteroids in consecutive rounds.



the presence of derelict vessels floating nearby. Scavengers and pirates are often wary of such “vessel graveyards”, as they may indicate the presence of nearby EMP fields.

EMP fields generally come in spherical form, and in order to escape from an EMP field, one can either hope to drift out of it, or by using some magical means of escape. There is no way of predicting how large an EMP field may be until it is fully explored. EMP fields do not have a tendency to drift or move in space, though certain astronomical events can shift their position.

Vessels that enter an EMP field under technological propulsion immediately stop accelerating and become incapable of changing direction. Trapped vehicles begin to decelerate due to microgravity within the EMP field at a rate of 1 Speed per round (minimum of 1 Speed), whereupon they drift in a random direction each round upon achieving Speed 1. Unwary travelers that do not have magical means of escape can remain stuck in EMP fields for so long that they either die of asphyxiation, dehydration, or starvation, depending on their reserves.

## ICE FIELD

Ice fields can be just as deadly as meteor showers or asteroid fields, and can be just as harmful. As asteroid fields do, ice fields come in active and passive formats, and cause the same degree of damage, though half of that damage is bludgeoning damage and the other half results directly from the extreme cold of the ice.

Vessels sometimes play cat and mouse games within ice fields, despite the dangers. When vessels engage in combat within an ice field, all vessels only have a 25% chance of being hit by an attack each time they are targeted.

Ice fields that occupy hexes of space between, or surrounding, vessels in combat grant cover to such vessels, but do not prevent line of sight.

## MAGNETIC FIELD STORM

Magnetic fields are stationary zones of incredibly powerful magnetic energies, while magnetic storms are similar zones that are mobile. Either type can cause major disruptions to purely technological systems and are best avoided if at all possible. When vessels pass through a magnetic field or storm, technological systems and objects take 5d6 HP of damage for each round that they are exposed to the effect. Objects made of iron or steel automatically adhere to the largest of such objects (which can include walls, floors or ceilings) and require a DC (15 + the magnetic field's size modifier) Strength check to pry apart.

Vessels made of iron or steel are drawn together at the rate of 1 hexes per round, and multiple vessels can become magnetized together, effectively occupying the same square until they pass through the effect. Vessels that collide as a result of being magnetized together take 6d6 HP of damage for each vessel they collide with. Separating magnetized vessels requires a DC (20 + the magnetic field's size modifier) Piloting check, provided that there is open space to move the vessel away.

## NEBULA

Nebulae are largely stationary clouds of ionized, anti-magical gases that not only obscure vision, but can cause a multitude of vessel systems to temporarily malfunction. Defensive components (other than armor plating) and tactical systems fail to function within a nebula, as do teleportation devices and spells. Vision is obscured beyond a single hex, and Speeds are capped to a Speed 5. As nebulae can greatly interfere with a vessel's ability to defend itself from attack, only the most damaged and desperate of vessels deliberately fly into a nebula in combat situations.

Nebulae that occupy hexes of space between, or surrounding, vessels in combat grant concealment

to such vessels. However, vessels within a nebula do not have line of sight to vessels outside of the nebula, and vice versa, nor do vessels that have a nebula positioned between them.

## OORT CLOUD

Oort clouds exist in the vast pockets of void in interstellar space, and are impossible to avoid. They are comprised of frozen packets of water, ammonia and methane gases; are the spawning grounds of comets; and exert vast gravitational pressures upon the void in similar fashion to ocean tides.

For each 5 hexes that a vessel travels through an oort cloud, they suffer a cumulative 5% chance of being "blown off course", effectively doubling the number of hexes of the vessel must travel to get through the oort cloud. Vessels using a phase box as their active engine are immune to this tidal effect.

Within an oort cloud, all damage from cold-based environmental hazards such as comets or ice fields is doubled, as is any radiation damage regardless of its source. However, due to the incredibly high concentration of ammonia in an oort cloud, acid damage from environmental hazards or attacks upon a spacefaring vessel is halved.

Lastly, it is incredibly dangerous to work on the outer hull of a vessel within an oort cloud. Creatures on the outside of a vessel's hull must make a DC 30 Athletics check as a swift action each round or be swept off of the vessel and carried out into the void.

Oort clouds that occupy hexes of space between, or surrounding, vessels in combat grant improved cover to such vessels. However, vessels within an oort cloud do not have line of sight to vessels outside of the oort cloud, and vice versa, nor do vessels that have an oort cloud positioned between them.

## PLANETARY RING

While not every planet has them, planetary rings are very similar to asteroid belts. They are typically passive in nature, and some are made entirely out of ice, dust, or gases instead of rocks. In fact, most planets that possess ring systems have rings that are made out of a combination of materials.

Planetary rings form in a variety of ways; often either by the debris of moons that were impacted by some large object, the debris of moons that were ripped apart by their planet's gravitational forces, or potentially even the collection of dust clouds that drifted too close to a planet's orbit.

## PLANETARY RINGS

| Size Classification | Width (in hexes) | Depth (in hexes) |
|---------------------|------------------|------------------|
| Vermin              | 1-4              | 1                |
| Familiar            | 5-11             | 2                |
| Stirge              | 12-20            | 3                |
| Fey                 | 21-31            | 4                |
| Humanoid            | 32-45            | 5                |
| Chimera             | 46-62            | 6                |
| Hydra               | 63-81            | 7                |
| Kraken              | 82-103           | 9                |
| Dragon              | 104+             | 10               |



Regardless of the reason for the formation of a planetary ring, they are treated as if they had the qualities of all of the environmental hazards that are similar in their makeup: if rocks are present, treat them as a passive asteroid field. If they contain ice, treat them as if they were an ice field. If dust is part of their makeup, treat them as if they were a dust cloud. If they are made up, even in part, by gases, treat them as if they were a nebula.

Planetary rings can grow to nearly any size. See a planet's size classification to determine the size of the planetary ring.

## RADIATION BELT

Radiation belts are swaths of radiation floating out in the void. Vessels that pass through radiation belts are unharmed, but their crews suffer the effects of radiation for as long as they remain within the irradiated areas.

## RIBBON STORM

Ribbon storms are one of the deadliest and most insidious hazards of space travel. A ribbon storm is comprised of foot-long hyper-virulent fungal filaments capable of eating through most anything they come into contact with using hyper-corrosive acids. As each fungal filament, or ribbon, feeds, it grows in size, reaching lengths of ten feet and swelling to a foot in diameter. Full grown ribbons die within minutes. These ribbons only devour what they come into contact with; on their own, they do not move or attack nearby beings. They have no muscular system, being comprised of tightly wound strands of fiber, nor do they have anything resembling a nervous system. They merely excrete powerful acids and the outer surface absorbs the resulting slurry.

Ribbon storms are high-density fields of floating ribbons that travel through space, often in the wake of a comet, asteroid, or vessel. When ribbon storms are encountered in deep space, they are

often left there as a result of falling too far behind whatever was dragging them along.

Occasionally, ribbon storms are brought into contact with a planetary body, and although most ribbons burn up in the atmosphere, more than enough survive to make landfall, eagerly devouring all matter they come into contact with.

No one quite knows where ribbons come from, but it is known that they reproduce asexually, breaking off into smaller segments which grow into filaments that are ready to feed.

Traveling through a ribbon cloud causes 1d6 HP of damage per round to any vessels caught within the storm. Ribbons that touch living creatures or constructs that are not immune to their acids inflict 10d6 damage per round that they remain in contact.

A ribbon is particularly vulnerable to fire, burning up completely on contact. It also drowns in water within 1 round, its acids dissipating harmlessly.

Ribbon storms that occupy hexes of space between, or surrounding, vessels in combat grant soft cover to such vessels, but do not prevent line of sight.

## SLIPSTREAM

Slipstreams are invisible rivers of force that drag vessels along in their wake. While they are largely undetectable, there are quite a few slipstreams that are marked on star charts. They rarely travel through a solar system, but they often travel near enough to them that they are regularly used as "space lanes" for traders, adventurers, and pirates.

Slipstreams can be dangerous to cross; traveling across a slipstream exerts extreme gravitational forces upon the vessels that cross them. However, traveling along with the slipstream is expeditious. Vessels plot their course along the slipstream's path and merge together with it seamlessly (taking no damage).

## SLIPSTREAMS

| Slipstream Type | Slipstream Diameter | Force Damage per round (in VP) <sup>1</sup> | Speed Boost |
|-----------------|---------------------|---|-------------|
| Lesser          | 4 Cubes             | 4d8   | +3 Speed    |
| Standard        | 8 Cubes             | 6d8   | +5 Speed    |
| Greater         | 16 Cubes            | 8d8   | +10 Speed   |

<sup>1</sup>: Force damage is only inflicted if a vessel is crossing or traveling against the flow of the slipstream.

A slipstream's force is determined by its size; lesser, standard, or greater. Consult the chart below to determine a slipstream's Speed and force.<sup>3</sup>

## SOLAR FLARE WIND

Solar phenomenon only occur within solar systems, but their effects can be quite powerful. Solar flares can lash out from any type of star to a distance of thousands of miles, while solar winds are charged particles that are flung outward from stars. Each can have devastating effects upon vessels that pass through them.

Solar winds can knock vessels off course. Unless the vessel is propelled by magic, passing through a solar wind pushes a vessel 1d6+1 hexes per round in the direction that the solar wind is traveling. Some vessels use solar winds to help propel them faster, riding the solar wind toward the outermost

planets of the system.

Solar flares are another matter entirely. Vessels caught within the blast of a solar flare can take a punishing amount of fire and heat damage, and many do not survive. Even the heaviest of spacefaring vessels take critical damage from being caught within a solar flare, unless they are protected from fire damage.

Solar winds use the same size chart for cloud or field hazards to determine their size. Solar flares use this chart below to determine their size and how much damage they do.

## WORMHOLE

Wormholes are random portals that transport vessels that travel through them to other parts of galaxies, or even to other galaxies altogether. There is no predicting where a wormhole will take you to

## SOLAR FLARES

| Star Type       | Flare Size (x10 Cubes) | Flare Diameter (in Cubes) | Flare Damage (in VP) |
|-----------------|------------------------|---------------------------|----------------------|
| Blue Star       | 6d12+9                 | 17                        | 4d20+50              |
| Blue-White Star | 4d8+7                  | 15                        | 2d20+40              |
| Brown Dwarf     | —                      | —                         | —                    |
| Orange Star     | 2d4+1                  | 8                         | 2d8+20               |
| Red Star        | 1d6+1                  | 8                         | 2d6+10               |
| Red Supergiant  | 1d6+1                  | 8                         | 2d6+15               |
| White Dwarf     | 2d8+5                  | 13                        | 3d8+30               |
| White-Blue Star | 2d8+5                  | 13                        | 2d20+30              |
| Yellow Star     | 2d4+3                  | 10                        | 2d4+25               |



except by exploring it, but there is some prediction as to where wormholes may occur.

Wormholes are unstable, and any vessel passing through it risks taking damage, or even the wormhole's collapse. Any vessel passing through a wormhole takes 6d6 HP of damage. If the vessel's pilot succeeds at a DC 25 Piloting check, the vessel only takes half damage. Should the pilot roll a natural 1, the wormhole collapses, inflicting 12d6 HP of damage to the vessel. Vessels destroyed in this matter are completely lost within the wormhole, as are their crews.

Once a wormhole collapses, it no longer exists.

## PLANETS

Planets are classified according to several factors; size, shape, and type. This informs adventurers, merchants, and pirates alike what kind of world they're coming to and what to prepare for... at least in terms of the environment. What flora or fauna may exist on the planet may cause other complications for those that visit those worlds.

Unnamed planets are typically identified by their classifications (i.e. a Spherical Acid Dragon world, or a Disc Dead Familiar planet). Planets that have a name are also sometimes referred to by their classification as well, but only for the purposes of preparing for such environments.

## PLANET SHAPE CLASSIFICATION

The shape classification of a planet describes its general shape. While this isn't especially important for any reasons related to space travel, it does help to describe what sort of world one is looking for when searching for specific planets.

### AMORPHOUS

An amorphous planet can come in virtually any irregular shape. There is no constant among amorphous worlds other than the fact that they have no constant.

### BELT

Belt worlds are groups of small planetoids that follow the same orbit. They are almost always made up of the same type of world, though their size and shape may vary.

### CLUSTER

Cluster worlds are groups of small planetoids that orbit around the same central point together as they travel through their solar system. They are sometimes even physically connected by either immense structures, or living materials such as megaf flora or megafauna.

### CUBIC

Some planets form into cubic structures. Such worlds are usually rocky or metallic, but some ice-worlds also develop into cubic formations.

### DISC

Disc-worlds are flat like a coin, settlements built on either side. The edges of a disc-world are often dangerous places where dark creatures that fear the light hide.

### ELLIPTICAL

Elliptical worlds are rounded, but not perfect spheres. They are often wider at the equator than they are at their poles, though this is not universally true. Some elliptical worlds do exist that have poles that are much further apart than the distance around their equators.



## HOLLOW WORLD

A hollow world can come in any shape, but they are most often spherical. Some hollow worlds are little more than a thick shell that surrounds a viable world that exists on the inside, but others hold numerous caverns, tunnels, and warrens that riddle the planet.

## HALF-SPHERE

Planets that appear half-formed, or worlds that have been shattered by apocalyptic events, half-sphere planets are uncommon throughout the known universe. While the bulk of the planet is formed of a half-sphere, the remainder of the planet is either missing, or is blasted into chunks that are in near orbit of the primary mass.

## SPHERICAL

The most common shape of planets throughout the known universe, spherical planets make up over 95% of the known worlds.

## PLANET SIZE CLASSIFICATION

All celestial bodies follow the size classifications listed to the right.

## ACID

Acid worlds are scarred and pockmarked, and very few creatures are capable of living on one. There is very little vegetation and almost no animal life. Their oceans are filled not with water, but with powerful acids; the very same acids that rain down from dark clouds. Only the most desperate or vile beings choose to live on an acid world, though pirates and merchants will visit acid worlds to collect the acid for industrial purposes.

The virulent storms that ravage across the surface of the planet are just as deadly, with lightning striking the affected area constantly (dealing 10d6 electricity damage to all creatures every 1d4 minutes) and fierce rain and winds obscuring all vision beyond 5-feet. Whether through pollution or simply a toxic atmosphere, acid rain pits the surface of many planets. Creatures and their equipment caught in an acid rain storm



take 1d4 acid damage/round. A particularly strong storm may increase this to 1d6 damage/round.

**Also known as:** Blightworlds, meltworlds

**Typical Land Mass:** 30-50%

**Climate:** Any

**Special Considerations:** Acid-resistant gear, *life bubble*, protective shelter, food and water

## AQUATIC

Aquatic worlds come in a variety of forms; from water-worlds where land masses are a rarity to river-worlds that have mighty streams that streak across the lands. Aquatic worlds are home to aquatic races and creatures, and their wealth lies below the surface. From exotic flora and fauna to mineral rights to trade negotiations with desert worlds for liquids, aquatic worlds are often sought after by many.

The primary concern of navigating aquatic worlds is having the vehicles and equipment to travel waterways. On river-worlds, hovercraft, standard seafaring vessels, or water-speeders are typically recommended. Oceanic worlds are

somewhat more problematic, requiring vehicles that not only can travel underwater, but that can also withstand the almost titanic pressures that come hand-in-hand with deep sea exploration. Underwater combat can also carry additional complexities that must be considered. And, of course, the ability to breathe underwater is almost certainly a must.

**Also known as:** Riverworlds, waterworlds

**Typical Land Mass:** 10-30%

**Climate:** Any warm, temperate or cold; any aquatic

**Special Considerations:** Seaworthy ships, water-breathing magics and technology

## COLD/ICE

Ice worlds are rarely hospitable. They are often found far from their system's star or stars, and travel can be dangerous, particularly at night when temperatures drop to dangerous levels. Such a planet's monsters are often extremely dangerous and vicious, taking their meals as they come. Adventurers are usually a welcome change from their normal diets.

**TABLE 6-7: PLANETARY SIZE CLASSIFICATIONS**

| Size Classification      | Common Name            | Body Size (Cubes in diameter) |
|--------------------------|------------------------|-------------------------------|
| Fine <sup>1</sup>        | Vermin <sup>1</sup>    | < 100                         |
| Diminutive <sup>12</sup> | Familiar <sup>12</sup> | 100-1,000                     |
| Tiny <sup>2</sup>        | Stirge <sup>2</sup>    | 1,000-4,000                   |
| Small <sup>2</sup>       | Fey <sup>2</sup>       | 4,000-10,000                  |
| Medium                   | Humanoid               | 10,000-40,000                 |
| Large                    | Chimera                | 40,000-100,000                |
| Huge                     | Hydra                  | 100,000-1,000,000             |
| Gargantuan               | Kraken                 | 1,000,000 - 10,000,000        |
| Colossal                 | Dragon                 | > 10,000,000                  |

<sup>1</sup>: Most satellites (such as moons) fall into either of these size classifications.

<sup>2</sup>: Dwarf planets can fall into any of these size classifications.

Ice worlds may have gone through periods of more temperate climate in their past, and so strange beasts can sometimes be found frozen in the ice, waiting to be thawed out before living again. Such creatures are often sold in black markets to collectors of exotic beasts, and considering the dangers of not only finding, but successfully retrieving and reviving these animals ensures that they fetch fantastic prices.

Both ice planets and tundra worlds are often prone to lengthy blizzards that make landings and takeoffs risky, as hurricane-like winds can quickly blow vessels into mountains, or cause them to smash into wreckage against the ground. Wise vessel captains take care to wait for clear weather before setting down on a cold world's surface or departing again for the stars.

**Also known as:** Frostworlds, hyperborean planets, tundra worlds, winter worlds

**Typical Land Mass:** 30-70%

**Climate:** Any cold; below -20°F

**Special Considerations:** Cold-resistant gear, protective shelter, food and water, *life bubble*

## COLD IRON

Simply put, cold iron worlds are anathema to demons and fey creatures. While such worlds look like temperate terrestrial environments, such worlds have an overabundance of cold iron underneath the surface, and even as far as being present in the blood of the animals there.

Since the planet has such a high concentration of cold iron in its environment, demons and fey creatures within the planet's atmospheric boundary gain the staggered condition until they leave. This condition may be temporarily suppressed with spells or abilities, but such suppressive efforts only last for a number of rounds equal to the character's total level (unless otherwise stated), after which, the staggered condition reasserts itself.

**Also known as:** Feyblights

**Typical Land Mass:** 30-80%

**Climate:** Any

**Special Considerations:** None

## COMPOSITE

Composite worlds are planets that are made up of more than one type of world. Certain combinations are unlikely, such as fire-ice planets or dead-jungle worlds, but there is an entire universe of possibilities to be found.

**Also known as:** None

**Typical Landmass:** Any

**Climate:** Any

**Special Considerations:** Any

## DEAD

Dead worlds are, by definition, lifeless, but that doesn't mean that they are not inhabited. While most dead worlds have no flora or fauna, some worlds have undead or ghostly version of such beings. Worlds that are inhabited by intelligent undead are often lethal to the living, as most undead creatures are evil in nature and seek to ensure that the living join them in the eternal embrace of unlife. Those worlds are commonly worlds that have fallen under the rule of an extremely powerful and evil undead being. Light has fallen into darkness and the lords of evil have vanquished their holy foes. Such worlds are not particularly welcoming to the living, and traders, if they are tolerated at all, are tightly regulated in what they can bring to market, how long they can stay there, and where they can go while planetside.

There are worlds ruled over by good or neutral undead, and those worlds are sometimes more accepting of the living. Some even welcome contact with living outsiders, viewing them either as a curiosity, or as just another variety of species in



# ENVIRONMENTAL + HAZARDS

the universe.

Truly dead worlds are planets that are so devastated by some apocalyptic event that they have no life whatsoever. Aside from the occasional environmental hazard, they are eerily boring. They are often barren, but some are rich in mineral wealth or exotic materials, though there are planets that lack even an atmosphere and those of which that are heavily irradiated.

**Also known as:** Dark planets, deathworlds, ghostworlds

**Typical Land Mass:** 40-100%

**Climate:** Any

**Special Considerations:** Weapons with the *ghost killer* fusion, food and water, *control undead*, *life bubble*

## DREAD

It is a very rare and strange world that is registered as a dread world. Dread worlds have an ever-present aura of fear that permeates the entire planet. While within the planet's atmospheric boundary, all creatures that are not immune to fear take a -4 penalty on saving throws against fear effects. Additionally, after 24 hours of exposure to the planet's fear effect, all fear effects are increased by one step (from shaken to frightened, and from frightened to panicked).

Physically, dread planets can manifest as any other planetary type whatsoever, and share the same properties as those planets do.

**Also known as:** Frightworlds

**Typical Landmass:** Any

**Climate:** Any

**Special Considerations:** Any

## DESERT

Sand-covered and windswept, or cold and barren, desert worlds share one thing in common; a lack of rainfall. While most are hot, gritty planets, there are those that are covered by harsh scrub and frigid mountain ranges. Water resources are often scarce, but not impossible to find.

Desert environments are often crawling with dangerous monsters, battered by violent storms, populated by blighted lands, and subjected to noxious gases.

Desert planets that are inhabited have hardy folk that are accustomed to survival on their harsh worlds. They frequently have a difficult time adapting to life outside of their desert worlds, particularly those that are rich in liquid resources. Those that come from warm desert worlds are unusually susceptible to the cold, possessing cold vulnerability. Beings from cold desert worlds often have the opposite problem, possessing fire vulnerability instead. However, when in environments similar to their own, they usually are immune to extremes of temperature, as if they were under the effects of a *life bubble* spell when it comes to their preferred climate.

**Also known as:** Sandworlds, barrens

**Typical Land Mass:** 80-100%

**Climate:** Any

**Special Considerations:** Cold or hot weather gear, protective shelter, food and water, *life bubble*

## FIRE

These planets are not always literally on fire; they can also be worlds that are so heavily covered in thick clouds and gases that the temperatures on the surface are blistering; in excess of 140°F. These environments are nigh-inhospitable, but they usually contain great material wealth in diamonds and precious metals. Merchants often hire contractors that are willing to fly down to the

surface in search of such treasures, but only half of them ever return. However, since the rewards are so great, there are many that take the risk to travel to such worlds in search of riches.

Planets that are on fire have little to offer other than death and ashes, but those creatures that are immune to fire find them to be private retreats from the rest of the known universe. They are popular refuges for dragons, elementals, and outsiders from the Plane of Fire.

**Also known as:** Flame planets, heatworlds

**Typical Landmass:** Any

**Climate:** 140°F or hotter

**Special Considerations:** protective gear and shelter, food and water

## FOREST

Common throughout the known universe, forested worlds are often temperate and covered with lush vegetation. They are often called "liveworlds" for their verdant environments, and they are home to a variety of arboreal and plant-based lifeforms. Some of these liveworlds are actually even made completely of plant-matter; a truly living world.

Forest planets make excellent environments for most settlers, though native populations may resist intrusion into their territories. They typically possess rich soil, ideal for crop production, and logging industries often set up camps on such planets. However, some logging guilds have stripped entire planets bare, rendering them into dead worlds instead. Such crimes are not easily tolerated by the denizens of other civilized worlds, and those guilds typically operate from the shadows.

Some forest worlds are rather cold, but that does not mean that their environments are harsh; certainly not as harsh as ice planets can be.

**Also known as:** Arboreal planets, liveworlds



**Typical Land Mass:** 30-70%

**Climate:** Any cold, temperate or warm

**Special Considerations:** None

## GASEOUS

Gaseous worlds come in two primary varieties: volatile gas giants, and comparatively serene gas dwarfs. Gas giants usually have high concentrations of ammonia in their atmospheres, which instantly neutralize all acids, while gas dwarfs have unusually high concentrations of hydrogen, which increase fire damage from all sources by 50%.

Covered by swirling storms of dangerous gases, gas giants are mostly inhospitable worlds with a small, rocky core at the center. They are ideal hiding places for pirates and other dangerous rogues, provided that they are able to safely make landfall and establish a safe and secure base of operations. The naturally forming storms prevent all but the luckiest and hardest vessels from making it down to the surface.



Gas giants are universally windswept, with wind speeds in excess of 50 miles per hour that completely obscure vision beyond sixty feet. Wind forces range from windstorm to tornado levels. Tiny and Small vessels must succeed at Piloting checks each round or be whirled around for 1d10 rounds, taking damage each round as they get battered about by multiple vortices.

By contrast, gas dwarfs are cold, and their atmospheres are serene. They rarely have windstorms that reach severe wind forces, and yet... they're still larger than many other types of planets. They're also prime locations for hidden bases and pirate activities, as their thick gases still manage to obscure sight beyond a hundred feet.

**Also known as:** Storm planets, windworlds

**Typical Land Mass:** 90-100%

**Climate:** Any cold, mountains, sky, or temperate

**Special Considerations:** protective shelter, food and water

## JUNGLE

Much like forested worlds, jungle worlds are primarily covered in lush vegetation, but are hot and wet. Rainfall is plentiful, and the soil is fertile. However, settling on a jungle world can be difficult, as the jungle has a tendency to quickly reclaim cleared lands. The most habitable locations on a jungle world are usually up in the mountain ranges, which are usually clear of the thick jungle

undergrowth.

Jungle worlds are often populated by larger versions of normal creatures, or by giants themselves.

**Also known as:** Tangleworlds

**Typical Land Mass:** 40-70%

**Climate:** Any jungle, any warm

**Special Considerations:** None

## LIGHTNING

Some planets in the known universe have strange sorts of storms brewing over a majority of their surface, and while those planets rarely have strong winds or driving rain, they all share an abundance of electrical discharges, leading stellar cartographers to note them as lightning worlds.

Lightning worlds can have any sort of climate; hot or cold matters not. What matters is that these massive lightning storms cover between 50% and 100% of the planet's surface. This can make them extraordinarily risky planets to visit or colonize, but it also makes them valuable resources.

Various guilds seek to control lightning planets so that they can set up energy collection facilities. These facilities collect the lightning strikes and smaller electrical discharges throughout the nearby area to charge technological devices and produce a steady stream of ready batteries for sale and distribution. Sky pirates willingly fly through a lightning planet's storm systems, collecting

**TABLE 6-8: ADDITIONAL WIND SPEEDS FORCES**

| Wind Force | Wind Speeds | Profession (pilot) DC <sup>1</sup> | Damage (in VP) | Profession (pilot) penalty |
|------------|-------------|------------------------------------|----------------|----------------------------|
| Windstorm  | 51-74 mph   | 20                                 | 1d4            | -8                         |
| Hurricane  | 75-174 mph  | 25                                 | 2d4            | -12                        |
| Tornado    | 175-300 mph | 30                                 | 3d4            | -16                        |

<sup>1</sup>: Medium, heavy, and superheavy vessels have enough mass to withstand the cyclonic winds that rage across a gas giant planet and do not need to succeed at Profession (pilot) checks to maintain their course.

electricity and selling it to the highest bidder as well. Where the guilds and the sky pirates conflict, privateers are usually held on both sides to either sabotage charge facilities or drive the sky pirates offworld.

On these worlds, lightning is such a common occurrence that any creatures that are outdoors have a 10% chance per minute of being struck by a bolt of lightning that does 5d10 HP of damage (DC 18 Reflex save for half). Vessels flying through the atmosphere have a 10% chance every 1d6+1 rounds of being struck by a bolt of lightning that does 1d4+1 HP of damage (DC 18 Fort save for half).

**Also known as:** Chargeworlds

**Typical Landmass:** Any

**Climate:** Any

**Special Considerations:** Protective shelter

## MAGMA

Magma worlds have frequent volcanic activity over much of the planet's surface, and below any water that may exist on the planet. Dense clouds of ash fill the air (as if the planet were constantly under the effect of a *fog cloud* spell), and seismic activity is high. These volatile worlds may be on the verge of collapse, be newly forming planets, or be a stable environment that is covered in volcanoes, rivers of magma, and fire springs. These worlds are often in excess of 110°F, making protective gear or spells a must. The planet's air is thick with smoke and sulfur; creatures without specialized breathing equipment or spells must worry about the effects of smoke inhalation. Lava, lava bombs, poisonous gases and pyroclastic flows are all common occurrences on a magma world.

On a magma world, there is a 10% chance per hour that any given area is subject to an earthquake (as per the spell). As a result, settlements built on these planets do not usually last very long.

**Also known as:** Burning planets, lavaworlds

**Typical Land Mass:** 10-100%

**Climate:** Any warm

**Special Considerations:** protective shelter, food and water, *life bubble*

## MITHRAL

One of the rarest and most sought after worlds in the known universe, mithral worlds are planets formed almost entirely out of mithral. While typically smaller than most other worlds, they are actively sought after by merchants and treasure-hunters alike, for rather obvious reasons.

Mithral planets can be hidden by rock, soil, trees and more, appearing as any other world. However, there are some that can still be found that look like little more than melted or pitted lumps of mithral floating in space. Such planets don't often last long, no more than a few centuries at most, as they are rapidly mined and the mithral spread all throughout the known universe.

Aside from the ore that they possess, mithral worlds hold no other special qualities.

**Also known as:** Silver Stars

**Typical Land Mass:** 30-100%

**Climate:** Any

**Special Considerations:** None

## MOUNTAIN

Mountainous worlds can have any variety of climate, and are typically wealthy in mineral resources. Steep slopes, chasms, valleys, and caves mark the landscape virtually everywhere. Avalanches, earthquakes, and flash floods are common occurrences. Despite the challenges, mountain worlds are more easily colonized than many other planets, and military outposts and small communities can often be found there, as well as numerous mining colonies in search of



precious resources.

**Also known as:** Rockworlds

**Typical Land Mass:** 75-100%

**Climate:** Any

**Special Considerations:** None

## MUD

Halfway between aquatic and mountain worlds are the mud worlds; worlds either so rain-soaked that they are little more than a murky morass of bogs and sinkholes, or planets that are covered in tidal flats. Mud worlds have rich soil that is perfect for farming, but unless that soil is taken offworld, or one manages to find relatively dry areas to grow crops upon, farming in this sloppy environment is extraordinarily challenging. The soil of a mud world is so nutritious to plants that it increases the yield of any crop by 50%. It also has regenerative properties for creatures with the plant type, and burying such a creature in the soil grants it fast healing 3 for as long as it remains completely submerged in such soil.

**Also known as:** Wetworlds

**Typical Land Mass:** 10-70%

**Climate:** Any

**Special Considerations:** None

## SWAMP

Similar to mud worlds, swamp worlds are covered in marshes and bogs, but whereas mud worlds are relatively clean and pure, swamp worlds are planets that are covered in a festering rot. Much of the lands are blighted, and flammable gases are built up in pockets that explode outward from the ground with some regularity. As a result, carrying open flames on a swamp world is dangerous.

Swamp worlds are also home to any number of unpleasant creatures, from killer frogs, to hags, to black dragons. Additionally, many plants and

animals on a swamp world are poisonous.

Swamp worlds are not popular travel destinations, and even most pirates avoid them, if possible. Few willingly take up residence on swamp worlds, though if one were looking to hide from some far-reaching organization or guild, a swamp world might be a viable place upon which to do so.

**Also known as:** Fenworlds, marsh planets, moorworlds

**Typical Land Mass:** 10-70%

**Climate:** Any

**Special Considerations:** Protective shelter, food and water, *remove affliction*

## WORLDS BEYOND

While there are hundreds, if not thousands of known worlds in any given galaxy, the worlds that are being detailed here are all presumed to be in the same galaxy, and can be reached either by extended travel, or via celestial gateways. Travel to other galaxies can take lifetimes, whether simply attempting to traverse the void between two different galaxies, or by searching for a celestial gateway that leads to another galaxy. Thus far, only two such celestial gateways are known to exist, and the stars that they lead to are foreign indeed.

Other galaxies often operate by different rules; physical rules may be different, magic may function in unexpected ways, and familiar races or monsters may hold unexpected or unwelcome surprises. Adventurers are forewarned that if differences do exist, they may find themselves greatly strengthened, weakened, or playing by entirely different rules than those that they're accustomed to. GMs are encouraged to develop such differences together with their players and give advance warning of any changes that may exist prior to taking their players to another galaxy.

The following section details several of the worlds known in the Starjammer setting. This is, by

no means, an exhaustive list, as such a gazetteer would form its own library of tomes. Players may wish to create characters that hail from these worlds, or they may wish to use other planets from other supplements. All such planets should be considered either compatible, or adaptable, to the Starjammer setting.

All planets listed here have statistics that are based upon the primary planetary setting of the Pathfinder universe.

## Aiwon

The Ruined Planet

Half-sphere chimera dread world

Capusan System

**Diameter:** x2; **Mass:** x8; **Gravity:** x1-½

**Atmosphere:** Thin but breathable; **Orbit:** 2.3 years; **Day:** 32 hours

**Satellites:** None

The world of Aiwon was once a beautiful composite planet covered by all means of environments from deserts to lush jungle vegetation. Fossils and trace amounts of vegetation provide clues as to the kinds of flora and fauna that used to live upon Aiwon. Whether it was inhabited by any sentient species that had established cultures of learning, cities, or nations is unknown, as some unidentified catastrophe shattered the planet so long ago that if it had hosted any, they have long since crumbled into ruin and have been wiped from the planet's surface. Legend says that it may have been home to the race of beings that constructed the celestial gateways found at various points throughout the cosmos, but this is purely speculative. Aiwon has also been linked to theories that it was the birthplace or entry point into this universe of the Servants of the Void, but again, these are purely speculative.

For some odd reason, no spacefaring race has ever chosen to create a colony upon Aiwon,

either. Whether there is some superstition about the planet being cursed, that the world is simply too far away from any desirable resources and possesses no known resources of its own, or that it has no strategic value, the ruined planet has no inhabitants or permanent compounds. This could also be due to the fact that the surface is heavily pockmarked by titanic craters, suggesting that Aiwon may occasionally be subject to heavy bombardment by passing meteor showers or remnants of its shattered half that plunge down from orbit and cause incredible devastation. The planet's surface and atmosphere also have low levels of solar radiation, which could certainly inconvenience any potential settlers.

From orbit, Aiwon is only half a world, with the broken remnants of the other half are a clustered mass that largely occupy the space where the other half used to be. The planet is orbited by a belt of large asteroids that may once have been a part of the planet, or may have been passing meteors that were caught in Aiwon's gravitational pull. The planet appears to be covered mostly by deserts and mountains, and its thin atmosphere gives the planet a golden cast in the light of the binary star that it orbits. It has few indigenous life-forms, though burrow gods and desert tardigrade are the most commonly encountered creatures by archaeologists, treasure-hunters, and adventurers visiting this broken world. There have also been reports of encounters with hazy, ghost-like creatures that may or may not have been hallucinatory beasts.

Aiwon is the fourth world of a seven world system that orbits the twin stars Capugia and Orlisan. All six of the remaining worlds in the system have signs of ancient civilizations that have been abandoned for millennia. The three outermost worlds are inhabited by Servants of the Void, with elder things commonly traveling throughout the system and attacking passing vessels without warning. The four inner planets are



largely clear of these horrors; for some odd reason, the Servants of the Void recoil when passing the orbit of the fifth world, which modern stellar cartographers have named Feist, either refusing or failing to penetrate further into the system.

## ADVENTURING

Celestial archaeologists commonly agree that there is something special about Aiwon, and that the secrets that it holds must be buried beneath the desert sands or deep within the mountain ranges that rise up like jagged scars on the planet's surface. Rust monsters, scorpions, giant beetles, and sand krakens have been encountered by visitors to the ruined planet, but so far, no treasures have been discovered. Additionally, the planet's ever-present aura of fear drives many adventurers off-world quickly, so expeditions to Aiwon's surface are typically brief. However, the creatures that inhabit this shattered ruin of a world are completely immune to the effects of fear due to their consistent exposure since birth to the aura that permeates Aiwon.

The planet's surface is also ravaged by daily sandstorms of unusual ferocity. These environmental hazards allow for only half the visibility of a normal sandstorm, double the Perception penalty, and deal 1d6 HP of lethal damage per hour to creatures caught out in the open. Vessels caught in these violent sandstorms are incapable of taking off from the planet's surface, and those that fly through them take on enormous amounts of sand particles that clog up any engine that does not rely upon magic for its propulsion, forcing it to shut down within 1d4+1 rounds. Vessels caught in the air when one of these sandstorms arise are subject to a crash landing unless a successful DC 22 Engineering or Piloting check is made, which jury-rigs the engines to function for an additional 1d4+1 rounds. Jury-rigging a vessel's engine causes 3d8 HP of damage to the engine which can only be repaired when the

engine is shut down.

Aiwon does have quite a few crashed and abandoned vessels from former explorers upon its surface that could be explored, and they may even hold treasures or vessel components that may be scavenged should someone choose to explore their wrecked hulls. Such vessels have undoubtedly become home to scavenging monsters.

## GAZETTEER

Aiwon's ruined surface shifts with the harsh winds that blow across the planet daily. However, there are several features that are mainstays in the ruined planet's ecosystem.

**The Reliquary:** The single largest crater on Aiwon is thousands of miles across and nearly a mile deeper at its center than it is at its mountainous edges. Unlike the rest of the planet, the Reliquary is filled with salt instead of sand, making it subject to high temperatures (typically around 100°F) throughout the day, which fall to a low around 40°F at night. There are no living creatures that dwell within the Reliquary, and as such, it seems like a prime location for a landing upon the planet's surface. That is, of course, until night falls.

At night-time on Aiwon, vast numbers of undead creatures converge upon the Reliquary and scour it clean of all living beings. They crawl in from the edges and race in a frenzy toward the center, scattering sands and devouring any flesh and bone found within the Reliquary, leaving nothing in their wake save scattered dunes of salt. They will tear into any vessel they find within the Reliquary and reduce it to scraps of material. Any creature that can be found in a desert terrain can be encountered as an undead beast in the Reliquary.

At the center of the Reliquary rests a pinpoint-sized gateway into the negative energy plane, which serves as both lure and a source of invigoration to the undead that inhabit Aiwon.

Undead creatures within the Reliquary gain fast healing 5 for as long as sunlight does not touch any part of the Reliquary. Once sunlight touches any part of the Reliquary, these undead creatures lose the fast healing.

When the threat of dawn approaches, the undead monsters scurry to find shelter from the hated light of the sun, finding caves, burrowing underground, or otherwise escaping back to the mountainous edge that surrounds the Reliquary. It becomes relatively safe to land within the Reliquary again, until the sun next disappears over the horizon.

**The Edge of the World:** Unlike many other planets in the known universe, Aiwon has an edge; a brink that defines what is left of the ruined planet. The edge is surrounded by a jagged ridge of mountains that rise up several miles above the rest of the planet's surface, as if whatever destroyed the planet broke free from within. These mountains have roots that stretch down to the very center of this shattered world, where a heart of molten iron still beats as strongly as ever.

Landing upon the edge of the world is a nigh-impossible feat, and the same is true of landing on the under-side of the planet. The surface below is simply too rough and broken to allow for any sort of landing without shattering any spacefaring vessel that attempts it. However, brave (or foolhardy) adventurers may choose to scale their way down over the Edge of the World, and from there, they can try to traverse the broken landscape that comprises the under-side. Few have dared to explore that region of Aiwon personally, though several vessels have flown over the under-side of Aiwon to see what potential the region holds. The handful of explorers that have personally traveled into the region and reported on the underside have noted that it is possible that the under-side of the planet may hold a wealth of mineral resources beneath its surface, but no survey of that region has ever successfully been performed. However,

none of these explorers have penetrated more than a few miles into the edge of the under-side, so little is known about the region.

As for any life-forms that may inhabit the under-side of Aiwon, there have been no reports of life inhabiting that area, but in all fairness, so little is known, and there may be all manner of creatures that have made their homes in the under-side.

**The Shattered Sons:** The remnants of Aiwon's blasted half are known as the Shattered Sons; titanic chunks of rock floating in and about the space where the other half of the planet once existed, suspended in a cloud of irradiated gases. Most of the Shattered Sons are still within the spherical envelope of atmosphere that encompasses where the other half of the planet used to be, and why the atmospheric envelope still retains its shape remains a mystery to this day. Sages speculate that there is some special property to Aiwon's gravitational field that holds the atmosphere in place.

While there are thousands of Shattered Sons, there are five primary chunks that revolve around a point central to Aiwon's axis. Those five megalithic remnants are called Statornic the Unwavering, Voios the Dancer, Linistit the Tranquil, Luptator the Warmonger, and Echilibru the Harmonious. Each of these primary Shattered Sons has their own gravitational field, environment, and atmosphere that is separate from the primary atmosphere of Aiwon. For example, the environment on Statornic, the largest of the Shattered Sons, is one of a warm jungle climate. It bears upon its irregular, five hundred-mile wide surface a microcosm of some of the flora and fauna that used to exist on Aiwon, separate from the rest of the changes that have ravaged the main half of the planet. In many ways, it is almost its own planet.

The smaller Shattered Sons do not have atmospheres or environments to speak of, but many possess weak gravitational fields that can either draw unwary vessels toward them, or



# ENVIRONMENTAL HAZARDS

can cause them to drift toward passing vessels, making the area where the Shattered Sons float a dangerous asteroid field to traverse.

## ADVENTURE HOOKS

Below are adventure hooks to help bring the PCs to Aiwon:

Deep inside an ancient ruin in a far-off system lies an idol that bears strange markings that bear a resemblance to the ruined planet. Upon touching it, the PCs are filled with visions of Aiwon in its original state, and then they catch a glimpse of the planet breaking apart. Before the vision releases them, their minds turn to thoughts of their own

homeworlds. What caused this cataclysm to occur, and can they find the answers by seeking out the ruined planet?

The PCs receive a distress call from a vessel that has crash landed on Aiwon in the Reliquary. Can they get there in time to save the imperiled crew?

A group of interplanetary explorers has decided to travel to Aiwon and go over the Edge of the World to explore the under-side of Aiwon. With them come surveyors, miners, and treasure-seekers. What they need are hearty adventurers to protect them from any dangers that they may encounter. Are the PCs up to the task?

When exploring the other planets of the Capusan system, the PCs stumble across an ancient text that tells of the end of Aiwon and the Great Exodus prior to the planet's destruction. Who wrote it, and where did they go? Can the PCs solve this mystery? Will they find other pieces of the puzzle on other worlds in the Capusan system, and are there even larger clues on Aiwon itself?

What is it that keeps the Servants of the Void from venturing close to Aiwon, or from settling further into the Capusan system. Is there something about the ruined planet, or could it be some property of it orbiting a binary star? Could Aiwon possibly hold some key to driving the Servants of the Void away from other planets?



## EIMHARN

The Spice Planet

Spherical chimera swamp world

Erokian System

**Diameter:** x2; **Mass:** x8; **Gravity:** x2

**Atmosphere:** Standard; **Orbit:** 3.5 years

**Satellites:** 4 moons (Argonox, Cemestre, Rebec and Saito)

The moorworld Eimharn is a sodden mass of swamps, mud, marshlands, and fens that are swarming with all manner of dangerous diseases and creatures. The planet is one gigantic hostile environment that has no formal kingdoms or rulership, but is under the control of the Red Tang Spice Guild, in as much as anyone "controls" this planet. Eimharn is home to barbaric giants, poisonous worms of enormous size, and deadly gare linnorms, as well as a host of other smaller, but equally deadly creatures. Even the plant-life on this world attacks living creatures in a cycle of life and death that is constantly renewing itself.

Eimharn is also the single largest source of the spice salmagundi in the known cosmos. Produced from ground up roots that grow at the bottom of the deepest swamps on the planet, it is an expensive and dangerous resource to acquire. The various giant tribes do not care for intruders into their territories, and the less intelligent beasts find the humanoids that seek to harvest the roots to make salmagundi as tasty treats. The Red Tang Spice Guild employs countless mercenaries to protect their harvesters, and to wipe out nearby giants or monsters to ensure the safety of their workforce.

Thousands of harvesting sites across Eimharn are active at any given time, and before the roots are taken out of the Erokian system, they are transported to the fortress-city of Memphilos, where they are processed via a closely-guarded alchemical process into the unrefined version of the much sought-after spice. A small portion of salmagundi is further refined into the more powerful version of the drug, but all of it is sent out into the cosmos for profit and gain. High in orbit exists a fleet of freighters and heavy warships that protect the planet from all others who may wish to claim it. Planetside, several installations exist for the storage and protection of the spice

and its harvesters, heavily fortified against giant or linnorm attacks.

Heavy rains batter the planet's surface every several days, and on days when the weather is clear, the high humidity makes for a very uncomfortable environment. Disease-carrying insects bite and sting, mosses and molds grow, and the air becomes foul until the rain washes it all away again. Thick vines grow over anything built upon the surface, and unless the overgrowth is pushed back daily, it threatens to overwhelm anything in its path. The few settlements on Eimharn deal with these harsh realities every day.

## ADVENTURING

As harsh and uninviting an environment as Eimharn is, there are still adventurers that attempt to sneak past the Red Tang Spice Guild and steal salmagundi either in its root-form, or from the storehouses of the Guild. The Guild also employs countless mercenaries to protect the harvesters and wipe out roving bands of giant raiders. What civilization there is on the planet is preserved only by the tribes of giants that call Eimharn home. Marsh giants are the most commonly encountered humanoids on the planet, but this world is also the home of cave giants, jungle giants, even the occasional river or stone giant.

The planet is also home to several rather impressive specimens of dragon-kind; notably several old and dangerous black dragons. They are the apex predators on Eimharn and even the Red Tang Spice Guild gives the territories of these great wyrms a wide berth. The most notable of these is the great wyrm Equinox Lux, who laid waste to three settlements that set up near her territory over a ten-year period, killing several thousand workers and melting thousands of tons of salmagundi roots. The Guild gives her particular swamp, known as the Daggerglades, a wide berth, and Equinox Lux, as she has been named by the native giants, has not emerged from her swamp in the



three centuries since her discovery. The Guild has magically divined and marked the locations and territories of seven such wyrms on Eimharn, having learned the hard way with Equinox Lux to leave each of them well enough alone.

## GAZETTEER

**The Daggerglades:** A two thousand-mile stretch of swampland from the Rhone Sea toward the C'tor Mountains, the Daggerglades are home to the most notorious monster on Eimharn: Equinox Lux. The black dragon was first encountered three centuries earlier when the Guild established a small colony in the middle of the Daggerglades to harvest the valuable root that brought them to Eimharn in the first place. It wasn't more than five months before the dragon completely wiped the colony off the map. Survey teams were sent out to discover the fate of the colonists, but never returned. Several months passed before another colony was established a hundred miles from the first, but it was similarly destroyed. It took another six years to finally sight the beast hunting within the Daggerglades, and after a third colony at the edge of the Daggerglades was razed to the ground, the Guild mages used their magics to divine the extent of Equinox Lux's territory. At that point, it was declared anathema, and has since been avoided, though the most recent survey reports indicate that there are high concentrations of salmagundi root deep within the swamp. If the dragon could be removed, it would be incredibly profitable.

Equinox Lux is a CR 23 black dragon that's 375 feet long from the tip of her snout to the tip of her tail. While she's never been encountered up-close by anyone who has lived to tell the tale, it is known that Lux is an accomplished spellcaster capable of raining meteors down upon her foes. She is also capable of summoning highly corrosive acidic rainstorms that can wither miles worth of vegetation, or blast a cruiser out of the skies with a

single breath.

**Erod's Circle:** An ancient circle of standing stones three hundred yards across, it is theorized that the giants of Eimharn used this henge either as one of their early calendars, or as a ritual gathering place. If the modern-day giants know the original purpose of Erod's Circle, they are not telling outsiders. However, none of them venture within miles of the circle of monolithic stones, treating the place as if it was cursed. It could possibly be due to some of the creatures that have taken up residence nearby.

Erod's circle is close to the lair of a pair of rather surly miasma hydras that the Red Tang Spice Guild have named Kokacari and Sefil. Possibly due to their presence, or possibly because they eat anything they come across, there are not many other creatures close to the circle, and the Red Tang Spice Guild doesn't find Erod's Circle of high enough value to drive the beasts out. For now, it remains a curiosity that may hold some interesting secrets, or it may just be a circle of standing stones.

**Memphilos:** The primary settlement on Eimharn, this fortress-city is heavily defended from the natives, which attack the city with some regularity. Whether it's to get at the stores of the salmagundi root, or to drive the humanoids out of their territory, Memphilos is regularly plagued by invasions by all manner of magical beasts and the occasional giant raid. The giants grow bolder and more organized, and the attacks more frequent as time goes on, and even the prospector-governor of Memphilos, a high-ranking official named Liang Xue, fears that Memphilos may soon fall. She has appealed to her superiors to abandon Memphilos before it is overrun, but her superiors have ordered her to continue to defend the city, ignoring her concerns in favor of profit. After all, creating another city such as Memphilos would be incredibly time intensive and cost quite a bit of money. Why expend those kinds of resources while Memphilos still stands tall and proud?

Memphilos is home to nearly a quarter of a million Red Tang Spice Guild workers and their families, from harvesters, to alchemical processors, to the Guild militia. It also houses enormous amounts of salmagundi roots awaiting processing, as well as unrefined and refined salmagundi spice awaiting shipment all across the galaxy. The city itself is surrounded by a massive wall with hundreds of technologically advanced weapons set to defend against the beasts that roam outside of the city walls. Travel in and out of Memphilos is most often airborne, either via aethershops to prospective harvest sites or via spacefaring vessels flying offworld. There are gates in the walls of the city, but they are relatively small and are generally only used to travel out to the farmlands that surround the city.

## ADVENTURE HOOKS

The PCs have been contracted to accompany a survey team out into the moors in search of the prized salmagundi root. Can you defend these explorers in hostile territory?

Spice pirates have managed to sneak past the Red Tang Spice Guild to land on Eimharn. You've been tasked with finding them and ensuring, no matter what, that they never leave the planet with the salmagundi root.

You've been sent to Eimharn to investigate the mystery of Erod's Circle and determine what it was placed there for. Will you uncover a mysterious artifact? Will you meet one of the gods of the giants? Will you become a meal for the miasma hydras that live nearby, or will you make one of the greatest discoveries of the modern era?

## ISTE GOLAN

The Infinite Garrison

Cluster hydra mountain world

Iste Golan System

**Diameter:** x2.5; **Mass:** x16; **Gravity:** x1

**Atmosphere:** Standard; **Orbit:** 11 years

**Satellites:** 1 moon (Luslox), 1 battle station (Harbinger Station)

A cluster of six planetoids that are locked into orbit around one another, Iste Golan is the headquarters of the Infinite Star Legion and the fourth planet of the Iste Golan system. Each planetoid in the cluster is a mountainous mini-world that was once rich with minerals, but has long-since been surveyed and mined. These mineral resources are what allowed the Infinite Star Legion to build up such a large fleet of vessels and spread across so many systems. Now, the planetoids are relatively quiet training grounds for the legionnaires, having been heavily terraformed in various locations to simulate alternative environments. However, the vast majority of Iste Golan remains mountain-covered and temperate, and houses the largest concentration of Infinite Star Legionnaires in the known galaxy. It is also home to some of the most advanced shipyards in the known galaxy; second only to the vast vessel-building facilities of the manu.

Iste Golan has many indigenous life-forms; virtually any creature that can be found in any temperate environment can be found on Iste Golan. However, most of the humanoid population is either a part of the Infinite Star Legion, or tries to live quiet lives far away from any centers of civilization. There are very few that choose to raid settlements or challenge the Legion in any way, as they are often quickly dealt with. There are simply too many Legionnaires to contend with, and so Iste Golan enjoys relative peace.

Iste Golan has not always been the harmonious environment that it now is. It has been the subject of many attacks over the centuries, particularly when the Legion was just beginning. Iste Golan has seen countless battles that have raged across its surface, and there are many battlefields that have not been scoured for weapons or lost technologies.



It is entirely possible that Iste Golan's fields hold far more than the wealth of ores that they once possessed.

Iste Golan's native populations all have a blue tint to their skin and pale eyes, likely a product of living under the light of a blue star. The planet is mostly inhabited by dwarves and elves, though there is a sizeable population of humans on the third-largest planetoid in the cluster.

Luslox, Iste Golan's solitary moon, is used as a prison-world for enemies of the Infinite Star Legion. The Legion prefers to keep its enemies under close watch, and no vessels other than Legion transports are allowed near the satellite. Despite having a moon with its own atmosphere, Luslox does not hold many prisoners; perhaps a hundred thousand at the most; roughly one hundredth of a percent of the population of Iste Golan itself. Orbiting the moon is a blockade of Legion vessels that monitor the moon and keep tabs on those that are housed there. Should a vessel make it through the blockade, they could conceivably retrieve some of the most dangerous criminals in the galaxy and set them loose upon the travelers of the void.

Iste Golan's other satellite, Harbinger Station, is the headquarters of the Infinite Star Legion command structure and is one also of the main trade hubs in the galaxy. As the Legion consumes vast resources to operate in as far-reaching a fashion as it does, Harbinger Station does brisk trade with nearly every race and organization in the known universe. However, the massive station, which is the size of a large mountain, is primarily a military installation, and activity upon the station is meticulously catalogued and observed. Little goes on there that the Legion's high command is not completely aware of.

## ADVENTURING

PCs adventuring on Iste Golan itself have little to fear from roving bands of monsters; much of Iste Golan has been pacified. However, some of the terrains that can be found on the planet's surface have been set up to be deliberately hostile in order to train Legionnaires to survive other, harsher environs. Iste Golan boasts shining cities of brass and steel that boom with active commerce. You're likely to find almost anything there.

Harbinger Station gives PCs the opportunity to either train with, or interact with the Infinite Star Legion, as well as branch out into the worlds beyond without having to leave a single environment. Will the PCs become allies, members, or even enemies of the Infinite Star Legion, right underneath their noses?

Luslox presents an even more interesting challenge for the PCs. Virtually everyone they meet there is a criminal wanted on more than one world, and most of them are either too dangerous or too valuable for the Legion to have destroyed. It is quite likely that if the PCs make it to Luslox past the Infinite Star Legion's blockade, everything that lives on Luslox will try to kill them. If there is anyone in specific that the PCs are attempting to reach, simply surviving long enough to gain audience with their intended target may prove to be a significant quest in and of itself.

## GAZETTEER

The following are just a few of the notable locations on Iste Golan.

**Asterith, the Sapphire City:** High up in the Sorlean mountain range lies the city of Asterith, which is the capital of the kingdom of Rummisar, one of the protectorates that supplies food to the Infinite Star Legion. Rummisar has prospered from its arrangement with the Infinite Star Legion and has grown wealthy. Its most obvious display of that wealth is the construction of Asterith from

deep blue crystals that have been imported from offworld, which give the city its moniker. However, Rummisar has been plagued by troubles of late. Its fields have not been producing healthy yields of crops for the past seven years, and the sages of Asterith have been seeking answers as to why. Parts of the city have fallen into disrepair, and crime has been on the rise in Asterith. It is becoming increasingly unsafe for travelers, and the Legion has not been sparing resources to assist the failing protectorate, as its attention has been drawn deeper and deeper out into the void. The sapphire city does not shine like it once did, and only time will tell if it will once again become a crowning jewel to its people.

**Cetrocel, the Infinite Temple:** While the Infinite Star Legion maintains no official religion, there is an ancient temple that stands on Iste Golan's smallest planetoid known as Cetrocel. Its monolithic towers rise high above the sandy plains upon which it was built, and while the temple itself is estimated to be over four thousand years old, it suffered major structural damage in an earthquake seventeen years ago. Its restoration has become a major public works project for the Legion as a goodwill effort to serve the people of Iste Golan who have allowed the Legion to make its home there. The temple's restoration is nearly complete, and all that remains is to rebuild the central spire that houses nearly ten-thousand statues and carvings that are considered sacred to the peoples of Iste Golan. Some of those reliefs have depicted major events in the planet's history, and two of them even show something that floats above the world and bears a remarkable resemblance to Harbinger Station.

Whether any of these carvings are prophetic in nature remains a mystery, but it is strongly suspected that they may be. No small number of them have proven to be so, though the vast majority of these scenes depict events that have not come to pass, so they may either be falsely prophetic, carvings that depict events that have

not yet happened, or simply exquisite works of art. As many of them are damaged, the accuracy of any such prophetic reliefs may never be determined.

**Golgosar, the Infinite Factory:** Not a single factory, but a collection of factories and shipyards that build the vessels of the Infinite Star Legion, Golgosar is a major military installation that is built into Mount Golgosar and is overseen by dwarven smiths. Ores and various ship components are brought in from other facilities and assembled at the Infinite Factory. Completed vessels are launched from Golgosar and are manned by Legionnaires from Harbinger Station before being sent off to combat the Servants of the Void.

Golgosar is heavily fortified from attack and boasts an impressive military force. It is also home to some of the best engineers and spellcasters that the Legion has to offer, who work tirelessly to develop new technologies to use against the Servants of the Void. While they may not be as advanced as the manu engineers of Qundin, they are held in high regard by engineers across the cosmos.

Golgosar also trains pilots and engineers to fly and maintain the vessels that they create for the Legion. Many Legionnaires spend a portion of their training under the tutelage of the Legion Masters at Golgosar. The brightest minds of the Legion work tirelessly to improve upon vessel design in the hopes that they may one day overcome the Servants of the Void for good.

**The Outlaw Fields:** The site of one of the most memorable battles in the history of Iste Golan, the Battle of Broken Stars, the Outlaw Fields are where a fleet of hobgoblin warships set down on Iste Golan in the attempt to take it from the Infinite Star Legion and scatter it to the void. Millions of soldiers set foot upon those grounds and fought with the Legion prior to the completion of Harbinger Station. Bodies were ground into the earth and massive war machines were shattered before the hobgoblin fleet was crushed.



The Outlaw Fields are rife with sinkholes, which swallowed up entire ships during the Battle of Broken Stars. Whether caused naturally, or as a result of some war machine, the hundred-mile expanse potentially hides thousand year-old remnants of that grand battle beneath the surface of the planet. It is also conceivable that there are living descendants of the hobgoblin invaders alive beneath the surface of the Outlaw Fields, which may explain the presence of the occasional hobgoblin raiding party upon the settlements of the Legion's homeworld.

## ADVENTURE HOOKS

Below are some adventure hooks for Iste Golan.

Conflict has erupted between the protectorates of Iste Golan, and the Infinite Star Legion is being starved of necessary resources from the planet. While it may seek those resources elsewhere, no other sources would be as inexpensive or convenient. The Infinite Star Legion has either hired or has sent its own mediators to broker a peace between the protectorates, but can peace be achieved? Why have the protectorates fallen to strife? Is there some unseen hand that has set these events into motion to undermine the Legion? Can the PCs either bring peace to the protectorates, or free them from the shadow of oppression that they view the Infinite Star Legion has having become?

There are rumors that an ancient hobgoblin war machine has been discovered in the Outlaw Fields. However, the machine is active and under the control of a small army of hobgoblins that have resisted every effort, so far, to drive them underground, wipe them out, or destroy the engine of destruction. The PCs have been sent as a surgical strike team to remove this threat, or to capture it and bring it back to the Infinite Star Legion for study or disposal. Can the PCs find the artifact and either control it or destroy it?

Pirates have successfully raided Luslox and

liberated a dangerous pirate commander by the name of Black Hargan from the prison-moon. The Infinite Star Legion needs to recapture this pirate commander to ensure the safety of countless peoples. They have sent the PCs as a part of a team to track down the pirates and bring Black Hargan back to Luslox. What secrets does Black Hargan hold, and why is he such a dangerous criminal? Is he in league with the Servants of the Void? Does he possess some secret that could harm the Infinite Star Legion, or is it that he knows where to locate some fabulous treasure that could buy an entire fleet of vessels? Why does the Infinite Star Legion want him back so badly, and can the PCs bring him in?

## VOID GODS

The vast reaches of space are limitless, and the gods that traverse the stars are seen as equally limitless. The following three deities are worshipped across both worlds and galaxies, and their power reaches through the vast emptiness of the void to grant blessings, or curses, upon those that worship them. They are considered to be the major deities of the Starjammer setting, and while the GM is free to use other gods whose spheres of influence are more direct and contained to specific worlds, such as the gods of Porphyra (from Purple Duck Games), or gods more directly influential upon space, such as the gods in the void (from Rogue Genius Games), the GM is also free to create lesser deities as well.

### ALULA

*"The pathway to enlightenment is written among the stars."*

The Wandering Maiden

Goddess of stars, the void, wanderers and wisdom

**Alignment** NG

**Connections** Empath, Healer, Star Shaman

**Symbol** Soaring griffon clutching an ankh

**Sacred Animal** Griffon

**Sacred Colors** White, gold

While other gods may take the time to create worlds, civilizations, or even races, the goddess Alula has always been one to wander among the stars, her footsteps sending ripples throughout the universe, creating wonders for those who come after her to explore. Alula has spent an eternity painting the cosmos with nebulae and slipstreams, and forging pathways through the oort clouds that exist between systems. Adventurers, spacefarers, pirates, and wanderers offer up blessings to Alula. She is depicted as a tall human woman, barefoot and clad only in traveling leathers, usually surrounded by shining motes of stardust.

Alula's personality is largely unknown, as she



has not been sighted in millennia. She is rumored to have been trapped in human form, doomed to wander the universe as a mortal, never able to form lasting connections or find a home. The being who trapped her in this form remains a mystery, or for what purpose, but her worshippers believe that Israfil the Exiled captured her in order to take her divine power for his own. However, Israfil's followers deny the claim, suggesting that instead, Alula has abandoned her followers instead. Either way, some vestige of Alula's divinity still exist, as her priests are still able to cast spells and her high priestesses still perform miracles in her name.

## PRIESTS TEMPLES AND THE CHURCH

Priests of Alula are wanderers and hermits, just like their goddess. Going where they please, they earn their fortunes by telling tales of their travels, acting as guides, and by telling fortunes at spaceports. They provide assistance to the poor, lost and downtrodden as they are able to do so, passing on the blessings of their goddess as they wander from place to place, and adventure to adventure. They hire on as guards on cargo transport missions, or as merchant-advisors, giving them excuses to travel from destination to destination. Some even travel the starways in search of their lost goddess, seeking clues to her current location or the places that she has previously visited.

Other priests of Alula work in various shipyards, blessing vessels or helping in their construction. They do whatever they can to promote travel and exploration, preaching the gospel of freedom that space travel affords those that take to the stars.

Her followers are often eager to leave their homes, seeking new adventures and the truth that only the stars themselves can tell. They can sometimes become a bit too eager for travel, stowing away aboard vessels only to be discovered later. Some are adopted as members of their new



crews, while others are abandoned to other worlds, left to find their own way across the universe. However, most find legitimate means of making their way through the void, either buying passage on a spacefaring vessel, or trading their labors for travel. There are some that find permanent settlements on distant worlds, finding fulfillment in inspiring others to seek new horizons, while others make their vessels their permanent homes, never staying in one location for long and always finding new destinations to discover.

Alula's temples are many, spread across the known universe, but her congregations are often small, as most who worship the goddess spend their time praying under the light of the stars rather than within one of her temples. However, her temples are often placed near to shipyards, spaceports, or launching platforms. Some of her temples are even larger spacefaring vessels themselves, traveling between worlds and offering their blessings to those that come across them. Such temple-vessels are often some of the most complete repositories of astronomical charts and world maps in the known universe. Such knowledge is carefully recorded and spread to other temples of Alula whenever and wherever possible.

The church of Alula rarely calls its priests and priestesses together; most temples have only a handful of them. The vast majority of her priests are too busy discovering new worlds to preach to entire congregations. However, there is a loose religious hierarchy that culminates in a group of eleven high priestesses known as the Void Saints. They are all equal in standing, and they collectively decide the most important issues that influence the church of Alula. The Void Saints are all powerful spellcasters and each of them has set foot on no less than a dozen worlds. They regularly communicate with the spirit-servants of Alula, who pass messages between them. It is exceptionally rare for more than two of the Void Saints to be in

the same location at any given time.

Ceremonies dedicated to Alula are often brief, but filled with song, prayer and the burning of incense. They usually involve some form of tale about some adventure or sight that the priest or priestess has experienced, often going into great detail about the wonder and magnificence of this

## VOID COCOON

**School** conjuration

(creation) [earth];

**Level** mystic 5

### CASTING

**Casting Time** 1 immediate action

### EFFECT

**Range** personal

**Targets** you

**Duration** special

### DESCRIPTION

Used as a last-resort safety measure when a creature has been exposed to the open vacuum of the void, this spell wraps the caster's body in swirling energies that expand to a brilliant flash of light, leaving behind a stony cocoon around the caster's body. While within the cocoon, the caster's conditions become fixed. Its bodily functions virtually cease, and no force or effects can harm it until the cocoon is shattered. While within the cocoon, the caster ages at 1/10th its normal rate. This state persists until the magic is removed (such as by a successful *dispel magic* spell).

The cocoon is immune to falling damage, and will remain intact until it either lands safely on the surface of a planet with an atmosphere, or it is shattered. It has hardness 8 and 80 HP. If the cocoon is shattered, the spell ends and the cocoon crumbles away into nothingness. Spells and effects that damage an area deal damage to the cocoon.

vivid experience. The Odyssey Codex tells parables about the joys, wonder, and even the dangers of travel. It gives advice on how to remain safe in one's journeys, how to care for your loved ones even from afar, and how to navigate the starways.

Alula's mystic priests may cast *dimension door* as a 4th-level spell. Her mystic priests may also prepare *teleport* as a 5th-level spell.

## EISTIBUS

*"There is none so well known as he who has come to know himself in full."*

The Watcher at the Pool of Tears

Empyrean Lord of Divination

**Alignment** CN

**Connections** Akashic, Infinity, Mindbreaker

**Symbol** Crystal orb in front of a six-pointed star

**Sacred Animal** White owl

**Sacred Colors** White, indigo

The priests of Eistibus claim that he is as old as the universe itself, having been there to witness its birth, and that it is prophecy that he will remain behind to witness its death. They preach that he was watching at the creation of each and every world, and that he observes all of the events of the universe. His omniscience is heralded as supreme, and his priests beseech him for the secrets of the stars. If anyone knows who created the celestial gateways that connect distant parts of the known universe, Eistibus surely does, but he has not chosen to bless any of his followers with that information... yet. It is also theorized that Eistibus knows exactly where Alula is at any given moment, but that is also not something that he has chosen to share with his followers, either.

Eistibus is a passive and reflective deity, standing at the Pool of Tears and observing every event





that ever happens. He does not record anything, nor does he intervene directly, but watches as everything happens all across the universe. It is fabled that the Lord of Divination's trident, Inevitable, which never leaves his hand, can alter the course of the cosmos, but if Eistibus has used the powerful tool, who would know it? Even the other gods of the void can only testify that Eistibus has been an observer to the events that unfold all around him, but has not moved away from watching the universe through the Pool of Tears, nor has he ever interfered in how events have unfolded. But, as those who are suspicious of his motives would ask, "Who watches the Watcher?"

Eistibus shows his favor by imparting wisdom and secrets to those that he finds worthy of such knowledge. His priests often seek his guidance when their congregants are in need, and although Eistibus does not always answer, when he chooses to do so, he provides his faithful with the wisdom they require to work things out for themselves. If Eistibus can be said to show antipathy toward any other being, the full extent of his ire is unknown. He typically ignores other beings that he finds distasteful, though a myth exists that near the dawn of existence, Eistibus fought with another deity for control over the Pool of Tears, granting that deity the full extent of his omniscience, driving his rival mad. This rival deity, whose name is not even known, erased himself from all of existence to escape from the unbearable pain of knowing all that is, was, or ever will be. Some sects of Eistibus' faithful view belief in this myth to be heresy, for they maintain that their god would never interfere in the affairs of the universe in so direct a fashion. Their opposition to this myth is rather extreme, and they execute those that spread such heresy.

Eistibus' avatar is a tall, slender humanoid being with a clear crystal orb floating above its empty neck. It lacks skin, its greenish muscles rippling as it moves gracefully. Eistibus wears a cloak of stars and has a silvered torc that it wears where its neck

should be. He carries Inevitable in his right hand at all times, the points of the trident either aimed behind him, or down toward the ground. All of the divine servants of Eistibus are crystalline orbs that hover around the pool, providing illumination, and serving as the Lord of Divination's messengers to his faithful. The best known servant is called Answer, the Last Spirit, and it though it is the least of Eistibus' servants, it is also his most trusted herald.

Eistibus does not seem to concern himself with the affairs of the other gods, other than to watch their comings and goings, and the acts that they perform, either of devastation, or the miracles that manifest from their divine powers. He does not concern himself with their affairs or their politics, and as such, most other gods ignore him as well... at least until they want something from him; some edge that they can use to gain power over a rival, or some bit of information that will help them to bring their plans to fruition. Sometimes Eistibus aids them, and other times, he ignores them. For some strange reason, though, no other gods choose to attack him or to take the Pool of Tears for their own.

## **PRIESTS TEMPLES AND THE CHURCH**

Many of Eistibus' priests are also sages of some sort or another, well versed in some kind of specialized knowledge. They work as librarians, teachers, pharmacists, doctors, research scientists, and engineers, recording all of the knowledge that they possibly can, and expanding the boundaries of learned information. While their god watches and knows all, they seek to learn as much as they possibly can in the hopes that it will bring them closer to his divinity.

Every priest of Eistibus has at least one rank in Computers, Engineering, Life Science, Medicine, or Physical Science, and many of them dabble in Culture or Mysticism as well. They are often inclined

## THE POOL OF TEARS

The Pool of Tears is located in its own demiplane, which is only accessible through hidden wormholes in the deepest parts of the void. It has been millennia since any mortal has set foot on the infinite frozen tundra landscape that surrounds the Pool of Tears. Its ruler is none other than Eistibus, and the only inhabitants of this plane are the god and his spirit-servants.

The Pool of Tears itself is a divine font of scrying that is able to penetrate into any location in the whole of creation. With it, Eistibus can watch the whole of the universe all at once, though he does not need to. Were any mortals to gaze into the Pool of Tears, it acts for them as the spell *vision*, with the character's level acting as their caster level. However, if the mortal fails the DC, it suffers a permanent form of insanity which may not be cured by any means, including via a *wish* spell. Gazing into the Pool of Tears is something that Eistibus has never allowed, and should someone attempt to do so, his orb-servitors would surely intervene to stop them from doing so.

to share their learnings with any who would apprentice themselves to them, as they believe that Eistibus blesses the sharing of knowledge, even though he cannot share all that he knows with his servants, as there are simply things that mortals are not meant to know. Such knowledge would destroy them, and in Eistibus' infinite wisdom and compassion, he does not burden his followers with such pyrrhic secrets.

Priests of the Lord of Divination usually favor rich blue robes and carry leather-bound librams with wide shoulder straps fastened to their spines. The typical duties of a priest of Eistibus include

preaching Eistibus' words and deeds to the faithful, enriching the lives of others by teaching them some form of knowledge, trade, or craft, and blessing the endeavors of those that seek such blessings. Their mornings are reserved for industry, their afternoons for prayer and good works, and their evenings are for study. Priests of Eistibus are discouraged from actively interfering with the natural world, politics, or in the affairs of their fellow citizen, unless such affairs interfere with the church's mission to acquire and share knowledge. They view the destruction of ancient ruins, libraries, and the killing of the learned to be sacrilegious.

The temples of Eistibus are often mistaken for great libraries or academies of magical learning. They are often built of stone and marble, and nearly all of them have, in either an atrium or in a sacred chamber, a symbolic pool of tears. Some of the greater churches also host one of the orb-like servitors of the Lord of Divination. To the priests of Eistibus, such spirits can function as a means of observing and communicating instantly with people that may live in other star systems, all with the servitor's permission, of course. The servitors only choose to communicate with those that are blessed by one of Eistibus' priests.

Rituals of Eistibus usually consist of quiet recitation of the Lord of Divination's holy text, the Libram of Nine Stars, the taking of water as a symbolic acceptance of their lord's blessings at the Pool of Tears, and the lighting of candles to symbolize the burning need to know everything and anything. Other rituals include the blessing of craftspeople and researchers, and a ceremony in which valuable information is carved into blocks of stone, which are stockpiled and later used to form the foundations of a new temple devoted to their god.

Mystic priests of the Lord of Divination may prepare *private sanctom* as a 4th-level spell and *probability prediction* as a 3rd-level spell.



## GIFT OF FORETELLING

**School** enchantment (compulsion) [mind-affecting]; **Level** mystic 5

### CASTING

**Casting Time** 1 standard action

### EFFECT

**Range** 40 ft.

**Area** all allies and foes with a 40-ft.-radius burst centered on you

**Duration** 1 round/level

**Saving Throw** none

**Spell Resistance** yes

### DESCRIPTION

By catching a glimpse of the immediate future and all of it potential, you bring the favor of Eistibus upon you and your allies, while bringing Eistibus' disfavor upon your enemies. You and each of your allies gain an insight bonus equal to your Charisma modifier (minimum 1) on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes an equivalent penalty on such rolls.

## ISRAFEL

"Even an eternity in living exile is still living, and in life, there is always the opportunity to gain dominion."

The Exiled

Eldest of Darkness, Songs, and the Void

**Alignment** LE

**Connections** Infinity, Mindbreaker, Overlord

**Symbol** Temple trumpet dripping blood

**Sacred Animal** Cardinal

**Sacred Colors** Black, silver

Some say that at the dawn of the universe, there

were gods that were opposed to its creation, but only one tried to sabotage the universe from even coming into being, and that god was exiled to the darkest corner of reality and locked away for all time. However, that did not stop this god from reaching out and gathering followers to him. Several times, throughout the ages since, the followers of this god have made credible attempts to release him from his eternal prison. They have not succeeded... yet.

Israfel lacks the power to destroy the universe, but if he escapes from his prison, he has the power to wreak havoc across the cosmos. Israfel is a dark, seductive deity who is not only patient, but exceedingly clever. It took a cabal of other gods, including his arch-rival Alula, to imprison him in the darkness, and Israfel has embraced his imprisonment, knowing that nothing lasts forever. He lies in wait, gathering his strength for his inevitable rise to power, where he shall conquer the universe and rebuild it according to his own desires. Israfel whispers to his followers from his prison, promising them vengeance, glory, power, and the fulfillment of all of their wildest dreams. He rewards his faithful followers, even from his confinement, granting them blessings and sending his servants to deliver their rewards. Those that displease him... their punishments are always carried out swiftly and harshly.

Many spacefaring beings pray to Israfel either to bless their passage through the void, or for his gaze to settle on something other than their pitiful souls. They recognize him as a part of the natural order of the universe, and those that show him proper respect are far less likely to suffer misfortune as they travel between the stars. Israfel's cult is spread far and wide, and his priests spread word of his power across the cosmos, enticing or scaring all that they encounter into recognizing that Israfel is one of the supreme powers of the universe.

The Eldest of Darkness has many beings that choose to serve him; from spirits of darkness, to

evil dragons, to mortals that seek his blessings. They are willing to carry out his will in exchange for a greater measure of his power, and his power is seemingly infinite. His song rings out across the galaxies, tempting all who hear it with promises of reward in exchange for their services, or in some cases, their souls.

Israfel's physical form is unknown by any mortal, and only a small handful of gods know what his true form is. The most that Israfel ever manifests is a cold, darkening of whatever region of space that he occupies. His presence can black out stars or make chambers feel as though they are being devoured by the void. His voice, on the other hand, is like a symphony of tones that calls out to the soul in joyful exultation. His servants are many, but his current herald is a silver-tongued vortex dragon named Phoboth who often takes the form of a winsome duergar enchantress and either lays waste to entire vessels, or works at seducing mortals into the worship of Israfel.

## **PRIESTS TEMPLES AND THE CHURCH**

Priests of Israfel are spellcasters of every kind and demeanor. Those that seek the immeasurable power of the void and do not care where their path to power leads them are often drawn to the worship of Israfel. In the depths of the void, particularly the darkest reaches between solar systems and galaxies, his priests are one of the few things that keep order in the chaos of deep space. Granted, it is an order that does not tolerate deviation from the will of Israfel, but when his clergy are the only refuge in the darkness, few are willing to spit in their eyes. Within solar systems, Israfel's worship is far more subtle. His bardic servants spread word of his deeds to keep order within a chaotic universe, and on worlds where his veneration is strong, his priests encourage the development of theocracies that rule over their citizens with an iron fist. Other priests travel as

emissaries, promising security and prosperity to those who embrace the faith.

Rare is the priest of Israfel that travels alone. They typically are met in groups no smaller than three, and they bolster each other with powerful magics. Their plots and schemes are coordinated so that when they choose to deceive, they weave tales that are almost impossible to distinguish from the absolute truth. They also trade healing and succor in exchange for favors to the church, at a later date, of course.

Temples of Israfel are built into places of the deepest darkness that can be found. Hidden deep in caverns, or built upon asteroids out beyond the furthest planets of any solar system, the worship of Israfel is conducted as far into the darkness as is possible. The inner sanctums are enhanced with magical darkness, and no magical light is allowed to be brought within. Communion with the Eldest of Darkness is best done as far out of sight as one can possibly get.

Services for the followers of Israfel are sung from beginning to end. They take place at night time and in cavernous chapels that are dimly lit. The church holds sacred days where sunlight is blocked, such as eclipses. Israfel's holy book is known as *The Song of Numbered Breaths*, and it was written in ages past by prophets unremembered.

Technomancer priests followers of Israfel may learn *suggestion* (3rd-level) as if they were on their class list. Mystics priests treat *shadowy fleet* (6th-level) as a spell on the mystic spell list.



## SONG OF DARKNESS

**School** enchantment (compulsion)  
[darkness, emotion, fear, mind-affecting];  
**Level** mystic 6

### CASTING

**Casting Time** 1 standard action

### EFFECT

**Range** 0 ft.; see text

**Area** creatures within a 60-ft.-radius spread

**Duration** 1 round/level

**Saving Throw** Will partial

**Spell Resistance** yes

### DESCRIPTION

The caster opens her mouth to emit a single pure tone that rings throughout the area. A fog of magical darkness spreads out from the priestess' mouth, engulfing everything within range. The spell renders all forms of vision useless. Creatures within the fog are considered to have total concealment.

Additionally, all creatures within the fog except the caster become panicked unless they succeed at a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1d3 rounds.

The caster and all who share her faith are immune to the effects of this spell.



## OTHER GODS OF THE STARJAMMER SETTING

Some of the other void gods are listed here to inspire you in your games, but they are not detailed in full. GMs are free to fully realize these deities for use in their games.

### OTHER GODS

| Deity  | AL | Portfolios  | Connections                      |
|--|----|---|----------------------------------|
| Azathoth; the Ruler of the Elder Gods, the Blind Idiot God | CE | Elder god of chaos, creation, forces of nature, magic, space, and thought | Infinity, Mindbreaker, Xenodruid |
| Azdan; the Last Candle, the Final Cloak                    | NE | Elder god of extinction, death, genocide, murder, and space               | Healer, Overlord, Star Shaman    |
| Doolipuda; the Swimmer of Air                              | N  | Deity of nature, weather, the sky, and the sea (Aurellian)                | Empath, Star Shaman, Xenodruid   |
| Nyarlathept; the Black Pharaoh, the Crawling Chaos         | CE | Elder god of accidents, destruction, insanity, nightmares and space       | Empath, Mindbreaker, Overlord    |
| Istravan Ilsareal; the Singer of the Spheres               | CG | God of creation, the forge, music and magic (Manu)                        | Akashic, Empath, Xenodruid       |
| Shamash; the Lion of the Law, the Watcher of the Ways      | LN | God of justice, life, long journeys, space, the sun and stars             | Infinity, Overlord, Star Shaman  |
| Thrinka; the Hardshelled Lord                              | LN | God of protection, strategy, bravery and luck (Pasimachus)                | Empath, Healer, Mindbreaker      |







104

In order to take to the stars, the characters are going to need a sturdy craft. That is not enough though. A craft will get you from place to place. It is what happens in between those places that requires a Crew. The people in these positions are vital to the survival of the vessel and its occupants, and so they should be chosen carefully. A shrewd yet charismatic Captain, a good First Mate to pick up their slack, a knowledgeable Engineer to fix things when they are broken, a Medic to fix the crew when they break. Before they get into their vessel and fly off into the void, the characters need to pick a Crew.

## CREW ROLES

Every member of the crew on a spacefaring vessel has a vital task to perform; everything from the tedious day to day operations to the complex command responsibilities that affect the lives of the rest of the crew.

## COMMAND ROLES

Spacefaring vessels are most commonly staffed based on need and the desires of the captain. This means that not every command role will always be filled. However, most military vessels and many larger vessels have at least one crew member filling these roles.

Each command role has various feats and skills that are associated with it that are useful in fulfilling the duties of that role. None of those feats or skills are required, but they are quite helpful to the command officers filling those positions onboard any spacefaring vessel.

## CAPTAIN

You are not only the captain of your very own vessel, but you're the captain of your own fate as well. You have a loyal and hearty crew under your command, or you maintain a firm grip on your underlings by means of fear and intimidation. Either way, you oversee your vessel, and the only

officer who can even attempt to countermand your orders is the vessel's medic; even then, it's only in extreme circumstances.

Regardless of your means of control over your crew, you are ultimately responsible for the fate of your vessel and all aboard. When your missions are successful, the entire crew benefits. When your decisions lead to disaster, all under your command suffer.

Being the captain of a vessel does not automatically make all other crewmembers your subordinates, and therefore, subservient to your commands. It may require finesse to get other crewmembers to perform their duties to the best of their abilities, and you may have to watch over your shoulder for mutinous members of your crew.

Take care with your decisions; they not only affect your crew, but they also affect the lives of any NPCs that you and your crew may be interacting with, which may have far-reaching consequences. Being a vessel's captain carries great responsibility.

**Recommended Feats:** Adaptive Fighting, Antagonize, Diehard, Improved Initiative, Iron Will, Skill Focus (piloting)

**Recommended Skills:** Bluff, Culture, Diplomacy, Intimidate, Perception, Profession (Business) Sense Motive, Survival

**Why You're the Most Important Member of the Crew:** You ultimately make decisions that affect the lives of everyone else on board. You're always looking at the "big picture", and everyone under your command relies upon you to lead them to prosperity.

## CHIEF ENGINEER

As the vessel's chief engineer, you are responsible for the repair and upkeep of the vessel's hull and various systems, such as the engine, life support systems, or luxury systems. You're probably one of the busiest crewmembers on board your vessel, and your vessel's captain may make unreasonable

demands of you, particularly in the heat of battle.

You may command a small crew of lesser engineers to assist you in making repairs to the vessel and oversee the functionality of the vessel's engines. If the engineering team makes up 10% or more of the vessel's total crew, you meet the requirements for having appropriate tools for making repairs.

**Recommended Feats:** Dive for Cover, Great Fortitude, Improved Combat Maneuver (trip or grab), Master Crafter, Skill Focus (Engineering), Skill focus (mechanics), Toughness

**Recommended Skills:** Computers, Engineering, Life Science, Perception, Physical Science, Piloting

**Why You're the Most Important Member of the Crew:** If the vessel doesn't function, you're all dead in space, and if you're all dead, then nothing else matters.

## FIRST MATE

You are second-in-command of the vessel you serve aboard, and if the captain is ever unable to perform their duties, you are ready to step up and take command of the vessel. You are the captain's right hand, and for you to serve your captain faithfully, there must be a certain level of trust between you.

You carry out the orders of your captain, and relay those orders to the remainder of the crew. In certain circumstances, you may be called upon to act as your captain's proxy as well, making decisions that affect the health and wellbeing of either your crew, or the NPCs that your crew may be interacting with.

The first mate's role may also be filled by lesser crewmembers, such as a second mate, and so on. Having multiple mates is very useful, and can help to maintain order among large crews. Should the first mate become unable to perform their duties,



# TRAVELING IN THE VOID

## MUTINY

A mutiny can occur whenever a captain's Leadership (or Vile Leadership) score is four or more below the captain's level. Whenever the captain's Leadership score is below this threshold, they must make a contested Bluff, Diplomacy, or Intimidate check against the leader of the mutiny, with an insight bonus equal to their leadership score, or a mutiny occurs. Should the captain's Leadership score rise above this threshold while a mutiny is in progress, the mutiny is automatically quelled and ends with the captain retaining control of their crew.

While a mutiny is in progress, the vessel takes a -1 penalty to its AC and on attack rolls for every point by which the captain's level exceeds their Leadership score. The vessel's speed is halved, and any officer bonuses (see the "Have Command Crew, Will Travel" sidebar on p. 107) are lost.

PC crew members, and any NPCs that the GM wishes, may remain loyal to the captain, should they choose to do so. They may make individual Bluff, Diplomacy, or Intimidate checks (DC 10 +  $\frac{1}{2}$  the captain's character level) against individual members of the crew that are not the leader of the mutiny. If successful, the crew member is swayed over to the captain's side. If unsuccessful, the crew member remains a party to mutiny.

The leader of a mutiny may attempt to assert themselves as the new captain. To do so, that crew member must make a successful Bluff, Diplomacy, or Intimidate check, DC (15 + the captain's current Leadership score) in order to become the new captain. Should the first mate make this check, the DC is lowered by 2. If the check succeeds, the crew member becomes the new captain and the rest of the crew now follows their orders. If this occurs, the mutiny has ended. If the check is failed, the captain retains control of the crew for 1d4 days. Should this time expire, or the captain's Leadership score drop any further during this period, the mutiny leader may attempt to assert themselves as captain again.

Crew members loyal to the former captain are often treated harshly whenever a new captain rises to power, as are members of a crew that are unsuccessful in committing mutiny against their captain. Whomever is on the losing side should be considered to have a hostile attitude toward the captain and the captain's loyal crew. The new captain (be they a PC or an NPC) may decide to respond in any fashion that they see fit toward these hostile crewmembers for 4d6 hours without such actions affecting their Leadership score though their alignment can still be affected.

the next mate would take over the vacant position, if the captain does not choose to promote another in their stead.

In some cases, various mates may be promoted into other positions, such as Chief Engineer, or Medic, if they have the skills to fill the role. Such mates may also serve closely with those command crew members to properly apprentice for such roles. However, the recommended feats and skills listed below are for the first mate, who is

assumed to be apprenticed to the vessel's captain. Recommended feats and skills should be adjusted accordingly for mates that apprentice to other command crewmembers.

**Recommended Feats:** Bodyguard, Coordinated Shot, Deadly Aim, Fast Talk, Lunge, Skill Focus (Piloting)

**Recommended Skills:** Bluff, Diplomacy, Intimidate, Sense Motive

## HAVE COMMAND CREW. WILL TRAVEL.

Not every vessel needs or has a full command crew. Some vessels are so small that perhaps only a captain is truly necessary. One-person vessels are not considered to have any command crew whatsoever. However, vessels

that do have a command crew enjoy some special bonuses for having specific commanding officers actively directing the crew and fulfilling their duties. To qualify for these bonuses, the character fulfilling the role must have at least two of the recommended feats and at least 7 skill ranks in the recommended skills (which can be assigned in any fashion, from 7 ranks in one skill to 1 rank in seven skills). The officers need not be conscious for the crew to benefit from the bonus, but they must be aboard the vessel (unless otherwise listed).

Additionally, specific officers have synergy bonuses with other officers. If a vessel has all the officers listed for the synergy bonus aboard the vessel, the bonus of the officer that has synergy with the others is doubled. Synergy bonuses are lost if any of the required officers die or are relieved of their position(s).

For example, vessels that have a captain, a chief engineer, a first mate, a helmsman and a tactical officer gain double the bonus for the captain and for the first mate, since the required officers are present. Should the tactical officer die or be relieved of their position, then only the captain's bonus is doubled. If the vessel only has a chief engineer and a medic aboard, the bonus for the chief engineer is doubled, but the bonus for the medic is not, since the vessel either does not have the captain and first mate aboard.

**TABLE 2-1: COMMAND CREW BONUSES**

| Role             | Bonus(es)   | Synergy                              |
|------------------|---|--------------------------------------|
| Captain          | All members of the crew (except the captain) gain a +2 morale bonus to skill checks aboard the vessel. All members of any party that leaves the vessel (except the captain) retain the +2 morale bonus to skill checks so long as the captain accompanies them.   | Chief Engineer, First Mate, Helmsman |
| Chief Engineer   | The vessel gains a +1 resistance bonus to saves.  | Medic                                |
| First Mate       | The DC of all Bluff, Diplomacy or Intimidate checks made by command officers upon members of the crew are reduced by 1. Should the first mate accompany any party that leaves the vessel, so long as the captain remains aboard the vessel, the party retains the +2 morale bonus to skill checks as if the captain were accompanying them. | Captain, Tactical Officer            |
| Helmsman         | The vessel gains a +1 dodge bonus to AC.  | Chief Engineer, Tactical Officer     |
| Medic            | The DC for all heal checks are reduced by 1. Additionally, whenever any member of the crew receives magical healing, that crew member heals an additional point of damage for every two dice that are rolled (rounded down; if this bonus is doubled, crew members heal an additional point of damage per die rolled).                      | Captain, First Mate                  |
| Tactical Officer | All weapons operators gain a +1 to attack rolls made against enemy vessels, as well as in combat against an enemy crew that has boarded the tactical officer's vessel.  | Helmsman, Medic                      |



# TRAVELING IN THE VOID



**Why You're the Most Important Member of the Crew:** You're next in line to become captain, but even a captain can't keep up with all the minutiae of running the vessel. That job falls to you, and you get to know as many crewmembers as possible. You build relationships and resolve problems that never even come to the captain's attention. Without you, your captain would quickly descend into the chaos of the day-to-day operations and become unable to focus on the "big picture".

## HELMSMAN

You are responsible for piloting your spacefaring vessel and for navigating through the untamed wilds of open space. When not directly navigating your vessel, you're busy studying star charts, finding faster routes to your next destination, and performing drill maneuvers that can be used at critical points in combat. You likely confer directly with the vessel's captain frequently on how to avoid space hazards, or on how you can reach your captain's intended destination.

The crew depends upon you to keep the vessel, and by extension, their lives out of danger. Ideally, you follow your captain's orders without hesitation,

but you must use your best judgment, particularly in dangerous situations. After all, if your vessel goes down, you're probably going down with it!

**Recommended Feats:** Ace Pilot, Improved Initiative, Jet Dash, Lightning Reflexes, Nimble Moves, Quick Draw, Skill Focus (Piloting)

**Recommended Skills:** Engineering, Piloting, Profession (Navigator); Sense Motive

**Why You're the Most Important Member of the Crew:** The whole point of being aboard a spacefaring vessel is to travel through space, and without you, that would not happen. Your crew would die out in the void without you to guide them through the natural hazards of open space. Not to mention, when your vessel is attacked, it's through your quick thinking and steady hand on the controls that any of you even make it out of that fight alive!

## MEDIC

As medic, you go to great lengths to keep the members of your crew healthy enough to perform their assigned duties. You also have the responsibility of declaring crewmembers unfit for duty, including your captain, if you have the will to do so, and only if it is absolutely necessary. You may find yourself under intense situations, patching up crewmembers so that they can be sent right back out into danger. You're also called upon to investigate and treat mysterious diseases that may afflict your crew throughout the course of your adventures.

Should you find yourself in the position of needing to declare your captain unfit for duty, you may need to convince other members of the crew to support you if your captain challenges your orders. Having a healthy working relationship with a vessel's first mate, or with a majority of the crew, is vital to ensuring that you can remove the vessel's captain if the need arises. After all, if it

## THESE ARE THE DROIDS YOU'RE LOOKING FOR!

At times, it's useful to work with automata, particularly when routine tasks are performed aboard a vessel. This is not to say that such automatons could not be valued members of your crew, but if you wish to have such, you should consult your GM. Clockwork familiars, mages, servants, or soldiers could make for a very powerful crew or crewmate, as could animated objects, golems, or robots. They could also give your vessel or crew a much more exotic (or dangerous) flair!

Automata used as either generic crew members or officers must be purchased at their normal retail price (unless you can somehow haggle with the dealer and get a better price), and so long as there is at least one Chief Engineer aboard, any maintenance requirements may be assumed to be met as a part of the Chief Engineer's, or their subordinates', duties. Should a construct become damaged, it is recommended to employ a spellcaster capable of casting spells such as *make whole* or *greater make whole* to repair the automaton quickly and efficiently, particularly if they are substituting for vital members of your crew.

If such an automaton is a PC, then it is recommended that a careful balance is maintained; you may not wish to have the automaton steal the spotlight, as its journey of self-discovery, its challenges in relating to the living members of your party, or simply the troubles in keeping it in good repair could dominate game play. Of course, this is also true of non-PC automata, so it is wise to discuss exactly how much you wish for your automata to interact with or be the focus of the rest of your adventures.

must be done, it must be done for the good of the crew. Just be prepared to face any repercussions if it comes to that. However, seeing as how you're likely the glue that holds your crew together, and that many crewmembers are likely grateful for your care, this may not be much of a challenge for you.

Depending on the size of your crew, you may have a small corps of medical staff assisting you in keeping the crew in good health. If at least 5% of the crew are medical staff, no mundane diseases break out across the vessel, and all crew members remain at full hit points outside of combat or missions that take them off the vessel. However, if a foreign affliction is introduced to the crew from an outside source, all bets are off, and the medical team may have their hands full trying to cure it.

**Recommended Feats:** Bodyguard, Drag Down, Harm's Way, Medical Expert, Skill Focus (Life Science), Skill Focus (Medicine)

**Recommended Skills:** Computers, Life Science, Medicine, Physical Science

### Why You're the Most Important Member of

**the Crew:** If it weren't for you, your entire crew would have been wiped out by some unknown disease the moment they passed through the atmosphere of the last planet they lifted off from.... Or they would have died from whatever malady they picked up the last time some foolish crewmember touched some strange new flora on the last planet you visited.... Or they would have succumbed to wounds suffered from the last time you had to fight against an enemy vessel.... Basically, without you, everybody would be dead!

## TACTICAL OFFICER

Tactical officers coordinate the actions of the weapons operators across the vessel, keeping them battle-ready and focused on their targets. They also oversee any flight crews that provide tactical support to the vessel, keeping their crews in peak



# TRAVELING IN THE VOID

condition and ready for action. They carry the weight of responsibility for the crew's safety both planetside and out in the dangers of the void.

In combat situations, the tactical officer is the go-to crewmember for ensuring that the vessel destroys or disables any enemy vessels. They must make split-second decisions that can determine the outcome of combat for their vessel. Outside of combat, they typically oversee the vessel's security concerns and act as a direct advisor to the captain.

You often command a small crew of security officers who help you to maintain order across the vessel, break up fights, handle disputes before they escalate, and work to maintain high morale throughout the vessel. If at least 20% of the crew is assigned to your security detail, no random fights break out across the vessel.

**Recommended Feats:** Deadly Aim, Far Shot, Improved Initiative, Coordinated Shot, Fusillade, Opening Volley

**Recommended Skills:** Bluff, Computers, Diplomacy, Intimidate, Perception, Piloting, Profession (Tactics)

**Why You're the Most Important Member of the Crew:** You maintain order on your vessel, and ensure that your vessel survives any combat situation out in the wilds of space. You also work to protect the captain and the crew from any dangers planetside, and put down any mutinous actions (at least those that you are not a part of). Without you, the crew would tear themselves apart in the long, dark times between planets or encounters!

## SPECIALIZED CREW ROLES

Unlike the command crew, the normal crew of any spacefaring vessel has clearly assigned duties and must complete those duties on schedule. They are vital to the operations of their vessel, and missing a duty shift can imperil the rest of the crew. They are not drones, however, but real people with

real lives. They are often overseen by the command crew, either directly, or through intermediaries on larger vessels, but some can act independently.

Not every vessel is large enough to have a crew that fills these roles. However, those that are have more direct requirements than those of the command crew, and these crewmembers need to have specific skills to complete their duties properly.

Not every crewmember needs to fill one of these specialized crew roles. Some are simply laborers that affect minor repairs, clean corridors and quarters, unload or secure cargo, and perform other unremarkable duties.

## GALLEY CREW

Whether you work in the galley preparing and serving food, or work in a hydroponics garden, you help to keep your crew fed properly. On missions that take you planetside, you're often actively looking for new and exotic foods, plants or seeds, or ensuring that the galley remains fully stocked for long voyages.

**Required Skills:** Perception, Profession (Bartender), Profession (Cook)

## LESSER ENGINEERS

You labor at keeping the engines and the various component systems of any starfaring vessel running properly, taking direction from the Chief Engineer and carrying out the day-to-day maintenance needs of everything but the weapon systems, which are maintained by the weapons operators themselves.

**Required Skills:** Engineering, Any Science

## MEDICAL TEAM

Keeping your crew healthy is a full-time job, and under the guidance of the Medic, you perform your duties admirably. Patching up minor wounds and curing common maladies is all in a day's work

for you.

**Required Skills:** Life Science, Medicine

## SECURITY DETAIL

Just by maintaining an active presence, you prevent much of the mischief that can occur aboard a vessel in deep space. However, when the need arises, you act to maintain order and keep the peace. If your vessel is boarded by an enemy force, you are the first line of defense in repelling them.

**Required Skills:** Athletics, Engineering, Intimidate, Profession (soldier)

# THE VESSELS OF STARJAMMER

Spacefaring vessels use the same build rules as developed in Chapter 9: Building Starships, found in the *Starfinder Core Rulebook*.

## DRONE

**Size** Tiny

**Maneuverability** perfect (+2 piloting, turn 0)

**HP** 15 (increment 5); **DT** —; **CT** 3

**Mounts** forward arc (1 light)

**Expansion Bays** —

**Minimum Crew** 0; **Maximum Crew** 0

**Cost** 3

## RAIDER

**Size** Tiny

**Maneuverability** perfect (+2 piloting, turn 0)

**HP** 35 (increment 5); **DT** —; **CT** 7

**Mounts** forward arc (3 light [1 must be a tracking weapon]), aft arc (1 light), turret

## CONVERTED FRAMES

| Starjammer Hull   | Starfinder Base Frame |
|-------------------|-----------------------|
| Drone             | Drone*                |
| Kite              | Fighter               |
| Raider            | Raider*               |
| Skiff             | Shuttle               |
| Corvette          | Light Freighter       |
| Destroyer         | Warship*              |
| Scoop             | Scoop*                |
| Transport         | Transport             |
| Yacht             | Explorer              |
| Cruiser           | Destroyer             |
| Expeditor         | Expeditor*            |
| Freighter         | Heavy Freighter       |
| Junk              | Junk*                 |
| Ketch             | Ketch*                |
| Battleship        | Cruiser               |
| Carrier           | Galiot*               |
| Excavator         | Excavator*            |
| Frigate           | Bulk Freighter        |
| Liner             | Liner*                |
| Dreadnought       | Dreadnought           |
| Explorer          | Carrier               |
| Generation Vessel | Generation Vessel*    |
| Leviathan         | Battleship            |
| Salvager          | Salvager*             |

\* These base frames are in addition to the ones presented in the *Starfinder Core Rulebook*.

(1 light)

**Expansion Bays** —

**Minimum Crew** 1; **Maximum Crew** 2

**Cost** 12

## WARSHIP

**Size** Small

**Maneuverability** good (+1 piloting, turn 1)



# TRAVELING IN THE VOID

**HP** 40 (increment 10); **DT** —; **CT** 8

**Mounds** forward arc (1 heavy, 1 light), aft arc (1 light), turret (2 light)

**Expansion Bays** 2

**Minimum Crew** 1; **Maximum Crew** 7

**Cost** 14

## SCOOP

**Size** Medium

**Maneuverability** average (+0 piloting, turn 2)

**HP** 70 (increment 15); **DT** —; **CT** 8

**Mounds** forward arc (2 light, 1 heavy), port arc (1 light), starboard arc (1 light), aft arc (1 light)

**Expansion Bays** 8 (must have at least 4 contiguous cargo holds)

**Minimum Crew** 1; **Maximum Crew** 6

**Cost** 18



**Cost** 30

## EXPEDITOR

**Size** Large

**Maneuverability** average (+0 piloting, turn 2)

**HP** 150 (increment 20); **DT** —; **CT** 30

**Mounds** forward arc (2 heavy), port arc (1 light), starboard arc (1 light), aft arc (1 light), turret (1 light)

**Expansion Bays** 4

**Minimum Crew** 6; **Maximum Crew** 20

## JUNK

**Size** Large

**Maneuverability** average (+0 piloting, turn 2)

**HP** 120 (increment 20); **DT** —; **CT** 24

**Mounds** forward arc (1 heavy, 2 light), port arc (1 light), starboard arc (1 light), aft arc (1 heavy, 2 light)

**Expansion Bays** 6 (must have at least 2 guest quarters)

Space stations are another classification of hulls larger than the ones detailed in this book, but largely function the same. They are mobile, but incredibly slow and cumbersome to move. They also require multiple power generators to maintain the day-to-day functions of their integrated systems, the yield required being equivalent to the point-buy value of the space station. Space stations can be constructed as independent satellites that orbit a planet or key point in space, or they can be built on asteroids or moons. Stations built planetside are not considered space stations, regardless of the planet's habitability or indigenous life; they are the same as any other terrestrial compound.

**Minimum Crew 6; Maximum Crew 20**

**Cost 35**

## KETCH

**Size Large**

**Maneuverability** average (+0 piloting, turn 2)

**HP** 150 (increment 20); **DT** —; **CT** 30

**Mounts** forward arc (1 heavy, 2 light), port arc (1 heavy), starboard arc (1 heavy), aft arc (1 heavy, 2 light)

**Expansion Bays** 6

**Minimum Crew 6; Maximum Crew 20**

**Cost 45**

## GALLOT

**Size Huge**

**Maneuverability** poor (-1 piloting, turn 3)

**HP** 180 (increment 25); **DT** 5; **CT** 36

**Mounts** forward arc (1 capital), port arc (1 light), starboard arc (1 light), turret (1 heavy)

**Expansion Bays** 8 (must have at least 2 shuttle bays)

**Minimum Crew 20 Maximum Crew 100**

**Cost 65**

## EXCAVATOR

**Size Huge**

**Maneuverability** poor (-1 piloting, turn 3)

**HP** 160 (increment 20); **DT** 5; **CT** 32

**Mounts** forward arc (1 heavy), aft arc (1 heavy), turret (2 light)

**Expansion Bays** 12 (must have at least 4 contiguous cargo holds)

**Minimum Crew 20 Maximum Crew 50**

**Cost 60**

## FRIGATE

**Size Huge**

**Maneuverability** average (+0 piloting, turn 2)

**HP** 180 (increment 25); **DT** 5; **CT** 36

**Mounts** forward arc (1 capital, 2 light), port arc (2 light), starboard arc (2 light), turret (1 heavy)

**Expansion Bays** 6

**Minimum Crew 20 Maximum Crew 100**

**Cost 70**

## LINER

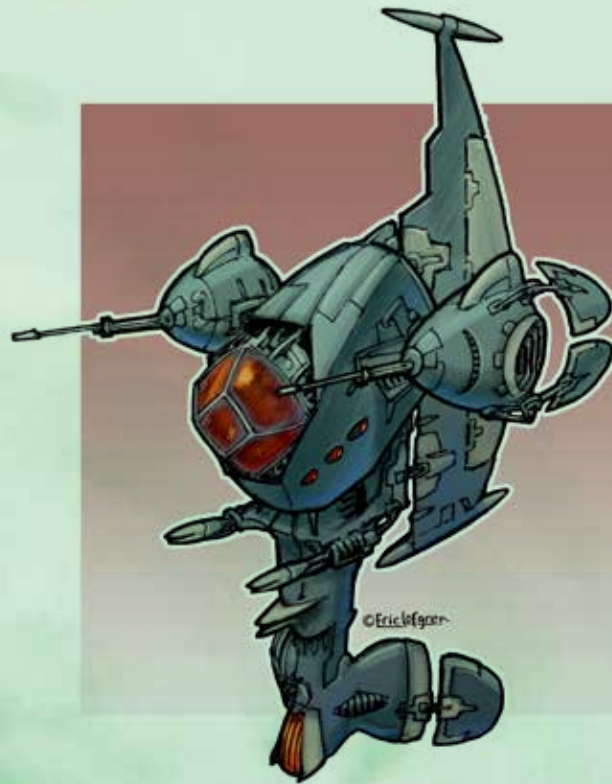
**Size Huge**

**Maneuverability** poor (-1 piloting, turn 3)

**HP** 160 (increment 20); **DT** 5; **CT** 32

**Mounts** forward arc (1 heavy), aft arc (1 heavy), turret (2 light)

**Expansion Bays** 12 (must have at least 6





# TRAVELING IN THE VOID

guest quarters)

**Minimum Crew** 20 **Maximum Crew** 50

**Cost** 60

## SALVAGER

**Size** Gargantuan

**Maneuverability** poor (-1 piloting, turn 3)

**HP** 240 (increment 30); **DT** 10; **CT** 48

**Mounts** forward arc (1 capital, 2 heavy),  
port arc (3 heavy), starboard arc (3 heavy),  
turret (2 light)

**Expansion Bays** 24 (must have at least 8  
contiguous cargo holds)

**Minimum Crew** 75 **Maximum Crew** 200

**Cost** 150

## GENERATION VESSEL

**Size** Colossal

**Maneuverability** clumsy (-2 piloting, turn 4)

**HP** 400 (increment 50); **DT** 15; **CT** 80

**Mounts** forward arc (2 capital, 2 heavy), port  
arc (3 heavy), starboard arc (3 heavy) aft  
arc (2 capital, 2 heavy), turret (4 light)

**Expansion Bays** 30 (must have at least 15  
guest quarters)

**Minimum Crew** 250 **Maximum Crew** 1000

**Cost** 250

## SAMPLE SPACEFARING VESSELS

The tools that this product gives players and GMs alike is sufficient to create hundreds of unique spacefaring vessels. Several sample vessels have been given here as examples to help aid in understanding not only what finished vessels should look like from a mechanical perspective, but to inspire you to create even more interesting and

unique vessels of your own.

## THE DARK LORD'S PERSONAL RAIDER TIER 3

*Sleek, black and menacing, this vessel is quick and carries enhanced armaments. Just the thing to destroy insurgents mounting an attack against your fortress among the stars.*

### TINY RAIDER

**Speed** 14; **Maneuverability** perfect (+2  
piloting, turn 0)

**AC** 19; **TL** 19

**HP** 35; **DT** —; **CT** 7

**Shields** basic 40 (forward 10, port 10,  
starboard 10, aft 10)

**Attack (Forward)** linked light particle beams  
(6d6), light plasma torpedo launcher (3d8)

**Attack (Aft)** gyrolaser (1d8)

**Attack (Turret)** light EMP cannon (special)

**Power Core** Pulse Gray (100 PCU);  
Hyperspace Engines none; **Systems**  
advanced short-range sensors, basic  
computer, mk 4 armor, mk 4 defenses;

**Expansion Bays** none

**Modifiers** none; **Complement** 1

### CREW

**Pilot** gunnery +7, **Piloting** +11 (3 ranks)

## VAGABOND SCAVENGER TIER 11

*This retrofitted expeditor has seen many adventures in its time. While it is barely spaceworthy, it is home to its crew. It carries two attached lifeboats that can be used for docking, transport of goods, quick flights to the surface of a planet, or additional cargo if necessary.*

## LARGE EXPEDITOR

**Speed** 8; **Maneuverability** average (+0 piloting, turn 2)

**AC** 24; **TL** 25

**HP** 190; **DT** —; **CT** 30

**Shields** light 70 (forward 20, port 15, starboard 15, aft 20)

**Attack (Forward)** linked grasers (2d8)

**Attack (Port)** gyrolaser (1d8)

**Attack (Starboard)** gyrolaser (1d8)

**Attack (Aft)** gyrolaser (1d8)

**Attack (Turret)** light EMP cannon (special)

**Power Core** Gateway Heavy (400 PCU); Hyperspace Engines Signal Major; **Systems** budget long-range sensors, mk 2 duonode computer, mk 4 armor, mk 5 defenses;

**Expansion Bays** cargo hold, lifeboat (2), smuggler's compartment

**Modifiers** +2 any two checks per round, -1 Piloting; **Complement** 10

## CREW

**Captain** Bluff +22 (11 ranks), Diplomacy +22 (11 ranks), gunnery +10, Intimidate +17 (11 ranks), Piloting +18 (11 ranks)

**Engineer** Engineering +17 (11 ranks)

**Gunners (2 officers, 2 crew each)** gunnery +15

**Pilot** gunnery +9, Piloting +18 (11 ranks)

**Science Officer** Computers +18 (11 ranks)

# INFINITE STAR LEGION EXPLORATORY VESSEL TIER 19

*Exploring the frontier of deep space, this vessel is equipped for missions that could take years to complete. Its crew often takes on dangerous missions that take them far from home, and while some may*

*not return, the benefits of deep-space exploration far outweigh the risks involved.*

## GARGANTUAN CARRIER

**Speed** 8; **Maneuverability** poor (-1 piloting, turn 4)

**AC** 36; **TL** 32

**HP** 360; **DT** 10; **CT** 48

**Shields** heavy 320 (forward 80, port 80, starboard 80, aft 80)

**Attack (Forward)** super x-laser cannon (3d4×10)

**Attack (Port)** linked persistent particle beam (20d6), heavy laser array (6d4)

**Attack (Starboard)** linked persistent particle beam (20d6), heavy laser array (6d4)

**Attack (Turret)** linked light particle beam (6d6)

**Power Core** 2 Gateway Heavy (400 PCU); Hyperspace Engines Signal Basic; **Systems** advanced long-range sensors, mk 3 tetranode computer (4 ICMs), mk 11 armor, mk 9 defenses, security (biometric locks, self-destruct system); **Expansion Bays** escape pods, hangar bay, medical bay, power core housing, recreation suite (HAC), science lab, tech workshop

**Modifiers** +3 any four checks per round; **Complement** 200

## CREW

**Captain** Diplomacy +28 (16 ranks), Engineering +28 (16 ranks), gunnery +28, Intimidate +33 (16 ranks), Piloting +28 (16 ranks)

**Engineers (3 officers, 35 crew each)** Engineering +28 (16 ranks)

**Gunners (5 officers, 11 crew each)** gunnery +33

**Pilot (1 officer, 12 crew)** Piloting +28 (16 ranks)





**Science Officers (2 officers, 8 crew each)**  
Computers +28 (16 ranks)

## PERSONAL TRANSPORTATION DEVICES

### SWIFT FRAME

This wooden frame is typically carved into the shape of a magical beast, such as a leaping hippogriff, its wings folded flat against its flanks. The swift frame is the equivalent to a basic enercycle.

### SPACEFARING VESSEL ENGINES

These artifacts are part technological artifact, part magical marvel. They comprise both the propulsion system for a spacecraft and the means of powering any installed technological

components upon that vessel. They function in similar fashion to power generators, though their yield is dedicated to and consumed almost entirely by vessel functions, each of which is connected to the vessel via either a power cable or power receiver. The excess yield may be used by other technological devices, but unlike a power generator, an engine may not exceed its yield.

The secret to creating these techno-magical artifacts is a zealously guarded one by those species or organizations who are able to produce them. The manufactories of Qundin boast the most skilled and productive engine crafters across the known systems, though not the only ones. Engines are created on dozens of worlds, but spacefarers lack the means to produce them, though thankfully, they are able to make repairs to engines when the need arises during their journeys between worlds. Repairs are expensive, and materials must be available to repair the engine.

Repairing a vessel's broken engine requires a

repair check (see the table below). Each repair check represents two hours worth of work. You must achieve a total number of successful repair checks equal to the number listed in order to bring the engine back to working order. Should you fail a repair check, you ruin half of the repair materials and have to pay half of the original repair materials cost again. If your vessel's engine is destroyed, the engine will may be brought back to working order (as if it were broken) and continue to function for 24 hours before shutting down and requiring additional repairs. Should you roll a natural 1 on any repair check when repairing a destroyed engine, the engine is completely ruined and cannot be repaired.

Vessel Engines in Starjammer are a combination of power core, thrusters, and hyperspace engine, all in one, but they are specifically suited to a specific size of vessel (unless otherwise listed). The minimum PCU required to run these engines are met by the PCU output of the engine itself, and the cost in PCU to operate it has already been calculated in its PCU output. Should you prefer to

customize your systems to suit more specific needs, you are encouraged to use the systems presented in the Starfinder Core Rulebook.

## ALCHEMICAL ROARENGINES

These massive collections of whirring gears, pumping pistons, and arcing electrical connections are akin to something a mad scientist cooked up in a laboratory shortly before launching himself up beyond the atmosphere. These powerful engines belch forth powerful gouts of flame that propel the vessel they're attached to through the blackness of space.

It requires alchemical concoctions to fuel an alchemical roarengine, which gains its name from the roaring sound that it makes when the engines accelerate. This extract is only capable of being produced by alchemists, and so any vessel that utilizes an alchemical roarengine must have an alchemist aboard to continue to provide it with

## ALCHEMICAL ROAR ENGINES

| ENGINE                    | SIZE | PCU | SPEED | HEXES | PILOTING MODIFIER | HYPERSPACE ENGINE RATING | COST (IN BP) |
|---------------------------|------|-----|-------|-------|-------------------|--------------------------|--------------|
| Alchemical Roarengine I   | T    | 80  | 10    | +0    | 1                 | 1                        | 18           |
| Alchemical Roarengine II  | S    | 125 | 10    | +0    | 2                 | 3                        | 32           |
| Alchemical Roarengine III | M    | 180 | 10    | +0    | 3                 | 5                        | 60           |

## CELESTIAL REREDOS

| ENGINE                | SIZE | PCU | SPEED | PILOTING MODIFIER | HYPERSPACE ENGINE RATING | COST (IN BP) |
|-----------------------|------|-----|-------|-------------------|--------------------------|--------------|
| Celestial Reredos I   | T    | 105 | 12    | -1                | 2                        | 25           |
| Celestial Reredos II  | S    | 140 | 12    | -1                | 2                        | 36           |
| Celestial Reredos III | M    | 220 | 12    | -1                | 3                        | 66           |
| Celestial Reredos IV  | L    | 280 | 10    | +0                | 2                        | 70           |
| Celestial Reredos V   | H    | 340 | 10    | +0                | 2                        | 85           |
| Celestial Reredos VI  | G    | 460 | 8     | +0                | 1                        | 98           |
| Celestial Reredos VII | C    | 600 | 8     | +0                | 1                        | 130          |



# TRAVELING IN THE VOID

fuel. Roarengines cannot function with roarengine extracts created by alchemists too weak to fuel them. As such, they have a minimum caster level for the roarengine extracts used as fuel.

A spacecraft mounted with alchemical roarengines is piloted via a series of levers, switches and stops that can be manipulated to alter direction or thrust. There is also a reservoir located at the control station that can be filled with the alchemical extract that powers the engines.

## CELESTIAL REREDOS

Expensive, but reliable, this peculiar altar-like engine is powered through the destruction of magical items placed upon it. When a magic item is placed on top of the celestial reredos, a powerful magical force grabs the object and pins it to its surface. The item must succeed at a DC 30 Will save, or it is broken down into magical energy and absorbed by the reredos. Absorbed items disappear, irrevocably lost. Magical items that succeed their saving throws remain on top of the reredos, but may be picked up without an opposed Strength check. You may attempt to snatch the item from the reredos with a Strength check (DC 35).

For every caster level that the magical item possesses, the celestial reredos will operate for a full day (24 hours). These devices are rarely used by solitary pilots; they are often operated by teams of pilots, who aid one another in the piloting of the vessel (maximum 5). Each additional pilot increases the piloting modifier by +1 (maximum +4).

A celestial reredos is steered by the operator placing their hands upon the reredos and concentrating on where they wish the vessel to

go. If the reredos is left unattended, the vessel will continue to hyperspace at Speed 1 in the direction it was last going, but if the vessel was last held stationary, the magic will be expended without effect. If multiple pilots are concentrating on different headings or destinations, they must make an opposed Will check. Additional pilots desiring the same heading or destination may assist using the aid another rule. The winner gains control for 4 hours. If the Will check is a tie the pilot with the highest Charisma modifier wins. Until there is a victor, the vessel decelerates each round (at the same rate as its maximum acceleration) until it is stationary.

Artifact level magic items are not able to be broken down by a celestial reredos.

## CLOCKWORK DYNAMO

A clockwork dynamo is a small, spheroid engine, approximately two feet in diameter, which can provide one-time propulsion via external thrust along a pre-programmed course. This device is most often installed inside of a drone directly after programming occurs, or within escape pods to propel them to a nearby planet. Sometimes, multiple dynamos are mounted to a single vessel and are programmed to go off in succession, granting a craft greater range, but this is usually only seen on escape pods or long-range probe drones.

Programming a clockwork dynamo requires a DC 18 Knowledge (engineering) check; success indicates that the engine functions, but for every 5 that the programmer exceeds the DC check by, the engine is "supercharged" and gains a Speed increase of 1 (to a maximum of +5 Speed). Failure indicates that the dynamo will not function and must be de-

## CLOCKWORK DYNAMO

| ENGINE           | SIZE | PCU | SPEED | MAX DISTANCE | HYPERSPACE ENGINE RATING | COST (IN BP) |
|------------------|------|-----|-------|--------------|--------------------------|--------------|
| Clockwork Dynamo | T    | 80  | 14    | 1000         | —                        | 19           |

## ESSENCE DOME

| ENGINE          | SIZE | PCU | SPEED | MAX DISTANCE | HYPERSPACE ENGINE RATING | COST (IN BP) |
|-----------------|------|-----|-------|--------------|--------------------------|--------------|
| Essence Dome I  | T    | 50  | 8     | +0           | —                        | 11           |
| Essence Dome II | S    | 80  | 6     | +1           | 1                        | 18           |

programmed via a DC 15 Knowledge (engineering) check before it can be reprogrammed. Failure on the deprogram check renders the device useless.

## ESSENCE DOME

These convex devices are approximately three feet across and are constructed from a two-foot diameter jade orb, which is set into a silver basin with a wide lip with steering glyphs etched into its surface. Essence domes slowly drain the Constitution of the pilot, converting it to thrust and direct steering. Vessels with essence domes are usually quite fast and easy to use. The Constitution drain of the pilot is only temporary, but recovers quickly, at a rate of 1 per hour when not in contact with the essence dome.

The pilot must lay a hand upon the jade dome to activate it as a standard action. The pilot is then drained of 1 point of Constitution, though the vessel remains continuously operative and continuously draining Constitution (at the rate of 1 point per hour) as long as the pilot maintains physical contact with at least one hand upon the essence dome. However, if the pilot loses contact with the essence dome for more than (initial Constitution modifier) rounds, the vessel's power is lost and the pilot must begin the process anew.

The pilot need not use their own essence to power the dome; other subjects may lay a hand upon the essence dome (or have their hand secured down upon the dome) to fuel its power. Anyone who has activated the dome may attempt to steer the vessel, but doing so forces all pilots to make contested driving checks each round to determine who is in control of the vessel. Using

unwilling subjects to fuel an essence dome is considered an evil act and is forbidden by law in most civilized systems.

Essence domes cannot reduce the Constitution of any pilot below 1; they simply cease to function at that point. They are best used on small spacecraft for short distance travel.

## GRAVITY IMPELLER

Using powerful gravity-altering magics, these tube-like engines are mounted on the exterior of the vessel and provide both lift and propulsion. They work best when near individual worlds, either manipulating the gravity of the vessel itself to launch away from the surface of the world, or pulling it closer to the next. They do not function well for interstellar travel, and are slower at long-distance travel than starwind engines, but are far more reliable and pick up velocity close to planetary bodies (including moons and large asteroids). Gravity impellers are more difficult to use when outside of a solar system, taking a -4 penalty to the piloting modifier, but when within one, they become faster, gaining a +2 bonus to Speed. When within 2 hexes, they can also be used defensively to swiftly move away from other vessels or push them back by shoving against the mass of the other vessel (the smaller of the two spacecraft moving further away). Doing so requires a DC (15 + your vessel's size category; Tiny = 1, Small = 2, Medium = 3, Large = 4, etc.) Piloting check as a swift action.



# TRAVELING IN THE VOID

## GRAVITY IMPELLER

| ENGINE               | SIZE | PCU | SPEED | RETREAT SPEED | PILOTING MODIFIER | HYPERSPACE ENGINE RATING | COST (IN BP) |
|----------------------|------|-----|-------|---------------|-------------------|--------------------------|--------------|
| Gravity Impeller I   | T    | 80  | 6     | —             | +1                | 1                        | 15           |
| Gravity Impeller II  | S    | 100 | 6     | +1            | +1                | 1                        | 20           |
| Gravity Impeller III | M    | 150 | 6     | +2            | +1                | 2                        | 38           |
| Gravity Impeller IV  | L    | 170 | 6     | +3            | +1                | 2                        | 51           |
| Gravity Impeller V   | H    | 230 | 6     | +4            | +1                | 2                        | 66           |
| Gravity Impeller VI  | G    | 320 | 6     | +5            | +1                | 1                        | 74           |
| Gravity Impeller VII | C    | 350 | 6     | +6            | +1                | 1                        | 86           |

## GRAVITY WHIP

Gravity whips are distinguished from gravity impellers for their ability to affect Interstellar travel with great ease and velocity. A gravity whip attunes itself to the gravity of the nearest star (lesser celestial bodies are too small for it to attune to) and either pushes away against the star's gravity, or pulls toward it. As such, they are incredibly clumsy engines, but also extraordinarily fast, making them impractical to use for in-system travel. Many trade vessels possess gravity whips, as do large inter-system assault vehicles and some salvage operators, but most smaller vessels do not due to the size of the engine itself.

## PHASE BOX

A phase box is a curious one-foot cube box with complex and dizzying patterns of arcane runes carved into moving gears that continually shift around the sides of the box in interweaving patterns, making the box appear as though it is both alive and somewhat formless (though it retains its cube shape at all times). The phase box floats in midair, four feet higher than whatever surface it floats above. A phase box is operated by touching the runes carved into the gears, causing them to glow with a softly pulsing white light, which is rather challenging, in and of itself, as they are constantly shifting and difficult to read.

Rather than moving spatially, vehicles propelled by a phase box phase out of the material plane and into hyperspace, shifting back into the material

## GRAVITY WHIP

| ENGINE           | SIZE | PCU | SPEED | PILOTING MODIFIER | HYPERSPACE ENGINE RATING | COST (IN BP) |
|------------------|------|-----|-------|-------------------|--------------------------|--------------|
| Gravity Whip I   | T    | 160 | 16    | -4                | 3                        | 39           |
| Gravity Whip II  | S    | 240 | 14    | -3                | 5                        | 78           |
| Gravity Whip III | M    | 270 | 14    | -3                | 4                        | 88           |
| Gravity Whip IV  | L    | 280 | 12    | -2                | 3                        | 92           |
| Gravity Whip V   | H, G | 410 | 10    | -2                | 1                        | 90           |
| Gravity Whip VI  | C    | 450 | 10    | -2                | 1                        | 117          |

## PHASE BOXES

| ENGINE           | SIZE | PCU | HYPERSPACE<br>ENGINE<br>RATING | SPECIAL                  | COST<br>(IN BP) |
|------------------|------|-----|--------------------------------|--------------------------|-----------------|
| Red Phase Box    | T    | 200 | 5                              | +2 TL                    | 43              |
| Orange Phase Box | S    | 250 | 5                              | +3 TL                    | 69              |
| Yellow Phase Box | M    | 300 | 5                              | +4 TL, -1 turn distance  | 96              |
| Green Phase Box  | L    | 350 | 4                              | +5 TL, -1 turn distance  | 103             |
| Blue Phase Box   | H    | 400 | 2                              | +12 TL, -2 turn distance | 105             |
| Violet Phase Box | G    | 450 | 1                              | +13 TL, -2 turn distance | 107             |
| Indigo Phase Box | C    | 500 | 1                              | +14 TL, -2 turn distance | 129             |

plane when the destination is reached. As such, they have a Speed 0 when on the material plane, requiring a separate thruster system to be installed on the vessel. However, they can increase the maneuvering and evasive capabilities of vessels when on the material plane, adding to the vessel's TL and decreasing the turn distance as the phase box shifts the vessel's physical positioning.

## RAID BOOSTERS

Raid boosters are magical rocket engines mounted to the exterior of a spacecraft that provide extraordinary velocities in tactical combat. They are ideal engines for small attack vessels and are often used on kites, raiders, or other small pirate craft, particularly when used to harry larger

## RAID BOOSTERS

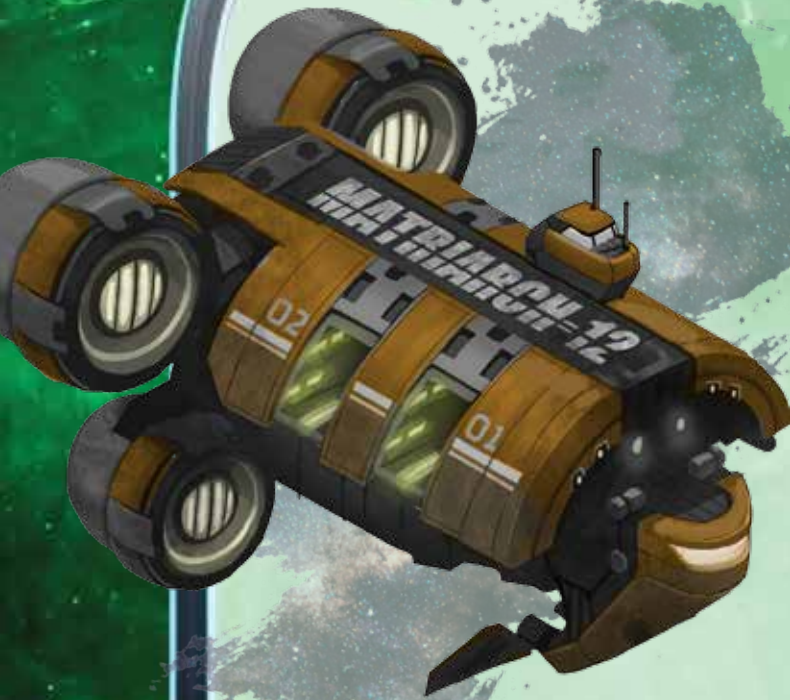
| ENGINE            | SIZE | PCU | SPEED | PILOTING<br>MODIFIER | COST<br>(IN BP) |
|-------------------|------|-----|-------|----------------------|-----------------|
| Raid Boosters I   | T    | 80  | 14    | +1                   | 19              |
| Raid Boosters II  | S    | 140 | 12    | +1                   | 26              |
| Raid Boosters III | M    | 270 | 12    | +1                   | 41              |

## SPELLFORGE TURBINE

| SPELL LEVEL | SIZE | SPEED | PILOTING<br>MODIFIER | HYPERSPACE<br>ENTRY | HYPERSPACE<br>ENGINE<br>RATING |
|-------------|------|-------|----------------------|---------------------|--------------------------------|
| Level 1     | T    | 3     | +0                   | No                  | 5                              |
| Level 2     | S    | 5     | +0                   | No                  | 5                              |
| Level 3     | M    | 7     | +1                   | Yes                 | 5                              |
| Level 4     | L    | 9     | +1                   | Yes                 | 4                              |
| Level 5     | H    | 11    | +1                   | Yes                 | 2                              |
| Level 6     | G    | 13    | +2                   | Yes                 | 1                              |
| Level 7     | C    | 15    | +2                   | Yes                 | 1                              |
| Level 8     | C    | 17    | +2                   | Yes                 | 1                              |
| Level 9     | C    | 19    | +4                   | Yes                 | 1                              |



# TRAVELING IN THE VOID



122

vessels. Raid boosters only provide enough thrust to move tiny, small, or medium sized hulls. They are incapable of moving larger vessels, and they are unable to provide travel to and from hyperspace.

Raid boosters can function for up to 4 hours, used in eight 30-minute increments. Once expended, the raid boosters require 8 hours of direct exposure to sunlight to recharge.

## SPELLFORGE TURBINE

These engines rely upon the power of spellcasters, who cast their spells into the forge of the engine (which is a valid target for any spell that the spellcaster uses, though the spells have no effect), propelling the vessel at high velocity. There are spellforge turbines that run off of psionic energies instead, but they are less commonly found. The level of spell cast into the spellforge determines how long or far the vessel can travel off of the magical energies. The spellcaster can sit at a station before the forge and use various levers and switches to manipulate the turbines to steer. Mythic magics can provide for considerably longer travel than normal spells of their level, increasing the speed by 3.

Each level of spell cast or manifested into the spellforge can propel the vessel for the next 8 hours. Greater level spells cast into the spellforge increase the speed at which the vessel may travel. Additionally, spellforge turbines require a separate spell cast into it to enter hyperspace, and returning to the Material Plane is included in that cost.

Spellforge turbines work on any size vessel, though the size of the vessel decreases the speed at which each spell travels by one per size category (i.e. Tiny = 1, Small = 2, Medium = 3, Large = 4, etc.). However, spellforge turbines do not provide power to a vessel's systems and require a separate power

## STARWIND ENGINE

| ENGINE              | SIZE | PCU | SPEED | PILOTING MODIFIER | HYPERSPACE ENGINE RATING | COST (IN BP) |
|---------------------|------|-----|-------|-------------------|--------------------------|--------------|
| Starwind Engine I   | T    | 130 | 6     | +1                | 2                        | 23           |
| Starwind Engine II  | S    | 170 | 6     | +1                | 2                        | 33           |
| Starwind Engine III | M    | 210 | 4     | +2                | 2                        | 42           |
| Starwind Engine IV  | L    | 240 | 4     | +2                | 2                        | 54           |
| Starwind Engine V   | H    | 270 | 4     | +2                | 2                        | 64           |
| Starwind Engine VI  | G    | 380 | 4     | +2                | 1                        | 70           |
| Starwind Engine VII | C    | 550 | 4     | +2                | 1                        | 97           |

core to be installed upon the vessel.

A spellforge turbine costs 76 BP.

## STARWIND ENGINE

This large-array propulsion system requires wing-like stardraws to be mounted on the exterior of a vessel and collect solar energy to transfer to the engine itself. The engine itself has several functions. First, it creates a mass-alteration effect upon the vessel, causing it to functionally have half its normal mass, which makes it faster and easier to maneuver, but also more prone to course alterations due to adverse effects (such as solar tsunamis, and knockback and knockdown effects from impact weapons, or slipstreams). Second, it provides direct-propulsion from the rear of the vessel via multiple force-thrusters. Third, steering is done by manually adjusting the angle and alignment of the stardraws themselves to shift the direction of the vessel via a series of adjustment levers. However, stardraws are useless without the light of the system's star; vessels caught in the umbra of any celestial body's shadow (including other vessels) are unable to move. These engines are unable to propel vessels from system to system, as they go dead when further than the outermost planet of any system, though they function just fine within hyperspace.

## PRE DRIFT ENGINES

As the Starfinder setting is set far into the future from the traditional Pathfinder setting, your universe may not have discovered hyperspace yet. Perhaps you may be the first to discover the Signal, the god Triune, or even hyperspace itself! Should you choose to play in this pre-Drift setting, remove hyperspace engine rating and adjust the BP of the engines presented in the table to the left.

## PRE DRIFT ENGINES

| ENGINE                    | ADJUSTED COST<br>(IN BP) |
|---------------------------|--------------------------|
| Alchemical Roarengine I   | 16                       |
| Alchemical Roarengine II  | 22                       |
| Alchemical Roarengine III | 30                       |
| Celestial Reredos I       | 20                       |
| Celestial Reredos II      | 26                       |
| Celestial Reredos III     | 36                       |
| Celestial Reredos IV      | 50                       |
| Celestial Reredos V       | 60                       |
| Celestial Reredos VI      | 86                       |
| Celestial Reredos VII     | 116                      |
| Essence Dome II           | 14                       |
| Gravity Impeller I        | 13                       |
| Gravity Impeller II       | 16                       |
| Gravity Impeller III      | 23                       |
| Gravity Impeller IV       | 31                       |
| Gravity Impeller V        | 41                       |
| Gravity Impeller VI       | 62                       |
| Gravity Impeller VII      | 72                       |
| Gravity Whip I            | 29                       |
| Gravity Whip II           | 38                       |
| Gravity Whip III          | 43                       |
| Gravity Whip IV           | 52                       |
| Gravity Whip V            | 78                       |
| Gravity Whip VI           | 103                      |
| Red Phase Box             | 23                       |
| Orange Phase Box          | 29                       |
| Yellow Phase Box          | 36                       |
| Green Phase Box           | 43                       |
| Blue Phase Box            | 80                       |
| Violet Phase Box          | 95                       |
| Indigo Phase Box          | 115                      |
| Starwind Engine I         | 18                       |
| Starwind Engine II        | 23                       |
| Starwind Engine III       | 27                       |
| Starwind Engine IV        | 34                       |
| Starwind Engine V         | 39                       |
| Starwind Engine VI        | 58                       |
| Starwind Engine VII       | 83                       |



# TRAVELING IN THE VOID



## NEW WEAPONS FOR SPACEFARING VESSELS

All the weapons that can be found aboard spacefaring vessel deal extraordinary amounts of damage, and as such, are expressed in terms of hull instead of hit points.

### NEW WEAPONS

The following weapons are available for use in addition to the ones already found in the Starfinder Core Rulebook.

#### MAGIFLUX DRAGNET

This special weapon, the magiflux dragnet, generates a magical gravitational field in a large portion of the void that forces vessels that encounter it to reduce their speed. It is used primarily to slow passing craft so that they can be attacked without having to wait for the opposing spacecraft to slow, or to prevent enemy spacecraft from escaping the area. Upon activation, the magiflux dragnet projects a 120 hex-diameter sphere. The sphere forces spacecraft within its area of effect to reduce their thruster speed by 4 (minimum 1), including the vessel carrying it.

This device, when fired, lasts for up 20 rounds. The gunner may shut down the device before the duration expires, but any unused rounds are lost.

### SPECIAL PROPERTIES

The following special properties are in addition to the weapon special properties found in the Starfinder Core Rulebook.

#### ASTEROID

A weapon with this special property may only be fired when there are asteroids nearby (within 20 hexes), as it uses them as its ammunition.

#### BYPASS

A weapon with this special property is able to bypass all shield points that a vessel possesses. The shields remain intact, but the attack completely ignores them.

#### NEBULA

A weapon with this special property encases the vessel in a billowing nebula that obscures all sight, including darkvision, beyond 5 hexes. Any vessels within the area of effect have concealment (attacks have a 20% miss chance) from the affected spacecraft. Vessels farther away have total concealment (50% miss chance, and the afflicted vessel cannot use sight to locate targets). The nebula clings to the spacecraft, traveling with it, for 1d6 rounds before dissipating. Vessels attacking a craft affected by a storm ballista's nebula suffer no penalties to attack.

#### SPHERE

A weapon with this special property affects all targets within range. The gunner requires no gunnery check against any target, as they are all affected by the weapon. Roll damage only once for all targets. Critical damage is determined by each target's Critical Threshold. The weapon cannot avoid affecting any allies within its range, nor can it affect any target more than once. A sphere weapon uses 4 weapon mounts.

## CONVERTED WEAPONS

The following weapons in Starjammer are treated as the listed weapon using the Starfinder rules.

| STARJAMMER WEAPON | STARFINDER WEAPON               |
|-------------------|---------------------------------|
| Beam Cannon       | Supermaser                      |
| Steam Bombard     | High explosive missile launcher |

| LIGHT WEAPONS | RANGE | SPEED (IN HEXES) | DAMAGE | PCU | COST (IN BP) | SPECIAL PROPERTIES |
|---------------|-------|------------------|--------|-----|--------------|--------------------|
|---------------|-------|------------------|--------|-----|--------------|--------------------|

### DIRECT-FIRE WEAPONS

|                  |        |   |      |    |   |        |
|------------------|--------|---|------|----|---|--------|
| Ballista, Lesser | Short  | — | 2d4  | 4  | 2 | —      |
| Force Spear      | Medium | — | 1d10 | 10 | 4 | Bypass |

| HEAVY WEAPONS | RANGE | SPEED (IN HEXES) | DAMAGE | PCU | COST (IN BP) | SPECIAL PROPERTIES |
|---------------|-------|------------------|--------|-----|--------------|--------------------|
|---------------|-------|------------------|--------|-----|--------------|--------------------|

### DIRECT-FIRE WEAPONS

|                   |        |   |     |    |    |   |
|-------------------|--------|---|-----|----|----|---|
| Ballista, Greater | Medium | — | 4d8 | 10 | 10 | — |
|-------------------|--------|---|-----|----|----|---|

### SPECIAL WEAPONS

|                  |           |   |   |    |    |                |
|------------------|-----------|---|---|----|----|----------------|
| Magiflux Dragnet | 120 Hexes | — | — | 20 | 15 | Limited fire 3 |
|------------------|-----------|---|---|----|----|----------------|

| CAPITAL WEAPONS | RANGE | SPEED (IN HEXES) | DAMAGE | PCU | COST (IN BP) | SPECIAL PROPERTIES |
|-----------------|-------|------------------|--------|-----|--------------|--------------------|
|-----------------|-------|------------------|--------|-----|--------------|--------------------|

### DIRECT-FIRE WEAPONS

|                 |       |   |          |    |    |                        |
|-----------------|-------|---|----------|----|----|------------------------|
| Ballista, Storm | Long  | — | 5d6      | 12 | 12 | Nebula                 |
| Death Blossom   | Short | — | 8d8 x 10 | 50 | 60 | Limited fire 1, sphere |
| Rail Cannon     | Long  | — | 2d6 x 10 | 40 | 50 | —                      |

### TRACKING WEAPONS

|                  |        |   |          |    |    |          |
|------------------|--------|---|----------|----|----|----------|
| Astral Trebuchet | Medium | 8 | 6d8 x 10 | 15 | 25 | Asteroid |
|------------------|--------|---|----------|----|----|----------|

## SPACEFARING VESSEL COMPONENTS

Some components in Starjammer have no analogous component in Starfinder and are assumed to be a standard part of vessel functions. The following components fall under that category and require no conversion: heat shields, air generator, climate controller, gravity generator, integrated computer network (computer system), intervessel communication system, navigation system, atmospheric stabilizer, automated

targeting system (computer system), and heads-up display unit (standard and greater; computer systems).

## DEFENSIVE COUNTERMEASURES

The following defensive vessel components are treated as defensive countermeasures in Starfinder. Use the following table to convert Starjammer defensive components to Starfinder defensive countermeasures.



# TRAVELING IN THE VOID

| NAME | BONUS TO TL | PCU | COST (IN BP) |
|------|-------------|-----|--------------|
|------|-------------|-----|--------------|

|                 |    |    |    |
|-----------------|----|----|----|
| Cloaking Device | +8 | 16 | 20 |
|-----------------|----|----|----|

## CLOAKING DEVICE

This irregular, fist-sized chunk of azure crystal sits within a matrix of iron, connected by silvery wires and copper clamps. The crystal pulsates with a soft white light.

A cloaking device conceals spacefaring vessels from sight as if they were the target of an invisibility

spell, giving them an advantage on the field of battle and helping the craft make good on escapes. However, should the vessel wish to attack, the cloaking effect ends. A cloaking device may be used 3 times per day, and lasts up to 13 minutes with each use. Its effects can be cancelled at any time.

This defensive countermeasure may be installed in addition to any standard defensive countermeasures, and its effects stack with those countermeasures while it is active.

## EXPANSION BAYS

Many vessel components in Starjammer are treated as expansion bays in Starfinder. Use the following table to convert Starjammer components to Starfinder expansion bays.

| STARJAMMER VESSEL COMPONENT | STARFINDER EXPANSION BAY |
|-----------------------------|--------------------------|
| Additional Cargo Space      | Cargo Hold               |
| Additional Crew Space       | Guest Quarters           |
| Torpor Husk                 | Stasis Chamber           |

## ADDITIONAL EXPANSION BAYS

| EXPANSION BAY                | PCU | COST (IN BP) |
|------------------------------|-----|--------------|
| Automated Crew               | 12  | 10           |
| Extradimensional Cargo Space | 10  | 20           |
| Hydroponic Garden            | 2   | 2            |
| Personal Teleporter I        | 10  | 8            |
| Personal Teleporter II       | 20  | 18           |
| Personal Teleporter III      | 30  | 28           |
| Stasis Chamber               | 15  | 15           |



## AUTOMATED CREW

An automated crew is comprised of a group of 10 visible phantoms that can perform crew functions; engineering, gunners, or science officers. They cannot fight in melee or ranged combat (though they can be ordered to operate weapons), speak, or defend themselves. An automated crew cannot perform their duties without an officer to give them commands. When given directions, they can reduce the crew compliment of a vessel by 10. The automated crew is unable to leave the vessel, but requires no food, water, or air to function, allowing the mortal members of a vessel's crew to perform other functions. The duties of the automated crew are determined upon selecting this expansion and cannot be changed, and each member of the automated crew has a number of ranks in their specified skill equal to the tier of the vessel (minimum 1), with no bonuses or penalties.

| DUTY             | SKILL       |
|------------------|-------------|
| Engineers        | Engineering |
| Gunners          | Gunnery     |
| Science Officers | Computers   |

The automated crew is generated by a head-sized, irregular lump of ochre stone that may be placed anywhere within the spacecraft. Once activated, the crew functions continuously until either the stone is destroyed, or it is removed from the vessel.

## EXTRADIMENSIONAL CARGO SPACE

An extradimensional cargo space is an iron-gated doorway that leads to an extradimensional space. The doorway is paired with a magical silver key that will only open the doorway to which it is paired. The doorway may be set against any flat surface that is at least five feet wide by five feet tall. When placed against such a surface and the doorway unlocked by means of its key, it causes a 20-cubic foot extradimensional space to come into being.

This extra space does not increase the size of the spacecraft, nor does it add to the vessel's hit points.

The only air in the extradimensional cargo space is that which enters when the doorway is opened. It contains enough air to supply four medium creatures or eight small creatures for 30 minutes. This extradimensional space accumulates no weight, even if the cargo hold is filled. If a portable hole or a bag of holding is placed within an extradimensional cargo space, a rift to the Astral Plane is torn in that place. The dimensional cargo space, its contents, and everything within a 10-foot radius of the doorway are sucked into the Astral Plane and are forever destroyed.

## HYDROPONIC GARDEN

A hydroponic garden is a climate-controlled room that continually encourages the growth of any plants planted in the growing troughs spaced about the room. Normally, such rooms are used for growing fruits and vegetables, but they can be specialized to grow medicinal herbs or more exotic plants, or they can be used merely as decorative gardens. A single hydroponic garden may be utilized for one function only; food, medicine or decoration.

When used to grow foods and vegetables, a single hydroponic garden can provide enough food and water for 60 creatures per day. When used to grow medicinal herbs, they grant a +4 circumstance bonus to all Medicine checks performed onboard the craft. If the hydroponic garden is used as a decorative garden, it grants a +2 morale bonus on all skill checks performed onboard the vessel.



## PERSONNEL TELEPORTER

An archway constructed of mithral-laced bronze and engraved with dozens of sigils, this special device, upon speaking the command word, can teleport up to four people at a time up to a distance of 900 miles (Type I). This easily allows for teleportation from vessel-to-vessel or from spacecraft to the surface of planets from orbit. The personnel teleporter can be activated up to 6 times per day, but it is only a one-way device. If the device is set to teleport creatures or objects onto another craft, the other vessel may make a DC 25 Will save to resist the teleportation.

More powerful versions of this archway exist that can teleport up to five people at a time across up to 275,000 miles (Type II). There is also a version that can teleport up to six people at a time from one planet to another (Type III). However, such gateways are best used in pairs to teleport people or supplies back and forth.

## STASIS CHAMBER

Woven of fine silver and copper wires, a stasis chamber is a set of six upright cylinders that stand eight feet tall and are approximately four feet across, each of which is able to wrap a Medium-sized creature within its outer shell. Creatures that step inside a stasis chamber find themselves within a curtain of shifting wires of the same material as the outer shell. When they come into contact with these wires, they are placed into a state of suspended animation as if they had been affected by a temporal stasis spell, and the husk wraps closed around them. Once the stasis chamber is wrapped around a creature, it can be opened by unwrapping the chamber, which releases the creature inside from the stasis effect. Creatures unwilling to be placed into stasis may make a DC 22 Fortitude save to resist the effects of the stasis chamber. If they are successful, they cannot be affected by the magic of a stasis chamber for 24 hours, even if they are willing.

Stasis Chambers are used to hold creatures in a state of suspended animation for long voyages out into space, or to hold creatures prisoner aboard such spacefaring vessels if a brig or other secured area is not available. They are also used, upon occasion, for the transportation of critically injured or diseased patients.

Torpor husks come in larger sizes; the cost of such enlarged husks increases by +2 PCU and +4 BP for each size increment above medium. However, holding creatures of huge size requires two contiguous stasis chambers, and holding creatures of gargantuan size requires four. These size restrictions can be overridden at the GMs discretion.

## SHIELDS

Use the following table to convert Starjammer components to Starfinder shields.

### SHIELDS

| STARJAMMER VESSEL COMPONENT     | STARFINDER SHIELDS   |
|---------------------------------|----------------------|
| Deflection Shield Generator I   | Light Shields 70     |
| Deflection Shield Generator II  | Medium Shields 200   |
| Deflection Shield Generator III | Superior Shields 540 |



While the creatures listed here are, by no means, the only creatures that can be encountered out among the stars, this chapter should give players and GMs alike an interesting array of new creatures to encounter in the furthest reaches of space.

### MONSTERS IN SPACE

Starjammer may take players to any world, where they could encounter any type of monster imaginable, but there are a few that are particularly well suited to be encountered out in space. They include, but are not limited to the monsters presented in this bestiary, and the following additional monsters: colours out of space, haveros, omas, outer dragons, somalcygots, and any other creature with the starflight or limited starflight template (such as the servants of the void listed on page 54.)

## NEW UNIVERSAL MONSTER RULES

The following rules are standard and referenced in monster stat blocks:

**Plasma Burn (Ex)** A creature with plasma burn ability deal electricity and fire damage in addition to damage dealt on a successful melee attack. A creature affected by the plasma burn ability must also succeed at a Reflex save or catch fire, taking the listed damage at the start of its turn for an additional 1d4 rounds (DC 10 + 1/2 plasma burn creature's racial HD + plasma burn creature's Con modifier). An affected creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit the plasma burn creature with natural weapons or unarmed attacks take electricity and fire damage as though hit by plasma burn creature's plasma burn attack and must make a Reflex save to avoid catching on fire.

*Format:* plasma burn (1d4 electricity, 1d4



fire, DC 15); *Location*: Special Attacks and individual attacks.

**Starflight (Su)** A creature with this special ability can survive in the void, flying through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the creature knows the way to its destination.

*Format*: starflight; *Location*: Speed

## STARFLIGHT SPEED

**Minimal Starflight**: interplanetary travel 3d20 months, interstellar travel 3d20 years, example include Mi-Go.

**Poor Starflight**: interplanetary travel 3d20 weeks, interstellar travel 3d20 months, example include Eldritch Template's Starflight.

**Lesser Starflight**: interplanetary travel 3d20 days, interstellar travel 3d20 weeks, examples include Oma, Silver Maiden.

**Starflight**: interplanetary travel 3d20 hours, interstellar travel 3d20 days, examples include Outer Dragons and Shanta.

**Greater Starflight**: interplanetary travel 2d6 hours, interstellar travel 2d6 days, example include Cthulhu, Ribbon Dragon.

**Superior Starflight**: interplanetary travel 3d20 minutes, interstellar travel 3d20 hours.

**Transient Starflight**: interplanetary travel 3d20 seconds, interstellar travel 3d20 minutes.

**Hyper Starflight**: interplanetary travel 3d20 milliseconds, interstellar travel 3d20 seconds.



## NEW MONSTERS

**BATTLE BEETLE**

**CR 1**

**XP 400**

N Large animal

**Init** +1; **Senses** low-light vision; **Perception** +5

### DEFENSE

**HP** 20

**EAC** 11, **KAC** 13

**Fort** +5, **Ref** +5, **Will** +1; +4 morale bonus vs. fear and emotion effects

### OFFENSE

**Speed** 40 ft.

**Melee** bite +8 (1d6+5 P)

**Space** 10 ft.; **Reach** 10 ft.

**Offensive Abilities** breath weapon (10-ft. cone, 2d6 acid damage, Reflex DC 10 half, useable once every 1d4 rounds)

### STATISTICS

Str +4, Dex +1, Con +2, Int -4, Wis +0, Cha -1

**Skills** Acrobatics +5, Athletics +10

### ECOLOGY

**Environment** temperate forests

**Organization** solitary, pair, or cluster (3-6)

*This enormous beetle's carapace shines, showing that it has been well cared for. The saddle atop it is obviously used for riding.*

Specially trained mounts used as 'vehicles' by the pasimachi, battle beetles serve both as riding animals and as protective companions. Stables that are capable of accommodating the massive insects are rarely found outside of pasimachi worlds or major metropolises, but make for excellent mounts once they become mature enough to fly.

### BURROW GOD

CR 5

XP 1,600

NE Large aberration (earth)

**Init** +2; **Senses** blindsense (vibration) 120 ft., darkvision 60 ft.; Perception +11

### DEFENSE

HP 70

**EAC** 17, **KAC** 19

**Fort** +7, **Ref** +7, **Will** +6

### OFFENSE

**Speed** 30 ft., burrow 50 ft., climb 10 ft.

**Melee** pincer +14 (1d6+10 B or P or S)

**Space** 10 ft.; **Reach** 5 ft.

**Offensive Abilities** ambush pit, earth spears

### STATISTICS

**Str** +5, **Dex** +2, **Con** +3, **Int** +0, **Wis** -1, **Cha** -2

**Skills** Acrobatics +11, Athletics +16, Stealth +11 (+21 when underground)

### SPECIAL ABILITIES

**Ambush Pit (Ex)** A burrow god can spend 1 minute digging itself into the soil or other ground debris. It then waits for its blindsense to detect prey. When a creature comes within range, it can, as a full action, erupt from the ground and move up to twice its speed, making two attacks with its pincers at the end of this movement. When dug in, the burrow god has improved cover, granting it a +10 bonus on Stealth checks.

**Earth Spears (Ex)** A burrow god can spend 1 minute digging itself into rock, soil, or other ground debris. It then waits for its blindsense to detect prey. When a creature comes within range, it fires jagged bone projectiles from its back that lance up out of the ground. Each stalagmite-like projectile affects a five-foot square and tapers to a height of five feet. Every creature within a five-foot radius of the burrow god takes 2d6 points of piercing damage per square. Creatures that take up more than 1 square can be hit by multiple spears. The explosive growth can also trip foes. When the spears erupt from the ground, they to trip any targets that take damage from the spears, with a +2 bonus to the attack roll. Each additional earth spear beyond the first that strikes a single foe grants a +10 bonus on this attack roll. If the check is successful, the earth spears knock the foe prone. A successful DC 13 Reflex save halves the damage and prevents the trip attempt.

### ECOLOGY

**Environment** any

**Organization** solitary, swarm (2-12)

*Bone spears burst forth from the ground, impaling anything lurking above this stealthy beast.*



Burrow gods are not truly gods, nor do they possess any divine power whatsoever. Their name comes from their ability to burrow into rocks and asteroids and attack from below the surface. When they rise up to devour their prey, they have drab and sinewy bodies with six legs, and their abdomen is attached to the back of the creature's body, protected by a hardened shell. The abdomen has dozens of jagged, bony projections protruding through holes in its shell. When above-ground, the burrow god lumbers forward with an ungainly gait and attempts to crush foes between its pincers, but it prefers to attack from below and is not often seen. A burrow god typically stands seven feet tall and weighs 650 pounds.

## DRAGON, RIBBON

CR 25

XP 1,638,400

NE Colossal dragon (void)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +41

## DEFENSE

**HP** 600

**RP** 8

**EAC** 41, **KAC** 42

**Fort** +23, **Ref** +23, **Will** +28

**Defensive Abilities** freedom of movement; **DR** 15/good; **Immunities** inhaled poison, cold, compulsion, curse, fire, paralysis, poison, sleep; **Resistances** acid 30; **SR** 35

## OFFENSE

**Speed** 50 ft., burrow 30 ft., fly 200 ft. (average; 6 hexes in space)

**Melee** bite +37 (16d12+37 P plus swallow whole)

**Multiattack** bite +31 (6d12+37 P plus swallow whole), 2 claws +31 (6d12+37 B and S each plus grab), tail slap +31 (6d12+37 B)

**Space** 30 ft.; **Reach** 20 ft.

**Offensive Abilities** breath weapon (50-ft. cone, 14d10 half fire/half divine power, Ref half, once every 1d4 rounds) constrict (6d12+37 B), swallow whole (8d10+25 A, EAC 41, KAC 38, 150 HP)

## Spell-Like Abilities (CL 19th)

**6th (3/day)**—*ethereal jaunt*, *greater resistant armor*, *plane shift* (DC 32), *snuff life* (DC 32)

**5th (6/day)**—*dominate person* (DC 31), *teleport*, *wall of force*

**4th (at will)**—*enervation*, *greater invisibility*

## STATISTICS

**Str** +12, **Dex** +2, **Con** +8, **Int** +2, **Wis** +6, **Cha** +15

**Skills** Acrobatics +46, Mysticism +46, Physical Science +41

**Languages** Abyssal, Celestial, Common, Draconic

**Other Abilities** no breath

## SPECIAL ABILITIES

**Freedom of Movement (Su)** The ribbon dragon can move and attack normally, even under the influence of magic or effects that usually impede movement, such as paralysis and the *slow* spell. All attempts to grapple the ribbon dragon automatically fail. The ribbon dragon automatically succeeds on any checks made to escape a grapple or a pin. The ribbon dragon can also move and attack normally while underwater.

**Greater Starflight (Su)** The ribbon dragon can survive in the void of outer space, and flies through outer space at incredible speeds. Although the exact travel time will vary from one trip to the next, a trip within a solar system normally takes the ribbon dragon 2d6 hours, and a trip beyond normally takes 2d6 days.

**Riding the Ribbon (Su)** The ribbon dragon can expend two Resolve Points to create a rift in the fabric of space-time that it drags along in its wake. The rift is a pulsating and undulating wave of multicolored light five hexes wide (with the ribbon dragon at its center) that lasts for 10 rounds. Any

vessels that pass through the rift take 10d4 points of damage (DC 30 Reflex save for half) and its speed is reduced to 0.

## ECOLOGY

**Environment** any vacuum

**Organization** solitary

*Flat and wingless, this draconic monster weaves through the vacuum of space, destroying all in its path. Its eyes blaze with the light of a thousand stars and it opens its terrible jaws wide to spew forth a superheated blast of stardust.*

Old spacers all across the galaxy tell tales of how they encountered the ribbon dragon in the blackness between worlds, and how they just barely escaped to tell the tale. Each tale is more fantastical than the next. The dragon rarely seeks wealth or power in these tales, often only spreading a path of destruction across the stars. Many of these tales share common themes; the dragon comes from out of nowhere and begins tearing vessels apart, often bringing the light of the stars in her wake and wreaking havoc on entire fleets.

Sages suggest that the ribbon dragon was the offspring of one of the gods of the void, most likely Israfel. Old scrolls tell of the ribbon dragon, named Taronawhetu, having hatched from the moon of a long-forgotten world and laying waste to everything in the solar system. The truth of this tale is the subject of hot debate every time that the ribbon dragon is sighted.

If Taronawhetu has a lair, it has not yet been found. However, tales tell that her treasure hoard must contain the wealth of dozens of ravaged worlds. Adventurers constantly search abandoned worlds and asteroid fields for what they believe to be the greatest treasure in the galaxy, but no one has found it in thousands of years. No divination has ever been able to reveal the whereabouts of the ribbon dragon or her lair.

Other adventurers have sought to kill the ribbon

dragon, but none that have set out to find her have met with success. Taronawhetu has either proven too difficult to find, or those that have encountered her have had their vessels smashed into flinders and their dreams of ending the ribbon dragon crushed. Some have developed a thirst for vengeance against the ribbon dragon and have sought her out multiple times, but if Taronawhetu has noticed, there has been no sign. She is a force of devastation to spacefarers, and all that encounter her are wise to flee for their lives.

## SPACE REMORA

CR 5

XP 1,600

Source: It Came from the Stars Campaign Guide (Zombie Sky Press)

N Large magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +11

## DEFENSE

HP 70

**EAC** 17, **KAC** 19

**Fort** +9, **Ref** +9, **Will** +4

**Immunities** cold

## OFFENSE

**Speed** 5 ft., fly 60 ft. (perfect), swim 60 ft.

**Melee** bite +15 (1d6+10 P plus grab) or attach +15

**Space** 10 ft.; **Reach** 10 ft.

## STATISTICS

**Str** +5, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -1

**Skills** Acrobatics +16, Athletics +11, Stealth +11

**Other Abilities** no breath, starflight

## SPECIAL ABILITIES

**Attach (Ex)** Using a sucker-like organ on its head, a space remora can attach itself (as the universal monster ability) to a Huge or larger creature or object. A space remora does not need to make



# BEASTS OF THE VOID

checks to maintain this grapple and cannot make grapple checks for additional effects (such as damage or pinning).

Each attached remora reduces a creature or vehicle's speed by 10 ft. (to a minimum 5 ft.) and increases the duration of space travel by +1 hour or day (depending on distance).

## ECOLOGY

**Environment** any vacuum

**Organization** solitary, pair, or nest (3-6)

*This enormous fishlike creature has a distinctive flat, oval forehead like a remora. It swims through the void as if through water.*

Like the fish they resemble, space remoras are predators and scavengers in the depths of space. They are often found among shoals of asteroids and planetary rings, which serve as their breeding grounds. Although capable of interstellar flight, space remoras prefer to travel attached to larger creatures or space vessels, feeding off smaller prey and jetsam the host won't miss. In this way, the space remoras have spread far and wide. Though known to attack lone space travelers when desperate, space remoras are more dangerous during boom times, when schools of these creatures attach themselves to spacegoing vessels, slowing them down and endangering all aboard.

## SPIDER, ASTEROID

CR 6

XP 2,400

CE Huge vermin

**Init** +2; **Senses** blindsense (vibration) 120 ft., darkvision ft.; Perception +13

## DEFENSE

HP 90

EAC 18, KAC 20

**Fort** +10, **Ref** +8, **Will** +5

## OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** bite +16 (1d8+11 P plus acidic sputum)

**Space** 15 ft.; **Reach** 5 ft.

**Offensive Abilities** web (+13 ranged, DC 14, 6 HP)

## STATISTICS

**Str** +5, **Dex** +2, **Con** +3, **Int** —, **Wis** +0, **Cha** -4

**Skills** Athletics +18, Stealth +13 (+17 in webs)

**Other Abilities** no breath, starflight

## SPECIAL ABILITIES

**Acidic Sputum (Ex)** The saliva of an asteroid spider is incredibly potent, capable of dissolving the hardest of metals. This acidic slaver ignores the first 5 points of acid resistance that any creature may possess. If the asteroid spider makes a successful attack against a creature, that creature is exposed to the acid for 5 rounds, taking 2d4 damage per round unless neutralized.

If the asteroid spider attacks an object or vessel, spider's bite ignores any hardness the object or vessel may have and does twice its normal damage.

**Starflight (Su)** An asteroid spider can survive in the void of outer space. It flies through space at incredible speeds, making a trip within a single solar system normally takes 3d20 hours, while a trip beyond normally takes 3d20 days. However, asteroid spiders rarely leave the solar system that they're born in, though they have been known to drift with passing meteor showers, comets, or other celestial bodies that drag rocks and other debris in their wakes.

**Web (Ex)** Asteroid spiders can use webs to support themselves and up to one additional creature of the same size. Asteroid spiders can throw a web as a standard action at creatures (up to Gargantuan size) that it can see within 50 feet. Creatures who are hit by the web gain the entangled condition, but entangled creature can escape as a standard

action with a successful DC 14 Acrobatics or Strength check. Attempts to burst a web by those caught in it take a -4 penalty.

## ECOLOGY

**Environment** any vacuum

**Organization** solitary, gang (2-4), or shower (11-20)

Asteroid spiders can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has 6 Hit Points and DR 5/—. Asteroid spiders can move across their own web at its climb speed and can pinpoint the location of any creature touching its web.

*This pitted lump of rock is about the size of a wagon; stalks of stony flesh peel away from the body and the creature raises its head, mandibles clacking. Its black eyes seem to pierce right through you as it launches itself at your vessel, legs scrabbling upon the hull.*

Asteroid spiders appear to be normal asteroids, drifting in a sort of torpor, floating in space until their extraordinary sense of hearing picks up the sound of a passing creature or vessel. Once a vessel draws close enough, asteroid spiders will swarm upon it and tear it asunder, devouring flesh, rock and metal alike. They will feed upon nearly anything, except for one another, strangely enough. When finished with their meal, they will curl back up into a ball and drift until the next unfortunate being encounters them. They often travel with passing meteor showers, or drift among asteroid fields.

## STAR BEAST

**Source:** It Came from the Stars Campaign Guide (Zombie Sky Press)

Eons ago, long before the age of man, primeval dragons fought for dominance over their world. It was during this time of war that a small group of dragons decided to leave their brethren to squabble over the paltry treasures found on their home world. Instead, they took to the stars, where the riches of thousands of worlds awaited.

## STAR BEAST TRAITS

Star beasts are distant cousins of true dragons. They have evolved over the millennia to hunt and live in the vast, dark coldness of space. While each star beast is unique, they share many qualities. These shared qualities are described below.

**Constrict (Ex):** Their long, serpentine bodies can constrict opponents with bone-crushing force. The star beast must make a successful grapple attempt. This attack does bludgeoning damage.

**Damage Reduction:** Star beasts have DR as indicated on each star beast's specific entry.

**Fly Speed (Su):** A star beast's fly speed is described in each star beast's specific entry. Star beasts fly through magical means and can fly whether or not they are in an environment with an atmosphere.

**Immunities (Ex):** Exposure to the vacuum of space and the blazing heat of stars has rendered them immune to cold and fire. Specific star beasts may have additional immunities or resistances as indicated in each star beast's specific entry. Star beasts are also immune to sleep and paralysis.

**Physiology:** While star beasts eat and sleep, they do not need to breathe.

**Freedom of Movement:** Every star beast has the following ability: The star beast can move and



attack normally, even under the influence of magic or effects that usually impede movement, such as paralysis and the *slow* spell. All attempts to grapple the star beast automatically fail. The star beast automatically succeeds on any checks made to escape a grapple or a pin. The star beast can also move and attack normally while underwater.

**Spell-Like Abilities:** A star beast's CL for its spell-like abilities is equal to its total HD.

**Spell Resistance (Ex):** Star beasts have spell resistance equal to 11 + its CR.

**Dragon Senses (Ex):** Like true dragons, star beasts have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

**Unique Attack (Su):** Star beasts don't necessarily have traditional breath weapons like their chromatic and metallic cousins. In its place, a star beast may have a unique magical attack described in the star beast's specific entry.

## LIFE CYCLE

Star beasts are far less numerous than other dragons. Each star beast is a unique creature, known by its name rather than breed. There is only one star beast of each name at any given time. They are solitary by nature and rarely associate with other star beasts, generally only coming together when one of their brethren dies. The process of star beast reproduction is largely a mystery to other species. What is common knowledge is that star beasts exist in a rigid hierarchy based on the strength (CR) of the creature. When a star beast dies, all remaining star beasts seem to sense the demise of their brother or sister and gather together. Exactly what occurs during these gatherings is unknown. Scholars suspect that the remaining star beasts reproduce through arcane rituals.

The true story is more complex and bizarre. The surviving star beasts gather in a specific celestial

location, which varies depending on the specific star beast that has died. Past gathering locations have included dying stars, stellar nurseries, black holes, pulsars, and exotic moons. The star beasts then create an egg from the remains of the deceased star beast and hide it in a safe celestial location, so the star beast contained within can gestate to maturity. At least one star beast always stays with the egg until the hatching occurs.

When the egg hatches, the new star beast is on its own. It possesses all the memories of the dead star beast from which it sprung, but it develops a unique set of abilities as it matures. Sometimes the new incarnation of a star beast is only slightly different than the previous, and sometimes the shift is dramatic.

The hatching of the egg is usually accompanied by a dramatic cosmic phenomenon (examples include a supernova, a star collapsing into a black hole, a massive gamma burst racing out from a star, huge solar flares erupting from all stars of a specific constellation, or a new star forming).

Many civilizations have been destroyed simply by the birth of a new star beast. Their capacity for destruction at such a young age proves prophetic for the destruction they will bring as they grow.

## KNOWN STAR BEASTS

**BETELGEUSE**

**CR 12**

**XP 19,200**

LE Huge dragon (star beast)

**Init** +5; **Senses** blindsight (emotion) 60 ft., dragon senses; Perception +25

### DEFENSE

**HP 200**

**EAC 26, KAC 28**

**Fort** +16, **Ref** +16, **Will** +13

**Defensive Abilities** freedom of movement; **DR** 5/magic; **Immunities** cold, fire, mind-affecting

effects, paralysis, sleep; **Resistances** acid 30; **SR** 23

### OFFENSE

**Speed** 40 ft., fly 200 ft. (good)

**Melee** tail +26 (6d4+20 B plus grab)

**Multiattack** bite +20 (3d4+20 P), 2 fins +20 (3d4+20 B), tail +20 (3d4+20 B plus grab)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Offensive Abilities** breath of the void, constrict (tail, 3d4+20 B)

**Spell-Like Abilities (CL 14th)**

**4th (1/day)**—*corrosive haze* (DC 19), *greater invisibility*

**3rd (2/day)**—*irradiate* (DC 18), *haste*, *nondetection*, *slow* (DC 18)

**2nd (at will)**—*fog cloud*, *mirror image*

### STATISTICS

**Str** +8, **Dex** +5, **Con** +4, **Int** +3, **Wis** +3, **Cha** +3

**Skills** Acrobatics +25, Intimidate +25, Mysticism +25, Stealth +25

**Languages** Aklo, Common, Draconic,

Overcommon, Sylvan

**Other Abilities** starflight

### SPECIAL ABILITIES

**Breath of the Void (Su)** Betelgeuse can breathe a 50-ft. cone of frigid, suffocating darkness as a standard action usable every 1d4 rounds. The cone does 9d6 cold damage (DC 19 Reflex save for half). Any opponent failing the Reflex save must also make a DC 19 Fortitude save or begin to suffocate. On the target's next turn, the target falls unconscious and is reduced to 0 hp. One round later, the target drops to -1 hp and is dying. One round after that, the target dies. Each round, the target can make another Fortitude save to end this effect. This additional effect only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath—if the victim fails the initial saving throw, the air in its lungs is extracted.

**Starflight (Su)** Betelgeuse can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20





# BEASTS OF THE VOID

hours, while a trip beyond normally takes 3d20 days (or more, at the GM's discretion)—provided Betelgeuse knows the way to its destination.

## ECOLOGY

**Environment** any vacuum

**Organization** solitary

*Vivid scales that seem to ooze an inky darkness cover this star beast from head to tail.*

Betelgeuse lies between the light and darkness of space—it is the airless void of space incarnate. It rarely speaks, and when it does, it is never above a whisper. Its personality is cold and aloof, and it is considered distant even by star beast standards. Betelgeuse prefers to use stealth and its control over darkness and shadow to gain the advantage over foes.

All star beasts have a treasure horde that they hide in strange and often deadly locations. Betelgeuse's horde is hidden on the perpetual dark side of a non-rotating frozen moon. The treasures are buried deep within the icy caverns of the moon.

Betelgeuse is 60 ft. long and weighs just over 12,000 lb.

Betelgeuse prefers to lair in areas of complete darkness: the frozen dark side of a moon, the event horizon of black holes, and planetary masses floating in solar systems whose star has long since burned out.

## FOMALHAUT

CR 16

XP 76,800

CE Gargantuan dragon (star beast)

**Init** +4; **Senses** blindsight (vibration) 60 ft., dragon senses; Perception +28

## DEFENSE

HP 300

EAC 30, KAC 32

**Fort** +20, **Ref** +20, **Will** +16

**Defensive Abilities** freedom of movement; **DR** 15/magic; **Immunities** cold, fire, mind-affecting effects, paralysis, sleep; **SR** 27

## OFFENSE

**Speed** 40 ft., fly 200 ft. (average)

**Melee** tail +31 (6d10+26 B plus grab)

**Multiattack** bite +25 (3d10+26 P), 2 fins +25 (3d10+26 S), tail +25 (3d10+26 B plus grab)

**Space** 20 ft.; **Reach** 20 ft. (25 ft. with bite)

**Offensive Abilities** constrict (tail, 3d10+26 B), meteor strike

**Spell-Like Abilities** (CL 19th)

**6th (1/day)**—*control gravity* (DC 24), *gravitational singularity*, *regenerate*, *snuff life* (DC 24)

**5th (3/day)**—*call cosmos*, *greater remove condition*, *greater synaptic pulse* (DC 23)

**4th (at will)**—*death ward*, *mind thrust* (DC 22)

## STATISTICS

**Str** +10, **Dex** +4, **Con** +7, **Int** +4, **Wis** +4, **Cha** +5

**Skills** Acrobatics +28, Intimidate +28, Life Science +28, Mysticism +28

**Languages** Aklo, Common, Draconic, Overcommon, Sylvan

**Other Abilities** starflight

## SPECIAL ABILITIES

**Meteor Strike (Su)** Fomalhaut can summon a giant, flaming meteorite as a standard action. The meteor orbits Fomalhaut and can be used as protection or as a weapon. As a shield, the meteor provides a +4 deflection bonus to Fomalhaut's AC and a +4 resistance bonus to its saving throws. Fomalhaut can send the meteor hurtling at foes as a swift action. The meteorite has a range of 100 ft. and explodes in 30-ft. spread. The meteor does 19d8 damage, half bludgeoning and half fire (Reflex DC 22 half). Creatures within the blast radius who fail their save are also knocked prone and buried under the resulting rubble, requiring

a DC 22 Strength check to break free. Creatures not buried in the rubble can help free one buried creature as a full action without needing to make a Strength check. Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

**Starflight (Su)** Fomalhaut can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 hours, while a trip beyond normally takes 3d20 days (or more, at the GM's discretion)—provided Fomalhaut knows the way to its destination.

## ECOLOGY

**Environment** any vacuum

**Organization** solitary

*Fomalhaut's scaled hide resembles earth and rock. A meteor slowly orbits his gargantuan serpentine body.*

Fomalhaut is unpredictable, wanton destruction given form. It revels in visiting planets in the path of deadly asteroids and ravaging and plundering their societies just before the asteroid strikes. It leaves as suddenly as it appears, moving into orbit around the planet before the asteroid strikes. It likes nothing more than to watch a planet's agony at the moment of impact and the destruction that occurs afterward.

Some scholars believe that Fomalhaut does more than seek out asteroids that intersect with planetary orbits; some suspect that it actively maneuvers and aims asteroids at unsuspecting planets. It stores its horde on a huge moon-sized asteroid large enough to destroy all life on

any planet it strikes.

Fomalhaut is 60 ft. long and weighs just over 12,000 lb.

Fomalhaut prefers to lair in hollowed out asteroids, caves within ancient meteorite craters, and rocky or mountainous areas on planets that are directly in the path of planet-killing asteroids.





# BEASTS OF THE VOID

## WORMWOOD

CR 20

XP 76,800

CE Colossal dragon (star beast)

**Init** +4; **Senses** dragon senses; Perception +34

**Aura** befouling

## DEFENSE

HP 465

EAC 35, KAC 37

**Fort** +23, **Ref** +23, **Will** +19

**Defensive Abilities** freedom of movement; **DR** 20/magic; **Immunities** cold, death magic, fire, mind-affecting effects, paralysis, sleep; **SR** 31

## OFFENSE

**Speed** 40 ft., fly 200 ft. (average)

**Melee** tail +35 (11d10+32 B plus grab)

**Multiattack** bite +29 (8d6+32 P), 2 fins +29 (8d6+32 B), tail +29 (8d6+32 plus grab)

**Space** 30 ft.; **Reach** 30 ft. (35 ft. with bite)

**Offensive Abilities** constrict (tail, 8d6+32 B), shadow of death

**Spell-Like Abilities (CL 25th)**

**6th (1/day)**—*gravitational singularity, regenerate, shadow walk, snuff life* (DC 25)

**5th (3/day)**—*call cosmos, dominate person* (DC 24), *greater synaptic pulse* (DC 24)

**4th (at will)**—*death ward, mind thrust* (DC 23)

## STATISTICS

**Str** +12, **Dex** +4, **Con** +9, **Int** +4, **Wis** +5, **Cha** +6

**Skills** Acrobatics +34, Intimidate +34, Mysticism +34, Stealth +34

**Languages** Aklo, Common, Draconic, Overcommon, Sylvan

**Other Abilities** starflight

## SPECIAL ABILITIES

**Befouling Aura (Su)** Wormwood is surrounded by an aura of necromantic energy that can render all drinkable liquids (including potions, elixirs, extracts, and mutagens) within 100 ft. contaminated and poisonous to drink. Magic liquids receive a DC 25 Fortitude save each round to resist this effect.

**Befouled Liquid** poison (ingested); **save** Fort DC 25; **track** Constitution; **frequency** 1/min. for 4 min.; **effect** nauseated for 1 min.; **cure** 2 consecutive saves.

**Shadow of Death (Su)** Once every 1d6 rounds, Wormwood can extend its shadow as a standard action. Its shadow becomes as black as the void, except for two red glowing eyes, and covers a 120-ft. cone. Those falling under the shadow take 25d6 cold damage. A DC 25 Fortitude save reduces this damage by half. Undead are not healed by this negative energy. The shadow is a necromancy death effect. In addition, any creature who fails the initial save must make an additional DC 25 Fortitude save or have the water in its body turn into a deadly poison.

**Poison Blood** poison (contact, injury); **save** Fort DC 25; **track** Constitution, **effect** nauseated for 1 round; **cure** 2 consecutive saves.

**Starflight (Su)** Wormwood can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 hours, while a trip beyond normally takes 3d20 days (or more, at the GM's discretion)—provided Wormwood knows the way to its destination.

## ECOLOGY

**Environment** any vacuum

**Organization** solitary

*Wormwood is an enormous creature with eyes that glow with the light of dying stars, scales like polished obsidian tombstones, and a shadow that appears to twist and writhe with a life of its own.*

Wormwood is the most powerful of the star beasts. Its presence alone is enough to turn the element most necessary for life—water—into a deadly poison. Wormwood is haughty and sees all but the most powerful of creatures as no more than insects and vermin to be destroyed if they bother it. Its hoard is hidden within the decrepit, long-abandoned capital city of a dead world.

Wormwood is 120 ft. long and weighs 24,000 lb. Wormwood prefers to lair where death reigns supreme. The ruins of once-great civilizations, the remains of shattered planets, and hollowed-out hulks of spacecraft have all served as lairs at one time or another.

## TARDIGRADE

The tardigrade is a multi-limbed aberration that has a similar bulk and gait to a bear, but has a thick, blubbery skin and an articulated carapace on its back. Most tardigrades have eight legs and vestigial tentacles growing from the shoulder joints. Their eyes are deeply sunken into their puffy faces, and they all have long, cylindrical proboscis-like mouths that are ringed with fangs.

Tardigrades are all born with the ability to adapt to their environments, and so each tardigrade begins life as a terrestrial that evolves into its eventual adult form. Once they adapt to their environment, they remain that type of tardigrade for the remainder of their adult lives. Hatching from stone-like eggs, a tardigrade larva grows into its juvenile state in approximately 15 years.

After each tardigrade finds its preferred environment, tardigrades typically develop from the juvenile stage into their adult forms at a rate of ten years for every Hit Die it has before it reaches maturity. Tardigrades generally live no longer than 300 years

## ADDITIONAL TARDIGRADE RULES

Most tardigrades have the following abilities:

**Diehard** A tardigrade gains the Diehard feat as a bonus feat. Unlike most other NPCs, a tardigrade has Resolve Points equal to 3 + (CR/5).

**Skinbreather (Ex)** A tardigrade breathes through its skin and is immune to non-magical forms of suffocation or asphyxiation, but takes a -2 penalty to Fortitude saves versus gas-based attacks.

### TARDIGRADE, AQUATIC

CR 8

XP 4,800

N Large aberration

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +16

### DEFENSE

HP 125 RP 4

EAC 20, KAC 22

**Fort** +10, **Ref** +10, **Will** +9

**Resistances** cold 5

### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** claw +19 (3d4+12 B and S)

**Multiattack** 2 claws +13 (1d6+12 B and S), slam +13 (1d6+12 B), tentacle +13 (1d6+12 B)

**Space** 10 ft.; **Reach** 5 ft.

### STATISTICS

**Str** +4, **Dex** +6, **Con** +2, **Int** -2, **Wis** +0, **Cha** -4

**Feats** Diehard

**Skills** Athletics +21, Intimidate +13, Perception +16

**Other Abilities** skinbreather

### ECOLOGY

**Environment** any aquatic

**Organization** solitary or pod (2-8)



# BEASTS OF THE VOID

Water surges toward you, partially obscuring the bulk of a dark beast with flashing claws.

The tardigrade is fiercely territorial and will kill intruders to its domain. When faced with an enemy, tardigrades band together and attack in a pack, slamming into them with their bulky bodies. Then will then attack with their claws, grappling and rending their foes until there is nothing left.

An aquatic tardigrade is four to six feet tall at the shoulder, nearly eight feet in length, and weighs approximately 1,600 pounds. It has blue-green skin and webbing between its toes.

**TARDIGRADE, DESERT** **CR 6**  
**XP 2,400**

N Large aberration

**Init** +3; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +13

## DEFENSE

**HP 90** **RP 4**

**EAC 18, KAC 20**

**Fort** +8, **Ref** +8, **Will** +7

**Resistances** fire 5

## OFFENSE

**Speed** 40 ft., burrow 20 ft.

**Melee** claw +16 (1d8+11 B and S)

**Multiattack** 2 claws +10 (1d4+11 B and S), slam +10 (1d4+11 B)

**Space** 10 ft.; **Reach** 5 ft.

## STATISTICS

**Str** +5, **Dex** +3, **Con** +2, **Int** -2, **Wis** +0, **Cha** -4

**Feats** Diehard

**Skills** Athletics +18, Intimidate +13, Perception +13

**Other Abilities** skinbreather

## ECOLOGY

**Environment** warm desert

**Organization** solitary or pack (2-6)

Shifting sands spray outward as a multi-limbed monster lunges for the nearest prey.

Desert tardigrades have a pale carapace and lurk beneath the sands, waiting for prey to fall into their ambush.

**TARDIGRADE, GLASS** **CR 14**  
**XP 38,400**

NG Huge aberration

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +25

## DEFENSE

**HP 250** **RP 5**

**EAC 28, KAC 30**

**Fort** +16, **Ref** +16, **Will** +14

**Defensive Abilities** reflect spells

## OFFENSE

**Speed** 40 ft.

**Melee** claw +27 (8d6+22 B and S)

**Multiattack** 4 claws +21 (4d6+22 B and S)

**Space** 15 ft.; **Reach** 10 ft.

## STATISTICS

**Str** +8, **Dex** +4, **Con** +6, **Int** +0, **Wis** +2, **Cha** -4

**Feats** Diehard

**Skills** Athletics +25, Intimidate +31, Perception +25, Survival +25

**Other Abilities** bioluminescence, skinbreather

## SPECIAL ABILITIES

**Bioluminescence (Ex)** The tardigrade can choose to shed light from any part of its body, ranging in intensity from a soft glow like that of a candle (shadowy illumination in a 5-foot radius) to the full brightness of a torch (bright light in a 20-foot radius and shadowy illumination for an additional 20 feet). The tardigrade may duplicate any color of light it so desires, even creating multiple colors, and may cancel or resume use of this ability at will

as a swift action.

**Reflect Spells (Ex)** Every 1d4 rounds as a swift action, a glass tardigrade can form a glassy coating over its skin to enhance its resistance to magic for 1 round. During this time, spells and spell-like effects targeting the tardigrade are turned back upon the original caster. Area effect spells and spells with a range of touch are not affected. Up to ten spell levels are affected by the turning before the effect is exhausted.

### ECOLOGY

**Environment** warm forest, plains, or hills

**Organization** solitary, pair, or pack (2-6)

*This ghastly monster's veins glow with an eerie light and it shakes shards of glass off its hide as it lumbers toward you.*

The glass tardigrade has translucent skin and bioluminescent pulmonary system, giving it a ghostly appearance. It constantly shakes off small shards of glass from its skin.

### TARDIGRADE, GLIMMER CR 15

XP 51,200

NE Huge aberration

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +26

### DEFENSE

**HP** 275 **RP** 6

**EAC** 29, **KAC** 31

**Fort** +17, **Ref** +17, **Will** +15

### OFFENSE

**Speed** 40 ft.

**Melee** claw +28 (8d6+24 B and S)

**Multiattack** 4 claws +22 (6d4+24 B and S)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** radioactive burst

### STATISTICS

**Str** +9, **Dex** +7, **Con** +5, **Int** +0, **Wis** +2, **Cha** -4

**Feats** Diehard

**Skills** Intimidate +31, Perception +26, Survival +26

**Other Abilities** skinbreather

### SPECIAL ABILITIES

**Radioactive Burst (Su)** As a move action, a glimmer tardigrade projects an aura of radiation that affects all creatures within 30 feet. Glimmer tardigrades are immune to this effect, but all other creatures must make a DC 21 Fortitude save to resist the effects. A creature that makes this save is immune to the effect for 24 hours. A creature that fails suffers 2d4 Constitution drain and must make another DC 21 save or take 1d6 Strength damage as well. If a character has Strength damage equal to his current Strength score, any remaining damage dealt by this secondary effect is instead Constitution damage. The tardigrade can project this aura up to three times per day.

### ECOLOGY

**Environment** any blighted land

**Organization** solitary, pair, or pack (2-6)

*You can sense the malevolence radiating from this creature. Its hide oozes foul ichor as it stalks toward the scent of prey.*

This tardigrade has black skin that is cracked and oozing. Its carapace has cruel ridges and jagged spikes project from its iridescent shell.



# BEASTS OF THE VOID

## TARDIGRADE, ICE

CR 9

XP 6,400

N Large aberration

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +22

### DEFENSE

**HP** 145

**RP** 4

**EAC** 22, **KAC** 24

**Fort** +11, **Ref** +11, **Will** +10

**Resistances** cold 10

### OFFENSE

**Speed** 40 ft.

**Melee** claw +21 (2d10+15 B and S)

**Multiattack** 2 claws +15 (1d10+15 B and S), slam +15 (1d10+15 B), tentacles +15 (1d10+15 B)

**Space** 10 ft.; **Reach** 5 ft.

### STATISTICS

**Str** +6, **Dex** +4, **Con** +3, **Int** -1, **Wis** +0, **Cha** -4

**Feats** Endurance

**Skills** Intimidate +17, Perception +22, Survival +17, Stealth +17 (+21 in icy/snowy environments)

**Other Abilities** frostblending, skinbreather

### SPECIAL ABILITIES

**Frostblending (Ex)** Ice tardigrades gain a +4 bonus to Stealth checks in icy or snowy environments.

#### ECOLOGY

**Environment** cold forest or plains

**Organization** solitary or pack (2-6)

*Blending in nearly perfectly with the snows around it, you almost miss the monster before it lunges for you.*

Ice tardigrades are difficult to see in the snow, with their white and blue skin and craggy features. They lack the two anterior legs that other tardigrades possess, but they are even more ferocious, and

will attack or scavenge for prey in their barren, icy territories.

## TARDIGRADE, LARVA

CR 3

XP 800

N Medium aberration

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +8

### DEFENSE

**HP** 40 **RP** 3

**EAC** 14, **KAC** 16

**Fort** +5, **Ref** +5, **Will** +4

**Immunities** trip

### OFFENSE

**Speed** 20 ft.

**Melee** bite +11 (1d6+7 P)

### STATISTICS

**Str** +4, **Dex** +2, **Con** +1, **Int** -1, **Wis** -1, **Cha** -4

**Feats** Diehard

**Skills** Athletics +13, Perception +8, Survival +8

**Other Abilities** skinbreather

### ECOLOGY

**Environment** any

**Organization** swarm (3-18)

*The dark worm wriggles away from you, leaving a trail of slime in its wake.*

Larva tardigrades are brown and slug-like, having developed no legs. They have short, vestigial tentacles growing out of their backs and waving wildly.

**TARDIGRADE, SOLAR CR 20****XP 307,200**

NG Gargantuan aberration

**Init** +10; **Senses** darkvision 60 ft.; **Perception** +34**DEFENSE****HP 465****RP 7****EAC 35, KAC 37****Fort** +21, **Ref** +21, **Will** +19**Immunities** cold, fire**OFFENSE****Speed** 40 ft., fly 100 ft. (good)**Melee** claw +34 (11d10+32 B and S plus 2d10 F)**Multiattack** 4 claws +28 (8d6+32 B and S plus 2d10 F)**Space** 20 ft.; **Reach** 15 ft.**Special Attacks** breath weapon (60-ft. cone, 21d6 F, DC 25, usable every 1d4 rounds; 1 hex range in space)**STATISTICS****Str** +12, **Dex** +6, **Con** +9, **Int** +0, **Wis** +4, **Cha** -4**Feats** Diehard, Improved Initiative**Skills** Athletics +34, Intimidate +39, Perception +34**Noncombat abilities** no breath, starflight**SPECIAL ABILITIES**

**Starflight (Su)** A solar tardigrade can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 hours, while a trip beyond normally takes 3d20 days (or more, at the GM's discretion)—provided the tardigrade knows the way to its destination.

**ECOLOGY****Environment** any vacuum**Organization** solitary

*This magnificent beast is bathed in flames that do not seem to burn it. It seems to sniff at something before launching out into the void.*

It is difficult to miss solar tardigrades, as they have jet black skin, but their bodies are awash with flickering flames. They often camp out on asteroids or bask in the heat corona near to a star.

**TARDIGRADE, STEAM CR 12****XP 19,200**

NG Huge aberration

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +27**DEFENSE****HP 200 RP 5****EAC 26, KAC 28****Fort** +14, **Ref** +14, **Will** +13**Resistances** fire 10**OFFENSE****Speed** 40 ft.**Melee** claw +25 (6d4+20 B and S)**Multiattack** 4 claws +19 (3d4+20 B and S)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** steam breath (60-ft. cone, 13d6 F, DC 19, usable every 2d4 rounds, see below)**STATISTICS****Str** +8, **Dex** +4, **Con** +5, **Int** +0, **Wis** +1, **Cha** -4**Feats** Diehard**Skills** Athletics +22, Intimidate +22, Perception +27**Other Abilities** skinbreather**SPECIAL ABILITIES**

**Steam Breath (Su)** Once every 2d4 rounds as a standard action, a steam tardigrade can breathe a 60-foot cone of scalding steam, dealing 13d6 points of fire damage to all creatures struck (Reflex DC 19 halves). This steam then hangs in the air for 1 round after the tardigrade creates it. Creatures



# BEASTS OF THE VOID

in the area of effect or that enter the area take an additional 6d6 points of fire damage the second round (Reflex DC 19 negates). In addition, the cloud of steam acts as the spell *fog cloud*, with a caster level equal to the tardigrade's HD.

## ECOLOGY

**Environment** warm forest, plains, or hills

**Organization** solitary, pack (2-6), or herd (7-12)

*Skin slick with moisture, this creature's muscles ripple as it moves gracefully to the side, taking measure of you.*

This hulking beast has a tendency to drool, even though it is relatively playful when not threatened. It has charcoal skin and white eyes, and its powerful muscles ripple as it charges toward its prey.

## TARDIGRADE, TERRESTRIAL CR 5

XP 1,600

N Large aberration

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +11

## DEFENSE

HP 70 RP 4

EAC 17, KAC 19

**Fort** +7, **Ref** +7, **Will** +6

## OFFENSE

**Speed** 40 ft.

**Melee** claw +14 (1d6+10 B and S)

**Space** 10 ft.; **Reach** 5 ft.

## STATISTICS

**Str** +5, **Dex** +2, **Con** +3, **Int** -2, **Wis** +0, **Cha** -4

**Feats** Diehard

**Skills** Athletics +16, Intimidate +11, Perception +11

**Other Abilities** skinbreather

## ECOLOGY

**Environment** any

**Organization** solitary or pack (2-6)

*A segmented, bony carapace covers a bear-like creature that has eight legs and sharp claws.*

Terrestrial tardigrades have dun-colored shells and beady, sunken eyes.

## TARDIGRADE, TOXIC CR 11

XP 12,800

NE Large aberration

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +20

## DEFENSE

HP 180 RP 5

EAC 24, KAC 25

**Fort** +10, **Ref** +10, **Will** +16

**Immunities** poison

## OFFENSE

**Speed** 40 ft.

**Melee** claw +20 (4d6+14 B and S)

**Multiattack** 4 claws +14 (2d6+14 B and S plus poison)

**Ranged** toxic spew +23 (3d8 +11 A)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** poison (DC 20; frequency 1/round.; effect 1 Con; cure 1 save)

## STATISTICS

**Str** +3, **Dex** +8, **Con** +5, **Int** +0, **Wis** +1, **Cha** -4

**Feats** Diehard

**Skills** Acrobatics +20, Athletics +20, Intimidate +20, Perception +20, Stealth +25

**Other Abilities** skinbreather

### SPECIAL ABILITIES

**Toxic Spew (Ex)** The toxic tardigrade can eject a sticky glob of concentrated acidic mucous up to a range of 60 feet.

### ECOLOGY

**Environment** any

**Organization** solitary or pair

*Covered in thick, ropy vines, this creature rises out of the swamp, spewing toxic spittle from its fanged maw.*

Exceptionally vicious creatures, toxic tardigrades prefer to live in wet, temperate environments, but can be found anywhere. They have shiny black carapaces, dark green skin, and attack from ambush whenever possible.

### TARDIGRADE, UNDEAD CR 17

**XP 102,400**

NE Huge undead

**Init** +11; **Senses** darkvision 60 ft.; **Perception** +29

**Aura** stench (30 ft., DC 28, 6 rounds)

### DEFENSE

**HP 340** **RP 6**

**EAC** 31, **KAC** 33

**Fort** +19, **Ref** +19, **Will** +17

**Immunities** undead immunities

### OFFENSE

**Speed** 40 ft.

**Melee** claw +31 (6d12+25 B and S)

**Multiattack** 4 claws +25 (3d12+25 B and S)

**Space** 15 ft.; **Reach** 10 ft.

### STATISTICS

**Str** +8, **Dex** +11, **Con** -, **Int** +0, **Wis** +5, **Cha** -4

**Feats** Diehard

**Skills** Intimidate +34, Perception +29, Stealth +29

**Other Abilities** unliving

### SPECIAL ABILITIES

**Stench (Ex)** An undead tardigrade secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save or be sickened. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

*Chunks of flesh fall from this creature as it advances toward you, a sickly saffron glow lighting up its unfocused eyes.*

With rotting flesh and protruding bones, the undead tardigrade carries a powerful stench and its eyes glow with a malevolent yellow sheen.

### ECOLOGY

**Environment** any blighted land

**Organization** solitary, pair, or pack (2-6)

### TARDIGRADE, VACUUM CR 18

**XP 153,600**

NE Huge aberration

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +31

### DEFENSE

**HP 375**

**EAC** 32, **KAC** 34

**Fort** +19, **Ref** +19, **Will** +16

**Immunities** cold

### OFFENSE

**Speed** 40 ft., fly 100 ft. (good)

**Melee** claw +32 (13d6+26 B and S)

**Multiattack** 4 claws +26 (5d8+26 B and S)



# BEASTS OF THE VOID

**Space** 15 ft.; **Reach** 10 ft.

## STATISTICS

**Str** +8, **Dex** +8, **Con** +11, **Int** -1, **Wis** +6, **Cha** -4

**Skills** Intimidate +32, Perception +31, Stealth +31

**Other Abilities** no breath, starflight

## SPECIAL ABILITIES

**Starflight (Su)** A vacuum tardigrade can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 hours, while a trip beyond normally takes 3d20 days (or more, at the GM's discretion)—provided the tardigrade knows the way to its destination.

## ECOLOGY

**Environment** any vacuum

**Organization** solitary

*This hulking monster is nearly invisible as it floats close to your vessel, claws flashing right before it latches on and starts tearing away at the hull.*

Vacuum tardigrades are jet black, including their claws and fangs. Light reflects poorly off their bodies as they travel the universe, often lurking in asteroid fields to attack passing vessels.

## UZAYCIN

**CR 1**

**XP 400**

**Ability Bonuses:** +4 Dex, -2 Str

**Hit Points:** 2

**Size and Type:** Uzaycin are Small humanoids with the goblinoid subtype.

**Darkvision:** Uzaycin can see up to 60 feet in the dark.

NE Small humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +5

## DEFENSE

**HP 17**

**EAC 11, KAC 12**

**Fort** +1, **Ref** +1, **Will** +4

## OFFENSE

**Speed** 30 ft.

**Melee** mwk kukri +6 (1d4+3 P or S) or bite +4 (1d4+3 B and S)

## STATISTICS

**Str** +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** -1

**Skills** Acrobatics +10, Athletics +10, Intimidate +5, Perception +5, Stealth +10

**Languages** Common, Goblin

## ECOLOGY

**Environment** any vacuum

**Organization** solitary, gang (2-4), squad (11-20 plus 2 sergeants of 3rd level and 1 leader of 3rd—6th level), or band (30-100 plus 150% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)

*Needle-sharp teeth and scaly black skin give this spiteful goblin a fearsome mien. It brandishes a curved dagger that bears the stain of fresh blood. The creature's beady little eyes focus upon you, and it launches forward, hissing in delight.*

Uzaycin are the scourge of the starways. They have black, scaly skin, beady eyes, and wide, fanged mouths. They often attack passing vessels, and after defeating (and often eating) the crew, they will strip the vessel for anything of value: armor, the engine, weapons, etc.... and attach it to their own vessels in a haphazard fashion that makes them look like flying heaps of junk. In most other ways, they are exactly like normal goblins.

## VOID TRAVELER CR 25/TIER 7

XP 1,638,400

N Colossal aberration

**Init** +15; **Senses** darkvision 120 ft. (10 hexes in space); **Perception** +41

## DEFENSE

HP 700

KAC 42, EAC 44

**Fort** +25, **Ref** +25, **Will** +23

**Defensive Abilities** fast healing 5

## OFFENSE

**Speed** Special

**Melee** slam +40 (18d10+40 B)

**Space** 450 ft.; **Reach** 5 ft.

## STATISTICS

**Str** +8, **Dex** +15, **Con** +8, **Int** +12, **Wis** +6, **Cha** +6

**Skills** Acrobatics +46, Perception +41, Survival +41

**Other Abilities** living vessel

## SPECIAL ABILITIES

**Living Vessel (Ex)** A void traveler is one of the rare species of living vessel. It has a hollow body that has various chambers that could be considered “rooms”, and a series of muscular portals that are equivalent to doors. It provides enough breathable atmosphere to be habitable at all times, with four contiguous cargo compartments. There is also habitable space enough for good crew quarters, and two spaces large enough for a Small ship to fit into each in the rear section of the void traveler’s body cavity. It has no capability for starship-style weapons to be installed.

The void traveler can be piloted in much the same fashion as conventional vehicles either by communicating with it in one of the languages it knows (which can be from any language choice) and asking it to take you where you want to go, or override the void traveler’s actions by manipulating the various sensory organs on its organic control

panel.

Void travelers do not possess any available point buy for customization, cannot be purchased, and do not appreciate being sold into slavery.

## ECOLOGY

**Environment** any vacuum

**Organization** solitary or pod (2-4)

## HUGE LIVING FREIGHTER

**Speed** 10; **Maneuverability** good (+1 piloting, turn 1)

HP 180; DT 5; CT 32

**Shields** none

**Power Core** void traveler heart; **Drift Engines** none; **Systems** advanced medium-ranged sensors, prismatic armor, psychic defenses, star tentacles, teleportation travel, void traveler brain; **Expansion Bays** cargo hold (4 contiguous), shuttle bay (2)

**Minimum Crew** 0; **Maximum Crew** 50

### Organic ship components:

**Prismatic armor:** Void travelers have incredibly thick, tough hides, with prism-like crystals embedded in them that help deflect some attacks from other vessels. This hide grants them the equivalent of Mk10 armor.

**Psychic defenses:** Void travelers have evolved a means to send and receive electronic impulses toward other vessels which mimic the defensive capabilities of some ships. These defenses are equivalent to Mk3 defenses.

**Star tentacles:** A void traveler’s tentacles are specially designed to allow it to travel through the emptiness of space. These grant it movement as H10 thrusters.

**Teleportation travel:** A void traveler can cast interplanetary teleport once per hour, without the need to spend resolve points. Any creatures or objects inside the void traveler are considered to be touched for the purposes of this spell.

**Void traveler heart:** A void traveler’s heart and circulatory system create the equivalent energy of a



# BEASTS OF THE VOID

pulse black power core.

**Void traveler brain:** The brain of a void traveler has the computing capacity of a Mk1 tetranode. In addition, the organic nature of a void traveler's brain increases the DCs to hack any of the void traveler's systems by 10, and failed hacks of these systems cause infection of the hacker's equipment equivalent to the Feedback computer countermeasure.

*A vast cephalopod-like creature drifts closer toward you; its bulk massive enough to swallow small spacefaring vessels. As it turns, the light reflects off its coppery skin, and you catch a good glimpse of the tentacle-like appendages writhing behind it. As it approaches, you see a skiff exit from an orifice in the creature's side and fly toward your vessel. The communication console chimes, calling your attention away from the magnificent creature as the skiff hails you.*

Void travelers are the most commonly found creatures that qualify as "living vessels". They are often willing to provide transportation for other creatures that they have formed friendly relations with. Unfortunately, they are also hunted by those that simply see them as crude beasts of burden, injecting toxic chemicals into their nervous systems to control them and force them into servitude. Void travelers are very peaceful creatures, simply seeking to travel the universe and marvel at its natural wonders.

Void travelers look like colossal cephalopod-like creatures, a shining coppery armor carapace covering its body. It trails five fifty-foot long tentacles behind it that it waves about as it flies through the void.

## ZURKHAN

### RACIAL TRAITS

Zurkhan are evil aberrations that travel the void.

**Impenetrable Mind (Su)** A zurkhan is immune to

all mind-affecting effects.

**No Breath (Ex)** A zurkhan does not breathe and is immune to any effect that requires breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

**Spell Resistance** A zurkhan gains spell resistance equal to its CR.

**Spell-Like Abilities** A zurkhan is subject to a constant *true seeing* effect as a spell-like ability.

**Starflight (Su)** A zurkhan can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 hours, while a trip beyond normally takes 3d20 days (or more, at the GM's discretion)—provided the creature knows the way to its destination.

**Truespeech (Su)** All zurkhan can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to zurkhan's Hit Dice). This ability is always active.

**Zurkhan Blade (Su)** A zurkhan blade is a blade created using the power of a zurkhan's mind. This functions as a solarion's solar weapon, treating the zurkhan's CR as its effective solarion level.

*Long ago, the zurkhan were humanoid reptiles, but now they have evolved into a warm-blooded humanoid race with skin that is made up of red, black and gray patches. They have ears slightly smaller than a human's, their eyes are usually black and their hair is jet black. They have razor sharp teeth and claws and are 7 feet tall and weigh 300 lbs. The color of the patch of their skin that is most prevalent is an indication of which of the three known castes to which a zurkhan belongs. Advisors, which mostly have red patches, are typically spellcasters of some type. Enforcers have a majority of gray patches and are more combat-focused and are often soldiers. Finally, the infiltrators have almost all black patches and are stealthier, typically gravitating toward the operative class.*

*At the core of what is a zurkhan is they like to cause problems. They consider themselves the nemesis of the*

*Anunnaki. Zurkhans travel to other worlds to destroy their civilizations and enslave their populations. Little is known about the zurkhan homeworld.*

#### ZURKHAN ADVISOR

CR 20

XP 307,200

NE Medium aberration

**Init** +4; **Senses** darkvision 120 ft., *arcane sight*;

**Perception** +34

#### DEFENSE

HP 395 RP 7

EAC 34, KAC 35

**Fort** +17, **Ref** +17, **Will** +24

**DR** 10/—; **Immunities** cold, disease, fire, impenetrable mind; **Resistances** acid 20, electricity 20, sonic 20; **SR** 20

**Special defenses** *invisibility*

#### OFFENSE

**Speed** 60 ft.; fly 60 ft.

**Melee** zurkhan blade +30 (12d6+25 S)

**Ranged** plasma pistol, blue star (5d8+20 E&F)

**Offensive Abilities** phase shot, zurkhan blade

**Spell-Like Abilities** (CL 20th)

**Constant**—*mind blank*, *true seeing*

**Technomancer Spells Known** (CL 20th)

**6th (3/day)**—*control gravity* (DC 29), *greater resistant armor*, *interplanetary teleport*, *mind thrust* (DC 29)

**5th (6/day)**—*control machines* (DC 28), *greater dispel magic*, *synapse overload* (DC 28)

**4th (at will)**—*mind probe* (DC 27), *resilient sphere*

#### STATISTICS

**Str** +5, **Dex** +4, **Con** +5, **Int** +12, **Wis** +3, **Cha** +9

**Skills** Diplomacy +34, Mysticism +39, Perception +34

**Other Abilities** spell cache, cache capacitor 3 (*arcane sight*, *flight*, *see invisibility*, included in statistics)

**Languages** Aboleth, Abyssal, Aklo, Common, Daemonic, Draconic, Dwarven, Elder Thing, Elven, Giant, Gnome, Goblin, Infernal, Orc, Reptoid, Shobhad, Triaxian, Undercommon, Yithian; telepathy 300 ft., truespeech

#### SPECIAL ABILITIES

**Cache Capacitor (Su)** A zurkhan advisor can expand its spell cache into a cache capacitor. As part of regaining its spells each day, a zurkhan advisor can cast a up to three spells into its spell cache and gain its effect continuously for 24 hours. A zurkhan advisor's cache capacitor can hold any of the following spells: *arcane sight*, *darkvision*, *detect radiation*, *disguise self*, *flight* (spell level 3rd), *keen senses*, *lesser resistant armor*, *life bubble*, *see invisibility*, *spider climb*, or *tongues*.

**Phase Shot (Su)** A zurkhan advisor can expend 1 Resolve Point to fire a single shot from his blue star plasma pistol (or any other small arms) at a target known to him within 40 ft. The shot travels straight to the target, passing through any nonmagical barrier in its way, ignoring hardness and Hit Points (any magical barrier, such as a *wall of force*, stops the shot). This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally.

**Spell Cache (Su)** A zurkhan advisor creates a spell cache that allows it to store and access spells. The zurkhan advisor does not need its spell cache to cast spells, but once per day, it can activate its spell cache to cast any one spell it knows and is capable of casting.

#### ECOLOGY

**Environment** any

**Organization** solitary, pair or squad (6–10)

*A cloaked figure with mostly red skin that has sharp teeth and claws holding a blade in its hand.*

Zurkhan advisors stand around 7 feet tall and weigh 300 lbs. Zurkhan advisors are the spellcasters of the zurkhan sent to worlds the zurkhan may want to conquer.



# BEASTS OF THE VOID

## ZURKHAN ENFORCER CR 20

XP 307,200

NE Medium aberration

**Init** +10; **Senses** darkvision 120 ft.; **Perception** +34

### DEFENSE

**HP** 465 **RP** 7

**EAC** 35, **KAC** 37

**Fort** +21, **Ref** +21, **Will** +19

**DR** 10/—; **Immunities** cold, fire, disease, impenetrable mind; **Resistances** acid 20, electricity

20, sonic 20; **SR** 20

**Defensive Abilities** guard's protection, power of legend, rapid recovery

### OFFENSE

**Speed** 60 ft.

**Melee** zurkhan blade +34 (11d10+32 S)

**Ranged** zenith artillery laser +34 (9d8+20 F) or frag grenade VIII +34 (explode 15 ft., 20d6 P, DC 26)

**Offensive Abilities** arcane attack, kill shot, rune of the eldritch knight (two weapons, *corrosive* and *frost*, included in statistics), soldier's onslaught, zurkhan blade

**Racial Spell-Like Abilities** (CL 20th)

**Constant**—*mind blank*, *true seeing*

### STATISTICS

**Str** +12, **Dex** +6, **Con** +9, **Int** +5, **Wis** +4, **Cha** +5

**Feats** Improved Initiative

**Skills** Intimidate +39, Perception +34, Sense Motive +34

**Languages** Aklo, Common, Draconic, Dwarven, Elder Thing, Elven, Gnome, Orc, Reptoid, Shobhad, Triaxian, Undercommon, Yithian; telepathy 300 ft., truespeech

**Gear** frag grenade VIII (2), voidshield armor, zenith artillery laser

### SPECIAL ABILITIES

**Arcane Attack (Su)** As a standard action, a zurkhan enforcer can spend 1 Resolve Point to use a weapon imbued with the rune of the eldritch knight to make an attack that strikes true. This attack ignores all cover and concealment, including total concealment (though you must at least be aware of a creature's presence to target it with this attack). If the attack is a ranged attack, the target must be within the first range increment. The attack only affects the selected target, even if it normally affects an area or multiple targets.

**Guard's Protection (Ex)** When an ally adjacent to the zurkhan enforcer is damaged by an attack, it can

152



use its reaction to intercede. The enforcer takes half the damage, and its ally takes the other half. This has no effect on spells, and any conditions delivered by the attack apply to both the enforcer and its chosen ally.

**Kill Shot (Ex)** As a standard action, a zurkhan enforcer can make a single attack against an enemy. If the attack hits and does not kill the target, it can expend 1 Resolve Point to force the creature to succeed at a Fortitude save or die. Once this ability has been used on a creature, that creature is immune to the enforcer's kill shot for 24 hours.

**Power of Legend (Su)** As a move action when wielding a magic weapon or a weapon imbued with the rune of the eldritch knight, a zurkhan enforcer can spend 1 Resolve Point to end one of the following conditions affecting it: bleeding, burning, confused, exhausted, fatigued, flat-footed, off-target, shaken, or sickened. Alternatively, it can spend 1 Resolve Point to change the cowering condition to the frightened condition or change the frightened condition to the shaken condition. In this case, the new condition lasts for the same duration the original condition would have and can't be further affected by this ability.

**Rapid Recovery (Ex)** A zurkhan enforcer can spend Resolve Points to ignore detrimental conditions. As a move action, it can spend 1 Resolve Point to suppress one of the following conditions for 10 minutes: exhausted, fatigued, frightened, nauseated, shaken, sickened, or staggered. After 10 minutes, if the condition's duration hasn't ended, the condition's effects return. The enforcer can suppress only one condition at a time.

**Rune of the Eldritch Knight (Su)** A zurkhan enforcer can imbue a weapon with a magic sigil, the rune of the eldritch knight, allowing the weapon to act as a magic weapon for the purposes of bypassing DR and affecting incorporeal creatures. This takes 10 minutes, and the enforcer can imbue only a single weapon at a time. If the enforcer imbues a new weapon with the rune of the eldritch knight, any previously imbued

weapon loses this benefit.

**Secret of the Archmagi (Su)** A zurkhan enforcer can imbue two weapons with the rune of the eldritch knight. In addition to the normal benefits, the runes grant the weapons one or more of the following weapon fusions of your choice: *bane, corrosive, ethereal, flaming, frost, holy, merciful, shock, thundering, or unholy*. The enforcer can grant no more than 10 total levels' worth of fusions between the two weapons, and the bane fusion counts as a 10th-level fusion for this purpose.

## ECOLOGY

**Environment** any

**Organization** solitary, pair or squad (6–10)

*A cloaked figure with mostly gray skin that has sharp teeth and claws holding a blade in its hand.*

Zurkhan enforcers are 7 feet tall and weigh 300 lbs. They serve as the warriors sent to worlds the zurkhan may want to conquer.

## ZURKHAN INFILTRATOR CR 20

**XP 307,200**

NE Medium aberration

**Init** +15; **Senses** darkvision 120 ft.; **Perception** +35

## DEFENSE

HP 430 RP 7

**EAC** 35, **KAC** 36

**Fort** +17, **Ref** +20, **Will** +24

**Defensive abilities** cloaking field, evasion, uncanny agility, trap sense +2; DR 10/—; Immune cold, fire, disease; Resist acid 20, electricity 20, sonic 20; SR 18

## OFFENSE

**Speed** 90 ft.

**Melee** zurkhan blade +32 (13d6+26 S)

**Ranged** elite gyrojet pistol +32 (5d12+20 B) or warpsight eye-rifle +32 (10d10+20 P)

**Offensive Abilities** debilitating trick (knockout shot),



# BEAST'S OF THE VOID

double debilitation, multiattack mastery, trick attack +10d8, quad attack, zurkhan blade

**Spell-Like Abilities** (CL 20th)

**Constant**—*mind blank, true seeing*

## STATISTICS

**Str** +6, **Dex** +9, **Con** 22, **Int** +1, **Wis** +4, **Cha** +5

**Skills** Acrobatics +40, Disable Device +40, Disguise +35, Perception +35, Stealth +40 **Languages** Aboleth, Aklo, Common, Draconic, Dwarven, Elder Thing, Elven, Giant, Gnome, Orc, Reptoid, Shobhad, Triaxian, Undercommon, Yithian; telepathy 300 ft., truespeech

**Gear** elite gyrojet pistol, nanotube carbon skin

## SPECIAL ABILITIES

**Cloaking Field (Su)** A zurkhan infiltrator can bend light around itself and muffle any minor sounds it makes, allowing it to nearly vanish when not moving. Even when the infiltrator moves, it appears only as an outline with blurry features. This cloaking field doesn't make the infiltrator invisible, but it does make it easier to sneak around. Activating the cloaking field is a move action. While the cloaking field is active, the infiltrator can use Stealth to hide, even while being directly observed and with no place to hide. Attacking doesn't end the cloaking field, but it does end that particular attempt to hide. If the infiltrator remains perfectly still for at least 1 round, it gains a +10 bonus to Stealth checks (which doesn't stack with invisibility) until it moves. The cloaking field lasts for up to 10 rounds before it becomes inactive. While inactive, the cloaking field recharges automatically at the rate of 1 round of cloaking per minute.

**Knockout Shot (Ex)** For its debilitating trick, a zurkhan infiltrator can attempt to knock the target out in one blow. The target must succeed at a Fortitude save or fall unconscious for 1 minute. Once this ability is used to attempt to knock a creature out, that creature is immune to the infiltrator's knockout shot for 24 hours.

**Multiattack Mastery (Ex)** When a zurkhan infiltrator uses triple attack or quad attack to attack the same target with all of its attacks, after the full attack is complete, if at least two of the attacks hit, it can apply a debilitating trick to the target.

**Plane Shift Escape (Ex)** Once per day, a zurkhan infiltrator can move through solid matter by taking its body's matter out of phase for just a moment. As a full action, the infiltrator can spend 1 Resolve Point to phase through up to 5 feet of solid matter. If it attempts to phase through something that is too thick, it spends the Resolve Point and take the action but the attempt fails. The infiltrator cannot phase through force effects such as force fields or the barrier created by wall of force.

**Quad Attack (Ex)** When making a full attack using only melee weapons with the operative special property or small arms, a zurkhan infiltrator can make up to four attacks instead of two.

## ECOLOGY

**Environment** any

**Organization** solitary, pair or squad (6–10)

*A cloaked figure with mostly black skin that has sharp teeth and claws holding a blade in its hand.*

Zurkhan infiltrators are 7 feet tall and weigh 300 lbs. They are sent to gather information about worlds the zurkhan may want to conquer.



## A

|  |     |
|--|-----|
| Aatheriexa-Brood (Hundred-eye-progeny) | 30  |
| Abiarazi                               | 10  |
| Abiarazi Feats                         | 14  |
| Abiarazi Racial Traits                 | 12  |
| Abiarazi Spells                        | 15  |
| Abiarazi Alternate Racial Traits       | 13  |
| Acid                                   | 77  |
| Additional Cargo Space                 | 126 |
| Additional Crew Space                  | 126 |
| Additional Racial Archetypes           | 44  |
| Additional Tardigrade Rules            | 141 |
| Additional Wind Speeds/Forces          | 82  |
| Aiwon                                  | 85  |
| Alchemical Roarengines                 | 117 |
| Alula                                  | 94  |

|                                  |     |
|----------------------------------|-----|
| Amorphous                        | 76  |
| Antimatter Ray                   | 59  |
| Anunnaki-Brood (Lantern-progeny) | 30  |
| Aquatic Tardigrade               | 141 |
| Archetypes                       | 44  |
| Artifacts                        | 116 |
| Asteroid Field/Meteor Shower     | 69  |
| Astral Trebuchet                 | 125 |
| Atmospheric Stabilizer           | 124 |



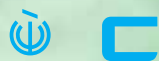
## B

|                    |     |
|--------------------|-----|
| Ballista, Greater  | 125 |
| Ballista, Lesser   | 125 |
| Ballista, Storm    | 125 |
| Bastion Incantorum | 49  |
| Battle Beetle      | 130 |



# BEAST'S OF THE VOID

|                                   |     |                  |     |
|-----------------------------------|-----|------------------|-----|
| Beam Cannon                       | 125 | Destroyer        | 111 |
| Betelgeuse                        | 136 | Drone            | 111 |
| Bringing Starjammer to Your Table | 8   | Dust Cloud       | 71  |
| Burrow God                        | 131 | Dwarven Engineer | 37  |
|                                   |     | Dwarves          | 37  |



|                                 |     |
|---------------------------------|-----|
| Captain                         | 104 |
| Captains & Pilots               | 105 |
| Celestial Gateway               | 84  |
| Celestial Reredos               | 118 |
| Celestine Bolt                  | 60  |
| Chief Engineer                  | 105 |
| Cloaking Device                 | 125 |
| Clockwork Dynamo                | 118 |
| Cluster                         | 76  |
| Cold/Ice                        | 72  |
| Cold Iron                       | 79  |
| Comet                           | 70  |
| Corvette                        | 111 |
| Create Slipstream               | 61  |
| Crew                            | 109 |
| Crew Roles                      | 104 |
| Cthulhu-Brood (Octopus-progeny) | 31  |
| Cubic                           | 76  |



|                             |     |
|-----------------------------|-----|
| Deadly Chitin Defense       | 27  |
| Death Blossom               | 125 |
| Debris Stealth              | 55  |
| Defensive Components        | 125 |
| Deflection Shield Generator | 128 |
| Desert Tardigrade           | 142 |



|                                    |     |
|------------------------------------|-----|
| Eimharn                            | 88  |
| Eistibus                           | 97  |
| Elder Thing-Brood (Barrel-progeny) | 32  |
| Elf Rocketjock                     | 38  |
| Elliptical                         | 76  |
| Elves                              | 38  |
| Encounter Chances                  | 69  |
| Environmental Adaptation           | 55  |
| Essence Dome                       | 119 |
| Excavator                          | 111 |
| Exceptional Engineer               | 56  |
| Expeditior                         | 111 |
| Extradimensional Cargo Space       | 127 |



|                      |     |
|----------------------|-----|
| Factions of the Void | 49  |
| Feats of the Void    | 55  |
| First Mate           | 110 |
| Fleet Admiral        | 58  |
| Fomalhaut            | 138 |
| Formlock             | 15  |
| Freighter            | 111 |
| Frigate              | 111 |



## G

|  |     |
|--|-----|
| Galley Crew                                | 110 |
| Gelatinous Constitution (Abiarazi)         | 14  |
| Generation Vessel                          | 111 |
| Glass Tardigrade                           | 142 |
| Glimmer Tardigrade                         | 143 |
| Gnomes                                     | 39  |
| Gnome Scuttler                             | 39  |
| Gnome Robomancer                           | 40  |
| Gravity Bolt                               | 62  |
| Gravity Generator                          | 124 |
| Gravity Impeller                           | 119 |
| Gravity Whip                               | 119 |
| Gray-Brood (Probe-progeny)                 | 32  |
| Greater Gelatinous Constitution (Abiarazi) | 14  |



## H

|                                 |     |
|---------------------------------|-----|
| Half-elves                      | 41  |
| Half-orcs                       | 42  |
| Half-Orc Space Marine (Brawler) | 42  |
| Half-Sphere                     | 77  |
| Halflings                       | 42  |
| Have Command Crew, Will Travel. | 107 |
| Heartbeat Beetle                | 27  |
| Heat Shield                     | 124 |
| Heliacal Healer                 | 45  |
| Helmsman                        | 108 |
| High Gravity Adaptation         | 56  |
| High Gravity Endurance (Combat) | 56  |
| Hive Mind                       | 27  |
| Hollow World                    | 77  |
| Holy Nova                       | 63  |

|             |    |
|-------------|----|
| Holy Ray    | 63 |
| Hullbreaker | 41 |
| Humans      | 43 |



## I

|   |     |
|---|-----|
| Ice Field                               | 72  |
| Ice Tardigrade                          | 143 |
| Infinite Star Legion                    | 49  |
| Infinite Star Legion Exploratory Vessel | 115 |
| Infinity                                | 47  |
| Inspiring Command (Ex)                  | 39  |
| Integrated Computer Network             | 124 |
| Interplanetary Teleport, Lesser         | 63  |
| Israfel                                 | 100 |
| Israfel Order                           | 51  |
| Iste Golan                              | 961 |



## J

|                   |     |
|-------------------|-----|
| Junk              | 112 |
| Ketch             | 113 |
| Kite              | 111 |
| Known Star Beasts | 136 |



## L

|                  |     |
|------------------|-----|
| Larva Tardigrade | 144 |
| Lesser Engineers | 110 |
| Leviathan        | 111 |
| Liner            | 111 |



## M

|                      |     |
|----------------------|-----|
| Magiflux Dragnet     | 124 |
| Magnetic Field/Storm | 72  |



# BEASTS OF THE VOID

[illegible]



## S

|   |     |
|---|-----|
| Salvager                                    | 111 |
| Sample Spacefaring Vessels                  | 114 |
| Scoop                                       | 111 |
| Security Detail                             | 111 |
| Servants of the Void                        | 52  |
| Shaman Knights                              | 54  |
| Shobhad-Brood (Rifle-progeny)               | 33  |
| Shock Trooper                               | 46  |
| Skiff                                       | 111 |
| Slipstream                                  | 74  |
| Solar Flare/Wind                            | 75  |
| Solar Tardigrade                            | 144 |
| Sonic Dissonance (Pasimachi)                | 26  |
| Spaceborn                                   | 57  |
| Spacefaring Vessel Components               | 124 |
| Spacefaring Vessel Engines                  | 116 |
| Spacial Well, Mass                          | 66  |
| Spacial Well                                | 66  |
| Specialized Crew Roles                      | 110 |
| Spellforge Turbine                          | 122 |
| Spherical                                   | 77  |
| Spider, Asteroid                            | 134 |
| Spike Bomb                                  | 75  |
| Star Beast                                  | 135 |
| Star Beast Traits                           | 135 |
| Starjammer, Alone in a Galaxy Far, Far Away | 8   |
| Starjammer, Strange New Worlds              | 8   |
| Starwind Engine                             | 122 |
| Stealth Gunner                              | 48  |
| Steam Bombard                               | 125 |
| Steam Tardigrade                            | 145 |

|                      |    |
|----------------------|----|
| Stellar Mantle       | 71 |
| Stinkbug (Pasimachi) | 27 |
| Stronglung (Manu)    | 19 |
| Subraces             | 32 |
| Superheavy           | 87 |



## T

|                                     |     |
|-------------------------------------|-----|
| Tactical Officer                    | 114 |
| Tardigrade, Aquatic                 | 141 |
| Tardigrade, Desert                  | 142 |
| Tardigrade, Glass                   | 142 |
| Tardigrade, Glimmer                 | 143 |
| Tardigrade, Ice                     | 144 |
| Tardigrade, Larva                   | 144 |
| Tardigrade, Solar                   | 144 |
| Tardigrade, Steam                   | 145 |
| Tardigrade, Terrestrial             | 146 |
| Tardigrade, Toxic                   | 146 |
| Tardigrade, Undead                  | 147 |
| Tardigrade, Vacuum                  | 147 |
| Tardigrade                          | 141 |
| Tardigrade Examples                 | 141 |
| Telekinetic Weapon, Greater         | 34  |
| Telekinetic Weapon, Improved        | 35  |
| Telepathic Enhancement (Transgenic) | 36  |
| Telepathic Multiplex (Transgenic)   | 36  |
| Telepathic Range (Transgenic)       | 36  |
| Terrestrial Tardigrade (Juvenile)   | 146 |
| Terrifying Entrance (Ex)            | 39  |
| The Dark Lord's Personal Raider     | 114 |
| The Pool of Tears                   | 99  |
| The Spice Salmagundi                | 53  |



# BEASTS OF THE VOID

|                                |     |
|--------------------------------|-----|
| Torpor Husk                    | 126 |
| Toxic Tardigrade               | 146 |
| Transgenic                     | 29  |
| Transgenic Feats               | 36  |
| Transgenic Flyer (Transgenic)  | 32  |
| Transgenic Jumper (Transgenic) | 36  |
| Transgenic Racial Traits       | 34  |
| Transgenic Traits              | 34  |
| Transport                      | 111 |



|                   |     |
|-------------------|-----|
| Ultralight        | 111 |
| Undead Tardigrade | 147 |
| Uzaycin           | 148 |



|                            |     |
|----------------------------|-----|
| Vacuum Tardigrade          | 147 |
| Voidflight, Greater        | 68  |
| Voidflight                 | 67  |
| Void Gods                  | 94  |
| Void Survivor (Transgenic) | 36  |
| Void Tracker               | 47  |
| Void Traveler              | 148 |



|                                |     |
|--------------------------------|-----|
| Witchwyrd-Brood (Bolt-progeny) | 33  |
| Worlds Beyond                  | 84  |
| Wormhole                       | 75  |
| Wormwood                       | 140 |



|                                    |     |
|------------------------------------|-----|
| Yacht                              | 111 |
| Yithian-Brood (Spherical-progeny)  | 34  |
| Yog-Sothoth-Brood (Squirm-progeny) | 34  |



|                                   |     |
|-----------------------------------|-----|
| Zurkhan-Brood (Conqueror-progeny) | 34  |
| Zurkhan                           | 150 |
| Zurkhan Advisor                   | 150 |
| Zurkhan Enforcer                  | 152 |
| Zurkhan Infiltrator               | 153 |

# LEGAL INFORMATION

## 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 © 2000, Wizards of the Coast, Inc.

d20 System rules and Content © 2000, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, and Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

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

*Modern System Reference Document.* © 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

*Unearthed Arcana* © 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

*The Book of Experimental Might.* © 2008, Monte J. Cook. All rights reserved.

*Tome of Horrors.* © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Author: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallesse.

Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game: Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.



Pathfinder Roleplaying Game Ultimate Intrigue. © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Advanced Bestiary, Copyright 2014, Green Ronin Publishing, LLC; Author Jeff Hersh, Developer Owen K.C. Stephens.

Path of Iron, © 2015, Ascension Games, LLC; Author Christopher Moore.

The Gods of Porphyra © 2012, Purple Duck Games; Authors: Christopher Kaiser, Perry Fehr, Mark Gedak, August Hahn, John Hazen, Sean Holland, Sam Hing, James H. Lewis, Chris Longhurst, Scott Messer, Sean O'Connor, David Nicholas Ross, and Jeremy Whalen.

*Tome of Horrors Complete*. © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene; Based on original content from TSR.

*Dragonstar: Starfarer's Handbook*. © 2001, Fantasy Flight, Inc.; Authors: Greg Benage and Matt Forbeck.

The Four Horsemen Present: Character Options - Gods in the Void © 2015, Rogue Genius Games. Author: Steven T. Helt.

*It Came from the Stars Campaign Guide*, © 2013 Zombie Sky Press; Authors: John Bennett, Clinton J. Boomer, Chuck DiTusa, Scott Gable, Michael Kortes, Colin McComb, Richard Pett, John Pingo, David Schwartz, and Mike Welham.

Some artwork © 2015 Eric Lofgren, used with permission. All rights reserved.

<http://www.d20pfsrd.com/> © 2016 Open Gaming LLC; Authors: Various.

**Starjammer** © 2017 Open Gaming LLC; Authors: Peter K. Ullmann, Kirby Flake, John Starjammer - Starfinder Compatible Edition © 2017 d20pfsrd.com Publishing; Authors: Peter K. Ullmann, Kirby Flake, John Reyst, Troy Daniels, Michael McNeill, Manuel A. Oaxaca, Allen Snyder, Michael Ritter; Conversion to Starfinder by Tyler Beck, Kim Frandsen, Michael Ritter, Peter K. Ullmann.

# OPEN GAMING STORE

Get a **FREE PDF**  
for every \$20  
in your order!!!

SUPPORT OPEN GAMING  
SHOP THE OPEN GAMING STORE

Shopping at the Open Gaming Store supports these sites



<http://www.opengamingstore.com>

ENTER DISCOUNT CODE

## STARJAMMER

TO GET 10% OFF YOUR 1ST ORDER!



# STARJAMMER

**Some people look to the stars and wonder what they are, what they mean, and what is out there.**

**Your characters are about to find out.**

Welcome to Starjammer, a wild ride through the void built upon and compatible with the Starfinder Roleplaying Game.

This tome is over 160 pages of star-exploring options, including:

- Four new player character races including the Abiarazi (shape-changing oozes), the Manu (innovative crafters of magitech), the Pasimachi (a beetle-like hive race with a wealth of genetic variations), and the Transgenics (half human/half alien nomads)!
- A toolbox approach to creating and customizing your own spacefaring vessels to travel the stars as explorers, traders, pirates, mercenaries, or even as a part of an organized space fleet!
- New racial options, archetypes, and traits for all of the new races as well as for the core Starfinder Roleplaying Game races!
- Additional uses for skills, plus new skills to use technology!
- New class archetypes including heliacal healer (cleric), shock trooper (fighter), and void tracker (ranger)!
- New racial and class features to specialize your characters for their journeys away from their home planets, such as the Infinity Oracle Mystery, Elven Rocketjocks, and much more!
- Unique Roles for space vessel crewmembers, specialized crew roles, and synergies between officers that grant benefits to the crew!
- Factions of the Void, including the knowledge-seeking Bastion Incantorum, the militaristic Infinite Star Legion, the charismatic Israfel Order, the avaricious Red Tang Spice Guild, and the preservationist Shaman Knights.
- Over a dozen new feats for PCs in space!
- Over a dozen new spells to survive in or control the void around you!
- Environmental hazards of space and space travel including antimagic fields, asteroid fields/meteor showers, comets, dust clouds, nebulae, oort clouds, radiation belts, ribbon storms, solar flares, wormholes, and more!
- Rules for planet shapes, environments, and classifications!
- A sample gazetteer to spark your imagination when creating your own bold new worlds!

**Take to the stars and begin your adventures either on your own or with a hearty crew of brave friends. Explore the infinite reaches of the void or bring a bit of the stars to the games at your own table today!**

Compatible with the *Starfinder*® Roleplaying Game!

