

# STARJAMMER

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# STARJAMMER

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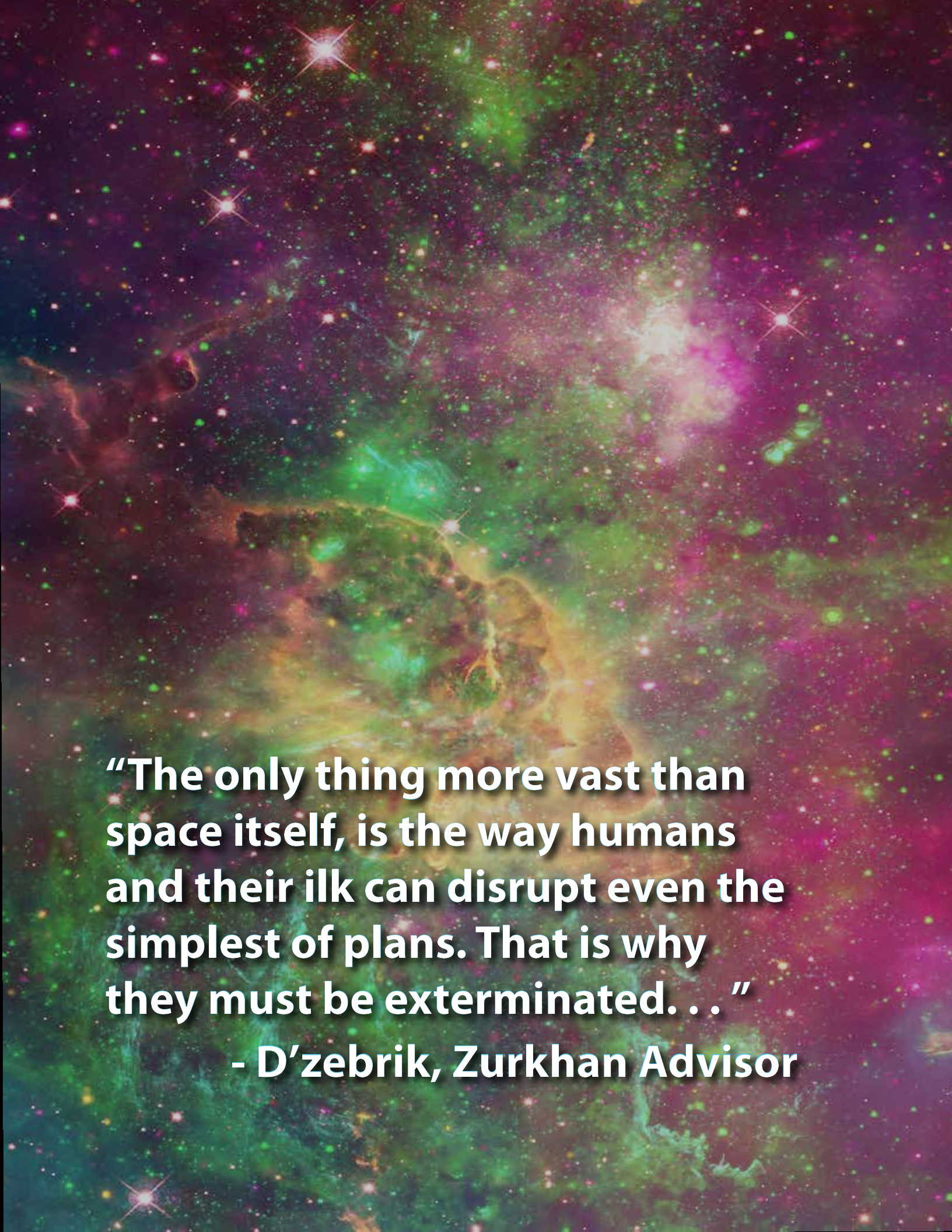
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**“The only thing more vast than space itself, is the way humans and their ilk can disrupt even the simplest of plans. That is why they must be exterminated. . .”**

**- D'zebrik, Zurkhan Advisor**



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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 ships; 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 spaceships 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. This product you hold in your hands has NOTHING to do with the official Starfinder product not-yet-released by Paizo. None of the content herein has any connection to that product, other than being about Pathfinder in space. However, THIS product will be updated over time to be compatible with the new rules provided by the official Starfinder product from Paizo and is planned to be released simultaneously with the Starfinder product. If you purchased this product at the Open Gaming Store you will automatically receive a PDF update 100% free at that time.

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 ooze 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—Skills & 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—Equipment for the Void:** Sometimes, you need tools instead of spells to accomplish your goals, and this chapter details technological wonders both common and rare. You can even find specialized hardsuits—mechanized suits of armor designed to protect characters as they explore hostile environments on foreign worlds.

**Chapter 5—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 6—Environmental 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 7—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 ship, you will need a crew and positions for those crew members. That is the first thing discussed in this chapter.



# INTRODUCTION

**Chapter 8—Fighting in the Void:** You need more than just lucky to get through a dogfight. You need nerves of steel, an amazing crew, and the techniques and tactics to get you through in one piece. This chapter is the first step toward getting the training you need to survive.

**Chapter 9—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.

## 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.







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 Gamemaster 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 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, noseless 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.

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.





## ABIARAZI RACIAL TRAITS

15 RP

+2 **Constitution**, +2 **Intelligence**, -2 **Charisma** (0 RP):

Abiarazi are tough and cunning, but put other creatures off by their strange mannerisms.

**Type Ooze (5 RP):** Abiarazi are oozes with the shapechanger subtype. 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.

**Size Medium (0 RP):** Abiarazi are Medium creatures and receive no bonuses or penalties due to their size.

**Base Speed Normal Speed (0 RP):** Abiarazi have a base speed of 30 feet.

**Compulsive (-1 RP):** 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 (2 RP):** 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 (2 RP):** Abiarazi have a long, sticky tentacle that you can use to attack with. 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 AC 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 (AC 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 (2 RP):** Once per day, abiarazi can use *blur* as a spell-like ability (caster level equals to the abiarazi's character level).

**Shapechanger (6 RP):** As a standard action, abiarazi can alter their forms, either into a generic humanoid shape, or to take on the appearance of any Small or Medium humanoid as the *alter self* spell, save that it does not adjust its ability scores. While in their natural forms, abiarazi are unable to wear armor or clothing.

**Voracious Appetite (-1 RP):** 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 (0 RP):** Abiarazi speak Aklo. An abiarazi with a high Intelligence score can choose from the following: Aurelian, Common, Dwarven, Elven, Gnome, Manu, or Pasimachi.

**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'ld, 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 shape changer racial trait. Consult your GM before selecting these options.

**Cerebrist (6 RP):** The abiarazi gains the following spell-like abilities: 1/day—*anticipate thoughts*, *ghost whip*, and *mental barrier*. The caster level for these effects is equal to the abiarazi's level, with a DC equal to (12 + the abiarazi's Intelligence bonus).

**Ultrapsonic (6 RP):** The abiarazi gains the following psionic powers; 1/day—*biofeedback*, *concussion blast*, and *sustenance*. The manifester level for these effects is equal to the abiarazi's character level.

## FAVORED CLASS OPTIONS

The following options are available to all abiarazi who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist:** Add +¼ to the alchemist's natural armor bonus when using their mutagen.

**Fighter:** Add +1 to the fighter's CMD when resisting a bull rush or trip.

**Gunslinger:** Add +¼ point to the gunslinger's grit points.

**Kineticist:** Add ⅓ point of damage to void element blasts that deal damage.

**Psion:** Add a +1 bonus to the psion's manifester level checks made to overcome the power resistance of humanoids.

**Oracle:** Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

**Psychic:** Increase the total number of points in the psychic's phrenic pool by ⅓ point.

**Rogue:** Add +⅓ on critical hit confirmation rolls made while using a sneak attack (maximum bonus of +5). This bonus does not stack with Critical Focus.

**Sorcerer:** Add a +1 bonus on caster level checks to cast spells when in zero gravity.

**Wizard:** Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

## RACIAL ARCHETYPES

### MORPHIC WARRIOR (FIGHTER)

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.

**Agile Defense (Ex):** At 2nd level, you gain a +1 dodge bonus to Armor Class. This bonus increases by +1 for every six levels beyond 2nd (to a maximum of +4 at 20th level).

This ability replaces bravery.



**Shapechanger's Dodge (Ex):** Starting at 3rd level, you can use your shapechanger racial trait as an immediate action 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. Every four levels thereafter, the miss chance increases by +10% to a maximum of 50% at 15th level. You can use this ability a number of times per day equal to 4 + your Charisma bonus.

This ability replaces armor training 1, 2, 3, and 4.

## ABIARAZI FEATS

### GELATINOUS CONSTITUTION

《ABIARAZI》

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

**Prerequisites:** Toughness, Con 13, character level 3rd, 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:** Improved Gelatinous Constitution, Con 17, character level 9th, 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:** Gelatinous Constitution, Con 15, character level 7th, abiarazi

**Benefit:** Once per day, if you are struck by a critical hit or precision damage (such as from a rogue's sneak attack), you may spend an immediate action to negate the critical or the precision damage, making the attack a normal hit.

### GELATINOUS CONSTITUTION, ULTIMATE

《COMBAT, ABIARAZI》

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

**Prerequisites:** Greater Gelatinous Constitution, Con 17, character level 12th, 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** druid 4, mesmerist 4, sorcerer/wizard 4

### CASTING

**Casting Time** 1 standard action

**Components** V, S

### EFFECT

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

**Targets** one creature

**Duration** 1 minute/level

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

#### DESCRIPTION

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.

## ABIARAZI TRAITS

Only abiarazi may select one of these traits.

**Adaptable Disguise:** 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. You gain a +1 trait bonus to Disguise checks to pass for any other humanoid race, and Disguise is always a class skill for you.

**Integration:** You've spent your entire life among humans, holding to the human form in all interactions with them. You gain a +2 trait bonus to Bluff and Diplomacy checks involving humans.

**TABLE 1-1: RANDOM ABIARAZI STARTING AGES**

Adulthood	Intuitive <sup>1</sup>	Self-Taught <sup>2</sup>	Trained <sup>3</sup>
12 years	+1d4 years	+2d4 years	+3d4 years

<sup>1</sup> This category includes barbarians, oracles, rogues, and sorcerers.

<sup>2</sup> This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

<sup>3</sup> This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

**TABLE 1-2: ABIARAZI AGING EFFECTS**

Middle Age <sup>1</sup>	Old <sup>2</sup>	Venerable <sup>3</sup>	Maximum Age
50 years	82 years	114 years	114+4d8 years

<sup>1</sup> At middle age, -1 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

<sup>2</sup> At old age, -2 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

<sup>3</sup> At venerable age, -3 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

**TABLE 1-3: RANDOM ABIARAZI HEIGHT & WEIGHT**

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft.	+3d6	120 lbs.	+3d6 × 4 lbs.
Female	4 ft. 10 in.	+4d4	85 lbs.	+4d4 × 4 lbs.





## 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. Clerics, witches, oracles, wizards, and

sorcerers are the most common types of manu adventurers, but arcanists, investigators, druids, rangers, and rogues are not unknown. Manu fighters or barbarians are considerably rarer, as manu have no specific talents at martial combat.

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

**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.

**Psicrafter (6 RP):** Manu gain a +1 racial bonus to Knowledge (psionics) and Craft (mechanical) skills, and they always treat these skills as class skills. They also gain a +1 bonus to all Craft checks to create psionic items, such as crystalline items like cognizance crystals or crystalline focus items.

Additionally, manu can use *detect psionics* as a constant psi-like ability. The manifester level of this psi-like ability is equal to the manu's character level. This trait replaces craft magitech and magesense.

**Goblinfoe (2 RP):** 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. This trait replaces master tinker.

## MANU RACIAL TRAITS

14 RP

+2 **Intelligence**, +2 **Wisdom** (2 RP): Manu are both clever and wise.

**Medium (0 RP)**: Manu are Medium creatures and receive no bonuses or penalties due to their size.

**Normal Speed (0 RP)**: Manu have a base speed of 30 feet.

**Craft Magitech (3 RP)**: Manu gain a +1 racial bonus to Knowledge (arcana) and Craft (mechanical) skills, and they always treat these skills as class skills. They also gain a +1 bonus to all Craft checks to create magical items.

**Darkvision (2 RP)**: Manu can see in the dark up to 60 feet.

**Magesense (3 RP)**: 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 (2 RP)**: Manu gain a +1 bonus to Disable Device and Knowledge (engineering) checks. They are also proficient with any weapon they have personally crafted.

**Snap Innovation (2 RP)**: 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 paladin's lay on hands ability or a witch's hex). 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 (0 RP)**: Manu speak Manu. A manu with a high Intelligence score can choose from the following: Aklo, Aurelian, Common, Dwarven, Elven, Gnome, or Pasimachi.

## FAVORED CLASS OPTIONS

The following options are available to all manu who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist**: Add one extract formula from the alchemist's list to his formula book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

**Arcanist**: Add ⅙ to the number of points the arcanist gains in her arcane reservoir each day.

**Cleric**: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +½ to the number of uses per day of that domain power.

**Fighter**: Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.

**Gunslinger**: The gunslinger reduces the amount of time needed to restore a broken firearm using the Gunsmithing feat by 5 minutes (maximum reduction of 50 minutes).

**Investigator**: Increase the total number of points in the investigator's inspiration pool by ⅓.



**Kineticist:** Increase the capacity of the kineticist's internal buffer by  $\frac{1}{6}$  point.

**Magus:** The magus gains  $\frac{1}{6}$  of a new magus arcana.

**Mesmerist:** When casting mesmerist enchantment spells, add  $\frac{1}{2}$  to the effective caster level of the spell, but only to determine the spell's duration.

**Psychic:** The psychic treats her Charisma bonus as  $\frac{1}{3}$  point higher for the purpose of determining the number of uses or rounds per day of her discipline powers.

**Sorcerer:** Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds  $+\frac{1}{2}$  to the number of uses per day of that bloodline power.

**Wizard:** Select one item creation feat known by the wizard. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

## RACIAL ARCHETYPES

### TECHNICIAN «INVESTIGATOR»

The 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.

**Assayer (Ex):** A technician adds  $\frac{1}{2}$  his level to Use Magic Device checks. A technician can use Use Magic Device to disarm magical traps.

This ability replaces trapfinding.

**Magitech Lore (Ex):** A technician becomes widely versed in the types of magical items that can be constructed. At 2nd level, he gains a +4 insight bonus to Spellcraft checks made to identify the properties and command words of magic items in your possession. This bonus increases to +8 at 7th level, and by +4 every four levels thereafter to a maximum of +20 at 19th level.

This ability replaces poison lore.

**Magitech Resistance (Su):** At 2nd 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 5th level, and to +6 at 8th level. At 11th level, the technician gains spell resistance equal to  $(10 + \frac{1}{2} \text{ the technician's character level})$ .

This ability replaces poison resistance.

**Swift Craftsmanship (Ex):** At 4th level, a technician can create magical items with astounding speed. It takes a technician half the normal amount of time to create magical items.

This ability replaces swift alchemy.

## 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, Appraise 2 ranks, Diplomacy 2 ranks, Persuasive, manu

**Benefit:** Whenever you are attempting 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 minutes equal to your Constitution modifier (minimum 1). 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 EQUIPMENT

Manu have access to the following equipment.

### WARDSUIT

This bodysuit is worn by the manu while they are working to develop magitech items. It protects them from any stray discharges of magic while they tinker with strange arcane energies. Creatures wearing a discharge suit gain a +2 circumstance bonus to spell resistance. Creatures that possess no spell resistance instead gain SR 7.

TABLE 1-4: MANU EQUIPMENT

Item	Cost	Weight	Craft DC
Wardsuit	4,500 gp	3 lbs.	24

## MANU MAGIC ITEMS

### GRAV JACKET

**Aura** faint transmutation; **CL** 2nd

**Slot** chest; **Price** 2,500 gp; **Weight** 5 lbs.

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 *gravity well* or *reverse gravity*.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *jump*;

**Special** creator must be a manu or a wizard specialized in the school of transmutation;

**Cost** 1,250 gp

## MANU SPELLS

### SUPPRESS MAGIC

**School** abjuration; **Level** cleric 4, sorcerer/wizard 4

#### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (powdered emerald worth 200 gp)

#### EFFECT

**Range** touch

**Effect** one magic item

**Duration** 1 round/level



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

#### DESCRIPTION

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 TRAITS

Only manu may select these traits.

**Engineer's Assistant:** You've spent years helping to create and repair engineered items. When you successfully use the aid another action to aid an ally's Craft or Knowledge (engineering) check, that character gains a +2 trait bonus to the check (in addition to the +2 bonus normally granted for successfully aiding another). If your ally already has a trait bonus to that skill, they gain a +2 circumstance bonus instead.

**Vessel Builder:** 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 +1 trait bonus to Craft (vessels) checks, and Craft (vessels) is a class skill for you.

**TABLE 1-5: RANDOM MANU STARTING AGES**

Adulthood	Intuitive <sup>1</sup>	Self-Taught <sup>2</sup>	Trained <sup>3</sup>
105 years	+4d6 years	+6d6 years	+8d6 years

<sup>1</sup> This category includes barbarians, oracles, rogues, and sorcerers.

<sup>2</sup> This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

<sup>3</sup> This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

**TABLE 1-6: MANU AGING EFFECTS**

Middle Age <sup>1</sup>	Old <sup>2</sup>	Venerable <sup>3</sup>	Maximum Age
150 years	200 years	250 years	250+5d% years

<sup>1</sup> At middle age, -1 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

<sup>2</sup> At old age, -2 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

<sup>3</sup> At venerable age, -3 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

**TABLE 1-7: RANDOM MANU HEIGHT & WEIGHT**

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	6 ft 4 in.	+2d4	170 lbs.	+2d4 × 6 lbs.
Female	6 ft.	+2d4	150 lbs.	+2d4 × 6 lbs.



## 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.

**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. They despise thieves, and so very few pasimachi become rogues. Most prefer martial combat, using their prodigious strength to overwhelm their foes, pursuing roles as fighters, barbarians, or brawlers.

**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 (4 RP):** 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 to avoid taking damage. The save DC against this breath weapon is 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.

## PASIMACHUS RACIAL TRAITS

15 RP

**+4 Strength, -2 Dexterity, -2 Intelligence (2 RP):**

Pasimachi are exceptionally strong, but not particularly agile or clever.

**Medium (0 RP):** Pasimachi are Medium creatures and have no bonuses or penalties due to their size.

**Slow and Steady (-1 RP):** Pasimachi have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

**Darkvision (0 RP):** Pasimachi can see in the dark up to 60 feet.

**Insectoid (3 RP):** Pasimachi are monstrous humanoids with the insectoid subtype.

**Climb (2 RP):** Pasimachi have a climb speed of 20 feet, and gain a +8 racial bonus to Climb checks that a climb speed normally grants.

**Expert Climber (4 RP):** 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 Climb checks normally granted to creatures with a climb speed (to a total +16 bonus).

**Natural Armor (2 RP):** Pasimachi gain a +1 natural armor bonus to their Armor Class.

**Natural Armor, Improved (1 RP):** Pasimachi has a hard shell and thick exoskeletal plates covering their body, granting them an additional +1 natural armor bonus to their Armor Class (for a total of +2).

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

**Stability (1 RP):** Pasimachi receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

**Languages (0 RP):** Pasimachi start with Common and Pasimachus. Pasimachi with high Intelligence scores can choose from Abiarazi, Aurellian, Dwarf, Gnome, Manu, Orc, or Transgenic.

**Chitin Horn (1 RP):** 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 damage. This trait replaces shell slam.

**Exhale Fire (1 RP):** 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 + ½ 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 (2 RP):** 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 improved natural armor and shell slam.

**Flight (4 RP):** 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 natural armor, improved natural armor, and stability.

**Furious Fighter (2 RP):** In wilder, less civilized times, pasimachi were ferocious warriors in battle, and a few pasimachi retain that trait. Whenever they enter a rage, the rage lasts for one additional round. This additional round does not count toward the number of rounds that the pasimachus may rage per day. The pasimachus may use this ability a number of times per day equal to her Constitution modifier. This trait replaces improved natural armor and stability.

**Light Affinity (2 RP):** 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). If such a pasimachus has an Intelligence of 10 or higher, it may use *light* at will as a spell-like ability. This trait replaces improved natural armor and stability.

**Swarming (2 RP):** Pasimachi are used to living and fighting communally with other members of their race. Up to two pasimachi can share the same square at the same time. If two members of this race 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 (7 RP):** Accustomed to digging and tunneling, pasimachi with this trait gain a burrow speed of 30 feet. They also gain a +1 bonus to Knowledge (dungeoneering) and Survival skill checks made while underground. This trait replaces climb, expert climber, and improved natural armor.

## RACIAL SUBTYPES

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

Here are 9 variant pasimachi 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 pasimachi 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.

**Warbred Pasimachi:** A clan of barbarians, these pasimachi have retained their savage tendencies. They have the furious fighter trait.

**Whiplash Pasimachi:** Having longer and more sensitive antennae than other pasimachi 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.



## FAVORED CLASS OPTIONS

The following options are available to all pasimachi who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

**Alchemist:** Add +1 foot to the range increment of the alchemist's thrown splash weapons (including the alchemist's bombs). This option has no effect unless the alchemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

**Barbarian:** Add a +½ bonus to trap sense or +½ to the bonus from the surprise accuracy rage power.

**Brawler:** Increase the number of times per day the brawler can use martial flexibility by ¼.

**Cavalier:** Add +½ to the cavalier's effective class level for the purposes of determining the damage he deals when making an attack of opportunity against a challenged foe.

**Cleric:** Add +½ to the cleric's channeled energy total when healing creatures of the animal, magical beast, and vermin types.

**Druid:** Add +½ to the druid's natural armor bonus when using wild shape.

**Fighter:** Add +1 to the fighter's CMD when resisting a bull rush or drag attempt.

**Gunslinger:** Add a +¼ bonus to attack rolls when making a utility shot or a dead shot.

**Hunter:** Gain a +½ bonus to wild empathy checks the hunter makes to influence animals and magical beasts that live in the vacuum of space.

**Inquisitor:** Add a +1 bonus to concentration checks when casting inquisitor spells.

**Investigator:** Increase the total number of points in the investigator's inspiration pool by ⅓.



**Kineticist:** Gain a +¼ bonus to damage rolls that apply the kineticist's elemental overflow bonus.

**Medium:** Gain a +½ bonus to Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against spirits, undead, phantoms, and creatures native to the vacuum of space.

**Monk:** Add +1 to the monk's CMD when resisting a grapple and +½ to the number of stunning attacks he can attempt per day.

**Psychic:** The psychic treats her Charisma bonus as 1 point higher for the purpose of determining the number of uses or rounds per day of her discipline powers.

**Ranger:** Add +½ bonus to wild empathy checks to influence vermin.

**Shaman:** Add 5 feet to the range of a chosen shaman hex. Multiple bonuses from this ability can apply to the same hex, to a maximum of an additional 30 feet for any single hex.

**Slayer:** Add a +¼ dodge bonus to Armor Class against the slayer's studied target.

**Sorcerer:** Choose acid, cold, electricity, or fire damage. Add +½ point of the chosen energy damage to spells that deal the chosen energy damage cast by the sorcerer.

**Spiritualist:** Add ¼ to the number of rounds that the spiritualist's incorporeal phantom can be out of sight and line of effect before being sent back to the Ethereal Plane.

**Swashbuckler:** Increase the number of times the swashbuckler can use charmed life by ¼.

**Witch:** Add +5 feet to the distance at which her familiar grants the Alertness feat (maximum +20 feet).

## RACIAL ARCHETYPES

### BOMBARDIER BEETLE RIDER

#### «CAVALIER»

Mounted atop a gigantic bombardier beetle, the bombardier beetle rider charges into the fray with ferocity on a powerful beast that answers to her alone. She shatters formations and her bombardier beetle shreds the armor of her foes as they charge past the twisted remains of their enemies, surging forward onto victory.

**Battle Beetle (Ex):** A bombardier beetle rider's mount is a specially bred giant bombardier beetle known as a battle beetle. Its type is animal, instead of vermin, with an Intelligence score of 2 and so loses its immunity to mind-affecting effects. Its size is increased by one factor, it has a base speed of 40 ft. However, it carries none of the other benefits or penalties of the size increase. Anytime a feat or ability allows a mount to make a hoof attack, it can make a bite attack instead. This otherwise works like the cavalier's mount ability and alters that ability.

**Armor Crusher (Ex):** At 3rd 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 Sunder and Greater Sunder. The rider's mount may make a free sunder attempt whenever it scores a critical hit with a melee attack in addition to the normal damage dealt by the attack. Neither the rider nor her mount provoke an attack of opportunity when performing a sunder combat maneuver.

This ability replaces cavalier's charge.

**Aerial Steed (Ex):** At 4th level, the bombardier beetle rider's mount matures and gains both the ability to run faster, and the ability

to fly. It gains the following benefits: +10-foot base speed increase, a 20-ft. fly speed with poor maneuverability, a +4 racial bonus to Fly skill checks, and Hover as a bonus feat.

This ability replaces expert trainer.

**Vengeful Mount (Ex):** At 11th level, a bombardier beetle rider work in synchronicity while the rider is mounted atop the battle beetle. Double the threat range of any weapons wielded during a charge while mounted. 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 mount, your mount 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%).

This ability replaces mighty charge.

**Dread Bombardier (Ex):** At 20th level, the battle beetle fully matures into a truly deadly beast. Its type changes from animal to magical beast (changing its hit dice and BAB progression, and replacing its low-light vision with darkvision 60 ft.), and its Intelligence score increases to 6. The battle beetle gains a +4 bonus to saves versus mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Its base speed and fly speed each increase by 10 ft., and its maneuverability increases to average. The battle beetle's breath weapon also becomes far more potent, increasing to an 80-ft. cone that deals 16d6 acid damage (Reflex DC 27 half, usable once every 1d4 rounds).

This ability replaces supreme charge.

## PASIMACHI FEATS

### ONE LUCKY BUG (PASIMACHI)

*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 critical confirmation roll. This does not stack with other effects that allow them to reroll a saving throw or an attack roll. They may only make one reroll.

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

### POWERFUL WINGS

(PASIMACHI)

*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 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.



## PEROMONE MESSAGING

### 《PASIMACHI》

*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 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 PEROMONE

### MESSAGING 《PASIMACHI》

*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

### 《PASIMACHI》

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

**Prerequisite:** Pasimachus

**Benefit:** As a move 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 concentration check (DC 15 + the level of the spell being cast). Any other concentration checks in the area have their DCs increased by 5. The DC of Perception checks involving hearing is likewise increased by 5.

## STINKBUG 《PASIMACHI》

*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 pasimachi's level). You are of course immune to your own stink gland secretions.

## TABLE 1-8: PASIMACHI EQUIPMENT

Item	Cost	Weight	Craft DC
Pasimachi Lumos	3 gp	–	15

## TABLE 1-9: PASIMACHI MOUNTS

Mount	Cost	Weight
Battle Beetle	450 gp	–

## PASIMACHI EQUIPMENT

Pasimachi have access to the following equipment.

### BATTLE BEETLE

Specially trained mounts of pasimachi cavaliers, 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.

### 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 gp; **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 *celestial healing (greater)* 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 gp



## PASIMACHUS SPELLS PSIONICS

### DEADLY CHITIN DEFENSE

**School** transmutation; **Level** cleric/oracle 1, inquisitor 1, magus 1, shaman 1

#### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (1 stag beetle)

#### EFFECT

**Range** touch

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

**Duration** 10 minutes/level

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

#### DESCRIPTION

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** bard 5, druid 5, medium 5, mesmerist 4, psychic 4, shaman 5, sorcerer/wizard 5, witch 5

#### CASTING

**Casting Time** 1 standard action

**Components** V

#### EFFECT

**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)

#### DESCRIPTION

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 checks and other uses of the Intelligence modifier.

### PRISMATIC SHELL

**School** abjuration; **Level** sorcerer/wizard 4

#### CASTING

**Casting Time** 1 standard action

**Components** V, S

#### EFFECT

**Range** personal

**Effect** you

**Duration** 7 rounds

#### DESCRIPTION

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, but no matter what, the caster gains a +4 armor bonus to AC 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.
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.

## PASIMACHUS TRAITS

Only pasimachi may select one of these traits.

**Glancing Blows:** Learning to deflect an opponent's blows has served you well. You gain a +1 trait bonus to AC versus bludgeoning or slashing weapons.

**Multifaceted Awareness:** You are practiced at noticing details about your environment. You gain a +1 trait bonus to Perception checks and a +1 trait bonus to Initiative checks.

**TABLE 1-10: RANDOM PASIMACHUS STARTING AGES**

Adulthood	Intuitive <sup>1</sup>	Self-Taught <sup>2</sup>	Trained <sup>3</sup>
15 years	+1d4 years	+1d6 years	+2d6 years

<sup>1</sup> This category includes barbarians, oracles, rogues, and sorcerers.

<sup>2</sup> This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

<sup>3</sup> This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

**TABLE 1-11: PASIMACHUS AGING EFFECTS**

Middle Age <sup>1</sup>	Old <sup>2</sup>	Venerable <sup>3</sup>	Maximum Age
32 years	50 years	65 years	65 + 3d12 years

<sup>1</sup> At middle age, -1 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

<sup>2</sup> At old age, -2 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

<sup>3</sup> At venerable age, -3 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

**TABLE 1-12: RANDOM PASIMACHUS HEIGHT & WEIGHT**

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 2 in.	2d10	180 lbs.	2d10 × 8
Female	5 ft. 0 in.	2d10	160 lbs.	2d10 × 8





## TRANSGENIC

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 are drawn to occupations that help them seek the knowledge for which they are searching, and so many transgenics become arcanists, bards, investigators, and wizards. 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 shipyards 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, Sares

**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 (2 RP):** 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.

**Charmer:** Transgenics with this racial trait replace their +2 Intelligence ability bonus (or Wisdom bonus for some subraces) with a +2 Charisma ability bonus.

**Diplomat (2 RP):** 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 (4 RP):** 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.



## TRANSGENIC RACIAL TRAITS

10 RP

+2 **Strength**, +2 **Intelligence**, -2 **Constitution** (0 RP): Transgenics have superior strength and intelligence but the combination of their bloodlines has made them sickly.

**Alien Blood (0 RP):** Transgenics are humanoids with the transgenic subtype.

**Medium (0 RP):** Transgenics are Medium creatures and receive no bonuses or penalties due to their size.

**Normal Speed (0 RP):** Transgenics have a base speed of 30 feet.

**Darkvision (2 RP):** Transgenics can see in the dark up to 60 feet.

**Racial Skills: (4 RP):** Transgenics gain a +2 racial bonus to Acrobatics and Survival.

**Void Survival (2 RP):** 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 Constitution modifier (minimum of 1 minute) beyond the normal rules for survival in the void.

**Individual Telepathy (3 RP):** 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 (0 RP):** Transgenics speak Common and Aklo. Transgenics with high Intelligence scores can choose from the following: Aurelian, Common, Dwarven, Elder Thing, Elven, Manu, or Pasimachus.

## FAVORED CLASS OPTIONS

The following options are available to all transgenics who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist:** Add +1/2 to the alchemist's bomb damage.

**Arcanist:** Increase total number of points in the arcanist's arcane reservoir by 1.

**Bard:** Add +1 to the bard's total number of bardic performance rounds per day.

**Bloodrager:** Increase the bloodrager's total number of bloodrage rounds per day by 1.

**Gunslinger:** Add +1/4 to the number of grit points in the gunslinger's grit pool.

**Magus:** Add +1/4 point to the magus's arcane pool.

**Occultist:** Gain +1/6 of a new focus power.

**Psychic:** Increase the total number of points in the psychic's phrenic pool by 1/3 point.

**Sorcerer:** Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

**Vigilante:** The vigilante gains 1/6 of a new social talent.

**Witch:** The witch gains 1/6 of a new witch hex.

**Wizard:** Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's

Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

## 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. Lantern-progeny often find themselves in professions where they can create things, and so many find themselves training as alchemists, bards, magi, summoners, or wizards.

TABLE 1-13 TRANSGENIC SUBRACES

Subrace	Alternate Racial Modifier	Alternate Racial Skills	Skin Hue
Anunnaki-Brood	+2 Con, +2 Wis, -2 Dex	Heal, Knowledge (any one)	Stony Gray
Aatheriexa-Brood	+2 Dex, +2 Int, -2 Wis	Acrobatics, Perception	Pink
Cthulhu-Brood	+2 Str, +2 Wis, -2 Dex	Intimidate, Swim	Green
Elder Thing-Brood	+2 Con, +2 Int, -2 Str	Perception, Swim	Pink-Gray
Gray-Brood	+2 Dex, +2 Int, -2 Str	Knowledge (any one), Sense Motive	Gray
Shobhad-Brood	+2 Str, +2 Wis, -2 Int	Intimidate, Survival	Green-Gray
Witchwyrd-Brood	+2 Con, +2 Int, -2 Wis	Intimidate, Knowledge (arcana, geography, or planes)	Blue-Gray
Yithian-Brood	+2 Str, +2 Int, -2 Dex	Knowledge (any one), Perception	Orange
Yog-Sothoth-Brood	+2 Con, +2 Cha, -2 Int	Climb, Intimidate	Purple
Zurkhan-Brood	+2 Str, +2 Int, -2 Wis	Intimidate, Sense Motive	Black-Gray-Red



## 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. Aatheriexa-brood often take classes and feats that allow them to change their form, such as alchemists, druids, some sorcerers bloodlines or wizards.

## 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. Octopus-progeny often enter classes that explore their aberration ancestry,

from the oracle's dark tapestry mystery to the bloodrager/sorcerer's aberrant bloodline, to the void elemental arcane wizard school.

## ELDER THING BROOD

### 《BARREL PROGENY》

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

**Ancestry** Elder Thing

#### REPLACEMENT RACIAL TRAITS

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

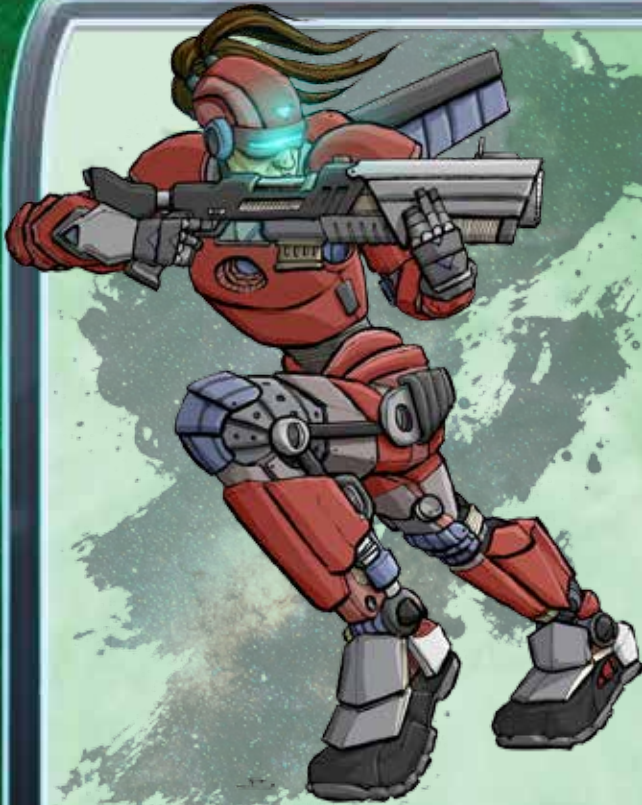
**Racial Skills:** Elder thing-brood gain a +2 racial bonus to Perception and Swim checks.

**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. Elder thing-broods are often drawn to intellectual pursuits, making them natural magi, psychics, psions, witches, or wizards.



## 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. Probe-

progeny often attempt to gain more skill for their experiments, becoming alchemists, investigators, magi, psychics, rogues, and wizards.

## 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 below 0 hit points, they can remain conscious and continue fighting, though it is still staggered and loses 1 hit point each round and still dies when its hit point total reaches a negative amount equal to its Constitution score. 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. Like their alien ancestor, they have a fascination with firearms and most tend to take archetypes, classes, and feats that favor them like the gunslinger, swashbuckler (picaroon), vigilante (gunmaster).

## 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. Witchwyrd-broods love magic and drawn to arcane spellcasting, leading them to become arcanists, bards, magi, sorcerers, witches, and wizards.

## YITHIAN BROOD

### «SPHERICAL PROGENY»

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

**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. Leading them to become bards, dreads, magi (xenofilos), mesmerists, psions, psychics, witches, and wizards.

## 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 Climb 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. Some emulate their alien ancestors more closely, becoming often oracles with the dark tapestry mystery or bloodragers/sorcerers with the aberrant bloodline.

## 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 (MAGUS)

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

**Arcane Pool:** At 1st level, a xenofilos can use 2 points from her arcane pool for to use her individual telepathy racial ability for one minute. Any transgenic that does not have the individual telepathy racial ability may instead gain one additional usage of the ability that replaced individual telepathy. Xenofilos lose the option to add dancing to a weapon.

This ability alters arcane pool.

**Telekinetic Weapon (Su):** At 3rd level, a xenofilos may spend one point from her arcane pool as a standard action to telekinetically control a single unattended weapon weighing no more than 2 lbs./level within 5 ft./level for 1 minute. She can, as a swift action, change control to a different unattended weapon. If the weapon goes outside her range or she loses Perception of it, the weapon will drop to the ground. The weapon attacks any opponent within range, as she desires, starting the round that the xenofilos activates this ability. The weapon attacks its designated target each round at the beginning of her turn. 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. She may use her telekinetic weapon instead of a weapon in her hand when using spell combat, but her telekinetic weapon will still have a -2 attack penalty. Alternately, as a full-round action, she may attack with both a weapon in her hand weapon and her telekinetic weapon, however both weapons will have a -2 attack penalty (like Two-Weapon Fighting).

Starting at 5th level, she may grant an enhancement bonus to her telekinetic weapon as if she was holding it, paying the arcane pool cost separately for her in hand weapon and her telekinetic weapon.

This ability replaces the magus arcana gained at 3rd level and the bonus feat gained at 5th level.

**Xenofilos Exploration:** Starting at 4th level, when a xenofilos gains a new magus level, in lieu of adding two magus spells, she may add one exploration spell instead to her spellbook of any spell level that she can cast.

#### EXPLORATION SPELLS

**1st**—*air purification, charm person, endure elements, memory lapse, starsight, unprepared combatant*

**2nd**—*detect thoughts, hypnotic pattern, planetarium, resist energy, suggestion*

**3rd**—*air creation, guiding star, hostile levitation, seek thoughts, twilight knife*

**4th**—*charm monster, eyes of the void, life bubble, modify memory*

**5th**—*dominate person, gravity sphere, planetary adaptation, suffocation*

**6th**—*interplanetary teleport (lesser), mage's sword, reverse gravity*

This ability replaces spell recall, knowledge pool, improved spell recall, greater spell combat, and



greater spell access and alters the way spells are added when a magus gains a new level.

**Telekinetic Spellstrike (Su):** At 8th level, a xenofilos may use spellstrike using her telekinetic weapon. This replaces improved spell combat.

**Spell Telekinetic Combat:** At 12th level, a xenofilos may use spell combat with both a weapon in her hand and her telekinetic weapon, though both weapons have a -2 penalty to attack rolls. At 15th level, she may use her telekinetic weapon ability as a move action. At 18th level she may use her telekinetic weapon ability as a swift action.

This ability replaces the magus arcana gained at 12th level and counterstrike.

#### RECOMMENDED SPELLS

**0th**—*mage hand*

**1st**—*jump, reinforce armaments, unseen servant*

**2nd**—*levitate, telekinetic assembly*

**3rd**—*fly, force punch, sleet storm*

**4th**—*black tentacles, mend vessel*

**5th**—*cosmic ray, reactive armor, overland flight, telekinesis, teleport*

**6th**—*celestine bolt, mend vessel (improved), voidflight*

**Magus Arcana:** A xenofilos may select a transgenic racial feat that she meets all the prerequisites for in place of a magus arcana. The following magus arcana complement the xenofilos archetype: critical strike, ghost blade, hasted assault, pool strike, and spell shield.

## TRANSGENIC FEATS

### TELEKINETIC WEAPON, GREATER 《COMBAT, TRANSGENIC》

*Your ability to attack with your telekinetic weapon improves even more.*

**Prerequisite(s):** Int 19, telekinetic weapon class feature, Improved Telekinetic Weapon, base attack bonus +11, transgenic.

**Benefit:** You get a third attack with your telekinetic weapon, albeit at a -10 penalty.

### TELEKINETIC WEAPON, IMPROVED 《COMBAT, TRANSGENIC》

Your xenofilos ability to attack with your telekinetic weapon improves.

**Prerequisite(s):** Int 17, telekinetic weapon class feature, base attack bonus +6, transgenic.

**Benefit:** In addition to the single attack you get with your telekinetic weapon, you get a second attack with it, albeit at a -5 penalty.

**Normal:** Without this feat, you can only get a single attack with your telekinetic weapon.

### 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 more than once. 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, Jumper, Acrobatics 9 ranks, Fly 4 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 will still have the same speed and maneuverability.





## TABLE 1-16: RANDOM TRANSGENIC STARTING AGES

Adulthood	Intuitive <sup>1</sup>	Self-Taught <sup>2</sup>	Trained <sup>3</sup>
20 years	+1d6 years	+2d6 years	+3d6 years

<sup>1</sup> This category includes barbarians, oracles, rogues, and sorcerers.

<sup>2</sup> This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

<sup>3</sup> This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

## TABLE 1-17: TRANSGENIC AGING EFFECTS

Middle Age <sup>1</sup>	Old <sup>2</sup>	Venerable <sup>3</sup>	Maximum Age
62 years	93 years	125 years	125 + 3d20 years

<sup>1</sup> At middle age, -1 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

<sup>2</sup> At old age, -2 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

<sup>3</sup> At venerable age, -3 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

## TABLE 1-18: RANDOM TRANSGENIC HEIGHT & WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 2 in.	+2d8	100 lbs.	+2d8 × 4 lbs.
Female	5 ft. 0 in.	+2d8	90 lbs.	+2d8 × 4 lbs.

### 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.

## TRANSGENIC TRAITS

Only transgenics may select one of these traits.

**Aware:** You always seem to know where you are. You gain a +1 racial bonus to Knowledge (geography) and Survival checks.

**Interest:** You have a passion about a particular subject. Pick one Knowledge skill: you gain a +1 racial bonus to that skill and it becomes a class skill.



## CORE RACES OF STARJAMMER

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 (CLERIC)

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:

**Domains:** A dwarven engineer must select the Artifice domain and follow a deity that grants access to that domain. She does not gain a second domain.

**Channel Energy (Su):** When a dwarven engineer channels energy it repairs damaged objects and constructs within range using the normal amount of damage (i.e. +1d6 hp every 2 levels). A secondary effect is the positive or negative energy (depending on the usual channel choice at 1st level), but the amount of damage is only half the normal amount. This is a very specialized variant channel and a dwarven engineer cannot take a different variant channel. She may however take the usual feats that enhance channeling.

This ability alters channel energy.

**Artificer's Blessing (Su):** As a standard action, a dwarven engineer can “lose” any prepared spell that is not an orison or domain spell 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 “lost” (see



Table: Repair Spell Hit Points Restored) and the target can be 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	10/level	150
7	15/level	300
8	20/level	400
9	25/level	500

**Forge Fires Within (Ex):** At 1st level, a dwarven engineer learns to break down technological items for study and to rebuild them back to their original state. She gains an insight bonus equal to ½ her cleric level (minimum +1) on Craft (mechanical) or Craft (vessels) checks related to technological items or vessel systems, and on all Knowledge (engineering) checks.

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

**Artificer's Mending (Su):** Starting at 8th level, as a standard action, a dwarven engineer may use *mend vessel* or *rapid repair* as a spell-like ability using her cleric level as the caster level. She can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

## 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

#### «INVESTIGATOR»

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.

**Class Skills:** A rocketjock adds Fly to his list of class skills and removes Heal and Perform from his list of class skills.

**Alchemy (Su):** A rocketjock has the following extracts added to his formulae list: 1st—*detect radiation*; 3rd—*recharge*.

This ability modifies alchemy.

**Inspiration (Ex):** The rocketjock replaces Knowledge, Linguistics or Spellcraft with Craft (mechanical), Craft (vessels), Disable Device, Knowledge (engineering), Knowledge (geography), or Profession (pilot) skill checks when using inspiration without expending a use. The rocketjock must still be trained in the skill to gain this benefit.

This ability modifies inspiration.

**Zero-Gravity Expert (Ex):** At 2nd level, a rocketjock can select the Null Gravity Maneuvering feat in place of an investigator talent. At 11th level, he can select the Null Gravity Combat feat in place of an investigator talent.

This ability replaces poison lore and poison resistance +2.

**Swift Charge (Ex):** At 4th level, as a full-round action, the rocketjock can fashion a makeshift battery with simple metals. It requires 50 gp 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.

This ability replaces swift alchemy.

**Rocket-Pack (Ex):** At 5th 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 rocketjock can operate his rocket-pack as if its maneuverability rating was one better (average while in operation, clumsy while in overdrive). Its maneuverability rating increases by one for every 5 levels beyond 10th (to a maximum of perfect while in operation, good while in overdrive at 20th level).

This ability replaces poison resistance +4 and poison resistance +6, and poison immunity.

## NEW INVESTIGATOR TALENTS

The following investigator talents are available only to rocketjocks.

### INSPIRING COMMAND (Ex)

**Prerequisite(s):** Investigator 9th level, rocketjock investigator archetype

**Benefit:** The rocketjock can expend two uses of his inspiration 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):** Investigator 5th level, rocketjock investigator archetype

**Benefit:** Whenever the rocketjock uses their rocket-pack to land in a square adjacent to an enemy, they may make an Intimidate check as a free action against that target. When doing so, if the rocketjock is trained in Intimidate, he can use the inspiration ability with that skill without expending uses of inspiration.

## 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

### «SWASHBUCKLER»

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. A gnome scuttler has the following class features:

**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. A gnome scuttler does not gain any panache for dropping a foe below 0 hit points unless that foe is a construct. Additionally, he gains 1 panache 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.

This ability alters panache.

**Corridor Warrior (Ex):** At 1st level, while the swashbuckler has at least 1 panache point and 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 may spend 1 panache point to gain an additional +2 circumstance bonus on checks to overrun a foe. This overrun attempt does not provoke an attack of opportunity. This deed replaces derring-do.

**Gremlin's Strike (Ex):** At 7th level, a gnome scuttler with at least 1 panache point can, as a standard action, target a construct, or an unattended magical or technological item with a wielded light or one-handed piercing weapon, a one-handed firearm, or one-handed technological 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. This deed replaces superior feint.

**Teeming Assault (Ex):** At 15th level, while the swashbuckler has at least 1 panache point, he can occupy the same square as any single ally of Small size or smaller. If the swashbuckler and his ally attack 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. This deed replaces swashbuckler's edge.

**Disabling Drive (Ex):** At 19th level, when a gnome scuttler hits a vessel system (such as an engine) with a light or one-handed piercing melee weapon, a one-handed firearm, or one-handed technological weapon, she can spend 2 panache points to disable that system for 1d8 rounds. The system must succeed at a Fortitude saving throw ( $DC = 10 + 1/2$  the swashbuckler's level + the swashbuckler'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. This deed replaces stunning stab.

## GNOME TECHMAN

### «SUMMONER»

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 evolve their outsider companions to merge with technological innovation.

**Construct Summoning (Sp):** When a technomancer uses his *summon monster* ability or casts the *summon monster* spell, he typically summons construct creatures. When a creature on the *summon monster* spell list indicates that it is summoned with either the celestial or the fiendish template based on the alignment of the caster, the creature summoned by the technomancer has the constructed creatures template instead (see sidebar). Furthermore, the *summon monster* lists are modified in the following ways (these changes also apply to using a higher-level *summon* spell to summon multiple creatures from a lower-level list).

*Summon Monster I:* No changes.

*Summon Monster II:* A technomancer cannot summon Small elementals or lemures, but instead can summon animated manacles.

*Summon Monster III:* A technomancer cannot summon dretches or lantern archons, but can summon iron cobras, medical drones, or observer robots.

*Summon Monster IV:* A technomancer cannot summon Medium elementals, hell hounds, hound archons, or mephits, but can summon adamantite cobras, collector robots, gearsman, or scrapyard robots.

*Summon Monster V:* A technomancer cannot summon babau, bearded devils, bralani azatas, Large elementals, salamanders, or xills, but can summon animated robots, clockwork soldiers, clockwork steeds, or riot suppressors.

*Summon Monster VI:* A technomancer cannot summon Huge elementals, erinyes, lillend azatas, or succubi, but can summon aballionians.

*Summon Monster VII:* A technomancer cannot summon bebiliths, bone devils, greater elementals, or vrocks, but can summon clockwork mages, clockwork snails, director robots, gearsman battleguards, robotic apprentices, or warden robots.

*Summon Monster VIII:* A technomancer can only summon clockwork golems, myrmidon robots and robot golems.

*Summon Monster IX:* A technomancer can only summon damaged annihilators or surgeon robots.

This ability otherwise functions as and replaces the summoner's normal *summon monster* spell-like abilities.

**Eidolon:** The technomancer's eidolon is a quasi-construct creature, possessing only some of the qualities of a normal construct. Instead of an outsider, a technomancer's eidolon has the construct creature type and the extraplanar subtype. Its statistics are changed from a standard eidolon as follows:

- ◁ **Hit Dice:** While the eidolon still possesses d10 Hit Dice, it does not possess a Constitution score, and therefore, it does not gain any modifiers to its hit points. Any DCs or other Statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty). Likewise, it does not benefit from any part of any evolution that increases its Constitution score. However, it gains bonus hit points based on its size as other constructs do. These bonus hit points are affected by evolutions that change the eidolon's size.
- ◁ **Good/Bad Saves:** The eidolon's good saves are always Fortitude and Reflex.
- ◁ **Skills:** The eidolon does not have any class skills, regardless of its Intelligence score, though it gains skill points and feats normally.
- ◁ **Senses:** The eidolon gains low-light vision and darkvision 60 ft.



- ◁ *Immunities:* The eidolon gains immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. However, it is still subject to ability damage, ability drain, fatigue, exhaustion, energy drain, and nonlethal damage.
- ◁ *Damage Reduction:* If the technomancer chooses this evolution, he may select DR/adamantine instead of one of the alignment-based types of damage reduction.
- ◁ The eidolon does not breathe, eat, or sleep.

The eidolon also has the following changes from a standard construct:

- ◁ *Immunities:* The eidolon does not possess immunity to any effect that requires a Fortitude save, nor does it possess immunity to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- ◁ *Damage and Hit Points:* The eidolon risks death from massive damage. It is not immediately destroyed when reduced to 0 hit points or less. It simply stops functioning until brought to at least 1 hit point.
- ◁ *Proficiencies:* The eidolon is not limited to any specific proficiencies as other constructs are.

This otherwise works like and replaces the eidolon ability of a normal summoner.

**Evolutions:** The technomancer's eidolon may not take the following evolutions: celestial appearance, fast healing, fiendish appearance, low-light vision, no-breath, or undead appearance.

## NEW EVOLUTIONS

The following evolutions are available only to technomancers.

### 1-POINT EVOLUTIONS

**Energy Discharge (Su):** As a full-round action, the eidolon 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.

### 2-POINT EVOLUTIONS

**Knockdown Roar (Su):** As a standard action, the eidolon can emit a sonic roar that can knock opponents down. This roar is a ranged touch attack that can target a single creature up to 20 feet away, dealing 1d8 points of nonlethal damage. On a critical hit, the eidolon can attempt a free trip combat maneuver (CMB + the eidolon's hit dice) against the target, which does not provoke attacks of opportunity. If the eidolon succeeds at this check, the target is knocked prone. If the eidolon fails, it is not tripped in return.

The summoner must be at least 4th level before selecting this evolution.

### 3-POINT EVOLUTIONS

**Charged Healing (Su):** For a number of minutes equal to the eidolon's hit dice, after using the successfully using the energy discharge evolution, the eidolon's body gains the ability to heal wounds very quickly. This gives it fast healing equal to the number of charges it drained (maximum 5). Charged healing does not allow the eidolon to regrow lost body parts (or to reattach severed parts).

The summoner must be at least 8th level before selecting this evolution.

**Steelskin (Ex):** The eidolon's natural armor hardens, granting the eidolon increased protection against attacks. The eidolon has a 25% chance to treat any critical hit or sneak attack as a normal hit, as if wearing light fortification armor.

The summoner must be at least 7th level before selecting this evolution.

### 4-POINT EVOLUTIONS

**Force Field (Su):** Once per day as a standard action, the eidolon may activate a force

field that surrounds it, lasting 1 round per summoner level. Damage dealt to the eidolon is applied to the force field first. If the field is active, the eidolon is immune to critical hits. The force field has fast healing 5 and a number of hit points equal to twice the eidolon's hit dice, but once the field's hit points are reduced to 0, the field collapses and cannot be reactivated.

The summoner must be at least 9th level before selecting this evolution.

**Reinforced Structure (Ex):** The eidolon's physical frame is augmented by an adamantine-fiber muscular system. This grants the eidolon immunity to ability damage, ability drain, fatigue, exhaustion, energy drain, and nonlethal damage.

The summoner must be at least 11th level before selecting this evolution.

**Thaumatron Mind (Ex):** The eidolon's mind becomes more secure in its programming. This grants the eidolon immunity to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

The summoner must be at least 11th level before selecting this evolution.

## 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 (BRAWLER)

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.

**Class Skills:** The hullbreaker adds Knowledge (engineering) to her list of class skills and removes Knowledge (dungeoneering) from her list of class skills.

**Anti-Mechanic (Ex):** At 5th level, as a swift action, the hullbreaker can examine a machine and find its weak point by succeeding at a Knowledge (engineering) check, adding her brawler level against a DC of 10 + the object's hardness. If it succeeds, 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 ignores the machine's DR and hardness. The ability cannot be used on organic lifeforms; however, it can be used on constructs.

This ability replaces brawler's strike.

**Sunder Training (Ex):** At 3rd 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 CMD when defending against sunder maneuvers. At 7th level, these bonuses increase by 1, and she gains a +2 bonus on



disarm combat maneuver checks and a +2 bonus to her CMD when defending against a disarm maneuver. At 11th, 15th, and 19th levels, these bonuses increase by 1 (to a maximum of +4 at 19th level).

This ability alters maneuver training.

## 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.

### HALF ORC SPACE MARINE

#### «BRAWLER»

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. A half-orc space marine has the following class features:

**Off-world Soldier (Ex):** A space marine trains extensively to survive out in the depths of space. Due to this enhanced training, the brawler 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 -2 penalty on attack rolls, saving throws, skill checks, and ability checks when planetside.

**Graviton Training (Ex):** At 3rd 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. 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.

At 7th level, and every 3 levels thereafter (to a maximum of +5 at 19th level), the brawler gains a +1 competence bonus to CMB and CMD while within areas of altered gravity, such as no gravity, low gravity, high gravity, or inverted gravity.

This ability replaces maneuver training.

**Technological Weapon Mastery (Ex):** At 5th level, the space marine adds a +1 competence bonus to attack and damage rolls made with technological weapons. This bonus increases by +1 for every five levels thereafter (to a maximum of +4 at 20th level).

At 11th level, the space marine also draws and reloads technological weapons with great speed. Treat the brawler as though she possesses the Quick Draw feat when drawing technological weapons. The brawler may also change a technological item's battery as a free action. If she already possesses the Quick Draw feat, this ability confers no additional benefit.

This ability replaces close weapon mastery.

## 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

### «SLAYER»

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. A halfling privateer has the following class features:

**Studied Target (Ex):** Studied target may be used against any vessel that the halfling privateer can see, allowing them to study that vessel to gain their bonuses against the pilot or captain of the vessel. Otherwise, this ability functions normally.

**Quick Boarding (Ex):** A halfling privateer adds  $\frac{1}{2}$  his level (minimum 1) to his initiative check when boarding an opponent's vessel. When boarding an enemy vessel, the halfling privateer is not considered flat-footed in the first round of onboard combat.

This ability replaces track.

**Slayer Talent (Ex):** The halfling privateer adds the following rogue talents to the list of rogue talents that they may take in place of a slayer talent: assault leader, cunning trigger, disabling stunt, distracting attack, escaping stunt, expert leaper, flying stunt, getaway artist, nimble climber, quick disable, sneaky maneuver, or sniper's eye. However, they are not able to take camouflage, fast stealth, finesse rogue, hard to fool, lasting poison, rogue crawl, slow reactions, surprise attacks, swift poison, terrain mastery, unwitting ally or weapon training. Otherwise, this ability functions normally.

**Advanced Talent (Ex):** The halfling privateer adds the following rogue and ninja advanced talents to the list of rogue and ninja advanced talents that they may take in place of an advanced slayer talent: another



day. However, they are not able to take master of disguise.

**Hullsmasher (Ex):** A halfling privateer with this talent can make a drive or Profession (pilot) check while within any vehicle 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 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 Profession (pilot) check to back his vehicle out of an opponent's vehicle, or it remains stuck.

This ability replaces woodland stride.

**Vessel Infiltrator (Ex):** A halfling privateer can use the Stealth skill to hide while onboard any vehicle, even while being observed. Additionally, the halfling privateer gains a +2 bonus to initiative checks, Escape Artist, 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.

This ability replaces slayer camouflage.

**Space Tracker (Ex):** You are an expert at following vessels through the void, looking for the faintest of signs of a vessel's passing; trails through nebula, distorted dust clouds, jettisoned waste, transit photometry, and so on. The penalty to track creatures or vessels flying through the void is reduced by ½ your character level (minimum 0).

This ability replaces swift tracker.

## 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 re-populate 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.

### EXPLORER 《ANY》

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 gain all Knowledge skills as class skills and gain a +1 racial bonus on skill checks for each Knowledge skill that they gain as a class skill from their class levels. 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 «BARBARIAN, GNOLL»

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.

**Rage Powers:** The following rage powers complement the razer archetype: armor ripper, ground breaker, sunder enchantment.

**Bulwark Breaker (Ex):** When attacking any part of a structure with a melee or natural attack, such as a castle wall or vessel hull, you ignore an amount of the structure's hardness equal to your barbarian level and add your barbarian level to the damage roll.

When damaging a spacefaring vessel with this ability, for every vessel point of damage that you cause, you reduce the vessel's CMD by 1 for one round (minimum zero).

This ability replaces fast movement.

**Unstoppable Charge (Ex):** At 17th level, you may charge straight through walls with hardness less than or equal to half your barbarian 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 Medium-sized creatures to follow you, but passing through the opening is considered moving through difficult terrain for them. Each wall broken through in this fashion uses one round of your rage ability.

This ability replaces tireless rage.







This chapter presents new class 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

#### «CLERIC ARCHETYPE»

This cleric 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.

**Domains:** A heliacal healer must select Healing domain and follow a deity that grants access to that domain. She does not gain a second domain.

**Crewmates (Ex):** You may designate one creature that you have healed three or more times as a member of your crew. At

2nd level, and every level thereafter, you may designate two additional creatures as members of your crew, to a maximum of 39 at 20th level. You add half your class level (minimum +1) on all Heal 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.

**Fast Dose (Ex):** At 5th level, when administering pharmaceuticals to any member of your crew via a medlance, you may do so as a swift action, regardless of whether they are willing or not.

**Medical Emergency (Su):** At 12th level, you may expend two uses of your channel

energy ability 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 cleric level.

This ability alters the cleric's channel energy ability.



## SHOCK TROOPER

### ⒻFIGHTER ARCHETYPEⒼ

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. Wielding powerful plasmathrowers to bring death from afar, or hewing the enemy apart with null blades, 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.

**Weapon and Armor Proficiency:** A shock trooper is proficient with all simple, martial, and technological weapons, and with all armor (heavy, light, and medium). A shock trooper is only proficient with hard light shields.

**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, while receiving a +1 bonus to her Intimidate check. This bonus increases by +1 for every four levels beyond 2nd.

This ability replaces bravery.



**Void Warrior (Ex):** At 1st level, a shock trooper gains the Null Gravity Maneuvering feat, even if she would normally not qualify for it.

This replaces the 1st level fighter bonus combat feat.

**Assault Training (Ex):** At 2nd level, a shock trooper gains the Two-Weapon Fighting feat, even if she would normally not qualify for it. At 6th level, she gains the Sword and Pistol feat, even if she does not meet the prerequisites.

This replaces the 2nd and 6th level fighter bonus combat feats.

**Hardsuit Training (Ex):** At 5th level, and every four levels after, a shock trooper increases the enhancement bonus to Strength given by hardsuits, as well as the maximum charge capacity of hardsuits by +2, for a total of an additional +8 at level 17 to the enhancement bonus to Strength offered by hardsuits and their maximum charge capacity.

This replaces weapon training 1,2,3,4, and weapon mastery.

## VOID TRACKER

### 《RANGER ARCHETYPE》

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. Often a void tracker takes Siege for her combat style to help defend the vessel she serves.

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

This ability replaces track.

**Void Terrain (Ex):** Starting at 3rd level each time a void tracker gains a favored terrain, she may select an Environmental Adaptation feat in place of favored terrain. This changes the options for favored terrain.

**Void Sense (Ex):** At 7th level she gains Void Intuition as a bonus feat even if she does not meet the prerequisites. If she already has Void Intuition she may pick another feat that she does meet all the prerequisites for. This replaces woodland stride.

**Bending the Void (Su):** At 11th level a void tracker sense of the void increases even more. When plotting a course through the void with successful Knowledge (geography) check, she can bend the void and decrease her vessel's travel time by 10% for the duration of that course. This Speed increase cannot be used tactically and is only useful for movement that will take place outside of a combat situation. This replaces quarry and improved quarry.

## CLASS FEATURES

### INFINITY

### 《ORACLE MYSTERY》

**Class Skills:** An oracle with the infinity mystery adds Knowledge (arcana), Perception, Stealth, and Use Magic Device to their list of class skills.

**Bonus Spells:** *lucky number* (2nd), *time shudder* (4th), *twilight knife* (6th), *planetary adaptation* (8th), *major creation* (10th), *create demiplane (lesser)* (12th), *vision* (14th), *create demiplane* (16th), *time stop* (18th)

**Revelations:** An oracle with the infinity mystery can choose from any of the following revelations:

**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 oracle 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 oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Celestial Divination (Su):** By spending 10 minutes reading the twinkling of the stars, you can use an immediate action to gain an insight bonus equal to your Charisma modifier on a single saving throw. Alternatively, by studying the swirling patterns of dust, ice, or an oort cloud, you grant a +4 insight bonus on one initiative check. These bonuses must be used during the next 24 hours and you must declare you are using the bonus before the check or save is made. You may use stellar divination (in any combination) once per day plus one additional time per day for every four oracle levels you have attained.

**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 oracle level (minimum 1). You may use this ability a number of times per day equal to your Charisma modifier (minimum 1), but you may only have one connaissance effect active at a time.

**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 oracle 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 11th 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 Charisma modifier. You must be at least 5th level to select this revelation.

**Interstellar Void (Su):** You call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of cold damage for every oracle level you possess. A successful Fortitude save halves this damage. At 10th level, the interstellar void is so extreme that a creature

that fails its save is fatigued. At 15th level, a creature that fails its save is exhausted and stunned for 1 round. You can use this ability once per day plus one additional time per day at 10th level.

**Paradox Shift (Su):** At 5th level, as an immediate action, you may roll one d6 and add that number to the result of any one roll that you are about to make, or alternatively, subtract that number from the





result of any one roll that a single opponent is about to make. Treat that result as if it was the original result. Results cannot be raised above 20, nor can they be lowered below 1. You must declare that you are using this power before the roll is made. You can use this ability once per day at 5th level, and one additional time per day for every six oracle level beyond 5th.

**Piercing Spells (Su):** Tapping into the power of the universe is child's play to you. You gain Piercing Spell as a bonus feat. In addition, once per day, you can cast a spell with the Piercing Spell feat as a standard action that does not increase the level of the spell. You can use this ability one additional time per day at 7th level, and every 4 levels thereafter.

**Prescient Defense (Su):** Once per day, your body becomes far more agile and responsive to danger, granting you a +10 insight bonus to your initiative and a +10 dodge bonus to AC. This ability lasts for 10 minutes per level. At 15th level, you can use this ability twice per day. You must be at least 11th level to select this revelation.

**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 7th level and one additional time per day for every four levels beyond 7th. You must be at least 7th level before selecting this revelation.

#### FINAL REVELATION

Upon reaching 20th level, 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*.

## KINETICIST WILD TALENTS

### UTILITY WILD TALENTS

#### Air Creation

**Element(s)** air; **Type** utility (Sp); **Level** 3; **Burn** 1

*You exhale a gust of air that functions like the spell air creation.*

## ROGUE TALENTS

### STEALTH GUNNER

**Prerequisites:** Sneak Attack +3d6, Siege Engineer

**Benefit:** This talent enables you to use sneak attack with a siege weapon. When you are the one aiming the siege weapon during a surprise round or flanking another vessel and the attack with that siege weapon is successful you add your sneak attack damage (1 VP per each +1d6 sneak attack) to the siege weapon's base damage.

## SIEGE COMBAT STYLE

The siege combat style is available to rangers, slayers, and other character classes that can use ranger combat styles.

The character can choose from the following list whenever she gains a combat style feat:

Deadly Aim, Far Shot, Field Repair, and Siege Engineer.

- ◀ At 6th level, she adds Efficient Siege Crew and Siege Gunner to the list.
- ◀ At 10th level, she adds Master Siege Engineer and Siege Commander to the list.

A ranger's favored enemy bonus or a slayer's studied target bonus could apply when using a siege engine against a building, vehicle, vessel, etc. that is operated or manned by creatures that are one their selected enemies.

## FRACTIONS OF THE VOID

Any of the various factions that can be found in other *Pathfinder* supplements exist in Starjammer as well, as such organizations can spread to any world, country or even exist solely in the hearts of the people who traverse the stars. However, 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.

### BASTION INCANTORUM

The largest and best established school of magical learning in the known universe, the Bastion Incantorum 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 Kataar Stoneward over a thousand years ago, on the planet Labollus, the Bastion Incantorum has academies of magical learning in more than forty systems.

**Location** varies

#### REQUIREMENTS

**Entrance Fee** 50 gp

**Entrance Exam** DC 20  
Knowledge (arcana) check

**Tuition** 150 gp/semester





## EDUCATION

**Education Checks** Knowledge (arcana), Profession (pilot), Spellcraft, 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 Incantorum 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 Incantorum 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 gp/semester

## TRAINING

**Training Checks** Diplomacy, Heal, Knowledge (any), Linguistics, 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

### 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, tychilarius, 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.

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 sylph investigator 8/psychic 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.

#### **Good Class Choices**

Alchemist, Bard, Fighter, Gunslinger,  
Investigator, Paladin, Psychic, Wizard

#### **Challenging Class Choices**

Bloodrager, Druid, Shaman, Skald

## **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

## THE SPICE SALMAGUNDI

Found only rarely on swamp worlds, the powdery red spice, salmagundi, is an exceptionally powerful hallucinogen capable of producing euphoric illusions in those that ingest the raw form of salmagundi, or extending life when taking refined and concentrated doses. The primary source of salmagundi in the known universe is the fenworld Eimharn in the Erokian system.

Salmagundi uses the rules for addiction.

### UNREFINED SALMAGUNDI

**Type** drug, ingested; **Addiction** major, **Fortitude** DC 20; **Price** 75 gp; **Weight** —

**Effect** 3 hours; the eater gains the ability to see possible futures a few seconds ahead for 24 hours. Because the visions are distracting, the eater takes a –2 penalty on ability checks, attack rolls, saving throws, and skill checks, but for one such roll, she can ignore the penalty and roll twice, keeping the better result. The eater must decide to use this ability before rolling.

**Damage** 1d3 Dex and 1d3 Wis damage

**Cure** 3 consecutive saves

### REFINED SALMAGUNDI

**Type** drug, ingested; **Addiction** major, **Fortitude** DC 24; **Price** 5,000 gp; **Weight** —

**Effect** 1d8 days; ignore all Strength, Dexterity, and Constitution penalties gained from middle age, old age, and venerable age. Additionally, for every 50 doses of refined salmagundi that are ingested, roll 1d20; on a 20, the eater no longer takes penalties for aging (bonuses still apply) and does not die from old age.

**Damage** 1d4+1 Con damage

**Cure** 5 consecutive saves

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 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 duergar tyrant kineticist 13/cleric of Israfel 5), and he keeps a watchful eye on the five closest panchen lords from the Shiat System: Velthaster (LE female strix planar oracle 14), Kubayara (LE male skindancer arcanist 15), Ashina (NE female tanuki hengeyokai ranger 14), Zenyas (LE male halfling inquisitor of Israfel 14/fighter 2) and Miwan Paaza (LE female tosculi homonculist alchemist 13).

### Good Class Choices

Cleric, Inquisitor, Medium, Mesmerist, Oracle, Psychic, Warpriest

### Challenging Class Choices

Barbarian, Bloodrager, Paladin, Skald



## 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 swashbuckler 11) of Kharjenn Prime.

#### Good Class Choices

Any

#### Challenging Class Choices

Paladin

## 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 Israfil 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 mythic halfling dragon shaman druid 20/heirophant 1), 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 oreard speaker for the past shaman 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 dhampir witch 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.

#### Good Class Choices

Barbarian, Cleric, Druid, Hunter, Oracle, Ranger, Shaman, Witch

#### Challenging Class Choices

Paladin





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.

## NEW SKILL USES

### CRAFT (VESSELS)

This skill can also be used to perform maintenance, upgrades, modifications, and repairs to a spacefaring vessel. You may not know how to build an engine from scratch, but you can improve or fix an existing one.

**Restoring Damage:** Restoring damage is covered in the Craft skill. Remember, you must have the materials on hand to make a repair. It typically takes 1 day per vessel point repaired.

**Sabotage:** Repairing sabotage requires an opposed check against the result of the Disable Device check the saboteur made when rigging the vessel. If you have to improvise the proper parts for the repair, you suffer a -2 circumstance penalty.

**Retry:** Yes, but each time you miss by 5 or more, you ruin half the raw materials and must pay half the original raw material cost again.

**TABLE 3-1 SPACEFARING SKILLS**

Skill	Description
Craft (mechanical)	Construct or repair technological items.
Craft (vessels)	Construct or repair a spacefaring vessel.
Disable Device	Disable lock or trigger (mechanical or technological)
Heal	Used to identify and understand pharmaceuticals.
Knowledge (engineering)	Most important skill regarding technological subjects.
Knowledge (geography)	Used for astronomy and when directing or manage a ship, aircraft, or spacefaring vessel on its course.
Linguistics	Useful for vessel to vessel communications.
Profession (driver)	Used when operating a land or water vehicle.
Profession (pilot)	Used when operating an air or space vehicle.

**Special:** You need the proper tools. If you're forced to use improvised tools, you suffer a -2 circumstance penalty. If you set up and maintain (or have access to) a proper repair facility, you gain an additional +2 circumstance bonus on your skill checks. This stacks with circumstances bonuses for toolkits. Characters must have at least 5 ranks to attempt a repair job with a DC higher than 20. These complex repairs require advanced training and experience.

#### CRAFT (VESSELS) DC CHECKS

Condition	DC
Repair sabotage	Opposed
Repair/maintain vessel	10
... when your vessel is fully crewed.	-1
... when your vessel has a chief engineer.	-2
... when your vessel is at a stronghold, base of operations, guildhouse, etc....	-2
... when your vessel is currently engaged in combat.	+4

#### KNOWLEDGE (GEOGRAPHY)

This allows you to use maps and charts to plot a course from one place to another. Useful on land or sea, it's essential in space.

**Check:** Plotting a proper course requires one round for every point of the base DC. For example, determining the best route across a solar system takes 15 rounds—one and a half minutes. For each round by which you want to reduce this time, down to a minimum of a full-round action, add +2 to the DC. You can take 10 if you have the time.

Failure means you have chosen an improper route. If you follow it, you are off course. If you can't get your bearings and determine your location, you're lost.

If you roll a 1, make the check again. If you fail again, you have chosen a dangerous route. It's up to the GM to determine your exact fate. If you're navigating a star system, you might find yourself in an asteroid field or in an unstable orbit in the gravity well of a planet.

**Retry:** Once per hour traveled along a course, you can try to re-plot a route. You start by finding your location and seeing if it's where you expected to be. If it's not, you know you're off course and can try again. If you fail, you believe yourself to be on course.



Course	DC
Finding your location by the stars (in known space)	10
Crossing a solar system	15
Finding your location by the stars (in uncharted space)	20
Crossing between star systems	25
Crossing uncharted space, but close to a charted route	30
Crossing uncharted space, never traveled	40

## PROFESSION «PILOT»

Used when directing or managing an aircraft or spacefaring vessel on its course. This skill works as though the spacefaring vessel is a “flying creature,” and the standard fly maneuverability rules apply to the vessel being piloted by the individual using Profession (pilot).



## FEATS OF THE VOID

The following feats have been introduced into Starjammer to grant special tricks or abilities to characters through a combination of training, luck, or quirks of their birth, giving them an edge in spacefaring situations. The feats listed here expand upon those listed in other Pathfinder supplements.

### ACE PILOT

*You are one of the best pilots around.*

**Prerequisite(s):** Profession (pilot) 3 ranks.

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

**Special:** If you have 10 or more ranks in that skill, the bonus increases to +6 for that skill. If you have skill focus Profession (pilot), the bonuses stack.

### 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.*

### COHORT VS. CREW

In Starjammer, the terms “crew” and “cohort” may be used interchangeably, but they are not necessarily the same thing. A cohort may refer to NPCs that serve on a spacefaring vessel under someone’s command. A crew may refer to PCs or NPCs that serve on a spacefaring vessel that you either are in command of, or are your allied PCs and NPCs under the command of another. Regardless of who commands a crew, so long as you are working together toward a common goal, any beings cooperating in the operation of a spacefaring vessel or under the orders of that vessel’s commanding officer are considered to be a part of the same crew.

**TABLE 3-3: FEATS**

Feat	Prerequisites	Benefit
Ace Pilot	Profession (pilot) 3 ranks	Gain a +3 bonus to Profession (pilot) checks.
Debris Stealth	Profession (pilot) 6 ranks	You may attempt to hide your vessel among asteroids or debris.
Efficient Siege Crew	Siege Engineer, and Knowledge (engineering) 5 ranks or Profession (siege engineer) 5 ranks	Takes one less crewmember to man a siege weapon.
Environmental Adaptation	Survival 3 ranks, Endurance	Gain a +1 bonus to Survival checks and Fortitude saves in a specific environment.
Exceptional Engineer	Int 16, Knowledge (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.
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	Profession (pilot) 1 rank	The pilot's vessel gains a +2 dodge bonus to AC.
Pilot Dodge, Improved	Pilot Dodge, Profession (pilot) 11 ranks	The pilot's vessel gains a +2 dodge bonus to AC.
Reflexive Pilot	Dex 13, Profession (pilot) 1 rank	You may use your Dexterity modifier instead of your Wisdom for Profession (pilot) skill checks.
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.
Stellar Threat Assessment	Knowledge (geography) 2 ranks, Profession Pilot (5 ranks)	Decrease both the chance of encountering space hazards and their magnitude.
Vessel Commander	Cha 15, Bluff 4 ranks, Diplomacy 5 ranks, Intimidate 4 ranks, Linguistics 1 rank, Leadership or Recruits	Grant a +2 competence bonus to your crew.
Void Intuition	Wis 13, Knowledge (geography) 5 ranks, Profession (pilot) 1 rank	Shorten voyages through the void.
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.



**Prerequisite(s):** Profession (pilot) 6 ranks.

**Benefit(s):** You may use your Profession (pilot) skill in place of a Stealth check to hide your vessel among asteroids or other debris in space. When you do so, you gain a +3 circumstance bonus on the check.

## EFFICIENT SIEGE CREW

### «COMBAT, TEAMWORK»

*Your siege weapon crew have learned to work together very efficiently.*

**Prerequisite(s):** Siege Engineer, and Knowledge (engineering) 5 ranks or Profession (siege engineer) 5 ranks.

**Benefit(s):** When you and all other crewmembers are manning the same siege weapon have this feat, you may reduce the number required from either the crew, aim or loader by one. You cannot reduce the number required to less than 1 for crew, aim or loader. If all members of the crew have this feat and each member has 10 ranks of either Knowledge (engineering) or Profession (siege engineer), then you may reduce the number required by a total of two (either 2 in one type or 1 in one type and 1 in another type) instead of just one, but you still cannot reduce the number required to less than 1.

## 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, Endurance

**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, Knowledge (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. 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 Cubes gain a +2 competence 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, as if you were under the effects of a freedom of movement spell, 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 competence bonus to all Strength-related rolls.

## 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 no 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):** Profession (pilot) 1 rank.

**Benefit(s):** When operating a spacefaring vessel, the pilot's vessel receives a +2 dodge bonus to AC.

## PILOT DODGE, IMPROVED 《COMBAT》

*Your ability to avoiding collisions improves.*

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

**Benefit(s):** When operating a spacefaring vessel, the pilot grants an additional +2 dodge bonus to AC to their vessel. This explicitly stacks with the bonus granted by Pilot Dodge.

## REFLEXIVE PILOT

*While piloting a spacefaring vessel, your reflexes guides you rather than your intuition.*

**Prerequisite(s):** Dex 13, Profession (pilot) 1 rank.

**Benefit(s):** You may use Dexterity instead of Wisdom as your Profession (pilot) skill modifier.

**Special:** You may use whichever modifier is higher.

## 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 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 no gravity environment.

## STELLAR THREAT ASSESSMENT

*You've seen many space hazards in your time as an interstellar adventurer, and you have learned how to recognize and avoid them.*

**Prerequisite(s):** Knowledge (geography) 2 ranks, Profession (pilot) 5 ranks.

**Benefit(s):** When you use your Knowledge (geography) skill to plot a course, you may reduce the encounter chance of environmental hazard encounters and cloud/field magnitudes by 15%.

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

## 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, Linguistics 1 rank, Leadership or Recruits

**Benefit(s):** All members of your crew onboard the same vessel as you gain a +2 competence bonus to performing tasks related to the operation of any vessel you are in command of.

## VOID INTUITION

*You have an intuitive grasp of how the stellar winds move, allowing you to better navigate between star systems.*

**Prerequisite(s):** Wis 13, Knowledge (geography) 5 ranks, Profession (pilot) 1 rank

**Benefit(s):** When using your intuition to plot a course through the void by making a successful Knowledge (geography) check, you so efficiently optimize your course that it effectively increases your vessel's Speed by 1 for duration of that course. This Speed increase cannot be used tactically and is only useful for movement that will take place outside of a combat situation.

## 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):** Darkvision, Alertness

**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.







## EQUIPMENT

Before heading out into the vast unknown, you need to gear up adequately. Whether you are wielding a sword or an energy weapon, or both, could make the difference between you making it out of the jam you are in, or becoming a splat on the deckplates.

When purchasing gear for a character, it is important to have a wide range of resources available. It is suggested at a minimum that characters be allowed to choose from items in the Pathfinder Roleplaying Game Core Rulebook, and other guides by Paizo Publishing that deal with more technological equipment. Gold and credits (as you will see below) are synonymous terms, so conversion between standard Pathfinder and Starjammer should be fairly transparent.

It is also important to remember that this book does not provide everything needed to run a campaign in space. Many rules elements used or referenced herein were released in products by Paizo Inc.

## WEALTH IN STARJAMMER

Cultures learn early that some standardized unit of exchange is the key to more efficient economies. Portability allows buyers to travel long distances without having to drive herds of animals to trade for sacks of grain. It allows sellers to accept payment without having to inspect each animal or skein of yarn to avoid being swindled. Bars or coins made from precious metals offer a uniformity and portability and are the de facto standard for most fantasy games. The drawbacks, however, can be numerous. Vast wealth requires vast storage and transport facilities. "Coin shaving," alloys with base metals, and other counterfeiting techniques reduce the value of the coins.

This can lead a society to adopt a system of paper "promissory note" currency, either backed by actual precious metals on deposit in national treasuries or by "the full faith and credit" of the country. Such a system is rife with drawbacks –



counterfeiters with access to high-quality printing equipment can duplicate the banknotes, paper currency is susceptible to destruction by disasters such as fires or floods, and unbacked notes have no limit on how many a government may order printed. In addition, one country's base unit may not hold an equivalent value add that of their neighbors. This leads to exchange rates and currency speculation – and headaches for travelers.

To secure their monies against disaster and counterfeit, societies may move to electronic cash based around the debit card idea, with paper currency used as a backup option. This system may rely on a network of servers tracking how much money an individual has on deposit with a financial institution or a computer chip carried by the buyer may track that information internally and independently. Exchange rates are still an issue, as is theft of financial data. Counterfeiters may find ways to spoof the system to make it appear an account has more money in it than it really does.

If a monetary system relies on instant communication with a remote server to verify funds, the vast distances of the Void may block even the most secure or innocuous of transactions. In such a case, physical cash of some sort would become a necessity.

For ease of play, Starjammer uses the “comet” – “common marker for economic transactions.” A physical comet is a thin lozenge-shaped wafer with internal circuitry to verify its authenticity. They are then microplated with a precious metal – copper, silver, and gold are used for the most common coins – to provide visual distinction. These track directly to the copper, silver, and gold pieces used in most fantasy games.

## STARJAMMER WEALTH BY LEVEL

It takes significantly greater resources to travel the starways than it does to adventure on any given world. While most PCs may wish to traverse the stars all on their own, they often must seek either the assistance of an established starcraft captain and crew, or a patron/organization that grants them resources to establish their own spacefaring vessel. Those adventurers that have such a patron are considered “commissioned” PCs, and may tap into and pool vessel wealth to upgrade their craft, or to purchase a new one.

## SPACEFARING EQUIPMENT

Travel in the depths of the void is not quite as easy as overland or seafaring travel, and while not every item available to travelers is necessary, many species have developed varieties of gear that assist them when exploring the void. Adventurers may wish to seek out such items to better prepare them for the rigors of deep space.

### COMMON EQUIPMENT

#### MAGNETIC SHIELD

**Aura** faint evocation; **CL** 5<sup>th</sup>; **Price** 18,000 gp;  
**Weight** 15 lbs.

#### DESCRIPTION

The front of this +2 heavy steel shield is polished to a mirror finish and is ornamented around its perimeter by rounded black-iron studs. Three times per day, it allows its wielder to make a disarm attempt against a creature that just missed a melee weapon attack against the wielder as a free action. This disarm attempt gains a +8 bonus to the wielder's CMB if the weapon is made of metal. If you are successful, you pull the target weapon to

**TABLE 4-1: CHARACTER WEALTH BY LEVEL**

Level	PC	PC Vessel	NPC (Basic)	NPC (Advanced)	NPC Vessel
1	By Class	Free vessel <sup>1</sup>	260 gp	390 gp	Free vessel <sup>1</sup>
2	1,000 gp	8,700 gp	390 gp	780 gp	2,250 gp
3	3,000 gp	17,000 gp	780 gp	1,650 gp	4,675 gp
4	6,000 gp	29,000 gp	1,650 gp	2,400 gp	6,500 gp
5	10,500 gp	43,250 gp	2,400 gp	3,450 gp	9,000 gp
6	16,000 gp	62,000 gp	3,450 gp	4,650 gp	12,250 gp
7	23,500 gp	85,000 gp	4,650 gp	6,000 gp	15,500 gp
8	33,000 gp	116,000 gp	6,000 gp	7,800 gp	20,000 gp
9	46,000 gp	152,250 gp	7,800 gp	10,050 gp	25,000 gp
10	62,000 gp	200,000 gp	10,050 gp	12,750 gp	30,500 gp
11	82,000 gp	255,000 gp	12,750 gp	16,350 gp	38,500 gp
12	108,000 gp	325,000 gp	16,350 gp	21,000 gp	48,250 gp
13	140,000 gp	415,000 gp	21,000 gp	27,000 gp	60,000 gp
14	185,000 gp	525,000 gp	27,000 gp	34,800 gp	75,000 gp
15	240,000 gp	675,000 gp	34,800 gp	45,000 gp	95,000 gp
16	315,000 gp	850,000 gp	45,000 gp	58,500 gp	125,000 gp
17	410,000 gp	1,100,000 gp	58,500 gp	75,000 gp	150,000 gp
18	530,000 gp	1,375,000 gp	75,000 gp	96,000 gp	192,000 gp
19	685,000 gp	1,720,000 gp	96,000 gp	123,000 gp	240,000 gp
20	880,000 gp	2,150,000 gp	123,000 gp	159,000 gp	300,000 gp

<sup>1</sup> Individual characters are granted a kite. A party of characters may opt to crew a skiff instead of piloting individual vessels.

you, and if you have enough hands free, you can catch it. Otherwise, the object lands in your square as if you dropped it.

Creatures made entirely or mostly of metal suffer a -2 penalty to attack rolls and Reflex saves when within 10 feet of a magnetic shield.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Magic Arms & Armor; **Spells** *magnetic grasp*; **Cost** 9,000 gp

#### MISFORTUNE LANTERN

**Slot** none; **Price** 40,500 gp; **Weight** 2 lbs.;  
**Capacity** 6; **Usage** 1 charge

#### DESCRIPTION

This jade lantern bears ornate glyphs that can be activated by touch. When the lantern is activated, it pulses with a faint emerald light and emits a magical distress call that can be detected by any vessel with a heads-up display unit, or by anyone using a crystal ball, to a distance of 100 million miles. The misfortune lantern does not broadcast any specific message, but with the right equipment or magic, the signal can be traced back to its source.

It otherwise functions as an emergency beacon



#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Technological Item; **Equipment** production lab; **Skill Check** Craft DC 27; **Cost** 20,250 gp

### REACTIONARY TORC

**Aura** moderate conjuration, evocation and transmutation; **CL** 13<sup>th</sup>; **Slot** neck; **Price** 52,000 gp; **Weight** 1 lbs.

#### DESCRIPTION

This black iron torc fits comfortably around the wearer's neck and often bears the insignia of a trade guild, pirate clan, or noble house.

When the wearer is exposed to the vacuum of space, it automatically slows the wearer's movement to a gentle sixty-foot drift per round. Anyone wearing the torc takes no damage from colliding with an object in space, unless that object deals special damage, such as fire or cold damage. The torc also creates a bubble of breathable air around the wearer's head, preventing suffocation for as long as the torc remains about the wearer's neck.

The torc's powers automatically cease when the wearer is no longer exposed to the vacuum of space.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *air creation*, *contingency*, *feather fall*; **Cost** 26,000 gp

### SPIKE BOMB

**Aura** faint transmutation; **CL** 5<sup>th</sup>; **Price** 750 gp; **Weight** 1lb.

#### DESCRIPTION

A spike bomb is an alchemically enhanced iron sphere as large as an orc's fist. The bomb can be thrown like a splash weapon with a range of 10 feet. When the bomb strikes the ground, it projects iron spikes from its entire surface that expand outward

to a distance of five feet, if room allows. Creatures within the 10-foot radius of the bomb take 2d6 points of piercing damage from the spikes.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Technological Item; **Equipment** military lab; **Skill Check** Craft DC 20, **Cost** 375 gp.

### HARDSUIT TECHNOLOGY

Combat in the rigors of foreign environments require specialized protective equipment. Properly outfitted military forces often use hardsuits when in unfamiliar or dangerous environments to protect their personnel. Boarding vessels, exploring strange new worlds, interplanetary warfare, or even something as simple as making repairs to the outside of a vessel are all valid reasons for needing hardsuit technology.

### UNDER THE ARMOR

Most hardsuits use a protective outfit underneath the actual suit of armor. Standard padding can be used instead, but for those that can afford it, there are additional protections that can be added. These suits fit comfortably underneath any hardsuit, and may be worn underneath one without penalty or need for extra equipment slots.

#### BODYSCREEN

This skin-tight black fiber-mesh outfit covers almost the entire body, excluding the feet, hands and head. Its primary purpose is to transfer kinetic energy across the entire suit, reducing the impact of any blunt-force trauma.

A bodyscreen converts all damage to the wearer from bludgeoning weapons into nonlethal damage for the duration of its activation.

# EQUIPMENT OF THE VOID

Armor	Price (gp)	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Weight	Capacity	Charge Usage
Bodyscreen	4,200	—	—	—	—	2 lbs.	10	1/hr.
Dauntless Armor	122,500	+13	+1	-5	45%	80 lbs.	8	1/hr.
Dwarven Steamsuit	94,850	+14	+1	-6	40%	60 lbs.	12	1/hr.
Rampart Armor	44,650	+10	+3	-5	35%	45 lbs.	10	1/hr.
Star Marine Armor	86,200	+13	+3	-3	35%	65 lbs.	8	1/hr.
Zero Suit	6,000	—	—	—	—	3 lbs.	10	1/hr.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Technological Arms & Armor;  
**Equipment** military lab; **Skill Check** Craft  
DC 21; **Cost** 2,100 gp

## ZERO SUIT

A pale-blue leather jumpsuit that covers the body from the neck down, the zero suit grants the wearer a +20 enhancement bonus on all Acrobatics checks and a +4 enhancement bonus to Dexterity.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Technological Arms & Armor;  
**Equipment** military lab; **Skill Check** Craft  
DC 30; **Cost** 3,000 gp

## HARDSUITS

A hardsuit is a set of powered mechanical armor worn for protective and utilitarian purposes. Most hardsuits are heavy enough that they cannot be operated at all without sufficient power. They are not ideally suited for all environments due to their tremendous weight, but while powered, the hardsuit feels like wearing a winter coat to the wearer.

All hardsuits are considered to be heavy armor, include gauntlets and helmets, and slow the wearer as other heavy armors do. They take 5 minutes to

don, and the wearer must have help to don the armor. Without help, they may only be donned hastily (which takes 5 minutes), and removing the hardsuit takes 2d4 minutes. Hardsuits all have a hardness of 30.

## DAUNTLESS ARMOR

The shining black plates of this eight-foot tall metallic suit of armor cover the wearer from head to toe and bear a blank-faced helmet which locks into the collar assembly.

Once fully donned, the wearer can activate the armor with a command word, which grants the wearer a suite of enhanced capabilities including a +4 enhancement bonus to Strength, a +10-foot enhancement bonus to the wearer's speed, and complete protection from all radiation and exposure to vacuum. Dauntless armor also provides fire resistance 10, protects the wearer from hot and cold environments as per the *endure elements* spell, and provides breathable air so long as the suit remains active as per the *air bubble* spell. The armor also comes equipped with boots that generate a low-level gravity field that allow them to adhere to any solid surface within 5', granting the wearer the ability to walk upon that surface as if they were wearing a grav jacket (see p. XX).

Three times per day as a swift action, the wearer



can use *cure light wounds* upon themselves, provided that they are still conscious.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Technological Arms & Armor;

**Equipment** military lab; **Skill Check** Craft DC 30; **Cost** 66,075 gp

#### DWARVEN STEAMSUIT

A clanking collection of brass gears, steel pistons and iron boilers, a dwarven steamsuit is a fearsome sight to behold. It stands seven and a half feet tall and looks like a crudely made mechanical dwarf.

When donned and activated, the dwarven steamsuit grants the wearer a +4 bonus to Strength and a +10-foot enhancement to the wearer's speed.

Additionally, a dwarven steamsuit boasts a shoulder-mounted rocket launcher capable of being fired via command word as a standard action. The rocket launcher may be removed and replaced with another rocket launcher as a full-round action. The hardsuit also bears a pair of forearm-mounted repeating heavy crossbows that may be wielded as if the wearer of the dwarven steamsuit was using two hands on each weapon.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Technological Arms & Armor;

**Equipment** military lab; **Skill Check** Craft DC 25; **Cost** 47,425 gp

#### RAMPART ARMOR

This stony armor is crafted from meteorites high in cegnoro ore, which grants it tremendous strength and hardness while remaining relatively lightweight. Its overlapping plates give the wearer the appearance of being a living statue, which confers a +2 bonus to Intimidation checks.

It grants the wearer a +5-ft. enhancement bonus to speed, acid resistance 10, and protects the wearer from hot and cold environments as per

the *endure elements* spell. Additionally, rampart armor grants the wearer DR 15/magic, and has hardness 40.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Technological Arms & Armor;

**Equipment** military lab; **Skill Check** Craft DC 27; **Cost** 22,325 gp

#### STAR MARINE ARMOR

Star Marine armor comes in a variety of colors and styles, but they are all fashioned out of interlocking bands and plates of mithral. Various organizations frequently issue star marine armor to their shock troops or special agents, and the armor often bears sigils, symbols, or insignia that represent the organization that commissioned the armor.

Star Marine armor grants the following abilities:

- ◀ The wearer gains a +4 enhancement bonus to Strength.
- ◀ The wearer gains darkvision 120 ft. If it already has darkvision, the range of its darkvision is increased by 60 ft.
- ◀ The wearer does not need to breathe, eat, or drink.
- ◀ The wearer gains a +10 enhancement bonus to resist poisons.
- ◀ Once per day as a free action, the wearer can use *discordant blast* as a spell-like ability.
- ◀ The wearer's feet adhere to any solid surface within 5 ft. as if they were wearing a grav jacket (see p. XX).

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Technological Arms & Armor;

**Equipment** military lab; **Skill Check** Craft DC 32; **Cost** 43,100 gp



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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

### AIR CREATION

**School** conjuration (creation) [air]; **Level** antipaladin 3, bloodrager 3, cleric/oracle 3, druid 3, inquisitor 3, occultist 3, paladin 3, psychic 3, ranger 3, sorcerer/wizard 3, shaman 3, summoner 3, witch 3

#### CASTING

**Casting Time** 1 standard action

**Components** V, S

#### EFFECT

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

**Effect** up to 50 squares of air/level

**Duration** instantaneous

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

#### DESCRIPTION

This spell generates wholesome, breathable air. If the air is created in an environment that is open to the void of space, the air dissipates in a number of rounds equal to the caster's level.

Kineticists may also use this as a 3rd level wild talent.

### AIR PURIFICATION

**School** transmutation; **Level** antipaladin 1, bloodrager 1, cleric/oracle 1, druid 1, occultist 1, paladin 1, psychic 1, ranger 1, shaman 1, sorcerer/wizard 1, summoner 1, witch 1

#### CASTING

**Casting Time** 1 standard action

**Components** S



### EFFECT

**Range** 30 ft.

**Target** 5 cu. ft./level of contaminated air

**Duration** instantaneous

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

### DESCRIPTION

This spell makes contaminated, poisonous, or otherwise fouled air pure and suitable for breathing. This spell does not prevent subsequent spoiling nor does it cleanse contaminated air from magical sources (*stinking cloud*, *cloudkill*).

## ANTIMATTER RAY

**School** transmutation [void]; **Level** druid 3, magus 3, psychic 3, sorcerer/wizard 3

### CASTING

**Casting Time** 1 standard action

**Components** V, S

### EFFECT

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

**Effect** ray

**Duration** instantaneous

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

### DESCRIPTION

A ray of antimatter projects from your pointed finger. You must make a successful ranged touch attack to hit. 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.

## BOOST PHARMACEUTICAL

**School** transmutation; **Level** alchemist 2, antipaladin 3, bard 2, bloodrager 2, cleric/oracle 2, druid 3, inquisitor 2, medium 3, mesmerist 2, occultist 3, paladin 3, psychic 2, ranger 3, shaman 3, sorcerer/wizard 2, spiritualist 3, summoner 2, witch 2

### CASTING

**Casting Time** 1 standard action

**Components** V, S

### EFFECT

**Range** touch

**Effect** 1 pharmaceutical

**Duration** 1 hour/level

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

### DESCRIPTION

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** magus 6, psychic 6, sorcerer/wizard 6

### CASTING

**Casting Time** 1 standard action

**Components** V, S

## EFFECT

**Range** 1 Cube/two levels

**Target** one spacefaring vessel

**Duration** instantaneous

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

## DESCRIPTION

A black bolt of energy blasts forth from your hand and strikes a spacefaring vessel within range, dealing 1d4+1 VP of force damage.

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.

## CREATE SLIPSTREAM

**School** conjuration (creation); **Level** alchemist 6, magus 6, occultist 6, psychic 7, sorcerer/wizard 7, shaman 7, spiritualist 6, summoner 6, witch 7

## CASTING

**Casting Time** 1 full-round action

**Components** V, S, F (a silver water basin worth at least 500 gp)

## EFFECT

**Range** 0 ft.

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

**Duration** 1 hour/level

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

## DESCRIPTION

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.

## CREATE SLIPSTREAM, GREATER

**School** conjuration (creation); **Level** cleric/oracle 9, druid 9, psychic 9, sorcerer/wizard 9, shaman 9, witch 9

## CASTING

**Casting Time** 1 full-round action

**Components** V, S, F (a silver water basin worth at least 2,500 gp)

## EFFECT

**Range** 0 ft.

**Effect** slipstream, up to 1 Cube in diameter/level

**Duration** 1 hour/level

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

## DESCRIPTION

This spell works that same as *create slipstream*, except it creates a standard slipstream.



## GRAVITY BOLT

**School** evocation [force, gravity]; **Level** druid 3, magus 3, psychic 3, sorcerer/wizard 3

### CASTING

**Casting Time** 1 standard action

**Components** V, S

### EFFECT

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

**Target** one creature

**Duration** instantaneous and 1 round/level

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

### DESCRIPTION

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. It treats a light load as a medium load and a medium load as a heavy load. If the target is carrying a heavy load, it loses any Dexterity bonus to AC and can move only 5 ft./round (as a full-round action). The gravitational effects of multiple gravity bolts do not stack.

## SPACIAL WELL

**School** transmutation [gravity]; **Level** druid 5, magus 5, psychic 5, sorcerer/wizard 5

### CASTING

**Casting Time** 1 standard action

**Components** V, S

### EFFECT

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

**Target** one corporeal creature

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

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

### DESCRIPTION

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** druid 9, psychic 9, sorcerer/wizard 9

### EFFECT

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

### DESCRIPTION

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

## HOLY NOVA

**School** transmutation [good, light]; **Level** cleric/oracle 8, shaman 8

### CASTING

**Casting Time** 1 standard action

**Components** V, S, DF

## EFFECT

**Range** personal

**Target** you

**Duration** instantaneous

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

## DESCRIPTION

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 XX) 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** cleric/oracle 4, inquisitor 5, paladin 4, shaman 5

## CASTING

**Casting Time** 1 standard action

**Components** V, S, DF

## EFFECT

**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

## DESCRIPTION

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 XX) 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** cleric/oracle 8, psychic 8, sorcerer/wizard 8, summoner 6, witch 8

## CASTING

**Casting Time** 1 standard action

**Components** V

## EFFECT

**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)



#### DESCRIPTION

This spell/power functions as interplanetary teleport, except the range limited to one light year per caster level. If the destination is not in range or no such safe landing zone exists at that location, such as someone attempting to travel into the sun without the proper precautions in place, the spell/power simply fails.

### MEND VESSEL

**School** transmutation; **Level** alchemist 4, bard 4, cleric/oracle 4, druid 4, magus 4, occultist 4, psychic 4, shaman 4, sorcerer/wizard 4, spiritualist 4, summoner 4, witch 4

#### CASTING

**Casting Time** 10 minutes

**Components** V, S

#### EFFECT

**Range** touch

**Target** one spacefaring vessel

**Duration** instantaneous

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

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

#### DESCRIPTION

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 VP 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** alchemist 6, bard 6, cleric/oracle 6, druid 6, magus 6, occultist 6, psychic 6, shaman 6, sorcerer/wizard 6, spiritualist 6, summoner 6, witch 6

#### CASTING

**Casting Time** 1 minute

**Components** V, S

#### EFFECT

**Range** touch

**Target** one spacefaring vessel

**Duration** instantaneous

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

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

#### DESCRIPTION

This spell works *mend vessel*, except it restores 10 VP per caster level to a spacefaring vessel (maximum 200 VP).

### MEND VESSEL, GREATER

**School** transmutation; **Level** cleric/oracle 8, druid 8, psychic 8, shaman 8, sorcerer/wizard 8, witch 8

#### CASTING

**Casting Time** 1 full round

**Components** V, S

#### EFFECT

**Range** touch

**Targets** one spacefaring vessel

**Duration** instantaneous

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

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

#### DESCRIPTION

This spell works *mend vessel*, except it restores 20 VP per caster level to a spacefaring vessel (maximum 400 VP).

## PERSONAL GRAVITY

**School** transmutation; **Level** antipaladin 4, bloodrager 4, cleric/oracle 4, druid 4, inquisitor 4, magus 4, paladin 4, ranger 4, sorcerer/wizard 4

### CASTING

**Casting Time** 1 standard action

**Components** V, S

### EFFECT

**Range** personal or touch

**Targets** you or creature touched

**Duration** 10 min./level

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

### DESCRIPTION

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** bloodrager 4, druid 4, psychic 4, sorcerer/wizard 4, shaman 4

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M/DF (meteorite ash)

### EFFECT

**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

### DESCRIPTION

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** alchemist 4, antipaladin 4, bard 4, bloodrager 4, cleric/oracle 5, druid 5, inquisitor 5, magus 5, medium 4, mesmerist 4, occultist 5, psychic 5, paladin 4, ranger 4, shaman 5, spiritualist 5, sorcerer/wizard 5, summoner 5, witch 5

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (an iron sphere worth 5 sp)

### EFFECT

**Range** personal

**Targets** you

**Duration** 1 min./level

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

### DESCRIPTION

Your skin takes on a metallic sheen and hardens, protecting you. You gain a +1 natural armor 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 a bonus to natural AC or spells that grant temporary hit points.

## STELLAR MANTLE

**School** evocation [electricity, fire, void]; **Level** druid 6, magus 6, psychic 6, sorcerer/wizard 6, shaman 6

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (stardust)

### EFFECT

**Range** personal

**Target** you

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

### DESCRIPTION

You are surrounded by star fire that doesn't harm you. This corona sheds light, as the daylight spell, 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 and spells from the pattern subschool.

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

## VOIDFLIGHT

**School** transmutation; **Level** alchemist 6, magus 6, occultist 6, psychic 7, sorcerer/wizard 7, shaman 7, spiritualist 6, summoner 6, witch 7

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (a silver figurine of a flying dragon worth 60 gp)

### EFFECT

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

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

**Resistance** yes (harmless)

### DESCRIPTION

The creature touched can gain the ability 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 breath 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, It ascends at half speed, descends at double speed, and its maneuverability is good.

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

Otherwise, this spell functions as fly.

# MAGIC OF THE VOID

## VOIDFLIGHT, GREATER

**School** transmutation; **Level** psychic 9, sorcerer/wizard 9, shaman 9, witch 9

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (a silver figurine of a flying dragon worth 120 gp)

### EFFECT

**Range** touch

**Target** creature touched

**Duration** 1 day/level

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

### DESCRIPTION

The creature touched can gain the ability fly through the vacuum of space at a Speed 4 with 2 Acceleration. For every caster level after 17th 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 at interplanetary or interstellar speeds, 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

A hazard may be chosen by the GM or determined randomly by rolling percentile dice and consulting the tables below. Hazard checks typically occur at a rate of once per light year traveled, though the GM may determine a greater or lesser frequency.

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

## HAZARD DETAILS

### ANTI MAGIC FIELD

There are zones, or bubbles, of anti-magic that float out in the depths of the void, trapping unsuspecting vessels that rely upon magic for their propulsion. While some are marked on star charts, others are either stumbled upon randomly, or can be marked by 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 anti-magic fields.

Anti-magic fields generally come in spherical form, and to escape from an anti-magic field, one can either hope to drift out of it, or by using a backup engine that does not rely upon magic to function to fly out of it. There is no way of predicting how large an anti-magic field may be

**TABLE 6-1: 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)

**TABLE 6-2: 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.

until it is fully explored. Anti-magic fields do not tend to drift or move in space, though certain astronomical events can shift their position.

Vessels that enter an anti-magic field under magical propulsion immediately drop to Tactical Speed and then decelerate at the same rate that they normally accelerate. When they reach

a Tactical Speed 0, they have a 15% chance of drifting one Cube in any random direction each day. Unwary travelers that do not have nonmagical means of propulsion can remain stuck in anti-magic fields for so long that they either die of asphyxiation, dehydration, or starvation, depending on their reserves.



## 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 devastation.

Asteroid fields or meteor showers that occupy Cubes of space between, or surrounding, vessels in combat grant cover 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; equivalent to Tactical Speed 1. 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.

**TABLE 6-3: ASTEROID FIELDS & METEOR SHOWERS**

Asteroid Field (Passive) d%	Asteroid Field (Active) d%	Meteor shower d%	Asteroid/Meteor Size	Collision Damage (in VP)	Profession (pilot) 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 tail of the average comet is only a single Cube across and eight Cubes long, though some comets are so large that their tails are up to eight Cubes across and 50 Cubes 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 are considered fully visible, as cosmic dust cannot be rendered invisible by spells or cloaking devices. It may be a minor hazard, but it can be tactically effective.

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

## 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 are considered to be protected as if under the effects of *mirror image*.

Ice fields that occupy Cubes 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 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 Cube per round, and multiple vessels can become magnetized together, effectively occupying the same square until they pass through the effect. Vessels that collide because of being magnetized together take 6d6 VP of damage for each vessel they collide with. Separating magnetized vessels requires a DC (20 + the magnetic field's size modifier) Profession (pilot) check, if there is open space to move the vessel away.

## NEBULA

Nebulae are largely stationary clouds of ionized 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 Cube, and Tactical Speeds are capped to a Speed 5. Without



an atmospheric stabilizer, maneuverability is decreased by 2 and the DC of any Profession (pilot) check to alter a vessel's course is increased by 10. 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 Cubes 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. A vessel must travel through an oort cloud at Tactical Speeds without an active atmospheric stabilizer onboard a vessel.

For each 5 Cubes that a vessel travels through an oort cloud, they suffer a cumulative 5% chance of being "blown off course", effectively doubling the number of Cubes 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 Climb check as a swift action each

round or be swept off of the vessel and carried out into the void. Wearing a tether, a grav jacket, or other technology that does not explicitly add a bonus to Climb checks only grants a +4 circumstance bonus on this check, as tethers can be snapped and oort clouds exert their own gravitational effects.

Oort clouds that occupy Cubes 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 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.

Regardless of the reason for the formation of a planetary ring, they are treated as if they had the qualities of all 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.

**TABLE 6-4: PLANETARY RINGS**

Size Classification	Width (in Cubes)	Depth (in Cubes)
Vermin	1	1
Familiar	5	2
Stirge	12	3
Fey	21	4
Humanoid	32	5
Chimera	46	6
Hydra	63	7
Kraken	82	9
Dragon	104	10

## 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 if 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 because 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 VP of damage per round to vessels caught within the storm. Vessels constructed of magically reinforced materials, mithral, adamantine, or stone are immune to the ravages of ribbon storms. 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 Cubes 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



**TABLE 6-5: 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.

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.

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.

### 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 Cubes 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.

**TABLE 6-6: SOLAR FLARES**

Star Type	Flare Size (x10 Cubes)	Flare Diameter (in Cubes)	Flare Damage <sup>1</sup> (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

## 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 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 VP of damage. If the vessel's pilot succeeds at a DC 25 Profession (pilot) check, the vessel only takes half damage. Should the pilot roll a natural 1, the wormhole collapses, inflicting 12d6 VP of damage to the vessel. Vessels destroyed in this matter are completely lost within the wormhole, as are their crews. Resurrection is only possible via true resurrection.

Once a wormhole collapses, it no longer exists.

## ENTERING AN ATMOSPHERE FROM SPACE

Many different objects in space have atmospheres including planets, moons, asteroids, and others. Anything that travels too fast in an atmosphere generates an enormous amount of friction. Objects trying to enter an atmosphere from space safely must shed velocity. Entering atmosphere takes 1d10+20 rounds and requires a Profession (pilot) check (DC 20). Success means that the spacefaring vessel takes only 1d12 VP (16d8 hp) of fire damage. Failure means that the spacefaring vessel's approach angle is wrong and the spacefaring vessel takes 2d12 VP (32d8 hp) of fire damage. If a vessel is equipped with a heat shield (see Chapter 7: Defensive Components) and the Profession (pilot) check (DC 20) is successful, the vessels takes no fire damage, but the check fails the heat shield equipped vessel only takes 1d12 VP (16d8 hp) of fire damage.



## 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 megafauna 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 below.

## PLANET TYPE CLASSIFICATION

### 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, and have the same effects as a storm of vengeance spell, save that they can last for hours or days at a time. 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 each round. A particularly strong storm may increase this to 1d6 damage per round.

**Also known as:** Blightworlds, meltworlds

**Typical Land Mass:** 30-50%

**Climate:** Any

**Special Considerations:** Acid-resistant gear, 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

**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.



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

## 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.

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, tundraworlds, winterworlds

**Typical Land Mass:** 30-70%

**Climate:** Any cold; below -20°F

**Special Considerations:** Cold-resistant gear, protective shelter, food and water, endure elements

## 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, as with a paladin's lay on hands class feature, 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 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. Such worlds can only be traversed either in vehicles, or by explorers in spacesuits, and are often heavily irradiated.

**Also known as:** Dark planets, deathworlds, ghostworlds

**Typical Land Mass:** 40-100%

**Climate:** Any

**Special Considerations:** Ghost-touched weapons & armor, HEV suit or spacesuit, food and water, air bubble, command undead, control undead, detect undead, disrupt undead, ghostbane dirge, halt undead, hide from undead, undead anatomy

## 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 an *endure elements* 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, *endure elements*, *protection from energy*, *resist energy*

## 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:** HEV suit or spacesuit, protective shelter, food and water, ring of fire resistance, *protection from energy*, *resist energy*

## 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, if they can 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. Standard penalties apply to the DC of Profession (pilot) checks if the vessel does not possess an atmospheric stabilizer. Ultralight and light vessels must succeed at Profession (pilot) 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:** HEV suit or spacesuit, protective shelter, food and water

**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.



## 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 tends 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 (apply the giant template), 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 much 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 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 off-world.

On these worlds, lightning is such a common occurrence that any given area is considered to constantly be under the effects of a *call lightning storm* spell. All 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 VP of damage (DC 18 Fort save for half).

**Also known as:** Chargeworlds

**Typical Landmass:** Any

**Climate:** Any

**Special Considerations:** Protective shelter, protection from energy

## 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 an ash storm 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 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). Thus, 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:** HEV suit or spacesuit, protective shelter, food and water, *endure elements, protection from energy, resist energy*

## 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 off-world, 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

Like 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. Thus, 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, *delay poison, detect poison, neutralize poison*

## 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 because 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 Craft (vessel) or Knowledge (engineering) 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 the negative energy-charged creature template 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 template again.

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 underside 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 underside, so little is known about the region.

As for any life-forms that may inhabit the underside 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 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 rain storms 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 across the galaxy. The city itself is surrounded by a massive wall with hundreds of siege 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 off-world. 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 clear 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 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 Rummar, one of the protectorates that supplies food to the Infinite Star Legion. Rummar 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 off-world, which give the city its moniker. However, Rummar 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 because 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 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

**Domains** Liberation, Luck, Magic, Travel, Void

**Subdomains** Dark Tapestry, Divine, Exploration, Fate, Freedom, Stars

**Inquisitions** Conversion, Illumination, Persistence, Reformation, Truth

**Favored Weapon** Khopesh

**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 Israfel the Exiled captured her to take her divine power for his own. However, Israfel's followers deny the claim, suggesting that instead, Alula has abandoned her followers instead. Either way, some vestige of Alula's divinity still exists, as her clerics 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 help 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 clear majority of her clerics 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 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 clerics, druids, rangers, and paladins may cast *dimension door* as a 4th-level spell. Her clerics and druids 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

**Domains** Chaos, Knowledge, Ruins, Sun, Void

**Subdomains** Azata, Isolation, Memory, Protean, Revelation, Thought

**Inquisitions** Conversion, Fate, Illumination, Tactics, Zeal

**Favored Weapon** Trident

**Symbol** Crystal orb in front of a six-pointed star

**Sacred Animal** White owl

**Sacred Colors** White, indigo

## VOID COCOON

**School** conjuration  
(creation) [earth];

**Level** cleric/oracle 5,  
druid 5, inquisitor 5, paladin 4, ranger 4

### CASTING

**Casting Time** 1 immediate action

**Components** V, S, M (a chunk of meteorite no smaller than a grape)

### 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* or a *freedom* 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.

The clerics 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 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.



## 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 tundral 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.

## 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, apothecaries, doctors, clerks, and scribes, recording all 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. Inquisitors are a rarity in the church

of Eistibus, as their zealotry and their pursuit of threats to the faith do not match well with Eistibus' passive approach to the cosmos.

Every priest of Eistibus has at least one rank in Knowledge (any), and many of them dabble in a Craft or Profession skill useful in their preferred field of expertise. They are often inclined 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 crystal ball with telepathy, though stronger servitors may

## GIFT OF FORETELLING

**School** enchantment  
(compulsion) [mind-affecting]; **Level**  
cleric/oracle 5, inquisitor 5

### CASTING

**Casting Time** 1 standard action

**Components** V, S, DF

### 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.

instead be used as a crystal ball of the dark void, all with the servitor's permission, of course. The servitors only choose to communicate with those that are blessed by Eistibus by means of a prayer spell performed by one of his 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.

Priests of the Lord of Divination may prepare *scrying* as a 4th-level spell and *clairaudience/clairvoyance* as a 3rd-level spell.

## 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

**Domains** Darkness, Evil, Law, Song, Void

**Subdomains** Dark Tapestry, Fear, Inevitable,  
Isolation, Moon, Tyranny

**Inquisitions** Conversion, Fervor, Oblivion, Sin,  
Torture

**Favored Weapon** Greataxe

**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 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 subtler. 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 schemings 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

## SONG OF DARKNESS

**School** enchantment (compulsion)

[darkness, emotion, fear, mind-affecting];

**Level** cleric/oracle 6, inquisitor 6

### CASTING

**Casting Time** 1 standard action

**Components** V, S

### 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.

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.

Adepts, rangers, bards, sorcerers and wizardly followers of Israfel may learn *deafening song bolt* (4th-level), and *deeper darkness* (3rd-level) as if they were on their class list. Clerics treat *shadow step* (4th-level) and *shifting shadows* (3rd-level) as spells on the cleric spell list.





## 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.

**TABLE 6-9: OTHER GODS**

Deity	AL	Portfolios	Domains	Favored Weapon
Azathoth; the Ruler of the Elder Gods, the Blind Idiot God	CE	Elder god of chaos, creation, forces of nature, magic, space and thought	Chaos, Magic, Trickery, Weather, Void	chakram
Azdan; the Last Candle, the Final Cloak	NE	Elder god of extinction, death, genocide, murder and space	Darkness, Death, Evil, Repose, Void	scythe
Doolipuda; the Swimmer of Air	N	Deity of nature, weather, the sky, and the sea (Aurellian)	Air, Liberation, Strength, Water, Weather	whip
Nyarlathept; the Black Pharaoh, the Crawling Chaos	CE	Elder god of accidents, destruction, insanity, nightmares and space	Chaos, Destruction, Evil, Madness, Void	dagger
Istravan Ilsareal; the Singer of the Spheres	CG	God of creation, the forge, music and magic (Manu)	Artifice, Charm, Community, Magic, Rune	warhammer
Shamash; the Lion of the Law, the Watcher of the Ways	LN	God of justice, life, long journeys, space, the sun and stars	Law, Protection, Sun, Travel, Void	warhammer
Thrinka; the Hard-shelled Lord	LN	God of protection, strategy, bravery and luck (Pasimachus)	Law, Nobility, Protection, Strength, War	gauntlet

# TRAVELING IN THE VOID



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In order to take to the stars, the characters are going to need a sturdy ship. That is not enough though. A ship 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 ship 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 ship 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:** Alertness, Deceitful, Detect Disobedience, Leadership, Persuasive, Recruits, Skill Focus, Vessel Commander, Vile Leadership

**Recommended Skills:** Bluff, Diplomacy, Intimidate, Knowledge (geography), Knowledge (local), Knowledge (nobility), Linguistics, Profession (pilot), Perception, Sense Motive

**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:** Craft Technological Item, Craft Wondrous Item, Disable Device, Exceptional Engineer, Field Repair, Master Craftsman, Technologist

**Recommended Skills:** Craft (vessels), Knowledge (engineering), Profession (pilot)

**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.

# 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. XX) 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 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, 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:** Alertness, Deceitful, Leadership, Persuasive, Skill Focus, Vile Leadership

**Recommended Skills:** Bluff, Diplomacy, Intimidate, Knowledge (geography), Linguistics, Perception, Profession (pilot), Sense Motive

**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, Pilot Dodge, Reflexive Pilot, Skilled Driver, Void Intuition

**Recommended Skills:** Knowledge (geography), Profession (pilot)

**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 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:** Any healing feats, Craft Pharmaceutical

**Recommended Skills:** Heal, Survival

**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 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:** Alertness, Battle Cry, Combat Advice, Inspirational Commander, Solo Maneuvers

**Recommended Skills:** Bluff, Diplomacy, Escape Artist, Intimidate, Perception, Profession (pilot), Sense Motive, Stealth, Survival

**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!



## 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

## 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.

## 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:** Profession (baker) or  
Profession (brewer) or Profession (cook) or  
Profession (farmer)

### 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:** Craft (any), Knowledge (engineering), Profession (pilot)

## 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:** Heal, Survival

## 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:** Profession (soldier)

# THE SHIPS OF STARJAMMER

Spacefaring vessels can come in virtually any shape or size, and can be made from a variety of materials, both magically treated and not. In this section, you will find a variety of base hulls, engines, weapon systems, and other components to form a complete vessel, as well as a few examples of ready-made craft.

The hulls detailed in this section are intended to provide a variety of configurations for use in spacefaring adventures. While science-fiction tropes accommodate for larger spacecraft than the ones mentioned here, such spacefaring fortresses the equal of the Death Star, Spaceball One, or a Spacing Guild Heighliner would have so many weapons, such large cargo capacity, and require such a large crew that running adventures on one is not significantly different from running adventures in a terrestrial city or on a spacefaring planet. However, such massive vessels are not outside of the realm of possibility for your games, and your GM may decide to introduce you to adventure aboard one of the largest crafts in the galaxy.

Unless otherwise noted, all hulls are assumed to have basic features, such as air locks or cockpits, portholes that crew members can see out of, cargo bay doors, basic furniture, etc.... Additional features can be found in the Spacefaring Vessel Components section.

## VESSEL CLASSIFICATIONS

Starjammer uses vessel classifications rather than sizes to determine some of the most basic features of a vessel's hull. The size-classification system in Pathfinder does not go beyond Colossal, and therefore, breaks down when one reaches that size. The following classifications were developed to further define such large structures, which can hold dozens or hundreds of creatures.

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.

# TRAVELING IN THE VOID

## ULTRALIGHT

Ultralight vessels are the smallest craft used in Starjammer. They are often intended for single-person use, and these spacecraft can range in size from Large to Colossal. They have a small pool of points that allow for customization.

## LIGHT

Light vessels are the next largest craft used in Starjammer. They are ideally suited to small crews, and have a modest amount of points that may be used to customize the spacecraft for whatever use that a party of PCs may wish.



## STELLAR WONDERS

There are extraterrestrial craft even greater than superheavy vessels, large enough to host an entire city, or capable of shattering worlds. Such vessels are capable of dramatically altering the tone of any game that they are a part of. Spacecraft akin to the invasion motherships seen in *Independence Day*, world-engines like the Starkiller, or the fabled Spelljammer from *Advanced DUNGEONS & DRAGONS* fall into the classification of stellar wonders and will be detailed in *Starjammer: Fate of the Stars*.

## MEDIUM

Spacecraft in the medium classification are usually the upper limit for what a party of adventuring PCs can afford or would need. Their increased pool of points allows for greater customizations and luxury items that might otherwise be overlooked in favor of more practical modifications.

## HEAVY

Heavy vessels are true wonders to behold. Outfitted with batteries of weapons, tactical gear, cargo space, or luxury accommodations, heavy vessels are often used by wealthy merchant guilds, military organizations, or are the personal property of kings and queens.

## SUPERHEAVY

Among the largest spacecraft flying through the void, superheavy vessels are the flagships of the trade guilds or space-navy fleets, capable of hosting an entire army aboard. Such vessels require an extraordinary amount of resources to construct. If there are larger spacecraft out in the depths of the void, they are artifacts of ancient civilizations capable of changing the fate of entire worlds.



**TABLE 7-1: SPACEFARING VESSEL CLASSIFICATION**

Classification	Typical Length	Squares	Ram HP Damage	Ram VP Damage
Ultralight	128 ft. or less	Up to 80	Varies <sup>1</sup>	Varies <sup>1</sup>
Light	128 ft. to 256 ft.	81 to 160	12d8 + 10 * Speed	1d8 + Speed
Medium	256 ft. to 512 ft.	161 to 330	16d8 + 10 * Speed	1d12 + Speed
Heavy	512 ft. to 1,024 ft.	331 to 660	24d8 + 10 * Speed	2d10 + Speed
Superheavy	1,024 ft. or more	661 or more	32d8 + 10 * Speed	2d12+1 + Speed

<sup>1</sup>An ultralight vessel's ram damage depends on its size, see Table: Ultralight Vessels.

**TABLE 7-2: ULTRALIGHT VESSELS**

Ultralight Vessel's Size	Typical Length	Squares	Ram HP Damage	Ram VP Damage
Large	8 ft. to 16 ft.	2 to 6	1d8 + 10 * Speed	1 + Speed
Huge	16 ft. to 32 ft.	7 to 12	2d8 + 10 * Speed	1d2 + Speed
Gargantuan	32 ft. to 64 ft.	13 to 20	4d8 + 10 * Speed	1d3 + Speed
Colossal	64 ft. to 128 ft.	21 to 80	8d8 + 10 * Speed	1d6 + Speed

**TABLE 7-3: SPACEFARING VESSEL HIT POINTS, VESSEL POINTS, AND COST BY MATERIAL**

Material	Hardness	Hit Points per Square	VP Hardness	Vessel Points per Square	Cost per Square
Leather or Ceramic	0	10	0	1	1,000 gp
Wood or Bone	5	15	1	2	1,500 gp
Stone	8	20	1	2	2,250 gp
Iron or steel	10	20	1	2	3,000 gp
Mithral	15	20	2	2	190,000 gp
Adamantine	20	25	2	3	250,000 gp
Magically treated	x2	x2	x2	x2	x2

# TRAVELING IN THE VOID

## VESSEL POINTS

Any spacecraft is an enormous vehicle that can take a tremendous amount of damage. It wouldn't be very much fun if a single *fireball* could take out an enemy spacecraft (or your own!), and it wouldn't be much fun if you destroyed your own ship in a ramming attack. However, keeping track of massive amounts of hit points can be excessive bookkeeping for some, especially if there are weapons designed for dealing extensive damage to these vehicles. Rather than place that burden on players and GMs, Starjammer uses a system of vessel points (VP) to track larger amounts of hit points.

Essentially, one vessel point translates into 10 hit points. This allows weapons designed to damage spacecraft to inflict serious amounts of damage without requiring players to roll buckets of dice. If players wish to attack spacecraft with standard weapons or magic, they should calculate the total damage, divide by 10, and subtract that amount from the number of vessel points a spacecraft has. If there is any remainder, consider amounts of 5 or fewer hit points to have no effect, but 6 or greater removes one additional vessel point.

**Leather:** Tanned and preserved skin of any thick-hided beast sewn together.

**Ceramic:** A hard material made of high temperature heated clay

**Wood** - Plates of fire-treated wood

**Bone:** Bones and animal material such as horns, shells, and ivory. Bone used in making a vessel does not have the fragile condition.

**Stone:** Natural rock made of minerals such as granite

**Iron:** A metal commonly used in making weapons and armor

**Steel:** A metal alloy of iron and carbon

**Mithral:** A metal silvery and glistening that is lighter than steel but just as hard

**Adamantine:** An extremely strong metal.

**Magically Treated:** Doubles the effectiveness of a material, but also doubles the cost.

## HULL TRAITS

**Squares:** This number represents the number of 5 foot squares inside the craft. These squares may be configured in nearly any configuration, and divided between the total number of decks as desired, but most spacecraft are constructed to be longer than they are wide to increase their aerodynamic qualities to make takeoffs and landings easier.

**Cost:** This is the amount of gold that it takes to purchase this hull without any modifications.

**AC and Hardness:** The vessel's base Armor Class and hardness, based upon its size, construction material, and overall configuration. A spacecraft's actual AC is calculated and treated the same as for a seafaring ship, save that the current pilot's Profession (pilot) skill modifier is used in place of the Profession (sailor) skill modifier. Hardness is usually low enough to only apply to hit point damage, but for simplicity's sake, hardness is generally rounded to the nearest vessel point when applying to VP damage (hardness 5 or more rounding up to the next vessel point, 4 or less rounding down).

**hp and VP:** HP are the vessel's total hit points, while VP are a craft's total vessel points. A spacecraft that takes damage in excess of half its total hit or vessel points gains the broken condition, which confers the same penalties as sailing ships suffer from when they have the broken condition. At 0 or fewer hit or vessel points, the spacecraft gains the crippled condition. In all other regards, they are immune to the same conditions and take the same penalties for not



being in motion as a normal seafaring ship. When working with extraterrestrial craft, VP is generally the preferred method of tracking a spacefaring vessel hull's health, though it is possible for characters or spells to damage hulls. Hit points convert to vessel points at a rate of 10:1, and for simplicity's sake, hit point damage is generally rounded to the nearest vessel point (5 hit points or more rounding up to the next vessel point, 4 or less rounding down).

**Base Save:** As with seafaring ships, this is the vessel's base save modifier. It is functionally the same, except that it relies upon a pilot's Profession (pilot) skill modifier instead of the Profession (sailor) skill modifier.

**CMB and CMD:** The vessel's base CMB and CMD, which are a part of the calculations for a vessel's total combat maneuver bonus and combat maneuver defense.

**Ramming Damage:** This is the amount of damage that the spacecraft inflicts upon another vessel on a successful ramming attack (without a ram).

**Crew:** This is the minimum number of crew members required to operate the craft, in addition to the pilot or helmsman. Any crew required to operate a vessel's weapons, or any other component systems added to the base vessel, is in addition to this number and are subtracted from the number of total passengers that can be carried.

**Decks:** The usual number of decks on the vessel and any important information about those decks is given in this section.

**Cargo/Passengers:** The amount of cargo (in tons) a spacecraft can hold, as well as the number of non-crew passengers it can carry. Should additional crew work on the craft, such as weapons operators, they reduce the number of passengers that can be carried.

**Available Point Buy:** This is how many points that may be spent on customizations for this hull in

## CRIPPLED CONDITION

A spacecraft that is reduced to 0 or fewer hit points gains the crippled condition. A crippled spacecraft cannot move or attack, and it breaks apart completely 10 rounds after it gains the crippled condition. Each additional hit on a crippled ship that deals more than 50 hit points or 5 vessel points (VP) of damage reduces the craft's remaining time by 1 round. A spacecraft that runs out of time is considered destroyed. A destroyed spacecraft cannot be repaired—it is so significantly damaged it can only be used for scrap material. Magic (such as make whole) can repair a crippled ship if the ship's hit or vessel points are raised above 0, at which point the craft loses the crippled condition. Generally, non-magical repairs take too long to save an extraterrestrial craft from the effects of being crippled once it gains the condition.

order to complete the vessel. Hulls are incomplete without spending these points on engines, weapons, etc....

## ULTRALIGHT SPACEFARING VESSEL HULLS

The lightest of frames for spacefaring vessels, ultralight hulls are typically small enough that they are used for single-person transport, escape pods, drones, or for racing vessels. They are small enough that their comings and goings often go unnoticed, particularly in large spaceports, though vessels that are actively looking for them can often spot them against the darkness of the void.

# TRAVELING IN THE VOID

## DRONE

An unmanned clockwork craft for use as an exploratory probe or for relaying messages to a predetermined location.

Huge space vehicle

**Squares** 0 (takes up 9 squares of space); **Cost** 16,000 gp

### DEFENSE

**AC** 8; **Hardness** 0 Magically Treated Ceramic

**hp** 160; **VP** 16

**Base Save** +2

### OFFENSE

**CMB** +2; **CMD** 12

**Ramming Damage** 1d2 + Speed VP

### DESCRIPTION

**Crew** 0

**Decks** N/A

**Cargo/Passengers** 4 tons/8 passengers

**Available Point Buy** 2



## ESCAPE POD

A small spacecraft used on larger vessels when something happens that requires the crewmembers to evacuate.

Large space vehicle

**Squares** 3 (takes up 6 squares of space); **Cost** 9,000 gp

### DEFENSE

**AC** 9; **Hardness** 10 Iron

**hp** 60; **VP** 6

**Base Save** +1

### OFFENSE

**CMB** +1; **CMD** 11

**Ramming Damage** 1 + Speed VP

### DESCRIPTION

**Crew** 1

**Decks** 1

**Cargo/Passengers** 1 ton/2 passengers

**Available Point Buy** 3

## KITE

An ultralight spacecraft hull ideally suited for use as a light attack starfighter. Kites are usually slender and aerodynamically designed for use within an atmosphere as well as out in the reaches of the void.

Gargantuan space vehicle

**Squares** 1 (takes up 9 squares of space); **Cost** 32,000 gp

### DEFENSE

**AC** 6; **Hardness** 0 Magically Treated Ceramic

**hp** 320; **VP** 32

**Base Save** +4



#### OFFENSE

**CMB** +4; **CMD** 14

**Ramming Damage** 1d3 + Speed VP

#### DESCRIPTION

**Crew** 1

**Decks** 1

**Cargo/Passengers** 0 tons/0 passengers

**Available Point Buy** 5

### RAIDER

An ultralight vessel ideally suited for use as a heavy attack starfighter. Raiders are typically a bit heavier than a kite and used as bombers or in small groups to attack larger vessels.

Gargantuan space vehicle

**Squares** 2 (takes up 9 squares of space); **Cost** 96,000 gp

#### DEFENSE

**AC** 6; **Hardness** 10 Steel

**hp** 640; **VP** 64

**Base Save** +4

#### OFFENSE

**CMB** +4; **CMD** 14

**Ramming Damage** 1d4 + Speed VP

#### DESCRIPTION

**Crew** 1

**Decks** 1

**Cargo/Passengers** 0 tons/0 passengers

**Available Point Buy** 7



### SKIFF

A generic spacefaring vessel for all-purpose use.

Gargantuan space vehicle

**Squares** 20 (takes up 32 squares of space);  
**Cost** 96,000 gp

#### DEFENSE

**AC** 6; **Hardness** 10 Metal

**hp** 320; **VP** 32

**Base Save** +4

#### OFFENSE

**CMB** +4; **CMD** 14

**Ramming Damage** 1d3 + Speed VP

#### DESCRIPTION

**Crew** 1

**Decks** 1

**Cargo/Passengers** 6 tons/6 passengers

**Available Point Buy** 2

# TRAVELING IN THE VOID

## LIGHT SPACEFARING VESSEL HULLS

Light spacefaring vessels are intended for small crews or a small group of passengers. Whether used as advanced fighters, personal transport, or even as smuggling vessels, light spacefaring vessels comprise the vast majority of spacecraft in use by pirates, miners, or guild tradesmen.

### CORVETTE

The corvette is a standard vessel in any fleet. They are especially popular with smugglers and traders.

Colossal space vehicle

**Squares** 150; **Cost** 600,000 gp

#### DEFENSE

**AC** 2; **Hardness** 10 Steel

**hp** 4,000; **VP** 400

**Base Save** +5

#### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 1d10 + Speed VP

#### DESCRIPTION

**Crew** 2

**Decks** 2

**Cargo/Passengers** 30 tons/30 passengers

**Available Point Buy** 9

### DESTROYER

Used to break through blockades, smash through ultralight fighter formations and harass larger vessels, this vessel is likely scarred from battle, but still more than ready for action.

Colossal space vehicle

**Squares** 160; **Cost** 600,000 gp

#### DEFENSE

**AC** 2; **Hardness** 10 Iron

**hp** 4,000; **VP** 400

**Base Save** +5

#### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 1d10 + Speed VP

#### DESCRIPTION

**Crew** 4

**Decks** 2

**Cargo/Passengers** 30 tons/30 passengers

**Available Point Buy** 11

### SCOOP

Scoops are so named because they are often outfitted for cargo transport, and they are often used to “scoop up” their cargo with a front-opening cargo bay door.

Colossal space vehicle

**Squares** 120; **Cost** 540,000 gp

#### DEFENSE

**AC** 2; **Hardness** 10 Iron

**hp** 3,600; **VP** 360

**Base Save** +5

#### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 1d10 + Speed VP

#### DESCRIPTION

**Crew** 6

**Decks** 2

**Cargo/Passengers** 60 tons/60 passengers

**Available Point Buy** 8



## TRANSPORT

The transport is exactly what its name says it is. It is used to transport goods, passengers, or both, from one planet to another with efficiency and a modicum of comfort.

Colossal space vehicle

**Squares** 125; **Cost** 187,500 gp

### DEFENSE

**AC** 2; **Hardness** 5 Wood

**hp** 1,875; **VP** 188

**Base Save** +5

### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 1d10 + Speed VP

### DESCRIPTION

**Crew** 4

**Decks** 2

**Cargo/Passengers** 60 tons/60 passengers

**Available Point Buy** 5

## YACHT

A yacht is a pleasure vessel and is often attached to larger extraterrestrial craft for private use. They are usually outfitted with luxury accommodations, but some are configured instead for combat or cargo.

Colossal space vehicle

**Squares** 125; **Cost** 281,250 gp

### DEFENSE

**AC** 2; **Hardness** 8 Stone

**hp** 2,500; **VP** 250

**Base Save** +5

### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 1d10 + Speed VP

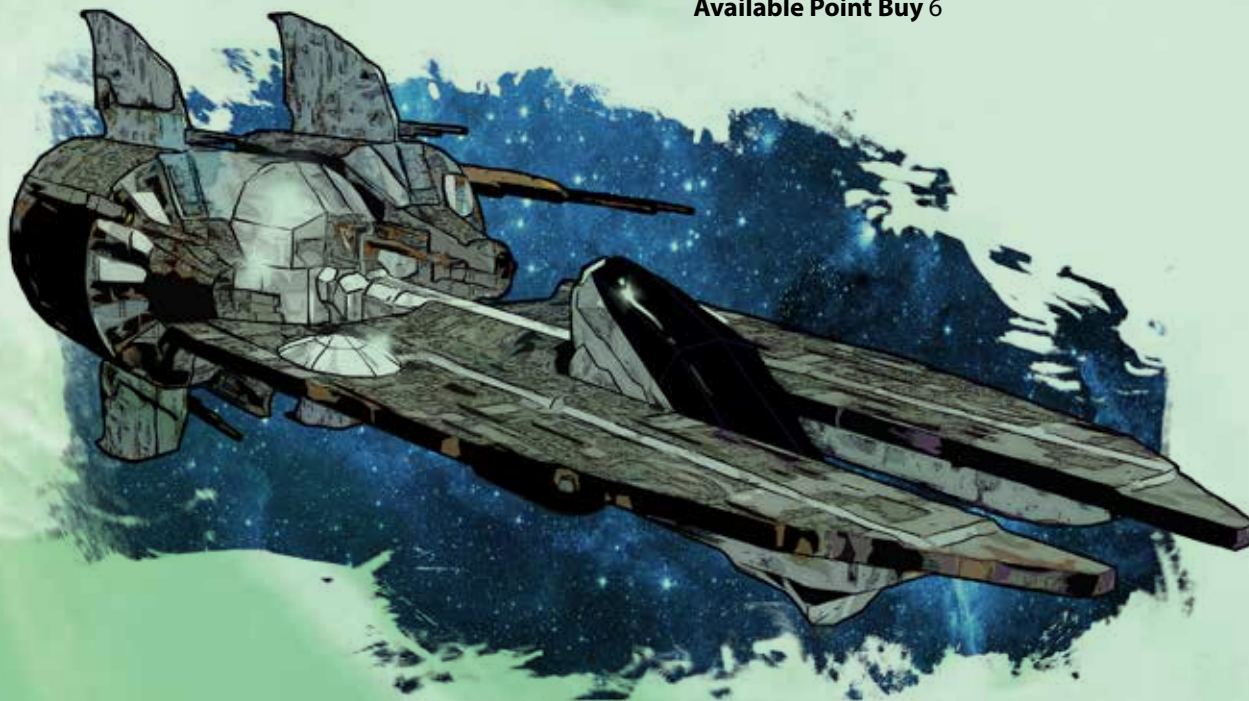
### DESCRIPTION

**Crew** 4

**Decks** 2

**Cargo/Passengers** 30 tons/60 passengers

**Available Point Buy** 6



# TRAVELING IN THE VOID

## MEDIUM SPACEFARING VESSEL HULLS

Medium spacecraft are often the largest vessels used by individuals, and they are often the perfect size for missions that may require a small crew. They are also ideal as military troop transports, for most cargo transports, or to transport ores and equipment for mining operations.

### CRUISER

Often outfitted as assault vessels for heavy combat, the cruiser is used to both destroy light and ultralight enemy fighters, and to cause massive damage to larger spacecraft.

Colossal space vehicle

**Squares** 326; **Cost** 1,368,000 gp

#### DEFENSE

**AC** 2; **Hardness** 10 Iron

**hp** 9,120; **VP** 912

**Base Save** +6

#### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 1d12 + Speed VP

#### DESCRIPTION

**Crew** 12

**Decks** 2

**Cargo/Passengers** 50 tons/100 passengers

**Available Point Buy** 26

### EXPEDITOR

Expeditors are usually outfitted for use as medium assault vessels, or to land large troop forces in hostile environments.

Colossal space vehicle

**Squares** 320; **Cost** 1,080,000 gp

#### DEFENSE

**AC** 2; **Hardness** 10 Steel

**hp** 7,200; **VP** 720

**Base Save** +6

#### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 1d12 + Speed VP

#### DESCRIPTION

**Crew** 10

**Decks** 2

**Cargo/Passengers** 60 tons/40 passengers

**Available Point Buy** 21

### FREIGHTER

Freighters are perfect for long-range cargo transport. When they are modified, it is often either to increase its Speed, or for increased cargo capacity.

Colossal space vehicle

**Squares** 320; **Cost** 540,000 gp

#### DEFENSE

**AC** 2; **Hardness** 5 Wood

**hp** 5,400; **VP** 540

**Base Save** +6

#### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 1d12 + Speed VP

#### DESCRIPTION

**Crew** 4

**Decks** 2

**Cargo/Passengers** 120 tons/120 passengers

**Available Point Buy** 19



## JUNK

Despite the name, junks are actually most often used as luxury transports on long voyages, or as spacecraft that are home to both their captains and their crews.

Colossal space vehicle

**Squares** 312; **Cost** 468,000 gp

### DEFENSE

**AC** 2; **Hardness** 5 Bone

**hp** 4,680; **VP** 468

**Base Save** +6

### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 1d12 + Speed VP

### DESCRIPTION

**Crew** 4

**Decks** 2

**Cargo/Passengers** 100 tons/50 passengers

**Available Point Buy** 17

## KETCH

A ketch is a general-purpose vessel, but they are often used as scavenging vessels or as cargo transports.

Colossal space vehicle

**Squares** 320; **Cost** 480,000 gp

### DEFENSE

**AC** 2; **Hardness** 5 Wood

**hp** 4,800; **VP** 480

**Base Save** +6

### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 1d12 + Speed VP

### DESCRIPTION

**Crew** 6

**Decks** 2

**Cargo/Passengers** 60 tons/50 passengers

**Available Point Buy** 17

### Heavy Spacefaring Vessel Hulls

Heavy spacefaring vessel are most often in the service of a military organization, a large guild for use in their various operations, or by trade leagues as cruise liners.

## BATTLESHIP

The staple of large military warfare, the battleship is typically modified to be able to take down most other vessels and sail smoothly through their wreckage.

Colossal space vehicle

**Squares** 560; **Cost** 1,680,000 gp

### DEFENSE

**AC** 2; **Hardness** 10 Iron

**hp** 11,200; **VP** 1,120

**Base Save** +7

### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 2d10 + Speed VP

### DESCRIPTION

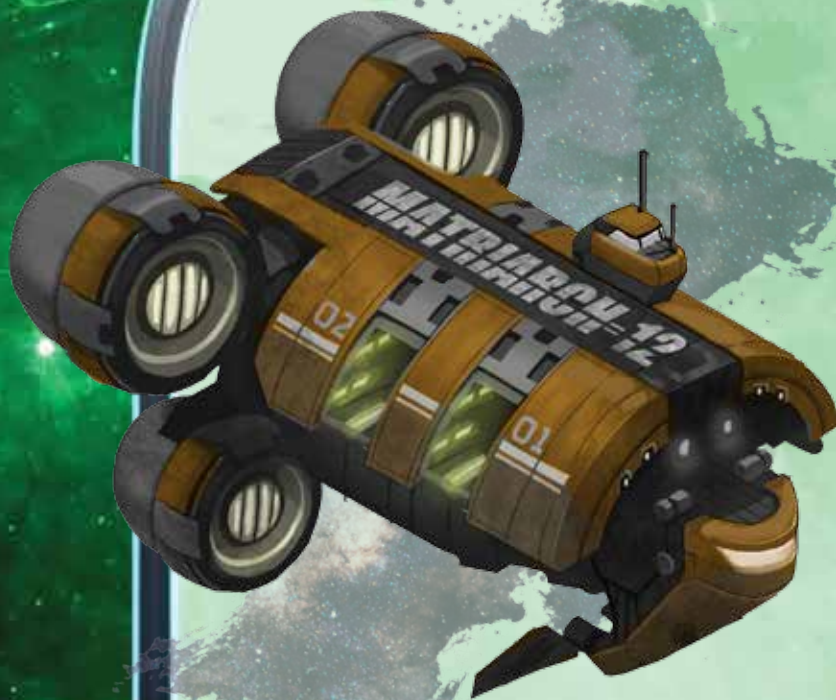
**Crew** 32

**Decks** 4

**Cargo/Passengers** 120 tons/140 passengers

**Available Point Buy** 59

# TRAVELING IN THE VOID



## CARRIER

Carriers are configured to be able to hold a small squadron of kites or raiders and often have large hangar bays, and landing strips on their outer hull.

Colossal space vehicle

**Squares** 600; **Cost** 900,000 gp

### DEFENSE

**AC** 2; **Hardness** 5 Wood

**hp** 9,000; **VP** 900

**Base Save** +7

### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 2d10 + Speed VP

### DESCRIPTION

**Crew** 24

**Decks** 3

**Cargo/Passengers** 140 tons/70 passengers

**Available Point Buy** 61

## EXCAVATOR

An excavator is often a key component of a large mining operation, able to carry large mining equipment and all the necessary resources to set up a base of operations either on a foreign planet, or on a large asteroid.

Colossal space vehicle

**Squares** 420; **Cost** 720,000 gp

### DEFENSE

**AC** 2; **Hardness** 8 Stone

**hp** 6,400; **VP** 640

**Base Save** +7

### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 2d10 + Speed VP

### DESCRIPTION

**Crew** 30

**Decks** 3

**Cargo/Passengers** 110 tons/110 passengers

**Available Point Buy** 34

## FRIGATE

Frigates see a lot of use on deep space cargo runs, but they are also frequently outfitted with heavy weaponry to either defend other cargo vessels, or for use as gunboats to smash through enemy defensive lines.

Colossal space vehicle

**Squares** 500; **Cost** 1,500,000 gp

### DEFENSE

**AC** 2; **Hardness** 10 Steel

**hp** 10,000; **VP** 1,000

**Base Save** +7



#### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 2d10 + Speed VP

#### DESCRIPTION

**Crew** 20

**Decks** 4

**Cargo/Passengers** 100 tons/100 passengers

**Available Point Buy** 53

### LINER

Liners are top-of-the-line transport spacecraft, usually set up with luxury accommodations for deep-space travel.

Colossal space vehicle

**Squares** 460; **Cost** 540,000 gp

#### DEFENSE

**AC** 2; **Hardness** 5 Wood

**hp** 5,400; **VP** 540

**Base Save** +7

#### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 2d10 + Speed VP

#### DESCRIPTION

**Crew** 15

**Decks** 3

**Cargo/Passengers** 100 tons/150 passengers

**Available Point Buy** 21

#### Superheavy Spacefaring Vessel Hulls

The largest spacefaring vessels in the known universe, superheavy vessels are often heavily equipped and outfitted to perform large-scale tasks. When equipped for military maneuvers, they are mighty forces for destruction. They are also used as mobile fortresses for pirates or trade guilds.

### DREADNOUGHT

These spacecraft are often set up to be heavily armored batteries of heavy weaponry.

Colossal space vehicle

**Squares** 750; **Cost** 1,950,000 gp

#### DEFENSE

**AC** 2; **Hardness** 10 Iron

**hp** 13,000; **VP** 1,300

**Base Save** +8

#### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 2d12+1 + Speed VP

#### DESCRIPTION

**Crew** 40

**Decks** 4

**Cargo/Passengers** 150 tons/120 passengers

**Available Point Buy** 81

### EXPLORER

If space is the final frontier, these vessels are best suited to explore every dark reach of it. They are frequently set up to handle long-term exploratory missions.

Colossal space vehicle

**Squares** 700; **Cost** 900,000 gp

#### DEFENSE

**AC** 2; **Hardness** 5 Wood

**hp** 9,000; **VP** 900

**Base Save** +8

#### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 2d12+1 + Speed VP

#### DESCRIPTION

**Crew** 40

# TRAVELING IN THE VOID

**Decks** 4

**Cargo/Passengers** 150 tons/150 passengers

**Available Point Buy** 73

## GENERATION VESSEL

These spacecraft are used to carry large groups of colonists and supplies to settle new planets all throughout the galaxy.

**Squares** 900; **Cost** 2,025,000 gp

### DEFENSE

**AC** 2; **Hardness** 8 Stone

**hp** 18,000; **VP** 1,800

**Base Save** +8

### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 2d12+1 + Speed VP

### DESCRIPTION

**Crew** 60

**Decks** 5

**Cargo/Passengers** 300 tons/300 passengers

**Available Point Buy** 110

## LEVIATHAN

Leviathans are often heavily fortified, armed, and equipped with kites or raiders to carry out large-scale attack missions.

Colossal space vehicle

**Squares** 750; **Cost** 4,500,000 gp

### DEFENSE

**AC** 2; **Hardness** 20 Magically Treated Iron

**hp** 15,000; **VP** 1,500

**Base Save** +8

### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 2d12+1 + Speed VP

### DESCRIPTION

**Crew** 40

**Decks** 5

**Cargo/Passengers** 140 tons/200 passengers

**Available Point Buy** 188

## SALVAGER

Salvagers are vessels that are used in the retrieval of other spacecraft, whether those extraterrestrial craft can be towed by the salvager, or the shattered remains are packed away in the cargo hold to be sold as scrap.

Colossal space vehicle

**Squares** 700; **Cost** 1,800,000 gp

### DEFENSE

**AC** 2; **Hardness** 10 Steel

**hp** 12,000; **VP** 1,200

**Base Save** +8

### OFFENSE

**CMB** +8; **CMD** 18

**Ramming Damage** 2d12+1 + Speed VP

### DESCRIPTION

**Crew** 30

**Decks** 3

**Cargo/Passengers** 175 tons/120 passengers

**Available Point Buy** 75



## **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

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.

Gargantuan space vehicle

**Base hull** raider

**Squares** 2 (takes up 9 squares of space); **Cost** 376,000 gp; **Points Used** 7

#### DEFENSE

**AC** 12 (+4 deflection); **Hardness** 15

**hp** 640; **VP** 64

**Base Save** +4

#### OFFENSE

**Maximum Speed** 20 tactical, 4 travel;  
**Acceleration** 2

**Weapons** 2 force spears +3/+3 (1d10+3  
VP/19-20)

**CMB** +4; **CMD** 14

**Ramming Damage** 1d4 + Speed VP

#### STATISTICS

**Engine** Raid Boosters

**Pilot Check** Profession (pilot) or Use Magic Device

**Control Device** levers and switches

**Propulsion** thrusters

**Templates** basic starfighter, landing (terrestrial); **Additional Components** automated targeting system (x2), deflection shield generator II

**Crew** 1

**Decks** N/A

**Cargo/Passengers** 0 tons/1 passenger

**Escape pod** none

### VAGABOND SCAVENGER

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 skiffs that can be used for docking, transport of goods, quick flights to the surface of a planet, or additional cargo if necessary.

Gargantuan space vehicle

**Base hull** expeditor

**Squares** 340; **Cost** 7,389,000 gp; **Points Used** 21

#### DEFENSE

**AC** 6; **Hardness** 20

**hp** 7,200; **VP** 72

**Base Save** +6

#### OFFENSE

**Maximum Speed** 20 tactical, 18 travel;  
**Acceleration** 2/1

**Weapons** none

**CMB** +8; **CMD** 18

**Ramming Damage** 1d12 + Speed VP

#### STATISTICS

**Engine** Raid Boosters, Spellforge Turbine

**Pilot Check** Profession (pilot), Spellcraft, or

# TRAVELING IN THE VOID

Use Magic Device

**Control Device** levers and switches

**Propulsion** magic or thrusters

**Templates** landing (terrestrial), vagabond;

**Additional Components** air generator, armor plating

**Crew** 10

**Decks** 2

**Cargo/Passengers** 80 tons/40 passengers

**Escape pod** none

The two attached skiffs each bear a raid booster and an air generator. They are capable of docking on top of the primary vessel and are usually used for short-range operations.



## INFINITE STAR LEGION EXPLORATORY VESSEL

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 space vehicle

**Base hull** explorer

**Squares** 700; **Cost** 9,032,720 gp; **Points Used** 73

### DEFENSE

**AC** 6; **Hardness** 15

**hp** 9,000; **VP** 900

**Base Save** +8

### OFFENSE

**Maximum Speed** 18; **Acceleration** 1

**Weapons** astral trebuchet (6d8 VP/x4), 4 rail cannons II (5d6 VP/x4), storm ballista (2d6 VP + mist)

**CMB** +8; **CMD** 18

**Ramming Damage** 2d12+1 + Speed VP

### STATISTICS

**Engine** Spellforge Turbine

**Pilot Check** Spellcraft

**Control Device** levers and switches

**Propulsion** magic or thrusters

**Templates** bold explorer, landing (aquatic);  
**Additional Components** none

**Crew** 40

**Decks** 4

**Cargo/Passengers** 150 tons/150 passengers

**Escape pod** ten

The skiffs each bear a raid booster and an air generator. They dock within the primary vessel in specialized docking bays.



## 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.

Large Air vehicle

**Squares** 3 (15 ft. by 5 ft.); **Cost** 80,000 gp

#### DEFENSE

**AC** 9; **Hardness** 5

**hp** 60 (29)

**Base Save** +0

#### OFFENSE

**Maximum Speed** 200 ft.; **Acceleration** 100 ft.

**Weapons** None

**Attack** ram 1d8

**CMB** +1; **CMD** 11

#### DRIVE

**Propulsion** Magic

**Driving Check** Fly or Use Magic Device

**Forward Facing** the vehicle's forward

**Driving Device** throttle lever

**Driving Space** any single square atop the middle of the vehicle

**Crew** 1

#### LOAD

**Passengers** 1

The swift frame is a vehicle designed to carry passengers at high speeds across terrestrial landscapes or over liquid bodies. It constantly floats above three feet above the ground and can carry up to 1,000 lbs. of cargo, if it is secured to the frame.

## SPEED: TACTICAL, INTERPLANETARY, AND INTERSTELLAR TRAVEL

Speed is a rating on how fast a vessel can travel. Speed rating ranges from 1 to 30 (0 is not moving) and is divided into three different rate categories: Tactical for thrilling starfights, Interplanetary for travel within a solar system and Interstellar for travel between the stars in open space. Speed 30 is the maximum Speed and anything moving faster is considered using interplanetary teleport to travel.

Tactical Speed is the slowest rate and it typically occurs when vessels or creatures engage combat in space. Tactical Speeds also occurs when a vessel or creature comes within 0.0000006 AUs or 60 Cubes (60 miles) of another object. In combat vessels and creatures move in 1 mile Cubes up to a maximum of its Speed rating, however Acceleration is a factor so it can only increase its current Speed depending on its Acceleration rating (see Chapter 8: Fighting in the Void). Any creature or object with less than a 1 Cube (5,280 ft.) per round movement has a Speed 0, but may Take 1-Cube Drift each round.

Interplanetary Speed is travel between planets within a solar system's boundary is called the heliosphere. When traveling at Interplanetary Speeds distances are measured in Astronomical Units (AUs), which 1 is 93,000,000 miles. Once outside boundary of a solar system, a vessel can accelerate to interstellar Speeds, but likewise if a vessel enters a system boundary it slows to interplanetary Speeds.

Interstellar Speed is traveling in open vastness of space and if a spacefaring vessel's engines are fast enough it may travel at faster than light Speeds. Distances in interstellar space are measured in light years (LYs), which 1 is 5,878,499,810,000 miles. The key to a safe passage through interstellar space is a competent crewman plotting a vessel's course and a sufficient supply of food, water, and air for the journey.

# TRAVELING IN THE VOID

**TABLE 7-4: TACTICAL & INTERPLANETARY SPEEDS**

Speed	Tactical		Travel Times		Interplanetary Travel Rates				Travel Times		
	Max./Round	AUs/Day	1 AU	100 AUs	AUs/Minute	AUs/Hour	AUs/Day	LYs/Day	1 AU	100 AUs	1 LY
1	1 Cube	0.009	3.5 mo	29.5 y	0.00001	0.0004	0.01	0.0000001	1.2 mo	10 y	6,298.6 y
2	2 Cubes	0.019	1.8 mo	14.7 y	0.00002	0.001	0.03	0.0000004	1.2 mo	9.7 y	6,137.1 y
3	3 Cubes	0.028	1.2 mo	9.8 y	0.00003	0.002	0.05	0.0000007	21.4 d	5.9 y	3,714.5 y
4	4 Cubes	0.037	26.9 d	7.4 y	0.00006	0.004	0.09	0.000001	11.4 d	3.1 y	1,975.3 y
5	5 Cubes	0.046	21.5 d	5.9 y	0.00008	0.005	0.1	0.000002	8.2 d	2.2 y	1,416.2 y
6	6 Cubes	0.056	17.9 d	4.9 y	0.0001	0.01	0.2	0.000003	4.9 d	1.4 y	857.2 y
7	7 Cubes	0.065	15.4 d	4.2 y	0.0003	0.02	0.4	0.000006	2.6 d	8.5 mo	447.2 y
8	8 Cubes	0.074	13.5 d	3.7 y	0.0004	0.03	0.6	0.000010	1.6 d	5.3 mo	281.4 y
9	9 Cubes	0.084	12 d	3.3 y	0.0006	0.04	0.9	0.00001	1.2 d	3.8 mo	201.8 y
10	10 Cubes	0.093	10.8 d	2.9 y	0.001	0.06	1.4	0.00002	16.9 h	2.3 mo	122.1 y
11	11 Cubes	0.102	9.8 d	2.7 y	0.002	0.1	3	0.00004	8.8 h	1.2 mo	63.7 y
12	12 Cubes	0.111	9 d	2.5 y	0.01	0.6	15	0.0002	1.6 h	6.8 d	11.7 y
13	13 Cubes	0.121	8.3 d	2.3 y	0.01	0.9	21	0.0003	1.2 h	4.9 d	8.4 y
14	14 Cubes	0.130	7.7 d	2.1 y	0.02	1	34	0.0005	42.3 mi	2.9 d	5.1 y
15	15 Cubes	0.139	7.2 d	2.0 y	0.05	3	65	0.001	22.1 mi	1.5 d	2.7 y
16	16 Cubes	0.149	6.7 d	1.8 y	0.6	37	886	0.01	1.6 mi	2.7 h	2.3 mo
17	17 Cubes	0.158	6.3 d	1.7 y	0.9	51	1,236	0.02	1.2 mi	1.9 h	1.7 mo
18	18 Cubes	0.167	6 d	1.6 y	1	85	2,042	0.03	42.31 s	1.2 h	1 mo
19	19 Cubes	0.177	5.7 d	1.6 y	3	163	3,914	0.06	22.08 s	36.8 mi	16.2 d
20	20 Cubes	0.186	5.4 d	1.5 y	5	326	7,828	0.1	11.04 s	18.4 mi	8.1 d
21	21 Cubes	0.195	5.1 d	1.4 y	37	2,215	53,170	0.8	1.62 s	2.7 mi	1.2 d
22	22 Cubes	0.204	4.9 d	1.3 y	51	3,090	74,158	1	1.17 s	1.9 mi	20.5 h
23	23 Cubes	0.214	4.7 d	1.3 y	85	5,105	122,521	2	0.71 s	1.2 mi	12.4 h
24	24 Cubes	0.223	4.5 d	1.2 y	163	9,785	234,832	4	0.37 s	36.79 s	6.5 h
25	25 Cubes	0.232	4.3 d	1.2 y	391	23,483	563,598	9	0.15 s	15.33 s	2.7 h
26	26 Cubes	0.242	4.1 d	1.1 y	36,923	2,215,399	53,169,582	841	1.62 ms	0.16 s	1.7 mi
27	27 Cubes	0.251	4 d	1.1 y	51,498	3,089,899	74,157,575	1,173	1.17 ms	0.12 s	1.2 mi
28	28 Cubes	0.260	3.8 d	1.1 y	85,084	5,105,050	122,521,210	1,938	0.71 ms	0.07 s	44.57 s
29	29 Cubes	0.269	3.7 d	1.0 y	163,078	9,784,680	234,832,320	3,715	0.37 ms	36.79 ms	23.26 s
30	30 Cubes	0.279	3.6 d	11.8 mo	391,387	23,483,232	563,597,568	8,916	0.15 ms	15.33 ms	9.69 s

Travel Rates are the distance traveled in the time listed at the vessel's or creature's current Speed rate. Speeds that have a decimal for a travel rate might be easier to calculate using the Travel times.

Travels Times are the estimated time it takes a vessel or creature traveling at its current Speed rate to get to the distance listed in that column. Here is the list of abbreviations: y = years, mo = months, d = days, h = hours, mi = minutes, s = seconds, ms = milliseconds.



# TABLE 7-5: INTERSTELLAR SPEEDS

Speed	Travel Rates (Light Years)					Travel Times (Light Years)									
	Minute	Hour	Day	Week	Month	1	2	3	4	5	6	7	8	9	10
1	0.0000001	0.0000007	0.0002	0.001	0.005	16.2 y	32.5 y	48.7 y	65 y	81.2 y	97.5 y	113.7 y	130 y	146.2 y	162.5 y
2	0.0000002	0.000001	0.0003	0.002	0.010	8 y	15.9 y	23.9 y	31.9 y	39.9 y	47.8 y	55.8 y	63.8 y	71.7 y	79.7 y
3	0.0000003	0.000002	0.0004	0.003	0.012	7.1 y	14.1 y	21.2 y	28.2 y	35.3 y	42.3 y	49.4 y	56.4 y	63.5 y	70.5 y
4	0.0000006	0.000003	0.001	0.006	0.02	3.4 y	6.7 y	10.1 y	13.5 y	16.9 y	20.2 y	23.6 y	27 y	30.4 y	33.7 y
5	0.000001	0.000008	0.002	0.01	0.06	1.4 y	2.7 y	4.1 y	5.4 y	6.8 y	8.1 y	9.5 y	10.8 y	12.2 y	13.5 y
6	0.000002	0.0001	0.003	0.02	0.09	11.7 mo	1.9 y	2.9 y	3.9 y	4.9 y	5.8 y	6.8 y	7.8 y	8.7 y	9.7 y
7	0.000003	0.0002	0.005	0.03	0.1	7.1 mo	1.2 y	1.8 y	2.4 y	2.9 y	3.5 y	4.1 y	4.7 y	5.3 y	5.9 y
8	0.000006	0.0004	0.009	0.06	0.3	3.7 mo	7.5 mo	11.2 mo	1.2 y	1.6 y	1.9 y	2.2 y	2.5 y	2.8 y	3.1 y
9	0.000008	0.0005	0.01	0.09	0.4	2.7 mo	5.4 mo	8.1 mo	10.8 mo	1.1 y	1.3 y	1.6 y	1.8 y	2 y	2.2 y
10	0.00001	0.001	0.02	0.1	0.6	1.6 mo	3.3 mo	4.9 mo	6.5 mo	8.1 mo	9.8 mo	11.4 mo	1.1 y	1.2 y	1.4 y
11	0.00004	0.003	0.06	0.4	2	16.2 d	1.1 mo	1.6 mo	2.1 mo	2.7 mo	3.2 mo	3.7 mo	4.3 mo	4.8 mo	5.3 mo
12	0.00006	0.004	0.09	0.6	3	11.7 d	23.3 d	1.1 mo	1.5 mo	1.9 mo	2.3 mo	2.7 mo	3.1 mo	3.4 mo	3.8 mo
13	0.0001	0.006	0.1	1	4	7.1 d	14.1 d	21.2 d	28.2 d	1.2 mo	1.4 mo	1.6 mo	1.9 mo	2.1 mo	2.3 mo
14	0.0002	0.01	0.3	2	8	3.7 d	7.4 d	11 d	14.7 d	18.4 d	22.1 d	25.8 d	1 mo	1.1 mo	1.2 mo
15	0.0005	0.03	0.7	5	20	1.5 d	3.1 d	4.6 d	6.1 d	7.7 d	9.2 d	10.7 d	12.3 d	13.8 d	15.3 d
16	0.0010	0.06	1	10	45	16.2 h	1.4 d	2 d	2.7 d	3.4 d	4.1 d	4.7 d	5.4 d	6.1 d	6.8 d
17	0.0014	0.09	2	14	63	11.7 h	23.3 h	1.5 d	1.9 d	2.4 d	2.9 d	3.4 d	3.9 d	4.4 d	4.9 d
18	0.002	0.14	3	24	104	7.1 h	14.1 h	21.2 h	1.2 d	1.5 d	1.8 d	2.1 d	2.4 d	2.6 d	2.9 d
19	0.005	0.3	7	46	198	3.7 h	7.4 h	11 h	14.7 h	18.4 h	22.1 h	1.1 d	1.2 d	1.4 d	1.5 d
20	0.01	0.7	16	110	476	1.5 h	3.1 h	4.6 h	6.1 h	7.7 h	9.2 h	10.7 h	12.3 h	13.8 h	15.3 h
21	0.06	4	89	622	2,695	16.2 mi	32.5 mi	48.7 mi	65 mi	1.4 h	1.6 h	1.9 h	2.2 h	2.4 h	2.7 h
22	0.09	5	124	868	3,759	11.7 mi	23.3 mi	35 mi	46.6 mi	58.3 mi	1.2 h	1.4 h	1.6 h	1.7 h	1.9 h
23	0.14	9	204	1,433	6,211	7.1 mi	14.1 mi	21.2 mi	28.2 mi	35.3 mi	42.3 mi	49.4 mi	56.4 mi	63.5 mi	1.2 h
24	0.3	16	391	2,747	11,905	3.7 mi	7.4 mi	11 mi	14.7 mi	18.4 mi	22.1 mi	25.8 mi	29.4 mi	33.1 mi	36.8 mi
25	0.7	39	939	6,593	28,571	1.5 mi	3.1 mi	4.6 mi	6.1 mi	7.7 mi	9.2 mi	10.7 mi	12.3 mi	13.8 mi	15.3 mi
26	4	222	5,317	37,321	161,724	16.25 s	32.5 s	48.75 s	1.1 mi	1.4 mi	1.6 mi	1.9 mi	2.2 mi	2.4 mi	2.7 mi
27	5	309	7,416	52,053	225,563	11.65 s	23.3 s	34.95 s	46.6 s	58.25 s	1.2 mi	1.4 mi	1.6 mi	1.7 mi	1.9 mi
28	9	511	12,252	86,000	372,669	7.05 s	14.1 s	21.16 s	28.21 s	35.26 s	42.31 s	49.36 s	56.41 s	1.1 mi	1.2 mi
29	16	978	23,483	164,834	714,282	3.68 s	7.36 s	11.04 s	14.72 s	18.4 s	22.08 s	25.75 s	29.43 s	33.11 s	36.79 s
30	39	2,348	56,360	395,602	1,714,276	1.53 s	3.07 s	4.6 s	6.13 s	7.67 s	9.2 s	10.73 s	12.26 s	13.8 s	15.33 s

# TRAVELING IN THE VOID

**TABLE 7-6: EXTENDED INTERSTELLAR TRAVEL TIMES**

Speed	Travel Times (Light Years)									
	100	500	1,000	5,000	10,000	25,000	50,000	100,000	500,000	1,000,000
1	1,625 y	8,124.9 y	16,249.9 y	81,249.5 y	162,498.9 y	406,247.3 y	812,494.6 y	1,624,989.3 y	8,124,946.3 y	16,249,892.7 y
2	797.2 y	3,985.8 y	7,971.6 y	39,858.2 y	79,716.5 y	199,291.1 y	398,582.3 y	797,164.5 y	3,985,822.7 y	7,971,645.5 y
3	705.2 y	3,525.9 y	7,051.8 y	35,259.2 y	70,518.4 y	176,296 y	352,592 y	705,184 y	3,525,920.1 y	7,051,840.2 y
4	337.3 y	1,686.3 y	3,372.6 y	16,863.1 y	33,726.2 y	84,315.5 y	168,631 y	337,261.9 y	1,686,309.6 y	3,372,619.2 y
5	135.4 y	677.1 y	1,354.2 y	6,770.8 y	13,541.6 y	33,853.9 y	67,707.9 y	135,415.8 y	677,078.9 y	1,354,157.7 y
6	97.1 y	485.5 y	970.9 y	4,854.5 y	9,709.1 y	24,272.6 y	48,545.3 y	97,090.6 y	485,452.8 y	970,905.5 y
7	58.8 y	293.8 y	587.7 y	2,938.3 y	5,876.5 y	14,691.3 y	29,382.7 y	58,765.3 y	293,826.7 y	587,653.4 y
8	31.2 y	156.2 y	312.5 y	1,562.5 y	3,125 y	7,812.4 y	15,624.9 y	31,249.8 y	156,249 y	312,497.9 y
9	22.4 y	112 y	224.1 y	1,120.3 y	2,240.6 y	5,601.4 y	11,202.8 y	22,405.5 y	112,027.6 y	224,055.1 y
10	13.6 y	67.8 y	135.6 y	678.1 y	1,356.1 y	3,390.3 y	6,780.6 y	13,561.2 y	67,806.2 y	135,612.3 y
11	4.5 y	22.3 y	44.5 y	222.6 y	445.2 y	1,113 y	2,226 y	4,452 y	22,260.1 y	44,520.3 y
12	3.2 y	16 y	31.9 y	159.6 y	319.2 y	798 y	1,596 y	3,192 y	15,960.1 y	31,920.2 y
13	1.9 y	9.7 y	19.3 y	96.6 y	193.2 y	483 y	966 y	1,932 y	9,660.1 y	19,320.1 y
14	1 y	5 y	10.1 y	50.4 y	100.8 y	252 y	504 y	1,008 y	5,040 y	10,080.1 y
15	5 mo	2.1 y	4.2 y	21 y	42 y	105 y	210 y	420 y	2,100 y	4,200 y
16	2.2 mo	11.1 mo	1.9 y	9.3 y	18.6 y	46.4 y	92.8 y	185.5 y	927.5 y	1,855 y
17	1.6 mo	8 mo	1.3 y	6.7 y	13.3 y	33.3 y	66.5 y	133 y	665 y	1,330 y
18	1 mo	4.8 mo	9.7 mo	4 y	8.1 y	20.1 y	40.3 y	80.5 y	402.5 y	805 y
19	15.3 d	2.5 mo	5 mo	2.1 y	4.2 y	10.5 y	21 y	42 y	210 y	420 y
20	6.4 d	1.1 mo	2.1 mo	10.5 mo	1.8 y	4.4 y	8.8 y	17.5 y	87.5 y	175 y
21	1.1 d	5.6 d	11.3 d	1.9 mo	3.7 mo	9.3 mo	1.5 y	3.1 y	15.5 y	30.9 y
22	19.4 h	4 d	8.1 d	1.3 mo	2.7 mo	6.7 mo	1.1 y	2.2 y	11.1 y	22.2 y
23	11.8 h	2.4 d	4.9 d	24.5 d	1.6 mo	4 mo	8.1 mo	1.3 y	6.7 y	13.4 y
24	6.1 h	1.3 d	2.6 d	12.8 d	25.6 d	2.1 mo	4.2 mo	8.4 mo	3.5 y	7 y
25	2.6 h	12.8 h	1.1 d	5.3 d	10.6 d	26.6 d	1.8 mo	3.5 mo	1.5 y	2.9 y
26	27.1 mi	2.3 h	4.5 h	22.6 h	1.9 d	4.7 d	9.4 d	18.8 d	3.1 mo	6.2 mo
27	19.4 mi	1.6 h	3.2 h	16.2 h	1.3 d	3.4 d	6.7 d	13.5 d	2.2 mo	4.4 mo
28	11.8 mi	58.8 mi	2 h	9.8 h	19.6 h	2 d	4.1 d	8.2 d	1.3 mo	2.7 mo
29	6.1 mi	30.7 mi	61.3 mi	5.1 h	10.2 h	1.1 d	2.1 d	4.3 d	21.3 d	1.4 mo
30	2.6 mi	12.8 mi	25.6 mi	2.1 h	4.3 h	10.6 h	21.3 h	1.8 d	8.9 d	17.7 d



## SPACEFARING VESSEL ENGINES

Engines 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 be forced to exceed its yield.

All spacecraft in *Starjammer* use the basic rules for ships as detailed in the *Skull & Shackles Player's Guide* unless otherwise noted here. Under normal circumstances, spacecraft may have more than one engine installed aboard the vessel (typically a primary and a backup), but there are occasions where that is not possible, depending upon the other installed components or specific outfitting that the craft may undergo.

When an engine gains the broken condition, the vessel's maximum Speed is halved, and the spacecraft can no longer accelerate faster than its listed acceleration rate until the engine is repaired or replaced. If the ship is in motion, and is traveling faster than its new maximum Speed, it automatically decelerates to its new maximum Speed. When an engine is destroyed, a spacecraft cannot be piloted until the engine is repaired.

**Acceleration:** This is how fast a ship can increase or decrease its Speed each round. Without any external factors, a vessel that is not brought to a full stop will maintain its Speed and course indefinitely.

**Control Device:** The typical control device the pilot uses to steer the vessel. This device may be installed anywhere aboard the vessel.

**Driving Check:** The skills typically used to make a driving check with this type of engine.

**Crew:** This is the minimum number of crew required to pilot the vessel. This number assumes that each pilot has the required skills to operate the engine.

**Point Buy:** The component's cost in construction points. These points are used for quickly generating spacefaring vessels.

**Yield:** The amount of charges that an engine may provide to technological items connected directly via a power cable or power receiver while the engine is in operation. Engines provide a yield of 0 when not in active use. Vessel component systems do not reduce this yield, nor do they lose power when the yield is at 0.

## 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 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. By adjusting the controls, the pilot may increase the Speed of the vessel, but for every 1 Speed that the vessel gains, the number of hours that the engine may operate is reduced by 1.

## ROARENGINE EXTRACT

**School** transmutation; **Level** alchemist 1

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (a glass vial of water)

### EFFECT

**Range** one glass vial

**Effect** one extract

**Duration** instantaneous

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

### DESCRIPTION

When you cast this spell, you transform simple water into an extract capable of powering an alchemical roarengine. When poured into the reservoir of an alchemical roarengine, it fuels the engine for the caster's level in hours.

**Maximum Speed** 5; **Acceleration** 1

**Propulsion** thrust

**Means of Propulsion** clockwork thrusters (external; one 20'x5' thruster per vessel classification category greater than medium; hardness 20, hp 160 per thruster)

**Control Device** levers and switches (AC 11, hardness 5, hp 60)

**Driving Check** Profession (pilot) (+5 to the DC) or Use Magic Device (+0 to the DC)

**Crew** 1; **Yield** 5

**Point Buy** 2; **Cost** 1,600,000 gp

### CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 35; **Cost** 800,000 gp; **Feats** Craft Wondrous Item, Craft Technological Item; **Equipment** graviton lab; **Spells** *voidflight* (greater)

## 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 provide propulsion at Speed 1 for a full day (24 hours). The reredos can be adjusted to increase Speed by 1 (to a maximum of 3 per pilot), but each increment reduces the number of days that the engine may operate by 1, but may not reduce the operation of the vessel below 1 day. These devices are rarely used by solitary pilots; they are often operated by of teams of pilots, who aid one another in the piloting of the vessel (maximum 5).

A celestial reredos is steered by the operator placing their hands upon the reredos and concentrating on where they wish the ship to go. If the reredos is left unattended, the ship will continue to drift at Speed 1 in the direction it was last going, but if the ship 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 ship 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.

**Maximum Speed** 8/varies; **Acceleration** 1

**Propulsion** magic

**Means of Propulsion** magic (2 squares, hardness 16, hp 80)

**Control Device** concentration

**Driving Check** Profession (pilot) (+5 to the DC) or Use Magic Device (+0 to the DC)

**Crew** 1-5; **Yield** 5

**Point Buy** 2; **Cost** 2,400,000 gp

#### CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 38; **Cost** 1,400,000gp;

**Feats** Craft Wondrous Item, Craft Technological Item; **Equipment** cybernetics lab; **Spells** *mage's disjunction*, *time stop*, *voidflight* (greater)

## 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). Failure indicates that the dynamo will not function and must be de-programmed via a DC 15 Knowledge (engineering) check before it can be

reprogrammed. Failure on the deprogram check renders the device useless.

A single clockwork dynamo has a range of 100 cubes before it is spent.

**Maximum Speed** 3/varies (typically 1);

**Acceleration** 3

**Propulsion** thrust

**Means of Propulsion** thruster (external; 1 square, hardness 10, hp 20)

**Control Device** none (programmed)

**Driving Check** see text

**Crew** 0; **Yield** 0

**Point Buy** 1; **Cost** 250,000 gp

#### CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 33; **Cost** 125,000 gp; **Feats** Craft Wondrous Item, Craft Technological Item; **Equipment** production lab, *voidflight*

### I'M GIVIN' HER ALL SHE'S GOT CAP'N!

It is possible to increase the maximum Speed of a vessel's engine in a process known as hypercharging. Anyone within 5 feet of the engine may attempt a DC 20 Knowledge (arcana) check for spacecraft that use magic for propulsion or a Knowledge (engineering) check for all other vessels to increase the maximum Speed. For every 5 that the DC is exceeded by, the maximum Speed is increased by 1. However, doing so causes 1d10 hp of damage to the engine, plus 5 additional hp of damage for every point the maximum Speed is increased by. A roll of a natural 1 on this check causes the engine to fail and shut down for 1d6 rounds.

# TRAVELING IN THE VOID

## 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. Ships 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 ship 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 ship'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.

**Maximum Speed 3; Acceleration 1**

**Propulsion** magic

**Means of Propulsion** magic (1 square, hardness 20, hp 40)

**Control Device** essence dome

**Driving Check** Profession (pilot) or Use Magic Device (-5 to the DC)

**Crew 1; Yield 5**

**Point Buy 1; Cost 960,000 gp**

### CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 36; **Cost** 480,000 gp; **Feats** Craft Wondrous Item, Craft Technological Item; **Equipment** cybernetics lab; **Spells** *time stop*, *voidflight* (greater)





## 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 ship itself to launch away from the surface of the world, or pulling it closer to the next. They do not function well for interplanetary 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 further than fifty thousand miles from any celestial body, but when within that range, they become much easier to steer. They can also be used defensively to swiftly retreat from other vessels by pushing against the gravity of the other vessel (the smaller of the two spacecraft moving further away).

Gravity impellers do not function outside of a solar system.

**Maximum Speed** 2 (can be boosted to 3 for 3 rounds when pushing off a larger vessel);  
**Acceleration** 1

**Propulsion** gravity manipulation

**Means of Propulsion** gravity impeller tubes (external; one 30'x5' impeller tube per vessel classification category greater than medium; hardness 10, hp 120 per impeller tube)

**Control Device** steering wheel

**Driving Check** Profession (pilot) (+5 to the DC within 50,000 miles of any celestial body, +15 to the DC when further away)

**Crew** 1; **Yield** 10

**Point Buy** 1 per tube; **Cost** 480,000 gp per tube

### CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 33; **Cost** 240,000 gp; **Feats** Craft Wondrous Item, Craft

Technological Item; **Equipment** graviton lab; **Spells** *gravity sphere*, *voidflight*

## 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 ships do not due to the size of the engine itself.

A gravity whip can propel a ship from one system to the next, but if used in tactical situations, it only has a Speed 5. If the vessel using it is within a solar system it has a Speed, and when traveling between the stars it has a Speed 15.

**Maximum Speed** **Maximum Speed** 9 within a solar system, 21 when outside of a solar system; **Acceleration** 3

**Propulsion** gravity manipulation

**Means of Propulsion** gravitron engine (internal; 12 squares, hardness 10, 240 hp)

**Control Device** hand-rigging (hardness 5, hp 10)

**Driving Check** Knowledge (engineering) (+12 to the DC) or Profession (pilot) (+0 to the DC)

**Crew** 4; **Yield** 15

**Point Buy** 7; **Cost** 18,000,000 gp

### CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 33; **Cost** 9,000,000 gp; **Feats** Craft Wondrous Item, Craft Technological Item; **Equipment** graviton lab; **Spells** *reverse gravity*, *time stop*, *voidflight* (greater)

# TRAVELING IN THE VOID

## 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 the ethereal, shifting back into the material plane when the destination is reached. As such, they have a Speed 0 when on the material plane, but in the ethereal plane, they have a Speed 15, making them capable of traversing incredible distances in the blink of an eye, literally.

Touching the correct sequence of runes is a DC (15 + 1 for every range increment; one range increment is 750,000 feet) Knowledge (arcana) check, and traveling is a full-round action. If the pilot fails the DC check, the ship appears at a random point between the starting point and the intended destination and takes 100 points of damage for every range increment that it has moved.

**Maximum Speed** 15; **Acceleration** 0

**Propulsion** ethereal travel

**Means of Propulsion** magic (hardness 30, hp 40)

**Control Device** phase box

**Driving Check** see text

**Crew** 1; **Yield** 8

**Point Buy** 4; **Cost** 6,000,000 gp

## CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 40; **Cost** 3,000,000 gp; **Feats** Craft Wondrous Item, Craft Technological Item; **Equipment** graviton lab; **Spells** *etherealness*, *time stop*

## RAID BOOSTERS

Raid boosters are magical rocket engines mounted to the exterior of a spacecraft that provide extraordinary velocities in Tactical Combat, but are significantly slower when used at non-tactical speeds. They are ideal engines for small attack vessels and are often used on kites, raiders, or pirate craft. Raid boosters only provide enough thrust to move ultralight, light, or medium sized hulls. They are incapable of moving heavy or superheavy vessels.

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.

**Maximum Speed** 10 tactical; 2 interplanetary & intergalactic; **Acceleration** 1

**Propulsion** external thrust

**Means of Propulsion** thrusters (external; 4 squares, hardness 10, hp 80)

**Control Device** levers and switches (AC 11, hardness 5, hp 60)

**Driving Check** Profession (pilot) (+0 to the DC) or Use Magic Device (+5 to the DC)

**Crew** 1; **Yield** 2

**Point Buy** 2; **Cost** 1,440,000 gp

## CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 31; **Cost** 720,000 gp; **Feats** Craft Wondrous Item, Craft Technological Item; **Equipment** graviton lab; **Spells** *time stop*, *voidflight* (greater)



## 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 ship 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 ship 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.

Each level of spell cast or manifested into the spellforge can either propel the ship for 1 point of Speed or for 1 hour. At least one level of Speed must be assigned, but if no time is assigned at the time of the casting or manifestation, the ship is propelled for only 1 round per caster level or manifestation level. The caster or manifester determines the specific effect at the time of casting or manifestation, but someone must remain at the controls to maneuver the ship at all times. For example, casting *cone of cold* could propel a ship at Speed 1 for 5 hours, Speed 2 for 3 hours, Speed 4 for 1 hour or Speed 5 for a minimum of 9 rounds, depending on the caster's level.

Additional spells cast into a spellforge turbine while it is in operation can only increase either the Speed (to a maximum of Speed 18) or the duration of operation, not both. Alternatively, it can increase the yield of the engine by an amount per hour equal to the level of the spell cast into the turbine. The normal yield for a spellforge turbine is 0, otherwise.

**Maximum Speed** 9/varies; **Acceleration** 1

**Propulsion** magic

**Means of Propulsion** spellforge (internal; 4 squares, hardness 16, hp 160)

**Control Device** levers and switches (AC 11, hardness 5, hp 60)

**Driving Check** Spellcraft (+10; -1 for every level of spell cast to the DC)

**Crew** 1; **Yield** varies

**Point Buy** 4; **Cost** 5,700,000 gp

### CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 39; **Cost** 2,850,000 gp; **Feats** Craft Wondrous Item, Craft Technological Item; **Equipment** graviton lab; **Spells** *time stop*, *voidflight* (greater)

## STARWIND ENGINE

This large-array propulsion system requires wing-like stardraws to be mounted on the exterior of a ship 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 ship, 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 ship via a series of adjustment levers. However, stardraws are useless without the light of the system's star; ships caught in the umbra of any celestial body's shadow (including other ships) 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.

**Maximum Speed** 2; **Acceleration** 1

**Propulsion** thrust (1 square of engine; hardness 10, hp 40)

# TRAVELING IN THE VOID

**Means of Propulsion** thrusters (external; 4 squares, hardness 20, hp 80), stardraws (external; 30 squares, hardness 0, hp 300)

**Control Device** steering wheel & rigging

**Driving Check** Profession (pilot) +5 to the DC or Profession (sailor) +10 to the DC

**Crew 1; Yield 5**

**Point Buy 1; Cost 160,000 gp**

## CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 32; **Cost** 80,000 gp; **Feats** Craft Wondrous Item, Craft Technological Item; **Equipment** production lab; **Spells** *voidflight*

## 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 vessel points (VP; see below) instead of hit points (hp). They are all considered to be direct-fire siege engines unless otherwise stated in their entries.

### ASTRAL TREBUCHET

Slot —; Weight 100 lbs.

**Capacity 30; Usage 2 charges**

This weapon doesn't actually carry any payload or launch a missile from the vessel it's mounted on. Instead, it uses an incredibly strong gravitational force to hurl a nearby asteroid at another vessel. Mounted on the outer hull of a vessel, this weapon projects two rays of force that target asteroids within 6 Cubes of the vessel. The first asteroid is the "anchor", allowing the vessel to remain stationary while the second ray slingshots a smaller asteroid at another vessel.

This weapon is incapable of firing without at least two nearby asteroids to latch onto, and regardless of the asteroid's size, the damage is the same because smaller asteroids can be hurled with greater force and velocity than larger asteroids, which have more mass with which to inflict damage.

**Point Buy 3; Cost 1,164,500 gp**

**Damage 6d8 VP; Critical x4**

**Range 20; Type B and P**

**Crew 2; Aim 1; Load 0**

**hp 240; Hardness 5; Squares 9**

## CONSTRUCTION REQUIREMENTS

**Craft DC 25; Cost 528,250 gp; Feats** Craft Technological Arms and Armor; **Equipment** military lab

### BALLISTA, GREATER

This massive siege engine is a larger, heavier version of the lesser ballista. They are commonly used on vessels of war to break down enemy defenses.

**Point Buy 2; Cost 307,200 gp**

**Damage 4d4 VP; Critical 19-20/x2**

**Range 6; Type P**

**Crew 3; Aim 2; Load 3**

**hp 240; Hardness 5; Squares 16**

## CONSTRUCTION REQUIREMENTS

**Skill Check** Craft (siege engine) DC 20; **Cost** 153,600 gp

### BALLISTA, LESSER

This huge crossbow-like siege engine launches heavy metal spears that break through armor and damage enemy vessels. Larger than even heavy ballista, these siege engines use high-strength



metallic bands to launch their missiles at enemy vessels.

**Point Buy** 1; **Cost** 28,800 gp

**Damage** 2d4 VP; **Critical** 19-20/x2

**Range** 3; **Type** P

**Crew** 3; **Aim** 2; **Load** 3

**hp** 180; **Hardness** 5; **Squares** 9

#### CONSTRUCTION REQUIREMENTS

**Skill Check** Craft (siege engine) DC 15; **Cost** 14,400 gp

### BALLISTA, STORM

**Aura** moderate evocation; **CL** 5th

**Slot** —; **Weight** 450 lbs.

These weapons fire enchanted spears from a pod-mounted ballista. To fire the weapon, the gunner must first enchant the spear (which is a perfectly normal spear) loaded into the ballista by making a DC 22 Use Magic Device check. Then the weapon may be fired normally.

Upon impact, a storm ballista not only unleashes a devastating electrical attack, but it also encases the ship in a billowing mist that obscures all sight, including darkvision, beyond 1 Cube. Any vessels within the same Cube as one hit by a successful storm ballista attack 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 mist clings to the spacecraft for 1d6 rounds before dissipating. Vessels attacking another vessel surrounded by a storm ballista's mist suffer no penalties to attack.

A storm ballista cannot fire special ammunition.

**Point Buy** 2; **Cost** 492,000 gp

**Damage** 4d6+1d6 electricity VP; **Critical** x2

**Range** 8; **Type** P

### Pod

#### MOUNTING

Pod mounted weapons are encased in a metallic half-spheroid frame with a transparent obsidian window so that gunners can aim their weapons. Weapons that are pod-mounted are typically set into a spring-loaded recoil system to minimize shock to the vessel that they're mounted on. Upon installation, holes are cut into the outer hull of a ship (this does not reduce the ship's armor) and the pods are securely bolted on. Any weapon that is pod-mounted is set into a gyroscopic track that gives a range of motion capable of turning 45° in any direction from the central point, giving a 90° arc of motion. The gyroscope can be manipulated by the gunner via the use of a pair of levers that control pitch (up and down motion) and yaw (left to right motion).

Pod-mounted weapons do not gain any additional hit points or hardness due to the pod's metallic shell. Pod mounting costs 10,000 gp per weapon (or 1 Point Buy), and upgrades to the gyroscopic track are also available for 10,000 gp (or 1 additional Point Buy), which grants an additional 45° of motion from the central point (or a full 180° arc).

**Crew** 2; **Aim** 2; **Load** 1

**hp** 180; **Hardness** 10; **Squares** 9

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Skill Check** Craft DC 25; **Spells** *obscuring mist*, *call lightning*; **Equipment** military lab; **Cost** 174,000 gp

# TRAVELING IN THE VOID

## BEAM CANNON

**Slot** —; **Weight** 4,500 lbs.

**Capacity** 100; **Usage** 100 charges

Likely one of the heaviest weapons ever constructed, the beam cannon is a mithral cylinder that's 5 feet in diameter and 100 feet long. They are mainly used as ship-breakers on large vessels, as they can fire a concentrated beam of energy (the damage is half fire, half piercing) up to a distance of 20 Cubes. This monstrous weapon can be fired a maximum of 3 times per day, but the vessel carrying it cannot be in motion when the beam cannon is fired or it will take 2d8 **VP** damage to its hull as the cannon creates enough force to tear the ship apart. If your attack is successful, your target is pushed back 1 Cube. For every 5 by which your attack exceeds your opponent's CMD you push the target back an additional 1 Cube.

**Point Buy** 4; **Cost** 1,680,000 gp

**Damage** 5d6 **VP**; **Critical** x4

**Range** 20; **Type** fire and P

**Crew** 1; **Aim** 2; **Load** 4

**hp** 3600; **Hardness** 15; **Squares** 20

### CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 35; **Cost** 840,000 gp;

**Feats** Craft Technological Arms and Armor;

**Equipment** military lab

## DEATH BLOSSOM

**Slot** —; **Weight** 350 lbs.

**Capacity** 10; **Usage** 10 charges

A weapon of last resort, death blossom is a weapon that sets off an alchemical payload that damages every ship within a 6 Cube sphere of the vessel carrying this deadly shot. Unfortunately, death blossom is a one-shot weapon that once discharged, must be replenished aboard the vessel before it may be used again, and replenishing the

weapon may only be done by a team of engineers at a spaceport.

Death blossom may be loaded with any special siege engine ammunition (such as liquid ice or smoke shot), which causes additional damage and effects to enemy craft or their crew. Any such ammunition is presumed to have its damage converted directly to vessel point damage to the spacecraft in addition to the standard damage that death blossom inflicts. Any effects of the special siege engine ammunition are assumed to affect the crew if the vessel fails any relevant saves, though damage to creatures is still calculated in normal hit points instead of vessel points.

**Point Buy** 3; **Cost** 1,164,500 gp

**Damage** 8d8 **VP** + special; **Critical** x4

**Range** 6; **Type** alchemical and special

**Crew** 0; **Aim** 0; **Load** 0

**hp** 360; **Hardness** 10; **Squares** 8

### CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 30; **Cost** 582,250 gp;

**Feats** Craft Technological Arms and Armor;

**Equipment** military lab

## FORCE SPEAR

**Slot** —; **Weight** 40 lbs.

**Capacity** 10; **Usage** 1 charge

This 10-foot golden lance is usually mounted directly onto the outer hull of a spacecraft and a gelatin-filled controlling basin is set into a weapons console for either the pilot or the gunner. When the gunner places their hand in the gelatinous substance in the basin, they must succeed on a DC 18 Use Magic Device check to fire the weapon. A force spear requires no battery; it has 10 charges, but those charges regenerate at a rate of 2 per day if the force spear is left exposed to direct sunlight for at least 8 hours per day.



A force spear fires a bolt of magical force that does 1d10 vessel points of damage and ignores shield effects and deflection bonuses. However, a force spear can only fire in a single direction. They are usually mounted facing fore, but some ships also face them aft, starboard or port side to fend off incoming attackers. Force spears can also be pod-mounted, but that doubles their purchase price.

**Point Buy 1; Cost 20,000 gp**

**Damage 1d10 VP; Critical 19-20/x2**

**Range 5; Type force**

**Crew 1; Aim 1; Load 0**

**hp 360; Hardness 10; Squares 2**

#### CONSTRUCTION REQUIREMENTS

**Skill Check Craft DC 20; Cost 10,000 gp;**

**Feats** Craft Technological Arms and Armor;

**Equipment** military lab

## RAIL CANNON

A gigantic version of the rail gun, this oversized cannon fires shots of compressed scrap metals at blinding velocities. It is not a rapidly firing weapon, but it is certainly one to be reckoned with. The blunt force damage of this weapon tears through armor as if it was made of rice paper. All damage caused by a rail cannon is considered piercing damage and bypasses one point of a vessel's hardness.

Unfortunately, due to the mass of a rail cannon and the extreme force with which it projects its payload, rail cannons cannot be pod mounted.

In all other ways, it functions like a standard rail gun.

#### CONSTRUCTION REQUIREMENTS

Type	Craft DC	Cost	Requirements
Type I	30	42,000 gp	Craft Technological Arms and Armor, graviton lab
Type II	35	600,000 gp	Craft Technological Arms and Armor, graviton lab
Type III	40	2,688,000 gp	Craft Technological Arms and Armor, graviton lab

## SPELL PROJECTOR

**Aura** overwhelming universal; **CL** 20th

**Slot** —; **Weight** 200 lbs.

This fifteen-foot-long crystalline rod acts as a gigantic wand, focusing and amplifying the arcane or divine energies of a caster into a weapon capable of causing real damage to a spacecraft. Inside the ship is an icon; a small statue on a pedestal that acts both as a valid target and a conduit for the caster's spells, transferring the spell to the spell projector and casting it out into space at a target or area.

Type	Slot	Weight	Capacity	Usage	Point Buy	Cost
Type I	—	1,200 lbs.	10	1	1	84,000 gp
Type II	—	4,000 lbs.	10	3	3	1,200,000 gp
Type III	—	8,000 lbs.	10	5	6	5,376,000 gp

Type	Dmg (b & p)	Crit	Range	Crew	Aim	Load	HP	Hardness	Squares
Type I	2d4+1 VP	x4	20	1	1	1	360	10	4
Type II	5d6 VP	x4	20	2	1	2	720	10	8
Type III	6d8 VP	x4	20	4	1	4	1,440	10	12

# TRAVELING IN THE VOID

Any evocation spell with a range of close or longer, that does not target the caster, and has an instantaneous duration, may be amplified and projected out against a spacecraft or area that the caster designates as the intended target. The damage dice is increased by two, and for every 5 feet of range that the spell can be targeted, the spell may be projected one Cube. Spells that encompass an area may occupy up to a maximum of one Cube for every 20 feet of effect the spell normally possesses (minimum 1 Cube).

For example, if a 10th level wizard casts *lightning bolt* at the icon, the ship projects a 10d6 **VP** bolt of electrical energy at a range of 24 Cubes that can hit 6 Cubes worth of vessels, if they're all in a straight line.

**Point Buy** 5; **Cost** 3,420,000 gp

**Damage** varies; **Critical** x2

**Range** varies; **Type** magic

**Crew** 1; **Aim** 1; **Load** 0

**hp** 90; **Hardness** 0; **Squares** 3

## CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 40; **Cost** 528,250 gp;

**Feats** Craft Magic Arms and Armor;

**Equipment** military lab

## STEAM BOMBARD

A pod-mounted, dwarven-forged cannon that fires lead shot, this bombard is far more powerful than its lesser cousins found on seafaring ships. It relies upon a superheated blast of steam to propel its cannonball far off into space, and is top-loaded for quick and easy reloading. Its crew consist of a gunner (who aims and fires the cannon), a loader, and someone to tend the water-boiler set at the base of the weapon.

**Point Buy** 1; **Cost** 216,000 gp

**Damage** 3d6 VP; **Critical** x4

**Range** 6; **Type** B and P

**Crew** 3; **Aim** 1; **Load** 1

**hp** 450; **Hardness** 10; **Squares** 8

## CONSTRUCTION REQUIREMENTS

**Skill Check** Craft DC 20; **Cost** 108,000 gp;

**Feats** Craft Technological Arms and Armor;

**Equipment** military lab

## SPECIAL AMMUNITION

The following kinds of ammunition can be used in select vessel weapons. The ammunition description specifies which type of weapons can use the special ammunition. The costs and weights on the following table are for individual uses of special ammunition.

TABLE 7-7: SPECIAL AMMUNITION

Ammunition	Cost	Weight
Nanite lance	3,500 gp	10 lbs.
Poison fog	25,000 gp	52 lbs.
Starfire rain	2,500 gp	10 lbs.
Void frost	3,250 gp	10 lbs.

## NANITE LANCE

These insidious bolts are coated in aggressive nanites that can disable another spacecraft. While nanite plague does not do any additional damage to a craft, upon a successful attack, nanite plague is released upon the vessel. It will attempt to disable any one ship component at random, be it the engine, a tactical system, or even a luxury system. Should the vessel fail a DC 20 Fortitude save, that system is disabled for 1d4 rounds.



On a siege engine mishap, this ammunition cracks and breaks apart, disabling the weapon that attempted to fire it. The weapon may not be used until it has been repaired by a successful DC 18 Craft (mechanical) check. The repairs take no less than one hour to complete.

Nanite lances may be fired from lesser or greater ballistae.

## POISON FOG

Poison fog is alchemically treated steam bombard shot that, upon a confirmed critical hit, floods up to 30 squares of the enemy's spacecraft from the point of impact with a poisonous fog that acts as burnt othur fumes.

On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage and releasing its alchemical payload to the siege engine and all nearby creatures as if one of the spaces of the siege engine (crew leader's choice) were the target square.

Poison fog may be fired from a steam bombard.

## STARFIRE RAIN

These enchanted ballista bolts explode with a mighty force upon contact. When it hits its target, it deals an additional 1d6 **VP** of fire damage to an enemy vessel. Upon a confirmed critical hit, the starfire rain bolt releases a massive explosion that deals an additional 2d6 **VP** of damage to the craft and 10d6 points of damage to any creature within 30 feet of the impact point, regardless of whether they are inside of the vessel or outside of it. Half of this damage is from fire, and the other half is force damage. Creatures caught in the blast may make a DC 30 Reflex save for half damage.

On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage

to the siege engine and all nearby creatures and wooden objects as if one of the spaces of the siege engine (crew leader's choice) were the target square. Starfire rain ignores the hardness of wooden objects.

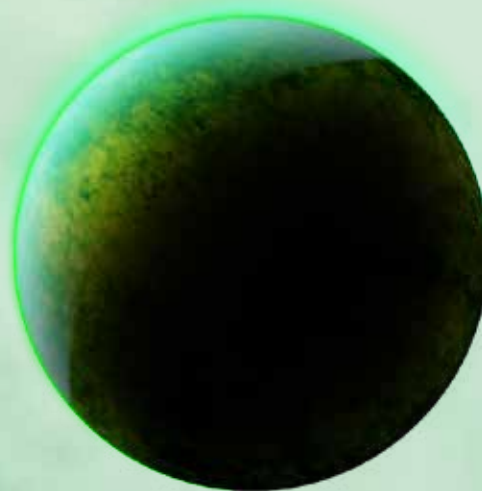
Starfire rain may be fired from lesser or greater ballistae.

## VOID FROST

Void frost ballista bolts are like starfire rain, but they deal cold damage instead of fire. Additionally, each creature must also make a DC 20 Fortitude save or become entangled for 1d6 rounds.

## OTHER AMMUNITION

Other special ammunition, such as alchemist's fire, plague bundles, or smoke shot may be used to enhance ammunition fired by lesser or greater ballistae, rail cannons, or steam bombards. Such ammunition's damage and cost are multiplied tenfold, but its range of effect is not increased. The effects of such ammunition reach into a spacefaring vessel from the point of impact upon a confirmed critical hit.



# TRAVELING IN THE VOID

## SPACEFARING VESSEL COMPONENTS

### ALL PURPOSE COMPONENTS

#### ADDITIONAL CARGO SPACE

**Price** 60,000 gp; **Point Buy** 1

##### DESCRIPTION

Your craft's cargo hold has been expanded, increasing the size of your vessel by 20 squares. The additional cargo space does not increase the vessel's hit points, but it does grant your spacecraft an additional 10 tons of cargo carry capacity. This add-on is stackable, with no maximum limit. The material cost for the additional squares is a part of the listed price.

##### CONSTRUCTION REQUIREMENTS

**Feats** Craft (vessels); **Cost** 30,000 gp

#### ADDITIONAL CREW SPACE

**Price** 60,000 gp; **Point Buy** 1

##### DESCRIPTION

Your spacecraft's crew quarters have been expanded, increasing the size of your vessel by 20 squares. The additional crew space does not increase the vessel's hit points, but it does grant your vessel crew quarters for an additional 10 people. This add-on is stackable, with no maximum limit. The material cost for the additional squares is a part of the listed price.

##### CONSTRUCTION REQUIREMENTS

**Feats** Craft (vessels); **Cost** 30,000 gp

## EXTRADIMENSIONAL CARGO SPACE

**Price** 240,000 gp; **Point Buy** 4

##### DESCRIPTION

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.

##### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *secret vault*;  
**Cost** 120,000 gp

## DEFENSIVE COMPONENTS

### ARMOR PLATING

**Price** varies; **Point Buy** varies

##### DESCRIPTION

Your spacecraft has reinforced iron armor plating to protect the vessel and its passengers from



the dangers of the void. This component may be purchased multiple times, and each application of armor plating grants a cumulative +2 bonus to the craft's AC (maximum +10), and its hardness is increased by +5 (maximum +25).

Classification	Cost	Point Buy
Ultralight	25,000 gp	1
Light	50,000 gp	1
Medium	100,000 gp	2
Heavy	150,000 gp	3
Superheavy	300,000 gp	4

#### CONSTRUCTION REQUIREMENTS

Classification	Construction Cost
Ultralight	12,500 gp
Light	25,000 gp
Medium	50,000 gp
Heavy	75,000 gp
Superheavy	150,000 gp

### CLOAKING DEVICE

**Aura** strong illusion; **CL** 13th

**Slot** —; **Price** 436,800 gp; **Point Buy** 5; **Weight** 350 lbs.

**Squares** 1; **Hardness** 15; **hp** 60

#### DESCRIPTION

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.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *invisibility* (mass); **Cost** 218,400 gp

### DEFLECTION SHIELD GENERATOR

Type	CL	Aura	Cost	Point Buy
Type I	3	faint	48,000 gp	1
Type II	9	strong	144,000 gp	2
Type III	18	overwhelming	288,000 gp	4

**Aura** abjuration (varies); **CL** varies

**Slot** —; **Price** varies; **Point Buy** varies; **Weight** 450 lbs.

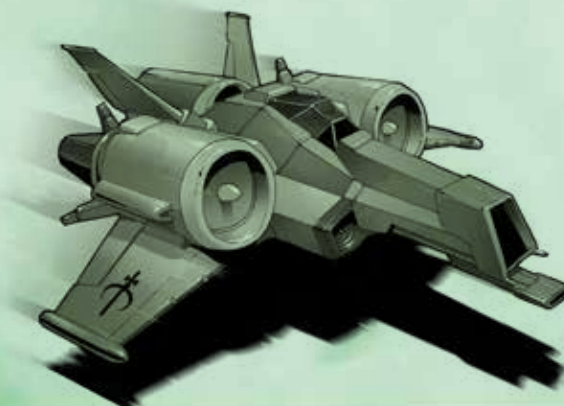
**Squares** 1; **Hardness** 8; **hp** 50

#### DESCRIPTION

This crystalline device flashes with eerie multicolored lights. It surrounds the vessel with a magical barrier of force that provides a deflection bonus to armor class based upon the type in use; Type I generators grant a +2 bonus, Type II grant a +4 bonus, and Type III grant a +6 bonus.

#### CONSTRUCTION REQUIREMENTS

Type	Requirements	Cost
Type I	Craft Wondrous Item, gird ally	24,000 gp
Type II	Craft Wondrous Item, gird ally	72,000 gp
Type III	Craft Wondrous Item, gird ally	144,000 gp



# TRAVELING IN THE VOID

## HEAT SHIELD

**Aura** abjuration (varies); **CL** varies

**Slot** —; **Price** varies; **Point Buy** varies; **Weight** varies

**Squares** varies; **Hardness** 10; **hp** 100 per Square

### DESCRIPTION

Your spacecraft has protective outer layer than protects it when entering an atmosphere from space. The cost depends on the classification of your vessel. If a vessel is equipped with a heat shield and the Profession (pilot) check (DC 20) is successful, the vessels takes no fire damage, but the check fails the heat shield equipped vessel only 1d12 VP (16d8 hp) of fire damage.

### CONSTRUCTION REQUIREMENTS

Classification	Requirements	Construction Cost
Ultralight	Craft Wondrous Item, resist energy, mend vessel	42,000 gp
Light	Craft Wondrous Item, resist energy, mend vessel	54,000 gp
Medium	Craft Wondrous Item, resist energy, mend vessel	66,000 gp
Heavy	Craft Wondrous Item, resist energy, mend vessel	78,000 gp
Superheavy	Craft Wondrous Item, resist energy, mend vessel	90,000 gp

## LIFE SUPPORT COMPONENTS

### AIR GENERATOR

**Aura** faint conjuration; **CL** 5th

**Slot** —; **Price** 30,000 gp; **Point Buy** 1; **Weight** 25 lbs.

**Squares** 1; **Hardness** 8; **hp** 30

### DESCRIPTION

Breathable air is a necessity when traveling between planets, and air generators are a key component for any ship that hopes to engage in Interplanetary or Interstellar travel. This cylinder is composed of dozens of glass-like rings surrounding what looks to be a moss-covered pillar. The rings occasionally flash in rainbow hues that create dazzling patterns.

An air generator can provide enough breathable air to sustain a ship that contains up to 250 squares in an encapsulated hull indefinitely. If areas are closed off and limited to no more than 250 squares, the air generator can provide breathable air. For every 50 squares beyond that limit, the air grows thinner, causing creatures that breathe to suffer a cumulative -1 penalty to all rolls. Multiple air generators can provide sufficient air to larger craft.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *air creation*; **Cost** 15,000 gp

### CLIMATE CONTROLLER

**Aura** strong transmutation; **CL** 13th

**Slot** —; **Price** 91,000 gp; **Point Buy** 2; **Weight** 250 lbs.

**Squares** 1; **Hardness** 10; **hp** 60



### DESCRIPTION

This dwarf-sized pod has dozens of flashing lights, and several pistons pumping into and out of the machine at odd angles. It hums loudly as it works to control the environment across the entire ship.

The climate controller can create the exact temperature, humidity, and air circulation on the vessel on which it is placed. It is not able to create different environments in different areas of the spacecraft, only to create one consistent environment across the entire vessel. Certain races prefer different environments, and this device allows one to control those particulars.

Altering the environment requires a DC 18 Knowledge (engineering) or DC 21 Knowledge (arcana) check. Failure means that the environment is not altered, but rolling a natural 1 locks the controller into the environment that it is currently set to unless someone can repair the device with a DC 25 Knowledge (engineering) check.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *control weather*; **Special** creator must have 8 ranks in Knowledge (engineering); **Cost** 45,500 gp

## GRAVITY GENERATOR

**Aura** moderate transmutation; **CL** 9th

**Slot** —; **Price** 260,000 gp; **Point Buy** 4; **Weight** 750 lbs.

**Squares** 1; **Hardness** 8; **hp** 540

### DESCRIPTION

This man-sized, rough-hewn chunk of granite floats in the air above a metallic disc with rounded lumps around its perimeter. The granite mass occasionally glows with a soft, white radiance for a few seconds, then the light fades.

Gravity does not naturally occur on spacefaring vessels and must be artificially created. A gravity generator provides gravity for a craft, simulating normal gravity and allowing crew and passengers to walk on decks as though they were planetside. Objects fall to the floor when dropped, creatures move and jump normally, and nothing floats around the vessel so long as the gravity generator is functional.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *gravity well*; **Cost** 130,000 gp



## LUXURY COMPONENTS

### AUTOMATED CREW

**Aura** moderate transmutation; **CL** 9th

**Slot** —; **Price** 45,000 gp; **Point Buy** 1; **Weight** 40 lbs.

**Squares** 0; **Hardness** 8; **hp** 30

#### DESCRIPTION

An automated crew is comprised of a group of 9 visible phantoms that can perform basic vessel functions; custodial, flight-related, or maintenance. They cannot fight, speak, or defend themselves, and they cannot operate engines that require magical or life-force energies. An automated crew cannot operate a spacecraft without someone to give them commands. When given directions, they can reduce the minimum crew of a vessel by 9 (to a minimum of 1).

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.

The automated crew otherwise functions as per the spell unseen crew.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *unseen crew*; **Cost** 22,500 gp

### HYDROPONIC GARDEN

**Aura** moderate transmutation; **CL** 13th

**Slot** —; **Price** 260,000 gp; **Point Buy** 4; **Weight** N/A

**Squares** 36; **Hardness** 10; **hp** 2,160 (only if added to outer hull)

#### DESCRIPTION

A hydroponic garden is a climate-controlled 6 square by 6 square 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 Heal 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.

A hydroponic garden must be built in an existing space on a spacecraft. If there is no available room, a hydroponic garden can be added onto the outer hull of a vessel, but its cost is increased by 50%.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *control weather*, *plant growth*; **Special** creator must have 5 ranks in Knowledge (nature); **Cost** 130,000 gp

### INTEGRATED COMPUTER

#### NETWORK

**Slot** —; **Price** 200,000 gp; **Point Buy** 3; **Weight** 50 lbs.

**Capacity** 30; **Usage** 1 charge/hour

**Squares** 1; **Hardness** 10; **hp** 20

#### DESCRIPTION

The integrated computer network is a single computer interface that allows the user to in-



teract with a housed artificial intelligence. At its base, the integrated computer network allows the user to control one system aboard a spacecraft through the artificial intelligence, be it weapons, engines, life support, or other luxury systems, as if those systems were crewed by 10 crew members. Multiple computers may be installed aboard an extraterrestrial craft to control larger or multiple systems, and large vessels could host dozens of computers to assist in ship functions.

For every integrated computer network installed on a spacecraft, the system can host a maximum CR of AIs equal to (10 + 2 per computer interface installed).

An integrated computer network is capable of functioning as a connection point for tech-

nological items to draw from an engine's yield when installed on a spacecraft. A power cable or power receiver is required to utilize that yield to charge technological devices.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Technological Item; **Equipment** production lab; **Cost** 100,000 gp

### INTERVESSEL COMMUNICATION SYSTEM

These system uses boxes used to communicate with other areas of the spacefaring vessel.

**Aura** faint transmutation; **CL** 5th

**TABLE 7-8: INTERVESSEL COMMUNICATION SYSTEM COMMAND WORDS**

Command Word	Description	Requires Secret <sup>1</sup>
Open	Must be followed single a box number or name, or a list of box numbers or names. If any of the boxes listed are not currently within a system, the box that issued the open command will say, "Open Fail," and list the box numbers that failed. All the boxes that were listed will say, "Open from", then say the box number or name that issued the Open command. If a receiving box already has an Open connection from another box, then all boxes are connected and able to talk with each other.	No
Open All	Open connects to all boxes within a system. When the user is finished with the Open All command, they then say, "Box Close All."	Yes
Close	Closes all Open connects currently connected to the box the user is activating.	No
Attach2 Set	Attaches Box to a surface its back is touching. It will stay attached even in if it is affected by an antimagic field or similar effect.	Yes
Attach Remove	Box detaches from the surface it is attached to.	Yes
System Add	Must be touching both a box in a system and the box you are wanting to add to that system. The box you are wanting to add will be assigned the next available number and it will say "Accepted" and the number it is assigned.	Yes
System Remove	The box is removed from the system and it will say "Removed."	Yes
Name Set	Must be followed by a phase and then box will determine if the name has been used if not it will say "Accepted" and the name assigned or if it already taken within a system, then it will say "Name Taken."	Yes
Name Remove	The box will respond "Name Removed"	Yes
Secret Set	The box will say "Secret Accepted"	Yes
Secret Remove	The box will say "Secret Removed"	Yes

<sup>1</sup>If the Secret is Set already.

<sup>2</sup>To forcibly remove an attached box takes a Strength check DC 25.

## WHAT ABOUT VESSEL TO VESSEL COMMUNICATIONS?

The most commonly used way to communicate between vessels is to use a Greater Heads-Up Display Unit on each vessel to communicate with other spacefaring vessels. Others may use *scrying* magic items such a crystal ball. Those who have an ability to use telepathy may use it from spell or spell-like ability.

**Slot** —; **Price** each box 5,000 gp; **Point Buy** 1 point for every two boxes in a system;

**Weight** each box ½ lb.; **Squares** 0; **Hardness** 15; **hp** each box 25

### DESCRIPTION

An intervessel communication system consists of small 1-foot square by 2 inches' thick boxes that are usually attached to a piece of furniture, a wall or any surface. These boxes allow the users to receive and send verbal communications with one or more boxes within a system, including all the boxes in a system. Each box is uniquely numbered within a system starting at 1 and a box can be configured with a unique name within a system. There is no limit to the number of boxes that may be in a system. Each box has the range of up to 150 ft. and can relay a message from a different box to another box within its range thus allowing the message to be relayed from a box at one end of system to a box at the other if necessary. For example, a system consisting of 3 boxes, each box could be in a line 150 ft. apart from each other so total distance from one end to the other is 450 ft.

It takes a swift action to activate a box and the user must be touching the box, verbally say a Command Word, the Secret Word (if applicable), and then a word or phrase required by that Command Word. For example, to communicate with specific box a user must say while touching a box "Open 2." See the table below for the list of Command Words that can be used within the system.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *message*; **Special** creator must have Craft (mechanical) 5 ranks; **Cost** Each box 2,500 gp.

## NAVIGATION SYSTEM

**Aura** faint transmutation; **CL** 10th

**Slot** —; **Price** 30,000 gp; **Point Buy** 1; **Weight** 10 lbs.

**Squares** 0; **Hardness** 10; **hp** 60

### DESCRIPTION

This device store maps and star charts and allows the user to plot course from their current location. It will interface with a craft's steering system and an Automated Pilot System. Using this system gives user plotting a vessel's course a +3 to Knowledge (geography) checks.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *guiding star*; **Special** creator must have Knowledge (geography) 10 ranks; **Cost** 15,000 gp



## PERSONNEL TELEPORTER

Type	Aura	CL	Price	Point Buy
Type I	moderate conjunction (teleportation)	9th	108,000 gp	2
Type II	strong conjunction (teleportation)	13th	218,400 gp	3
Type III	strong conjunction (teleportation)	17th	367,200 gp	4

**Aura** conjunction (teleportation); **CL** varies

**Slot** —; **Price** varies; **Point Buy** varies; **Weight** 5,000 lbs.

**Squares** 2; **Hardness** 15; **hp** 160

### DESCRIPTION

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. This easily allows for teleportation from vessel-to-vessel or from spacecraft to the surface of planets from orbit. The personal 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. There is also a version that can teleport up to six people at a time from one planet to another. However, such gateways are best used in pairs to teleport people or supplies back and forth.

### CONSTRUCTION REQUIREMENTS

Type	Requirements	Cost
Type I	Craft Wondrous Item, teleport	54,000 gp
Type II	Craft Wondrous Item, teleport (greater)	109,200 gp
Type III	Craft Wondrous Item, interplanetary teleport	183,600 gp

## TORPOR HUSK

**Aura** strong transmutation; **CL** 15th

**Slot** —; **Price** 240,000 gp; **Point Buy** 4; **Weight** 3,000 lbs.

**Squares** 1; **Hardness** 10; **hp** 60

### DESCRIPTION

Woven of fine silver and copper wires, a torpor husk is an upright cylinder that stands eight feet tall and is approximately four feet across that can wrap a Medium-sized creature within its outer shell. Creatures that step inside a torpor husk 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 torpor husk is wrapped around a creature, it can be opened by unwrapping the husk, 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 torpor husk. If they are successful, they cannot be affected by the magic of a torpor husk for 24 hours, even if they are willing.

Torpor husks 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 25% for each size increment above medium.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *temporal stasis*; **Special** creator must have 12 ranks in Knowledge (engineering); **Cost** 120,000 gp

## TACTICAL COMPONENTS

### ATMOSPHERIC STABILIZER

**Aura** moderate transmutation; **CL** 9th

**Slot** —; **Price** 360,000 gp; **Point Buy** 4; **Weight** 90 lbs.

**Squares** 1; **Hardness** 15; **hp** 60

#### DESCRIPTION

Most spacefaring vessels are clumsy when flying through atmospheres, but this coppery sphere, with its active pistons pumping all across its surface can change that quickly.

An atmospheric stabilizer can allow spacecraft to smoothly glide through even the densest gaseous environments. An atmospheric stabilizer increases the maneuverability rating of the vessel by two categories (ex. from average to perfect, or from poor to good; to a maximum of perfect) when within any atmospheric environment or gas nebula where maneuverability is affected.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *spacial well*;  
**Cost** 180,000 gp



### AUTOMATED PILOTING SYSTEM

**Aura** strong conjuration (creation); **CL** 14th

**Slot** —; **Price** 33,600 gp; **Point Buy** 2; **Weight** 40 lbs.

**Squares** 1; **Hardness** 10; **hp** 60

#### DESCRIPTION

An automated piloting system looks like a shining, obsidian half-sphere about the size of a human head, bolted to any solid surface near to the craft's steering controls or engine.

When the proper command word is spoken, a phantom pilot takes control of the vessel, directing its movements as commanded. The phantom can steer the craft, but cannot perform any actions that an engine requires to propel the spacecraft forward. The phantom pilot makes all pilot skill checks as if they rolled a 15.

The phantom pilot can operate for up to 12 hours at a time and may be activated twice per day. Vessels that require multiple pilots also require multiple automated piloting systems if all the pilots are relieved of their duties.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *phantom driver*; **Cost** 16,800 gp

### AUTOMATED TARGETING SYSTEM

**Aura** faint transmutation; **CL** 5th

**Slot** —; **Price** 30,000 gp; **Point Buy** 1; **Weight** 45 lbs.

**Squares** 0; **Hardness** 10; **hp** 60

#### DESCRIPTION

When attached to any single extraterrestrial craft's weapon, this clockwork spindle releases streams of bronze threads that burrow into the



weapon, helping to ensure that the operator's aim is sure and true. An automated targeting system grants a +3 bonus to attack and damage rolls made with that weapon.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *magic weapon (greater)*; **Cost** 15,000 gp

### BURST PYRAMID

**Aura** faint transmutation; **CL** 5th

**Slot** —; **Price** 30,000 gp; **Point Buy** 1; **Weight** 150 lbs.

**Squares** 0; **Hardness** 8; **hp** 30

#### DESCRIPTION

This housecat-sized stone pyramid magically adheres to any spacecraft's engine that it comes into contact with, fusing with the engine and becoming permanently attached. Engines that have a burst pyramid attached can perform a Charge action in combat, which allows the craft to move twice its current Tactical Speed (up to twice Maximum Speed) and attack during your vessel's action as a full-round action.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *burst of speed*; **Cost** 15,000 gp

### HEADS UP DISPLAY UNIT

**Aura** faint divination (scrying); **CL** 5th

**Slot** —; **Price** 60,000 gp; **Point Buy** 1; **Weight** 300 lbs.

**Squares** 2; **Hardness** 8; **hp** 100

#### DESCRIPTION

This mirrored surface has runes of communication and clairvoyance etched into it in a border-like frame, several large brass hooks holding it to the vessel's inner wall.

A heads-up display unit allows crew members to view the environment on the outside of a spacecraft without requiring windows. This also allows command centers to be placed deeper inside the vessel, or to give pilots the ability to see what's behind them. The view shown on a heads-up display unit can be altered by uttering a command word to adjust the direction or pitch of the view on the display unit, but it can only show a 120° arc at any given time. The heads-up display unit is capable of scrying on creatures, vessels or objects within 120 Cubes.

A heads-up display unit allows for line-of-sight for any nonmagical abilities that require a character to see their target, such as a slayer's studied target or a cavalier's challenge class ability, if the target is visible on the heads-up display unit.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *clairaudience/clairvoyance*; **Cost** 30,000 gp

### HEADS UP DISPLAY UNIT, GREATER

**Aura** moderate divination; **CL** 9th

**Slot** —; **Price** 288,000 gp; **Point Buy** 4; **Weight** 300 lbs.

**Squares** 2; **Hardness** 8; **hp** 100

#### DESCRIPTION

This greater version of the heads-up display unit also allows for the communication between anyone in the room with the unit and any creature or creatures visible on the display as if they were using the sending spell. Creatures that are visible on the display are considered creatures with which you are familiar for as long as they are on the display.

If two or more spacecraft have greater heads-up display units, they can be used for direct communication between vessels. It otherwise functions as a standard heads-up display unit does.

# TRAVELING IN THE VOID



## ARTIFACTS

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *clairaudience/clairvoyance, sending*; **Cost** 144,000 gp

### MAGIFLUX DRAGNET

**Aura** strong transmutation; **CL** 20th

**Slot** —; **Price** 480,000 gp; **Point Buy** 5; **Weight** 3,000 lbs.

**Squares** 6; **Hardness** 8; **hp** 160

### DESCRIPTION

The magiflux dragnet generates a magical gravitational field in a large portion of the void that forces vessels that encounter it to drop down to Tactical Speed. This elephant-sized clockwork apparatus is used primarily to slow passing craft so that they can be attacked without having to wait for the opposing spacecraft to slow.

Upon activation, the magiflux dragnet projects a 120 Cube-diameter sphere. Not only does the sphere force spacecraft within its area of effect to travel no faster than Tactical Speed, including the vessel carrying it, but extraterrestrial craft entering the sphere at faster than Tactical Speed are instantly slowed to Tactical Speed and must make a DC 20 Fortitude save, or the entire crew is knocked prone.

This device may be used 3 times per day, and each lasts for up 20 rounds. The user may shut down the device before the duration expires, but any unused rounds are lost.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *gravity sphere*; **Cost** 218,400 gp

### CELESTIAL GATEWAY

**Aura** overwhelming conjuration (teleportation); **CL** 20th

**Slot** —; **Weight** 150,000 lbs.

### DESCRIPTION

These ancient artifacts are floating rings of unidentified metals that float at seemingly random locations in space. Constructed by an unknown race many thousands of years ago, these gateways act as portals that can transport spacecraft from one gateway to another in the blink of an eye. Any craft traveling through a celestial gateway passes out of another random such gateway, but the vessel's pilot may make a DC 40 Knowledge (arcana) check when passing through the gateway to navigate the arcane energies of the gateway and direct their spacecraft to come out of a specific gateway.

There are 19 such gateways known to exist, and all of them lie within planetary systems with worlds capable of sustaining life. If other gateways exist, they remain either undiscovered or somehow inactive. What their purpose was is ultimately unknown, but it is suspected that they may have been used in the colonization of worlds many eons ago, or for travel of systems within a space empire.

### DESTRUCTION

A vessel that has traveled through the celestial gateways seven times seven times across seven centuries, captained by a creature that calls seven worlds home, does battle with a void god and pursues the retreating god through a gateway will close the gateways forever, shattering the rings. However, doing so will visit catastrophe upon every world in the system that hosts the gateway.



## SPACEFARING VESSEL TEMPLATES

The following templates allow easy creation and customization of spacecraft. Spacefaring vessels must also select one of the required landing templates. Once selected, this choice cannot be altered.

### REQUIRED TEMPLATES

One of these templates must be selected during a craft's construction. They may not be added later.

#### LANDING «AQUATIC»

*Your spacecraft can make water-based landings.*

The vessel has specialized landing modifications that allow it to safely land on any liquid planetary surface large enough to accommodate for the craft. However, this does not provide any special protections from damage incurred from a crash landing, or from landing on a dangerous surface, such as acid or lava.

**Requirements:** None

**Limitations:** The vessel cannot have the Landing (dual) or Landing (terrestrial) templates.

**Cost:** None

#### LANDING «DUAL»

*Your vessel can set down either on land or in the water.*

The spacecraft has specialized landing modifications that allow it to safely land on any solid or liquid planetary surface large enough to accommodate for the craft. However, this does not provide any special protections from damage incurred from a crash landing, or from landing on a dangerous surface, such as acid or lava.

**Requirements:** None

**Limitations:** The vessel cannot have the Landing (aquatic) or Landing (terrestrial) templates.

**Cost:** +20% of base hull cost

#### LANDING «TERRESTRIAL»

*Your craft can set down on any solid surface, such as rock, soil or ice.*

The craft has specialized gear allowing it to land on any solid planetary surface large enough to accommodate it. This does not protect against damage from a crash landing or landing on a dangerous surface.

**Requirements:** None

**Limitations:** The vessel cannot have the Landing (aquatic) or Landing (dual) templates.

**Cost:** None

### OPTIONAL TEMPLATES

Optional templates are available for customization of any vessel's hull. Unless otherwise specified, these templates must be added during a spacecraft's construction. They may not be added later.

#### BLESSED

*The extraterrestrial craft has a reputation for being favored by a god or goddess of luck.*

The spacecraft gains the power of good fortune, which is usable once per day. This extraordinary ability allows the spacefaring vessel's captain or pilot to reroll one roll that was just made. The result of the reroll must be taken, even if it is worse than the original roll. This reroll may be applied to any of the extraterrestrial craft's weapons (including its ram attack), to a crew member making a skill check that is critical for the spacecraft to make (such as a roll to repair the engine), or any other roll the GM sees fit.

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Followers of any god in opposition to the god worshipped by the cleric who designed the extraterrestrial craft suffer a -1 divine or profane penalty (depending on the god or goddess) on all attack rolls, saving throws, skill checks, and ability checks while onboard this vessel.

**Requirements:** Spacefaring vessel was designed and blessed by a cleric with Craft Wondrous Item and access to the Luck Domain, Craft (vessels) DC 15; **Special:** Figurehead or Chapel

**Cost:** 50,000 gp

## GHOST VESSEL

*This craft is an apparition that can manifest into reality.*

The spacecraft permanently gains the incorporeal condition and all creatures aboard it gain the ghost template. The spacefaring vessel gains a deflection bonus equal to its captain's Charisma modifier, and has total concealment due to the fog and smoke that surrounds the extraterrestrial craft.

Most captains will never slay an entire crew that is aboard a captured spacecraft lest he spawn a ghost-ship.

**Requirements:** A single event or cause killed the entire crew and the spacecraft's captain must possess one of the following story feats: Accursed, Damned, Innocent Blood, Redemption, True Love, or Vengeance.

**Cost:** None; this template cannot be added during vessel creation.

## IMPROVED RAM

*The extraterrestrial craft has a ram installed on its forward facing.*

The spacefaring vessel can have a choice of the following ram types: blunt (bludgeoning damage), claw (slashing damage), cone (piercing damage),

or grappling (normal attack or successful attack grapples and does half normal ramming damage). All improved rams do the damage of a spacefaring vessel one classification larger. Ultralight improves one size category larger (i.e. Large increases to Huge, Huge increases to Gargantuan, Gargantuan increases to Colossal and a Colossal ultralight increases to a light classification ram damage), and superheavy vessel's ram improves to 3d12+3 **VP** (48d8 hp). Other specialized rams can be created (with GM approval).

**Special:** Grappling rams usually come in pairs, often resembling oversized animalistic pincers or talons. The damage values and CMB remain the same whether the extraterrestrial craft has been fitted with single or double grapplers.

**Requirements:** Craft (vessels) DC 15

**Cost:** +10% of base spacefaring vessel's hull cost.

## MAGICALLY TREATED HULL

*The hull of your spacecraft has been magically reinforced to make it more solid and durable.*

This template doubles the vessel's hit points and hardness. This improvement can only be added by a spellcaster with the Craft Wondrous Item feat.

**Requirements:** Craft Wondrous Item, Craft (vessels) DC 15

**Cost:** 4,500 gp per square of vessel

## SPACEFARING VESSEL OF THE LINE

*Your spacecraft is a top-of-the-line model, making it more maneuverable and resilient.*

A spacefaring vessel of the line is built to the highest specifications. While built more solidly than most vessels it handles like a dream and moves with the agility of a smaller craft.

The spacecraft gains a +1 equipment bonus to all saves and +2 dodge bonus to AC.



**Requirements:** Light, medium, heavy or superheavy hull, Craft (vessels) DC 20

**Cost:** +20% of base spacefaring vessel hull cost.

## SUBMERSIBLE

*Your vessel has been retrofitted to not only sail between the stars, but also underwater, allowing your adventures to continue beneath the waves of a planet's ocean.*

The extraterrestrial craft can remain submerged under the water indefinitely.

While submerged, the spacecraft can maneuver as though in space, although its maximum Speed and acceleration are both reduced by 1. The spacefaring vessel, without an air generator, carries enough air for 48 hours of operation without having to replenish.

While submerged, your spacecraft is granted total concealment from vessels that are not submerged along with you. However, without specialized equipment, like a Heads-Up Display Unit, your non-submerged opponents are also granted total concealment from you.

**Requirements:** Landing (aquatic), Craft (vessels) DC 25

**Cost:** +25% of base spacefaring vessel cost.

## TOPPED OUT

*The spacecraft was designed for combat, with agility in mind.*

The spacefaring vessel increases its CMD and CMB by 2. The spacefaring vessel's minimum crew is increased by 4.

**Requirements:** Craft (vessels) DC 15

**Cost:** +15% of base spacefaring vessel's hull cost.

## UNCOVERED

*Your craft has at least one open deck, allowing for deck-mounted siege weapons, passenger sightseeing, or ease of boarding.*

Spacefaring vessels with this template are constructed with a magical atmospheric dome. However, the magical atmospheric dome only prevents air from escaping, ensuring that the crew does not suffocate when on these open decks. Crew are unprotected from most area effect spells, and take a -4 penalty to saves vs. damage from an extraterrestrial craft's critical attacks and can be thrown overboard.

**Normal:** Spacefaring vessels are constructed without open decks. Unless the hull is breached, crew cannot be thrown overboard. Navigators and pilots must look out of portholes or use Heads-Up Display Units to take bearings.

This improvement can only be added with the assistance of a spellcaster with the Craft Wondrous Item feat.

**Requirements:** Craft Wondrous Item, Craft (vessels) DC 22

**Cost:** -10% of base spacefaring vessel hull cost.



# TRAVELING IN THE VOID

## TEMPLATE PACKAGES

Template packages applied to hulls can quickly modify a spacecraft to perform specific functions. Retrofitting such craft take a full month, during which, the extraterrestrial craft is out-of-service and cannot be used. No spacefaring vessel can carry more than one such template package. If any systems are replaced by these modifications, adjust the costs according to what was sold versus what was purchased to replace.

Purchasing a template package often offers a discount on the modifications involved because spacecraft are often outfitted with these specific configurations and that they bear limitations on what the vessels can be modified with.

### ADVANCED STARFIGHTER

Ready for just about anything that could be thrown your way, the advanced starfighter is typically the king of the dogfighters. Stronger protections, better weapons, and a nasty little surprise for just the right occasion!

**Requirements:** Corvette or Destroyer hull.

**Modifications:** Armor Plating (x3), Automated Targeting System, Death Blossom, Deflection Shield Generator I, Force Spear (x2; 180° pod mounted), Raid Boosters

**Limitations:** If you choose to have a secondary engine, you may not spend more than 1 point on it.

**Cost** 2,444,320 gp; **Point Buy** 13

### ATTACK CARRIER

Carrying a partial complement of kites or raiders, your spacecraft has been outfitted for vessel-to-vessel combat with fighter support to either cripple larger craft or to handle dogfighting.

**Requirements:** Carrier or Leviathan hull.

**Modifications:** Deflection Shield Generator III, Kite (x8) or Raider (x6), Rail Cannon I (x4)

**Limitations:** No additional cargo space, crew space or luxury components may be added.

**Cost** kites 704,000 gp/raiders 960,000 gp;

**Point Buy** kites 45/raiders 45

### BASIC ROGUE VESSEL

All sorts of unsavory characters, or desperate fugitives looking to survive the harsh wilds of the starways, have reasons to become pirates, or to operate vessels that could easily be used for roguish endeavors.

**Requirements:** Any ultralight, light, or medium hull.

**Modifications:** Force Spear (x4; 90° pod mounted), Magiflux Dragnet

**Limitations:** Each week that the spacecraft is in operation, the captain (or pilot, if there is no captain) must make a Knowledge (engineering) (DC 1) to continue operating the vessel normally. Increase the DC by 1 for every consecutive week that the spacecraft is in operation. If the captain (or pilot) fails the check, one random system becomes disabled and requires repairs. If the craft remains at rest for a full week, reset the DC back to 1.

**Cost** 480,000 gp; **Point Buy** 10

### BASIC STARFIGHTER

Whether you're a lone-wolf pilot with your own small spacecraft, or part of a larger force, you're geared up to fight against other vessels. You've got to be quick and strike hard if you're going to survive out in the vacuum of space.

**Requirements:** Kite or Raider hull.

**Modifications:** Armor Plating, Automated



Targeting System, Force Spear (x2), Raid Boosters

**Limitations:** If you choose to have a secondary engine, you may not spend more than 1 point on it.

**Cost** 76,000 gp; **Point Buy** 3

## BOLD EXPLORER

Set up for long-term missions out in deep space, the bold explorer travels to undiscovered worlds and explores systems that are far from the major space-lanes. It is a vessel capable of defending itself from any hostile forces that it may meet along the way.

**Requirements:** Any superheavy hull.

**Modifications:** Air Generator (x3), Armor Plating (x2), Astral Trebuchet, Automated Crew (x4), Climate Controller, Deflection Shield Generator III, Escape Pod (x10), Gravity Generator, Greater Heads-Up Display Unit, Hydroponic Garden (x2; 1 food, 1 medical), Personnel Teleporter II, Rail Cannon I (x4; 90° pod mounted), Skiff (x2), Spellforge Turbine, Storm Ballista

**Limitations:** Cannot carry kites or raiders.

**Cost** 8,247,920 gp; **Point Buy** 73

## DELUXE LUXURY PASSENGER VESSEL

Spacefaring vessels can be quickly outfitted to become luxurious passenger vessels that tour star systems and take paying passengers to remote and exotic locations. They often have entertainment areas, sumptuous feasts, and a full complement of escape pods.

**Requirements:** Any superheavy hull.

**Modifications:** Additional Cargo Space (x5), Additional Crew Space (x10), Air Generator

(x6), Automated Crew (x5), Climate Controller (x2), Escape Pod (x20), Gravity Generator, Spellforge Turbine

**Limitations:** Cannot carry kites or raiders.

**Cost** 6,149,600 gp; **Point Buy** 78

## FLEET CARRIER

Carrying a full complement of kites or raiders, your spacecraft has been outfitted for vessel-to-vessel combat with fighter support to either cripple larger vessels or to handle dogfighting.

**Requirements:** Leviathan hull.

**Modifications:** Armor Plating (x5), Deflection Shield Generator III, Kite (x20) or Raider (x20), Rail Cannon II (x4)

**Limitations:** No additional cargo space, crew space or luxury components may be added.

**Cost** kites 5,782,400 gp/raiders 6,806,400 gp;  
**Point Buy** kites 125/raiders 157

## PROTECTIVE ESCORT VESSEL

As long as there are dangers to be faced in the void, there will be a need for some craft to protect others. Spacecraft outfitted for protective escort duty are often heavily armored and carry a full complement of weapons.

**Requirements:** Any medium or heavy hull.

**Modifications:** Armor Plating (x5), Steam Bombard (x10; 90° pod mounted)

**Limitations:** No additional cargo space, crew space or luxury components may be added.

**Cost** medium 2,208,000 gp/heavy 2,408,000 gp; **Point Buy** medium 24/heavy 28

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## SMUGGLER'S DREAM

Equipped to carry secret cargo with all possible haste, this vessel is not to be underestimated. She may not look like much, but she's got it where it counts. Just don't drop your cargo at the first sign of trouble!

**Requirements:** Freighter or Expeditor hull.

**Modifications:** Additional Cargo Space (x2), Air Generator, Armor Plating, Automated Piloting System, Deflection Shield Generator II, Force Spear (x4; 90° pod mounted), Raid Boosters

**Limitations:** No additional life support or luxury components may be added.

**Cost** 1,590,080 gp; **Point Buy** 15

**Requirements:** Any medium hull.

**Modifications:** Additional Cargo Space, Air Generator, Armor Plating III, Climate Controller, Skiff (x2), Gravity Generator, Raid Boosters, Spellforge Turbine

**Limitations:** Each week that the spacecraft is in operation, the captain (or pilot, if there is no captain) must make a Knowledge (engineering) (DC 1) to continue operating the vessel normally. Increase the DC by 1 for every consecutive week that the craft is in operation. If the captain (or pilot) fails the check, one random system becomes disabled and requires repairs. If the vessel remains at rest for a full week, reset the DC back to 1.

**Cost** 6,346,400 gp; **Point Buy** 18

## STANDARD CARGO VESSEL

Spacefaring vessels can be quickly outfitted to become cargo vessels by removing some of the weapons and crew areas, replacing them with larger cargo bays and more powerful engines.

**Requirements:** Any light, medium, heavy or superheavy hull.

**Modifications:** Additional Cargo Space (x5), Gravity Whip

**Limitations:** No more than 4 PB worth of weapons, cannot carry kites or raiders except as cargo.

**Cost** 11,640,000 gp; **Point Buy** 10

## VESSELBREAKER

There are spacecraft that lurk in the empty blackness of the void that serve no purpose other than to destroy other vessels. Whether the lone hunter that desires to destroy every craft that crosses its path, or a part of a military convoy, these dangerous vessels are best avoided at all costs.

**Requirements:** Any heavy or superheavy hull.

**Modifications:** Armor Plating (x5), Astral Trebuchet (x2), Automated Targeting System, Beam Cannon, Deflection Shield Generator III, Heads-Up Display Unit, Magiflux Dagnet, Rail Cannon III (x2)

**Limitations:** No additional life support or luxury components may be added.

**Cost** heavy 13,095,200 gp/superheavy 13,695,200; **Point Buy** heavy 38/superheavy 42

## VAGABOND

An all-purpose spacecraft, the vagabond can be used for nearly any type of mission, from hauling cargo or passengers, to smuggling contraband across the starways. It's not outfitted for combat, but it's fast, and any crew that flies such a vessel typically feels right at home on board.



## VESSEL POINT BUY SYSTEM

The point-buy system is intended to make spacecraft construction quick and easy. You're allowed to spend as many points as you have available on weapon systems, engines, armor, etc.... Vessel types each use a base template, and grant a specific number of points to spend. Modifications are purchased with those points, much like evolutions for an eidolon. Templates that

contain a specific set of modifications may also be purchased, granting a discount.

For example, a freighter already has armor, cargo space, crew quarters, etc.... What it does not come standard with are engines, weapons, additional cargo space, additional armor, and so on. Those components are purchased with the points as determined by the hull type. Any unspent points during vessel creation are lost and cannot be recovered later, so spend your points wisely.

**TABLE 7-9: POINT BUY CHART - VESSELS**

Type	Classification	Available Points to Spend	Notes
Drone	Ultralight	2	Unmanned attack or probe
Escape Pod	Ultralight	3	Small escape vessel
Kite	Ultralight	5	One-person attack vessel
Raider	Ultralight	7	Heavy attack vessel; 1 to 2 crew
Skiff	Ultralight	2	Small all-purpose vessel
Corvette	Light	9	Standard all-purpose vessel
Destroyer	Light	11	Light assault vessel
Scoop	Light	8	Light cargo vessel
Transport	Light	5	Light cargo/transport vessel
Yacht	Light	6	Light private-use vessel
Cruiser	Medium	26	Medium assault vessel
Expeditor	Medium	21	Medium assault vessel
Freighter	Medium	19	Long-range cargo vessel
Junk	Medium	17	Luxury transport vessel
Ketch	Medium	17	All-purpose vessel
Battleship	Heavy	59	Heavy assault vessel
Carrier	Heavy	61	Can carry kites or raiders, plus a small invasion force
Excavator	Heavy	34	Heavy mining vessel
Frigate	Heavy	53	Deep-space cargo vessel
Liner	Heavy	21	Deep-space luxury vessel
Dreadnaught	Superheavy	81	Can carry kites or raiders. Has a large invasion force and/or orbital bombardment system
Explorer	Superheavy	73	Deep-space exploration vessel
Generation Vessel	Superheavy	110	Colonist vessel
Leviathan	Superheavy	188	Can carry kites or raiders. Has a large invasion force and/or orbital bombardment system
Salvager	Superheavy	75	Long-range vessel retriever

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**TABLE 7-10: POINT BUY CHART - VESSEL MODIFICATIONS**

Modification	Type	Point Cost	Notes
Armor Plating	Defense	varies	+2 to armor, stackable (maximum +10)
Cloaking Device	Defense	5	Makes vessel invisible.
Deflection Shield Generator	Defense	varies	+2 to +6 Deflection bonus to armor
Alchemical Roarengine	Engine	2	External thrust propulsion.
Celestial Reredos	Engine	2	Magical propulsion.
Clockwork Dynamo	Engine	1	External thrust propulsion.
Essence Dome	Engine	1	Magical propulsion.
Gravity Impellers	Engine	1	Gravity manipulation propulsion.
Gravity Whip	Engine	6	Gravity manipulation propulsion.
Phase Box	Engine	4	Magical propulsion.
Raid Booster	Engine	2	External thrust propulsion.
Spellforge Turbine	Engine	4	Magical propulsion.
Starwind Engine	Engine	1	External thrust propulsion.
Additional Cargo Space	Hull	1	Additional 10 tons of cargo space. Increases vessel size by 20 squares.
Additional Crew Space	Hull	1	Additional crew quarters for 10 people. Increases vessel size by 20 squares.
Extradimensional Cargo Space	Hull	4	Additional 10 tons of cargo space. Does not increase vessel size.
Air Generator	Life Support	1	Creates breathable air aboard a spacefaring vessel.
Climate Controller	Life Support	2	Control temperature and atmospheric conditions aboard a spacefaring vessel.
Gravity Generator	Life Support	6	Creates normal gravity aboard a spacefaring vessel.
Automated Crew	Luxury	1	-9 minimum crew, stackable (minimum crew 1)
Hydroponic Garden	Luxury	4	Grow food, provide breathable air.
Personnel Teleporter I	Luxury	1	4 person, 900-mile range teleport.
Personnel Teleporter II	Luxury	2	5 person, 275,000-mile range teleport.
Personnel Teleporter III	Luxury	3	6 person, interplanetary teleport.
Torpor Husk	Luxury	4	Can place 1 medium sized creature into stasis.
Drone	Vessel	4	Pre-programmed attack or probe; construct.
Escape Pod	Vessel	3	
Kite	Vessel	6	Your vessel carries 1 kite; only for hulls that can accommodate them.



Raider	Vessel	8	Your vessel carries 1 raider; only for hulls that can accommodate them.
Skiff	Vessel	3	Your vessel carries a skiff, which can either be housed in a cargo hold of some sort, or which can be attached to the exterior hull of the vessel.
Atmospheric Stabilizer	Tactical	4	Increases a vessel's maneuverability while within an atmosphere.
Automated Piloting System	Tactical	1	12 hours of vessel direction.
Automated Targeting System	Tactical	1	+1 BAB, stackable (maximum +5)
Burst Pyramid	Tactical	1	Allows the vessel to perform a charge action.
Heads-Up Display Unit	Tactical	1	Requires no portholes to see outside vessel.
Heads-Up Display Unit, Greater	Tactical	4	Requires no portholes to see outside vessel; may communicate with other vessel crewmembers.
Magiflux Dragnet	Tactical	5	Slows passing vessels to Tactical Speed; can be used for ambushes.
Astral Trebuchet	Weapon	3	
Ballista, Greater	Weapon	2	
Ballista, Lesser	Weapon	1	
Ballista, Storm	Weapon	2	
Beam Cannon	Weapon	4	
Death Blossom	Weapon	6	
Force Spear	Weapon	2	
Pod Mounting	Weapon	varies	Weapon Upgrade. Grants a range of motion to any existing weapon; costs 1-2 points.
Rail Cannon I	Weapon	1	
Rail Cannon II	Weapon	3	
Rail Cannon III	Weapon	6	
Spell Projector	Weapon	4	
Steam Bombard	Weapon	1	

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In Starjammer, vessel-to-vessel combat is conducted in much the same fashion as ship-to-ship combat is conducted, but with a few key differences. First and foremost is that vessel-to-vessel combat is conducted in a three-dimensional environment. This gives rise to a difference in tactics that are distinctly different from seafaring vessels attacking one another.

Tactical combat in space is, by nature, three dimensional. To simulate the third dimension, you will track each ship's elevation (also known as its position on the z-axis). Using tokens, small notes, or some other means, mark each ship on the battlemat as follows: positive numbers to denote Cubes higher than the map's surface, and negative ones for positions lower than the surface. For example, a warship that is three Cubes lower than the board would have a note of "-3" attached, or have three specifically colored tokens next to or underneath it.

Combat generally proceeds normally as it would in a two-dimensional scenario. The primary

difference is that when attacking ships above or below you all distances are calculated as though it were diagonal movement. When measuring distance, the first diagonal counts as 1 Cube, the second counts as 2 Cubes, the third counts as 1, the fourth as 2, and so on.

## FAST PLAY VESSEL COMBAT

When vessels are engaged in combat, the standard rules that determine how individual creatures fight are not a perfect fit. The following rules are not meant to accurately simulate all the complexities of vessel-to-vessel combat, only to provide you with a quick and easy set of rules to resolve such situations as they inevitably arise in a Starjammer adventure, whether it be a battle between two vessels, or a dogfight involving a multitude of them.



**Preparation:** Determine what spacefaring vessels are involved in the combat. Using a blank battle mat can help to keep track of where vessels are in proximity to one another. Markers, tokens or miniatures can be used to represent spacefaring vessels and their position in combat. However, since a blank battlemat cannot completely simulate three-dimensional combat, a series of common tokens like poker chips or coins can be used to represent the vertical positioning of vessels above or below the agreed upon zero-plane.

**Starting Combat:** When combat begins, all vessels automatically drop to tactical Speed, and PCs (and important NPC allies) roll initiative as normal—vessels moving and attacking either on the captain's initiative result (for vessels that have a captain) or the pilot's result (for vessels that have no captain).

**Movement:** Movement occurs on either the captain's or the pilot's initiative count. The vessel moves at its current Speed in a single round as a movement-equivalent action for the captain or pilot. The rate at which a vessel is currently moving is called its current Speed. The vessel's pilot can attempt to increase or decrease its current Speed by its acceleration each round, up to its maximum Speed, but it cannot start at its maximum Speed. Alternatively, the captain or pilot can change direction (up to one side of a Cube at a time) as a standard action. A vessel can only change direction at the start of a turn. When measuring distance, the first diagonal counts as 1 Cube, the second counts

as 2 Cubes, the third counts as 1, the fourth as 2, and so on.

**Attacks:** A vessel's weapons can be fired on the captain's or pilot's initiative count. A vessel can also attempt to make a ramming attack. To ram a target, a vessel must move at least two Cubes and end in a Cube adjacent to the intended target with its forward-facing side toward the target. The vessel's captain or pilot then makes a Profession (pilot) check—if this check equals or exceeds the target's AC, the vessel moves to occupy the same Cube as its target as a free action, hitting the target and inflicting damage as indicated by the vessel's statistics, as well as minimum damage to the ramming vessel.

Combat continues in this fashion, repeating movement and attacks, until combat has been resolved, or until one or more vessels breaks off combat and escapes from the fray.

## VESSEL BASICS

The following rules are presented to simulate vessel-to-vessel combat in a more comprehensive fashion than the fast-play rules above.

### CAPTAINS & PILOTS

Pilots are the operators of vessels that do not have a formal crew or captain. Typically, these vessels are ultralight vessels that hold only one or two creatures. Captains, by contrast, command

### CUBES: SQUARES IN SPACE

Since space is three dimensional, instead of squares on a grid, Starjammer uses Cubes. One Cube is a three dimensional 1-mile by 1-mile by 1-mile space.

Multiple vessels only occasionally occupy the same Cube, usually only during ramming and boarding actions. Otherwise, vessels remain in separate Cubes to ensure safe and secure travel. One mile is 5,280 feet.

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others to work together for the benefit of the vessel. They rarely pilot their vessels themselves, and in instances where there is a separate pilot and captain, the captain is considered the being in control of what the vessel is supposed to do, but it is the pilot or helmsman (and their skills) that determines the level of success. Initiative is based off the captain's traits, or in the absence of a captain, the pilot's instead.

In the absence of a pilot or a captain, vessels typically will continue to move in the direction that they were last travelling and at the current Speed, slowing and or changing direction only if they are caught in the pull of a body of mass large enough to generate gravity (planet, sun, black hole or an environmental hazard).

## CREW

The crew of any vessel is considered to be every member aboard that is subordinate to the vessel's captain. Not all beings aboard any vessel are subordinate to the captain, and are therefore not part of the crew. Beings that are passengers might be inclined to follow the orders of a vessel's captain, but are not a part of the crew, either. A crew works together to operate the vessel to the best of their abilities under the direction of their captain.

## SIZE AND SPACE

Internally, vessels are broken down into 5 foot squares of space, and can be configured in almost any arrangement. Should combat take place on board a vessel, it is resolved in the same fashion as it would be on any world or within a dungeon.

However, vessels must maintain a safe distance apart to avoid crashing into each other, and so most vessels occupy their own Cube on the battlemat. Only ultralight vessels can occupy the same Cube as another ultralight vessel, but only a maximum of two can occupy the same Cube at

the same time safely. When two ultralight vessels occupy the same Cube, they both gain a flanking bonus against any other vessel that they attack together.

## FACING AND MOVEMENT

Vessels do not move like creatures any more than seafaring ships do. They also move in the direction of their facing, though the shortest side of a spacefaring vessel may not necessarily be its forward facing. Otherwise, facing operates the same as it does for a seafaring ship.

## PROFESSION «PILOT» CHECKS

Like sailing checks for seafaring ships, Profession (pilot) (or whatever other skill is used to operate the vessel's engines) checks determine the maneuverability of a spacefaring vessel, and help to assist a vessel's pilot to avoid hazards out in space. A pilot can always make an Intelligence check in place of a Profession (pilot) check if they choose to do so. Unless otherwise noted, outside of combat, the base DC for all Profession (pilot) checks is DC 5, but within combat, the base DC increases to DC 20.

**Aid Another:** A character that can see the environment surrounding the vessel can spend a standard action to use the aid another action. This represents another observer who can spot the enemy, or offer helpful advice. The assisting character makes the same check as the pilot. If the result is 10 or higher, the pilot gains a +2 bonus on their Profession (pilot) check. Only one character can use the aid another action to help a pilot on a single Profession (pilot) check.



## CONTROL DEVICES AND PROPULSION

Every spacefaring vessel uses a specific type of control device that the pilot or helmsman uses to steer the vessel, and they have a particular means of propulsion. In most cases, all propulsion or control devices are equal, but there are some circumstances where one type is superior to another.

## EVASION AND PURSUIT

Out in the void, since one vessel can usually spot another from many miles away, even against a backdrop of complete darkness, it is virtually impossible to surprise another vessel unless one of the vessels involved has a cloaking device. If both vessels wish to engage in combat, combat begins normally. However, if one vessel wishes to avoid combat, a chase is initiated. At the GM's discretion, faster moving vessels always catch or avoid slower ones.

When two vessels traveling at the same Speed encounter one another, their pilots must make a trio of opposed Profession (pilot) checks, the same as they do if they were operating sailing ships. Should a vessel desire to escape combat, use these same rules to determine whether the vessel can escape or not.



## VESSELS IN COMBAT

The following rules are a more comprehensive sequence of events for simulating combat between space faring vessels.

### PREPARATION

Preparation is handled in much the same fashion as it is in the fast-play rules. Positioning, bearing and distance from opposing vessels use the same rules as those used for seafaring vessels, save that Starjammer uses Cubes in place of squares where appropriate, and vessels are assumed to be traveling at a tactical Speed equivalent to any travel Speed that they may have been moving at prior to combat.

### INITIATIVE

When combat begins, all vessels automatically drop to tactical Speed, and all captains or pilots should roll initiative as normal—vessels moving and attacking either on the captain's initiative result (for vessels that have a captain) or the pilot's result (for vessels that have no captain). If a vessel has no pilot or captain, it moves on the turn of the last creature that was its captain or pilot, or on a turn determined by the GM. PCs (and important NPCs involved in the combat) should roll initiative at this time as well, if they desire to participate in the combat separately.

### MOVEMENT

As movement occurs in three dimensions, spacefaring combat is determined by changing a vessel's pitch, roll or yaw. Pitch is the angle at which a spacefaring vessel is moving upward or downward, as determined by the vessel's forward facing (or nose); positive pitch raises the vessel's "nose" and lowers the "tail". Roll is a vessel's position along an axis that runs from the forward facing of a vessel to

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its opposite end, or from “nose to tail”. Altering this axis is known as “banking”. Lastly, yaw is the angle at which a spacefaring vessel is moving, either to the left or to the right of the forward facing. Spacefaring vessels may change their pitch, roll, and/or yaw all at once with any given moment. When measuring distance, the first diagonal counts as 1 Cube, the second counts as 2 Cubes, the third counts as 1, the fourth as 2, and so on.

At the beginning of a captain's or pilot's turn, the pilot may take any one of the following movement actions by making a Profession (pilot) check to control the vessel. If the pilot selects an action other than piloting the vessel to move, the vessel takes an uncontrolled action. Any creature, object or vessel with less than a 1 Cube (5,280) per round Tactical movement is considered to have a Speed

0, but may Take 1-Cube Drift each round.

**Full Ahead (standard action):** With a successful Profession (pilot) check, the vessel's current Speed increases by its acceleration, but no higher than its maximum Speed. The vessel may move forward or diagonally; either into the Cube directly in front of the vessel's forward facing, or any Cube forward and diagonal, either by means of pitch or yaw. A failed Profession (pilot) check means that the vessel may not accelerate, and it continues its previous heading.

**Full Brake (standard action):** With a successful Profession (pilot) check, the vessel's current Speed decreases by its acceleration, but on a failed check, no alteration is made to its Speed. If deceleration reduces a vessel's Speed to 0, some amount of inertia will continue to move the vessel forward for a brief time. The vessel moves forward on its previous heading 1d4 Cubes before coming to a complete stop. Having the Ace Pilot feat reduces this distance to 0 Cubes.

**Full Turn (full-round action):** With a successful Profession (pilot) check, the pilot may alter the vessel's pitch or yaw by a full 180° at its current Speed.

**Hard Turn (standard action):** The pilot can alter the pitch, roll, or yaw of a vessel while it moves forward at its current Speed. With a successful Profession (pilot) check, the pilot can change the vessel's forward facing by either altering the pitch or the yaw by 90° at any point during the vessel's movement. In the vacuum of space, a vessel's Speed relative to its acceleration has no bearing on the success of this action. However, on a failed check, the vessel does not turn, but can be moved forward diagonally, either by means of pitch or yaw, during its movement.

**Landing (standard action):** With a successful Profession (pilot) check, the vessel's Speed is reduced to 0 and may land on any surface that it is capable of landing on, either aquatic, terrestrial, or both. On a failed check,





the vessel crash lands at its current Speed onto any available surface, damaging the vessel, which must be repaired before any future landings are possible. If a vessel takes damage equal or greater to 50% of its total vessel points, it is unable to lift off unless it is either fully repaired, or a successful DC 35 Profession (pilot) check is made.

**TABLE 8-1: CRASH LANDINGS**

Vessel Classification	Crash Landing Damage (in VP)
Ultralight	(2+Speed) d6+6
Light	(5+Speed) d6+12
Medium	(10+Speed) d6+24
Heavy	(12+Speed) d6+48
Superheavy	(15+Speed) d6+96

**Reverse (standard action):** Vessels may only move in reverse if its current Speed is 0. With a successful Profession (pilot) check, the vessel's Speed increases by its acceleration, but the vessel travels in reverse. The vessel's maximum Speed in reverse is limited to its acceleration.

**Uncontrolled (no action):** When a vessel's pilot does nothing, or if there is no pilot, the vessel is uncontrolled. An uncontrolled vessel does nothing except take the uncontrolled action until it stops or until someone becomes its new pilot. An uncontrolled vessel moves forward only (it cannot move diagonally) and automatically decelerates by its acceleration rate. Even if a vessel does nothing, it can drift into another vessel, which causes collision damage equal to the minimum damage for a successful ramming attack.

## ATTACKS, DEFENSE, AND COMBAT MANEUVERS

Attacks generally follow the same rules as they do for seafaring vessels. However, only the vessel's hull, weapons, or engines may specifically be targeted. Docking with another vessel and boarding are also viable options, as is ramming. Attacking the hull is equivalent to attacking the structure of the vessel, while attacking the engines equates to attacking propulsion, and attacking the weapons equates to attacking a siege engine. Unless they are somehow exposed, neither the occupants of a vessel nor the control device may be targeted for attack. Vessels may also make "broadside" attacks as seafaring vessels do.

Firing a vessel's weapons use the indirect attack rules for firing siege engines. The attack roll is BAB + Knowledge (engineering) or Intelligence modifier + nonproficiency penalty + appropriate modifiers. Those modifiers are:

**TABLE 8-2: ATTACK MODIFIERS**

Condition	Modifier
No line of sight to target Cube	-6
Successive Shots (crew can't see where most recent shot landed, but observer is providing feedback)	+1*
* Cumulative +1 per previous miss (maximum +5)	
Successive shots after a hit	+10

Spacefaring vessels follow the same rules for calculating Armor Class as other vehicles do. To calculate the vessel's actual AC, add the current pilot's skill modifier used in the driving check as noted by the engine type - typically, their Profession (pilot) skill modifier, or alternatively, their Wisdom modifier - to the vessel's base AC.

## SUNDERING A VESSEL

You may attempt to sunder a vessel (i.e. break through the hull) in place of a melee attack to create a breach. Breaches can be used to either cause decompression within a vessel (see below) or create an opening by which a vessel may be boarded. If you do not have the Improved Sunder feat, or a similar ability, attempting to sunder a vessel provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, you deal damage to the vessel normally. Damage that exceeds the vessel's Hardness is subtracted from its hull points. If a vessel has equal to or less than half its total hull points remaining, when you attempt to sunder it, you create a breach.

## BREACHES AND DECOMPRESSION

Exposing the inside of a vessel to the vacuum of space, also known as decompression, is a very serious risk to beings aboard that vessel. Should a vessel's hull become breached, the vessel becomes exposed to that vacuum. Vessels without an air generator (see page XX) lose all breathable air within any rooms or corridors that are breached within 1d3 rounds. During this time, all creatures within rooms that are breached gain the staggered condition until they are removed, either through their own effort or the efforts of others, from the decompressed area. Any solid doors or portals that lead into rooms that are breached are automatically pulled shut by the breach, sealing the area. Opening or closing such doors is a full-round action that requires a DC 25 Strength check.

The breach pulls all objects or creatures not secured to the decks out of the vessel during those initial 1d3 rounds; creatures within the decompressed area must make a DC 20 Reflex save or be flung outside of the vessel and experience suffocation (as if they were constantly under the effects of the *suffocation spell*) unless they possess some magical spell, device, or technological device that provides them with breathable air. Creatures that remain within the vessel in rooms that are breached and lose all air suffer the same effect.

## REPAIRING A BREACH

Breaches can be repaired, if the proper materials or spells are available. The fastest and easiest way to repair a vessel is with spells. *Mending* is not powerful enough to meaningfully affect an object as large as a vessel, but *make whole* affects a vessel as if it were a construct, repairing 1 hull point of damage per level. However, *mend vessel* (see page XX) is the most efficient spell to effect repairs.

In addition, more mundane methods can also be used to repair vessels. Because of their specialized construction, vessels usually require the Craft (vessels) skill to repair. Depending on the nature of the damage, skills such as Craft (carpentry), or even various Profession skills, can be used to repair vessels with the GM's approval. In general, a day's worth of work by a single person using the appropriate skill to repair a vessel requires 10 gp of raw materials and a DC 10 skill check, and repairs 1 hull point of damage on a success, but no hull points on a failure. *Fabricate* can also be used to create the raw material needed for repairs.



Touch attacks against a vessel ignore its pilot's driving check skill or ability modifier; thus, a vessel's base AC is its touch AC. A vessel is never considered flat-footed. If the vessel is not in motion, it has an effective Dexterity of 0 (–5 penalty to AC), and an additional –2 penalty to its AC.

## A VESSEL'S COMBAT MANEUVER BONUS AND COMBAT MANEUVER DEFENSE

Much like creatures, spacefaring vessels are also capable of pulling off combat maneuvers and defending against them, if the pilot is skilled enough to do so. A vessel's combat maneuver bonus represents the pilot's skill in combat, and is functionally the same as a combat maneuver bonus in standard combat. However, it is calculated differently for the purposes of executing combat maneuvers in a spacefaring vessel. The same holds true for a vessel's combat maneuver defense.

**CMB** = Pilot's Base Attack Bonus + Intelligence modifier + vessel's base CMB

**CMD** = 10 + Pilot's Base Attack Bonus + Intelligence modifier + Wisdom modifier + vessel's base CMD + miscellaneous modifiers

**Docking with another vessel:** If both vessel's captains or pilots wish to dock with one another and are no more than 1 Cube apart, docking is automatically successful. Should only one captain or pilot wish to dock with another vessel, and they are no more than 1 Cube apart, the one wishing to dock must make a combat maneuver check against the opponent's CMD, using the base CMB of the vessel's pilot plus the pilot's Profession (pilot) modifier (or Intelligence modifier if they're using that ability to control the vessel) as the total CMB of the docking maneuver. If the check is successful, the two vessels are docked and considered

grappled. On the next round, the Speed of both vessels is reduced to 0.

**Shaking a docked vessel:** The pilot of a grappled vessel (one that has been involuntarily docked with) may attempt to break the grapple by making a combat maneuver check against the opposing vessel's CMD, but at a –4 penalty. If the check is successful, the two vessels break apart, and each vessel may move as normal. However, each vessel takes 1d6 **VP** of damage as their docking apparatus break.

**Boarding:** Once two vessels are docked, crews can board the opposing vessel. The captain or pilot with the highest initiative may choose whether to board the opposing vessel with their crew first, or wait for the opposing crew to board their vessel instead. Characters boarding an opposing vessel are not considered flat-footed for the first round.

**Ramming:** To ram a target, a vessel must move at least two Cubes and end in a Cube adjacent to the intended target with its forward-facing side toward the target. The vessel's pilot must make a ramming combat maneuver check against the target pilot's CMD, using the base CMB of the vessel plus the pilot's Profession (pilot) skill modifier (or Intelligence modifier if the pilot is using Intelligence instead of Profession (pilot)) as the total CMB of the ramming maneuver. If the check is successful, the attacking vessel moves to occupy the same Cube as the target as a free action, hitting the target and dealing its ramming damage to the target. The ramming vessel takes half that damage.

If the pilot's combat maneuver check exceeds the target vessel's CMD by 5 or more, the target vessel takes twice the normal ramming damage. If the combat maneuver check exceeds the target vessel's CMD by 10 or more, the target vessel takes twice the normal ramming damage and its Speed is reduced to 0. Regardless of the result of the combat maneuver check, the ramming vessel's Speed is reduced to 0.

# FIGHTING IN THE VOID

## TAKING CONTROL OF A VESSEL

If a vessel has no pilot, another creature can take control of the vessel, just like taking control of a seafaring ship, except that the creature attempting to take control must make Profession (pilot) checks instead of sailing checks.

## VESSEL DOGFIGHTING TACTICS

Dogfighting is the type of combat between aerial or spaceborne combatants; a chaotic three-dimensional melee where only the most cunning emerge victorious. The typical combat actions, maneuvers, and circumstances that are listed in the core rulebook are not necessarily well-suited to vessel dogfighting, and the following combat tactics are given for use in games that involve vessel-to-vessel dogfights.

These tactics are not feats, even though they may have requirements like those used by feats. They are common knowledge and may be performed by anyone that meets the requisite requirements, and that is currently piloting a spacefaring vessel. These tactics are assumed to be a part of pilot training for spacefaring vessels. Vessels wishing to use these tactics must have at least one crewmember who meets the requirements operating as the pilot and/or at least one crewmember operating weapons (when there is a BAB requirement; though these crewmembers may be one and the same) to perform the tactic.

### CHARGEBACK (FULL ROUND ACTION)

A chargeback is where your vessel performs a full turn and rushes directly back at an enemy vessel pursuing you, causing them to overshoot your position and miss any attacks that they may

make against you. If your tactic is successful, your target takes a -4 penalty to attack your vessel until their next turn. If you exceed your target's CMD by 5 or more, the penalty is increased to -8. If you exceed your target's CMD by 10 or more, your opponent's vessel is treated as if it were uncontrolled for 1 round.

**Requirements:** Profession (pilot) 8 ranks.

### LEAD THE TARGET (STANDARD ACTION)

It is often necessary to fire weapons ahead of your target to ensure that you hit them, and this requires a keen eye to predict where the vessel is going to move next. You gain a +2 bonus on attack rolls against a close target within line of sight for one round, concentrating on blasting them out of the stars. However, because of your supreme focus, you also take a -2 penalty to AC for that round.

**Requirements:** BAB +3, Profession (pilot) 5 ranks, Sense Motive 2 ranks.

### STRAFE (FULL ROUND ACTION)

Like an overrun maneuver, your vessel flies incredibly close to an enemy vessel, right through their Cube, and you make a single attack at your full BAB as you fly through. Make a CMB check. If you succeed at the check, you move through your enemy's Cube and roll your attack as normal. If your tactic exceeds the target's CMD by 5 or more, you gain a +2 circumstance bonus to your attack and damage roll. If your tactic exceeds the target's CMD by 10 or more, the target vessel gains the shaken condition until the start of their next turn.

**Requirements:** You must have enough movement Speed to end your turn in an empty Cube, Int 13, BAB +2, Profession (pilot) 3 ranks.



## **SWIFT REVERSAL** Ⓢ**MOVE ACTION**Ⓢ

This tactic requires the pilot to rapidly decelerate and then move into attack position behind their opponent. Make a CMB check. If you succeed at the check, your opponent moves to the Cube directly in front of your forward facing.

**Requirements:** Your opponent's vessel must be no more than 1 size category larger than your vessel, Profession (pilot) 8 ranks.

## **THRASHING** Ⓢ**STANDARD ACTION**Ⓢ

When you have an enemy vessel on your tail, it is usually necessary to shake them off so that they do not damage your vessel or destroy you from behind. When a vessel maneuvers wildly about, making themselves very difficult to hit, it is called "thrashing". Thrashing grants a +4 dodge bonus to AC for one round.

Thrashing does not provoke an attack of opportunity.

**Requirements:** None.

## **VESSEL CIRCUMSTANCES AND COMBAT ACTIONS**

When engaged in vessel-to-vessel combat, spacefaring vessels use many of the same actions and apply similar circumstances as combatants engaged in melee combat do. Unless otherwise noted below, such actions or circumstances apply the same way that they would in melee combat, save that distances are measured in Cubes instead of squares, where one Cube is treated in similar fashion to one five-foot square.

## **CAREFUL PLOTTING**

In some cases, you may need to navigate through a solid environmental hazard, such as an asteroid field or ice field. Each careful plotting action allows the vessel to move up to its Speed through such a field and grants a +4 bonus to Profession (pilot) checks to avoid such environmental hazards. However, vessels using the careful plotting action take a -4 penalty on attack rolls and a -4 penalty to AC.

## **CHARGE**

Spacefaring vessels are unable to perform a charge action unless they have some sort of component system such as a burst pyramid, or the vessel's engineer succeeds at a successful hypercharging check (see p. XX), to allow them to exceed their engine's maximum Speed. Should a vessel become able to charge, it must move no less than 2 Cubes before it makes its attack.

## **ON HIGHER GROUND**

Spacefaring vessels are unable to benefit from being on higher ground.

## **RUNNING**

Spacefaring vessels are unable to perform a running action.

## **SQUEEZING**

Spacefaring vessels are unable to squeeze through narrow spaces, but may execute the careful plotting action instead.

## **TAKE 1-CUBE DRIFT**

As the equivalent of a 5-foot step, any vessel may move 1 Cube in any round when it does not perform any other kind of movement. Taking this 1 Cube drift never provokes an attack of opportunity. You can't take more than one 1-Cube drift in a

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round, and you can't take a 1-Cube drift in the same round that you move any distance.

## WITHDRAWING

Spacefaring vessels can withdraw from combat, but may not exceed their maximum Speed while doing so. However, if the vessel is moving at less than maximum Speed before choosing to withdraw, they may achieve maximum Speed as a full-round action when withdrawing from combat. If a vessel exceeds its acceleration while doing so, the vessel's engines take 1d4 hit points of damage for every increase in Speed beyond its acceleration.

For example, if a vessel is moving at Speed 3, with an acceleration of 2 and a maximum Speed of 8, and the vessel takes the withdrawing action, it may accelerate to Speed 8 as a full-round action, but takes 3d4 VP points of damage to its engines, since it normally could only accelerate to Speed 5 within a single round. Should the vessel's engine become disabled or destroyed, the vessel drifts normally at the last speed it was able to attain until it ceases moving due to being drawn too close to a planet, sun, or other hazard that produces gravity and could affect it.







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 XX.)

## 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

## SPEED OF STARFLIGHT

As an option, GMs may use a Speed rating for magic items or creatures with Starflight and similar abilities. In the different Pathfinder source books, the same ability named Starflight has different travel times. We have defined traveling between planets as interplanetary at a distance of 32.6156 AU and between stars as interstellar at a distance of 1 parsec which is 3.26156 light years. Additionally, we have made different Starflights categories based on their travel times and named them from slowest to fastest: Minimal Starflight, Poor Starflight, Lesser Starflight, Starflight, Greater Starflight, Superior Starflight, Transient Starflight and Hyper Starflight. Greater Starflight is the same rate as Starflight, but the roll is a 2d6 instead of a 3d20. GMs can decide to roll 3d20 (or 2d6) once and set its Speed to a specific number or roll each time. The number rolled (lower roll = faster Speed) determines the Speed and Acceleration (Acceleration is half the Speed, rounded up) of a creature's or item on the Starflight to Speed Conversion table. Any category faster than Hyper Starflight is considered using interplanetary teleport to travel. Additional, GMs may optionally give any creature with Limited Starflight or similar ability, e.g. Elder Thing, a Minimal Starflight rating (Speed 1).



(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.



**TABLE 9-1: STARFLIGHT TO SPEED CONVERSION**

Speed	Acceleration	Minimal Starflight (3d20)	Poor Starflight (3d20)	Lesser Starflight (3d20)	(Regular) Starflight (3d20)	Greater Starflight (2d6)	Superior Starflight (3d20)	Transient Starflight (3d20)	Hyper Starflight (3d20)
1	1	46-60	—	—	—	—	—	—	—
2	1	31-45	—	—	—	—	—	—	—
3	2	16-30	—	—	—	—	—	—	—
4	2	9-15	46-60	—	—	—	—	—	—
5	3	3-8	31-45	—	—	—	—	—	—
6	3	—	16-30	—	—	—	—	—	—
7	4	—	9-15	—	—	—	—	—	—
8	4	—	3-8	46-60	—	—	—	—	—
9	5	—	—	31-45	—	—	—	—	—
10	5	—	—	16-30	—	—	—	—	—
11	6	—	—	9-15	—	—	—	—	—
12	6	—	—	3-8	46-60	—	—	—	—
13	7	—	—	—	31-45	—	—	—	—
14	7	—	—	—	16-30	—	—	—	—
15	8	—	—	—	9-15	9-12	—	—	—
16	8	—	—	—	3-8	2-8	46-60	—	—
17	9	—	—	—	—	—	31-45	—	—
18	9	—	—	—	—	—	16-30	—	—
19	10	—	—	—	—	—	9-15	—	—
20	10	—	—	—	—	—	3-8	—	—
21	11	—	—	—	—	—	—	46-60	—
22	11	—	—	—	—	—	—	31-45	—
23	12	—	—	—	—	—	—	16-30	—
24	12	—	—	—	—	—	—	9-15	—
25	13	—	—	—	—	—	—	3-8	—
26	13	—	—	—	—	—	—	—	46-60
27	14	—	—	—	—	—	—	—	31-45
28	14	—	—	—	—	—	—	—	16-30
29	15	—	—	—	—	—	—	—	9-15
30	15	—	—	—	—	—	—	—	3-8

## **New MONSTERS**

### BURROW GOD

*Bone spears burst forth from the ground, impaling anything lurking above this stealthy beast.*

**BURROW GOD** **CR 5**

**XP 1,600**

NE Large aberration (earth)

**Init** +5; **Senses** darkvision 60 ft., tremorsense 120 ft.; **Perception** +7

#### DEFENSE

**AC** 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

**hp** 59 (7d8+28)

**Fort** +6, **Ref** +3, **Will** +4

#### OFFENSE

**Speed** 30 ft., burrow 50 ft., climb 10 ft.

**Melee** 2 pincers +10 (2d6+6)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** ambush pit, earth spears, pounce

#### STATISTICS

**Str** 22, **Dex** 12, **Con** 18, **Int** 10, **Wis** 8, **Cha** 7

**Base Atk** +5; **CMB** +12; **CMD** 23 (31 vs. trip)

**Feats** Combat Reflexes, Improved Initiative, Improved Natural Attack (pincer), Stealthy

**Skills** Acrobatics +7, Climb +20, Escape Artist +3, Intimidate +6, Perception +7, Stealth +7 (+17 when underground), Survival +7, Swim +11

#### 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 tremorsense to detect prey. When a creature

comes within range, it can erupt from the ground as a free action as part of a charge, allowing it to use its pounce ability. When dug in, the scorpion 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 tremorsense 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 attempt a combat maneuver check to trip any targets that take damage from the spears, with a +2 bonus. Each additional earth spear beyond the first that strikes a single foe grants a +10 bonus on this combat maneuver check. If the check is successful, the earth spears knock the foe prone. A successful DC 16 Reflex save halves the damage and prevents the trip attempt.

#### ECOLOGY

**Environment** any

**Organization** solitary or swarm (2-12)

**Treasure** none

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

*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.*

**RIBBON DRAGON** CR 24/MR 10  
XP 1,228,800

NE Colossal dragon (mythic, void)

**Init** +26; **Senses** darkvision 60 ft., low-light vision; Perception +44

### DEFENSE

**AC** 44, touch 4, flat-footed 42 (+2 Dex, +40 natural, -8 size)

**hp** 642 (32d12+434)

**Fort** +30, **Ref** +20, **Will** +25

**Defensive Abilities** freedom of movement, hard to kill, medium fortification, mythic saving throws, unstoppable; **DR** 15/epic and magic; **Immune** inhaled poison, cold, compulsion, curse, fire, paralysis, poison, sleep; **Resist** acid 30; **SR** 35

### OFFENSE

**Speed** 50 ft., burrow 30 ft., fly 200 ft. (average; 6 cubes in space)

**Melee** bite +42 (5d6+18), 2 claws +42 (2d8+18), tail slap +40 (2d8+9)

**Space** 30 ft.; **Reach** 20 ft.

**Special Attacks** breath weapon (50-ft. cone, 14d10 half fire/half divine power, Ref half, once every 1d4 rounds) constrict (2d8+18),

fast swallow, mythic power (23/day, surge +1d12), swallow whole, ac 30, 64 hp)

**Sorcerer Spells Known** (CL 19th; concentration +26)

9th (4/day)—*meteor swarm* (DC 26), *time stop*

8th (6/day)—*greater shout* (DC 25), *protection from spells*, *screen*

7th (7/day)—*forcecage* (DC 24), *limited wish*, *plane shift* (DC 24)

6th (7/day)—*antimagic field*, *circle of death* (DC 23), *greater dispel magic*

5th (7/day)—*dominate person* (DC 22), *polymorph*, *telekinesis*, *teleport*, *wall of force*

4th (7/day)—*enervation*, *fire shield*, *greater invisibility*, *stoneskin*

3rd (8/day)—*dispel magic*, *fireball* (DC 20), *haste*, *slow* (DC 20)

2nd (8/day)—*false life*, *invisibility*, *mirror image*, *resist energy*, *see invisibility*

1st (8/day)—*charm person* (DC 18), *mage armor*, *magic missile*, *obscuring mist*, *shield*

0th—*bleed* (DC 17), *dancing lights*, *detect magic*, *light*, *mage hand*, *message*, *open/close* (DC 17), *ray of frost*, *read magic*

### STATISTICS

**Str** 46, **Dex** 15, **Con** 34, **Int** 15, **Wis** 24, **Cha** 25

**Base Atk** +32; **CMB** +58; **CMD** 70 (74 vs. trip)

**Feats** Bleeding Critical, Cleave<sup>M</sup>, Combat Reflexes<sup>M</sup>, Cornugon Smash, Critical Focus<sup>M</sup>, Deadly Finish, Flyby Attack, Great Cleave, Hover, Improved Initiative<sup>M</sup>, Intimidating Prowess, Multiattack, Power Attack<sup>M</sup>, Rending Claws, Staggering Critical, Stunning Critical

**Skills** Acrobatics +2 (+10 to jump), Bluff +24, Climb +40, Diplomacy +24, Fly +12, Intimidate +54, Knowledge (arcana) +26, Knowledge (geography) +26, Knowledge (planes) +26, Perception +44, Sense Motive +36, Spellcraft +18, Stealth +14, Survival

# BEASTS OF THE VOID

+44, Use Magic Device +23

**Languages** Abyssal, Celestial, Common, Draconic

**SQ** amazing initiative, destroyer, force of will, immortal, legendary champion, legendary hero, longevity, maximized critical, mythic sustenance, recuperation, roar of triumph, shatter spells, tongues

## SPECIAL ABILITIES

**No Breath (Ex)** The ribbon dragon 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.

**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 (or Speed 16, at the GM's discretion).

**Riding the Ribbon (Su)** The ribbon dragon can expend two uses of mythic power 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 cubes wide (with the ribbon dragon at its center) that lasts for 10 rounds. Any vessels that pass through the rift takes 10d4 points of hull damage (DC 30 Reflex save for half) and its speed is reduced to 0.

## ECOLOGY

**Environment** any vacuum

**Organization** solitary

**Treasure** none

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

**Source:** It Came from the Stars Campaign Guide (Zombie Sky Press)

*This enormous fishlike creature has a distinctive flat, oval forehead like a remora. It swims through the void as if through water.*

### SPACE REMORA

CR 5

XP 1,600

N Large magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

### DEFENSE

**AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

**hp** 52 (7d10+14)

**Fort** +9, **Ref** +7, **Will** +3

**Immune** cold

### OFFENSE

**Speed** 5 ft., fly 60 ft. (perfect), swim 60 ft.

**Melee** bite +13 (2d6+9 plus grab) or sucker +12 touch (attach)

**Space** 10 ft.; **Reach** 10 ft.

### STATISTICS

**Str** 22, **Dex** 14, **Con** 14, **Int** 2, **Wis** 12, **Cha** 8

**Base Atk** +7; **CMB** +14 (+18 to grapple); **CMD** 26 (can't be tripped)

**Feats** Great Fortitude, Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Escape Artist +10, Fly +14, Perception +7, Stealth +7, Swim +14; **Racial Modifiers** +8 Escape Artist

**SQ** no breath, starflight

### ECOLOGY

**Environment** any space

**Organization** solitary, pair, or nest (3–6)

**Treasure** none

### 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 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).

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 spaceships, slowing them down and endangering all aboard.

## SPIDER, ASTEROID

*It looks like a normal, pitted lump of rock about the size of a wagon. Then 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 SPIDER

CR 6

XP 2,400

CE huge vermin

**Init** +3; **Senses** darkvision 60 ft., tremorsense 120 ft.; **Perception** +4

### DEFENSE

**AC** 19, touch 11, flat-footed 16 (+3 Dex, +8 natural, -2 size)

**hp** 76 (9d8+36)

**Fort** +10, **Ref** +6, **Will** +3

### OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** bite +12 (2d4+12+acidic sputum)

**Special Attacks** web (+7 ranged, DC 18, 9hp)

**Space** 15 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 26, **Dex** 17, **Con** 18, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +6; **CMB** +16; **CMD** 29 (41 vs. trip)

**Skills** Climb +16, Intimidate +12, Perception +4 (+8 in webs), Stealth +3 (+11 in webs), Survival +5; **Racial Modifiers** +8 Climb, +16 Intimidate, Perception +4 (+8 in webs), Stealth +8 (+16 in webs), Survival +5

### 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.

**No Breath (Ex)** An asteroid spider 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.

**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 (Speed 12). 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.

### ECOLOGY

**Environment** any vacuum

**Organization** solitary, gang (2-4), shower (11-20), or field (30-100)

**Treasure** incidental

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.

**Combat:** Star beasts can attack with a vicious bite, razor sharp fins, and their powerful tail. Damage is based on the star beast's size. A star beast's bite does damage plus 1-½ times the star beast's Strength bonus. Their fins do the damage equivalent of claws and counts as a primary attack, doing damage plus Strength bonus. The star beast's tail slap is a secondary attack but does damage plus 1-½ times the star beast's Strength bonus.

**Constrict (Ex):** Their long, serpentine bodies can constrict opponents with bone-crushing force. The star beast must make a successful grapple check. 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.

**Special qualities:** Every star beast is under the constant effect of freedom of movement, as per the spell. This effect cannot be dispelled.

**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. The save DC for the unique attack is Constitution-based unless listed otherwise.

### 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

*Vivid scales that seem to ooze an inky darkness cover this star beast from head to tail.*

**BETELGEUSE**

**CR 12**

**XP 19,200**

LE Huge dragon (star beast)

**Init** +10; **Senses** blindsight 60 ft., dragon senses; **Perception** +20

#### DEFENSE

**AC** 26, touch 14, flat-footed 20 (+6 Dex, +12 natural, -2 size)

**hp** 161 (14d12+70);

**Fort** +14, **Ref** +15, **Will** +12

**Defensive Abilities** freedom of movement;

**DR** 5/magic; **Immune** cold, fire, mind-affecting effects, paralysis, sleep; **SR** 23

#### OFFENSE

**Speed** 40 ft., fly 200 ft. (good)

**Melee** bite +18 (2d6+7/19-20), 2 fins +17 (1d8+5), tail +12 (2d6+7 plus grab)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath of the void, constrict (tail, 2d6+7)

**Spell-Like Abilities** (CL 14th, concentration +18)

**2/day**—*chill metal* (DC 16), *darkness*

**1/day**—*crushing despair* (DC 18), *deeper darkness*

#### STATISTICS

**Str** 20, **Dex** 22, **Con** 21, **Int** 18, **Wis** 16, **Cha** 18

**Base Atk** +14; **CMB** +21 (+25 grapple); **CMD** 37 (can't be tripped)

**Feats** Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (bite)



**Skills** Appraise +21, Fly +23, Intimidate +21, Knowledge (arcana) +21, Knowledge (nature) +21, Perception +20, Spellcraft +21, Stealth +23, Survival +20, Use Magic Device +21

**Languages** Aklo, Common, Draconic, Overcommon, Sylvan

**SQ** 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 22 Reflex save for half). Any opponent failing the Reflex save must also make a DC 22 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)** A 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 hours, while a trip beyond normally takes 3d20 days (or more, at the GM's discretion)—provided the betelgeuse knows the way to its destination.

#### ECOLOGY

**Environment** any space

**Organization** solitary

**Treasure** triple

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.



# BEASTS OF THE VOID

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

*Fomalhaut's scaled hide resembles earth and rock. A meteor slowly orbits his gargantuan serpentine body.*

**FOMALHAUT** **CR 16**

**XP 76,800**

CE Gargantuan dragon

**Init** +10; **Senses** dragon senses, tremorsense 60 ft.; **Perception** +26

### DEFENSE

**AC** 34, touch 12, flat-footed 28 (+6 Dex, +22 natural, -4 size)

**hp** 294 (19d12+171)

**Fort** +20, **Ref** +17, **Will** +15

**Defensive Abilities** freedom of movement; **DR** 15/magic; **Immune** cold, fire, mind-affecting effects, paralysis, sleep; **SR** 27

### OFFENSE

**Speed** 40 ft., fly 200 ft. (average)

**Melee** bite +31 (2d8+22/19-20), 2 fins +30 (2d6+15), tail +25 (2d8+22 plus grab)

**Space** 20 ft.; **Reach** 20 ft. (25 ft. with bite)

**Special Attacks** constrict (tail, 2d8+22), meteor strike

**Spell-Like Abilities** (CL 19th, concentration +27)

**At will**—*passwall, stone call, stoneshape*

**3/day**—*gravity bolt* (DC 21)

**1/day**—*reverse gravity* (DC 25), *world wave*\*

### STATISTICS

**Str** 41, **Dex** 23, **Con** 29, **Int** 19, **Wis** 18, **Cha** 26

**Base Atk** +19; **CMB** +38 (+42 grapple); **CMD** 54 (can't be tripped)

**Feats** Blind-Fight, Cleave, Greater Vital Strike, Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Appraise +26, Fly +22, Intimidate +30, Knowledge (arcana) +26 Knowledge (nature) +26, Perception +26, Spellcraft +26, Stealth +16, Survival +26, Use Magic Device +30

**Languages** Aklo, Common, Draconic, Overcommon, Sylvan

**SQ** 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 28 half). Creatures within the blast radius who fail their save are also knocked prone and buried under the resulting rubble as if by a cave-in (see the Pathfinder Roleplaying Game Core Rulebook). Once used in this manner, he cannot call another meteor for 1d4 rounds.

**Starflight (Su)** A 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 the fomalhaut knows the way to its destination.

#### ECOLOGY

**Environment** any space

**Organization** solitary

**Treasure** triple

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.

## WORMWOOD

*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

CR 20

NE Colossal dragon

**Init** +8; **Senses** dragon senses; Perception +33

**Aura** befouling

#### DEFENSE

**AC** 33, touch 6, flat-footed 29 (+4 Dex, +27 natural, -8 size)

**hp** 437 (25d12+275);

**Fort** +25, **Ref** +20, **Will** +19

**Defensive Abilities** freedom of movement; **DR** 20/magic; **Immune** cold, death magic, fire, mind-affecting effects, paralysis, sleep; **SR** 31

#### OFFENSE

**Speed** 40 ft., fly 200 ft. (poor)

**Melee** bite +35 (4d6+25/19–20), 2 fins +34 (2d8+17), tail +29 (4d6+25 plus grab)

**Space** 30 ft.; **Reach** 30 ft. (35 ft. with bite)

**Special Attacks** constrict (tail, 4d6+25), shadow of death

**Spell-Like Abilities** (CL 25th, concentration +34)

**At will**—*death knell* (DC 21), *deathwatch*

**1/day**—*circle of death* (DC 25), *slay living* (DC 24)

#### STATISTICS

**Str** 45, **Dex** 18, **Con** 33, **Int** 19, **Wis** 21, **Cha** 28

**Base Atk** +25; **CMB** +50 (+54 grapple); **CMD** 64 (can't be tripped)

**Feats** Awesome Blow, Blind-Fight, Cleave, Great Cleave, Greater Vital Strike, Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Weapon Focus (bite), Vital Strike, Power Attack

# BEASTS OF THE VOID

**Skills** Appraise +32, Fly +20, Intimidate +37, Knowledge (arcana) +32, Knowledge (nature) +32, Perception +33, Spellcraft +32, Stealth +16, Survival +33, Use Magic Device +37

**Languages** Aklo, Common, Draconic, Overcommon, Sylvan

**SQ** 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 33 Fortitude save each round to resist this effect. The save DC is Constitution-based.

Befouled Liquid ingested; save Fort DC 33; onset 10 min.; frequency 1/min. for 4 min.; effect nauseated for 1 min. and 1d8 Con drain; 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 negative energy damage. A DC 31 Fortitude save reduces this damage by half. Undead are not healed by this negative energy. The saving throw is Charisma-based. The shadow is a necromancy death effect. In addition, any creature who fails the initial save must make an additional DC 33 Fortitude save or have the water in its body turn into a deadly poison.

Poison Blood contact; save Fort DC 33; effect nauseated for 1 round and 1d4 Con drain; cure 2 consecutive saves.

**Starflight (Su)** A 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 the wormwood knows the way to its destination.

## ECOLOGY

**Environment** any space

**Organization** solitary

**Treasure** triple

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. Entire civilizations have been known to go into underground hiding or evacuate their planets when this creature is sighted in their solar system. 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 tardigrade 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.

Tardigrade 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 dice before it reaches maturity. Tardigrades live for an additional 300 plus (5d6×10) years

### ADDITIONAL TARDIGRADE RULES

All tardigrade possess Diehard, Endurance and Shake It Off as bonus feats.

All tardigrade have the following ability:

**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 EXAMPLES

### TARDIGRADE, AQUATIC

*Water surges toward you, partially obscuring the bulk of a dark beast with flashing claws.*

**AQUATIC TARDIGRADE** **CR 8**  
**XP 4,800**

N Large aberration

**Init** +5; **Senses** darkvision 60 ft.; Perception +8

#### DEFENSE

**AC** 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, -1 size)

**hp** 75 (10d8+30)

**Fort** +6, **Ref** +8, **Will** +7

**Resist** cold 5

#### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** 2 claws +11 (1d6+5), slam +11 (1d6+5), 2 tentacles +9 (1d6+2)

**Space** 10 ft.; **Reach** 5 ft.

#### STATISTICS

**Str** 20, **Dex** 21, **Con** 16, **Int** 7, **Wis** 10, **Cha** 3

**Base Atk** +7; **CMB** +13 (+17 grapple); **CMD** 32 (44 vs. trip)

**Feats** Aquatic Advantage, Aquatic Combatant, Combat Reflexes, Diehard, Endurance, Lunge, Run, Shake It Off

**Skills** Acrobatics +5 (+13 to jump with a running start, +9 jumping), Climb +9, Intimidate +7, Perception +8, Stealth +6, Survival +4, Swim +21 **Racial Modifiers** +4 bonus on grapple checks and to CMD

#### ECOLOGY

**Environment** any aquatic

# BEASTS OF THE VOID

**Organization** solitary or pod (2-8)

**Treasure** none

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.

A tardigrade is four to six feet tall at the shoulder, nearly eight feet in length, and weighs approximately 1,600 pounds. Aquatic tardigrade have blue-green skin and webbing between their toes.

## TARDIGRADE, DESERT

*Shifting sands spray outward as a multi-limbed monster lunges for the nearest prey.*

**DESERT TARDIGRADE** **CR 6**  
**XP 2,400**

N Large aberration

**Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

### DEFENSE

**AC** 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

**hp** 52 (7d8+21)

**Fort** +5, **Ref** +5, **Will** +5

**Resist** fire 5

### OFFENSE

**Speed** 40 ft., burrow 20 ft.

**Melee** 2 claws +9 (1d6+5), slam +9 (1d6+5)

**Space** 10 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 20, **Dex** 16, **Con** 16, **Int** 7, **Wis** 10, **Cha** 3

**Base Atk** +5; **CMB** +11 (+15 grapple); **CMD** 28

(40 vs. trip)

**Feats** Combat Reflexes, Desert Dweller, Diehard, Endurance, Lunge, Run, Shake It Off

**Skills** Acrobatics +3 (+11 to jump with a running start, +7 jumping), Climb +9, Intimidate +6, Perception +7, Stealth +3, Survival +4 **Racial Modifiers** +4 bonus on grapple checks and to CMD

### ECOLOGY

**Environment** warm desert

**Organization** solitary or pack (2-6)

**Treasure** none

Desert tardigrade have a pale carapace and lurk beneath the sands, waiting for prey to fall into their ambush.

## TARDIGRADE, GLASS

*This ghastly monster's veins glow with an eerie light and it shakes shards of glass off its hide as it lumbers toward you.*

**GLASS TARDIGRADE** **CR 14**  
**XP 38,400**

NG Huge aberration

**Init** +7; **Senses** darkvision 60 ft.; Perception +19

### DEFENSE

**AC** 29, touch 15, flat-footed 22 (+7 Dex, +14 natural, -2 size)

**hp** 184 (16d8+112)

**Fort** +12, **Ref** +12, **Will** +12

**Defensive Abilities** reflects spells

### OFFENSE

**Speed** 40 ft.

**Melee** 4 claws +17 (1d8+7), slam +17 (1d8+7)

**Space** 15 ft.; **Reach** 10 ft.



**Special Attacks** rend (2 claws, 1d8+10)

#### STATISTICS

**Str** 25, **Dex** 24, **Con** 24, **Int** 9, **Wis** 14, **Cha** 3

**Base Atk** +12; **CMB** +21 (+25 grapple); **CMD** 42 (54 vs. trip)

**Feats** Combat Reflexes, Diehard, Endurance, Intimidating Prowess, Lunge, Lunge, Rending Claws, Run, Shake It Off, Swarm Scatter, Visceral Threat

**Skills** Acrobatics +7 (+15 to jump with a running start, +11 jumping), Climb +14, Intimidate +22, Perception +19, Stealth +5, Survival +16 **Racial Modifiers** +4 bonus on grapple checks and to CMD

#### 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 free action.

**Reflect Spells (Ex)** As a free action, every 1d4 rounds, a glass tardigrade can form a glassy coating over its skin to enhance its resistance to magic for 1 round. During this time, the tardigrade reflects spells as if under the effect of a spell turning spell.

#### ECOLOGY

**Environment** warm forest, plains, or hills

**Organization** solitary, pair, or pack (2-6)

**Treasure** none

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

*You can sense the malevolence radiating from this creature. Its hide oozes foul ichor as it stalks toward the scent of prey.*

**GLIMMER TARDIGRADE** **CR 15**  
**XP 51,200**

NG Huge aberration

**Init** +11; **Senses** darkvision 60 ft.; Perception +19

#### DEFENSE

**AC** 30, touch 15, flat-footed 23 (+7 Dex, +15 natural, -2 size)

**hp** 207 (18d8+126)

**Fort** +13, **Ref** +13, **Will** +13

#### OFFENSE

**Speed** 40 ft.

**Melee** 4 claws +18 (1d8+7), slam +18 (1d8+7)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** irradiate, rend (2 claws, 1d8+10)

#### STATISTICS

**Str** 25, **Dex** 24, **Con** 24, **Int** 9, **Wis** 14, **Cha** 3

**Base Atk** +13; **CMB** +22 (+26 grapple); **CMD** 43 (55 vs. trip)

**Feats** Combat Reflexes, Diehard, Endurance, Improved Initiative, Intimidating Prowess, Lunge, Lunge, Rending Claws, Run, Shake It Off, Swarm Scatter, Visceral Threat

**Skills** Acrobatics +7 (+15 to jump with a running start, +11 jumping), Climb +14, Intimidate +22, Perception +19, Stealth +11, Survival +16 **Racial Modifiers** +4 bonus on

# BEASTS OF THE VOID

grapple checks and to CMD

## 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 tardigrade are immune to this effect, but all other creatures must make a DC 22 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 22 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)

**Treasure** none

This tardigrade has black skin that is cracked and oozing. Its carapace has cruel ridges and jagged spikes project from its iridescent shell.

## TARDIGRADE, ICE

*Blending in nearly perfectly with the snows around it, you almost miss the monster before it lunges for you.*

### ICE TARDIGRADE

CR 9

XP 6,400

N Large aberration

**Init** +4; **Senses** darkvision 60 ft.; Perception +13

## DEFENSE

**AC** 22, touch 13, flat-footed 18 (+4 Dex, +9 natural, -1 size)

**hp** 123 (13d8+65)

**Fort** +8, **Ref** +8, **Will** +8

**Resist** cold 10

## OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +13 (1d6+5), slam +13 (1d6+5), 2 tentacles +11 (1d6+2)

**Space** 10 ft.; **Reach** 5 ft.

## STATISTICS

**Str** 20, **Dex** 19, **Con** 18, **Int** 8, **Wis** 10, **Cha** 3

**Base Atk** +9; **CMB** +15 (+19 grapple); **CMD** 33 (41 vs. trip)

**Feats** Cold Celerity, Combat Reflexes, Diehard, Endurance, Multiattack, Precise Strike, Run, Shake It Off, Swarm Scatter, Toughness

**Skills** Acrobatics +4 (+12 to jump with a running start, +8 jumping), Climb +11, Intimidate +12, Perception +13, Stealth +7 (+11 in ice or snow), Survival +11, Swim +9 **Racial Modifiers** +4 bonus on grapple checks and to CMD

## SPECIAL ABILITIES

**Frostblending (Ex)** Ice tardigrade gain a +4 bonus to Stealth checks in icy or snowy environments.

## ECOLOGY

**Environment** cold forest or plains

**Organization** solitary or pack (2-6)

**Treasure** none



Ice tardigrade are difficult to see in the snow, with their white and blue skin and craggy features. Ice tardigrades 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

*The dark worm wriggles away from you, leaving a trail of slime in its wake.*

### LARVA TARDIGRADE

CR 3

XP 800

N Medium aberration

**Init** +1; **Senses** darkvision 60 ft.; Perception +4

### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 22 (4d8+4)

**Fort** +2, **Ref** +2, **Will** +2

**Immune** trip

### OFFENSE

**Speed** 20 ft.

**Melee** constrict +5 (1d8+4)

### STATISTICS

**Str** 16, **Dex** 12, **Con** 12, **Int** 7, **Wis** 7, **Cha** 3

**Base Atk** +3; **CMB** +6; **CMD** 17 (can't be tripped)

**Feats** Combat Reflexes, Diehard, Endurance, Intimidating Prowess, Shake It Off

**Skills**, Climb +7, Intimidate +1, Perception +4, Survival +3

### ECOLOGY

**Environment** any

**Organization** swarm (3-18)

**Treasure** none

Larva tardigrade are brown and slug-like, having developed no legs. They have short,

vestigial tentacles growing out of their backs and waving wildly.

## TARDIGRADE, SOLAR

*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.*

### SOLAR TARDIGRADE

CR 20

XP 307,200

NG Gargantuan aberration

**Init** +14; **Senses** darkvision 60 ft.; Perception +23

### DEFENSE

**AC** 36, touch 16, flat-footed 26 (+10 Dex, +20 natural, -4 size)

**hp** 333 (23d8+230)

**Fort** +17, **Ref** +17, **Will** +17

**Immune** cold, fire

### OFFENSE

**Speed** 40 ft., fly 100 ft. (good; 3 cubes in space)

**Melee** 4 claws +23 (2d6+1d6 fire+10), slam +23 (1d8+10)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** breath weapon (60-ft. cone, 22d8 fire, Reflex 31 for half, usable every 2d4 rounds; 1 cube range in space), rend (2 claws, 1d8+15)

### STATISTICS

**Str** 31, **Dex** 30, **Con** 31, **Int** 9, **Wis** 18, **Cha** 3

**Base Atk** +17; **CMB** +31 (+35 grapple); **CMD** 55 (67 vs. trip)

**Feats** Combat Reflexes, Diehard, Eldritch Claws, Endurance, Hammer the Gap, Improved Initiative, Intimidating Prowess, Lunge, Lunge, Rending Claws, Run, Shake It Off, Shocking Bellow, Swarm Scatter, Visceral Threat

# BEASTS OF THE VOID

**Skills** Acrobatics +10 (+18 to jump with a running start, +14 jumping), Climb +17, Fly +13, Intimidate +27, Perception +23, Stealth +19, Survival +18 **Racial Modifiers** +4 bonus on grapple checks and to CMD

## SPECIAL ABILITIES

**No Breath (Ex)** A solar tardigrade 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.

**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

**Treasure** none

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

*Skin slick with moisture, this creature's muscles ripple as it moves gracefully to the side, taking measure of you.*

**STEAM TARDIGRADE**  
**XP 19,200**

NG Huge aberration

**Init** +6; **Senses** darkvision 60 ft.; Perception +15

## DEFENSE

**AC** 26, touch 14, flat-footed 20 (+6 Dex, +12 natural, -2 size)

**hp** 161 (14d8+98)

**Fort** +11, **Ref** +10, **Will** +10

**Resist** fire 10

## OFFENSE

**Speed** 40 ft.

**Melee** 4 claws +15 (1d8+7), slam +15 (1d8+7)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** steam breath

## STATISTICS

**Str** 25, **Dex** 22, **Con** 24, **Int** 9, **Wis** 12, **Cha** 3

**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 39 (51 vs. trip)

**Feats** Combat Reflexes, Desert Dweller, Diehard, Endurance, Lunge, Lunge, Rending Claws, Run, Shake It Off, Swarm Scatter

**Skills** Acrobatics +6 (+14 to jump with a running start, +10 jumping), Climb +13, Intimidate +12, Perception +15, Stealth +8, Survival +12

## 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 6d8 points of fire damage to all creatures struck (Reflex DC 24 halves). This steam then hangs in the air for 1 round after the tardigrade creates it. Creatures in the area of effect or that enter the area take an additional 4d6 points of fire damage the second round (Reflex DC 24 negates). In addition, the cloud of steam acts as the spell fog cloud, with a caster level equal to the tardigrade's HD. The save



DC is Constitution-based.

#### ECOLOGY

**Environment** warm forest, plains, or hills

**Organization** solitary, pack (2-6), or herd (7-12)

**Treasure** none

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

*A segmented, bony carapace covers a bear-like creature that has eight legs and sharp claws.*

#### TERRESTRIAL TARDIGRADE (JUVENILE) CR 5

**XP 1,600**

N Large aberration

**Init** +2; **Senses** darkvision 60 ft.; Perception +6

#### DEFENSE

**AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

**hp** 39 (6d8+12)

**Fort** +4, **Ref** +4, **Will** +5

#### OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +7 (1d6+4), slam +7 (1d6+4)

**Space** 10 ft.; Reach 5 ft.

#### STATISTICS

**Str** 19, **Dex** 14, **Con** 15, **Int** 7, **Wis** 10, **Cha** 3

**Base Atk** +4; **CMB** +9 (+13 grapple); **CMD** 25 (37 vs. trip)

**Feats** Combat Reflexes, Diehard, Endurance, Lunge, Run, Shake It Off

**Skills** Acrobatics +2 (+10 to jump with a running start, +6 jumping), Climb +8, Intimidate +5, Perception +6, Stealth +2,

Survival +4

#### ECOLOGY

**Environment** any

**Organization** solitary or pack (2-6)

**Treasure** none

Terrestrial tardigrade have dun-colored shells and beady, sunken eyes.

### TARDIGRADE, TOXIC

*Covered in thick, ropy vines, this creature rises out of the swamp, spewing toxic spittle from its fanged maw.*

#### TOXIC TARDIGRADE CR 11

**XP 12,800**

NE Large aberration

**Init** +7; **Senses** darkvision 60 ft.; Perception +13

#### DEFENSE

**AC** 26, touch 16, flat-footed 19 (+7 Dex, +10 natural, -1 size)

**hp** 126 (11d8+77)

**Fort** +11, **Ref** +10, **Will** +8

**Immune** Poison

#### OFFENSE

**Speed** 40 ft.

**Melee** 4 claws +13 (1d6+5 + poison), slam +13 (1d6+5), 2 tentacles +10 (1d6+2)

**Ranged** spit +14 (2d6 acid)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** poison (save Fort DC 21; frequency 1/rd.; effect 1 Con; cure 1 save)

#### STATISTICS

**Str** 21, **Dex** 24, **Con** 22, **Int** 9, **Wis** 12, **Cha** 3

**Base Atk** +8; **CMB** +14 (+18 grapple); **CMD** 35 (47 vs. trip)

**Feats** Combat Reflexes, Diehard, Endurance,

# BEASTS OF THE VOID

Great Fortitude, Multiattack, Run, Swarm Scatter, Weapon Focus (claw), Weapon Focus (slam)

**Skills** Acrobatics +7 (+15 to jump with a running start, +11 jumping), Climb +11, Intimidate +10, Perception +13, Stealth +11, Survival +9

## 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

**Treasure** none

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

*Chunks of flesh fall from this creature as it advances toward you, a sickly saffron glow lighting up its unfocused eyes.*

### UNDEAD TARDIGRADE

CR 17

XP 102,400

NE Huge aberration

**Init** +12; **Senses** darkvision 60 ft.; Perception +20

**Aura** stench (30 ft., DC 28, 6 rounds)

## DEFENSE

AC 32, touch 16, flat-footed 24 (+8 Dex, +16 natural, -2 size)

**hp** 262 (21d8+168)

**Fort** +15, **Ref** +15, **Will** +15

**Immune** undead traits

## OFFENSE

**Speed** 40 ft.

**Melee** 4 claws +20 (1d8+7), slam +20 (1d8+7)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d8+10)

## STATISTICS

**Str** 25, **Dex** 26, **Con** 26, **Int** 9, **Wis** 16, **Cha** 3

**Base Atk** +15; **CMB** +24 (+28 grapple); **CMD** 46 (58 vs. trip)

**Feats** Combat Reflexes, Diehard, Eldritch Claws, Endurance, Improved Initiative, Intimidating Prowess, Lunge, Rending Claws, Run, Shake It Off, Shocking Bellow, Strike Back, Swarm Scatter, Visceral Threat

**Skills** Acrobatics +8 (+16 to jump with a running start, +12 jumping), Climb +14, Intimidate +23, Perception +20, Stealth +20, Survival +17

## ECOLOGY

**Environment** any blighted land

**Organization** solitary, pair, or pack (2-6)

**Treasure** none

With rotting flesh and protruding bones, the undead tardigrade carries a powerful stench and its eyes glow with a malevolent yellow sheen.

## TARDIGRADE, VACUUM

*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 TARDIGRADE

CR 18

XP 153,600

NE Huge aberration



**Init** +13; **Senses** darkvision 60 ft.; Perception +21

#### DEFENSE

**AC** 33, touch 17, flat-footed 24 (+9 Dex, +16 natural, -2 size)

**hp** 283 (21d8+189)

**Fort** +16, **Ref** +16, **Will** +16

**Immune** cold

#### OFFENSE

**Speed** 40 ft., fly 100 ft. (good; 3 cubes in space)

**Melee** 4 claws +21 (1d8+8), slam +21 (1d8+8)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d8+12)

#### STATISTICS

**Str** 27, **Dex** 28, **Con** 28, **Int** 9, **Wis** 18, **Cha** 3

**Base Atk** +15; **CMB** +25 (+29 grapple); **CMD** 48 (60 vs. trip)

**Feats** Combat Reflexes, Diehard, Eldritch Claws, Endurance, Improved Initiative, Intimidating Prowess, Lunge, Multiattack, Rending Claws, Run, Shake It Off, Shocking Bellow, Swarm Scatter, Visceral Threat

**Skills** Acrobatics +9 (+17 to jump with a running start, +13 jumping), Climb +15, Fly +9, Intimidate +24, Perception +21, Stealth +21, Survival +18

#### SPECIAL ABILITIES

**No Breath (Ex)** A vacuum tardigrade 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.

**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

**Treasure** none

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

*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 SLAYER 1

CR 1

XP 400

NE small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

**hp** 12 (1d10+2)

**Fort** +3, **Ref** +4, **Will** +0

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk kukri +4 (1d4+1/18-20) or bite +3 (1d6+1)

**Special Attacks** studied target +1 (1st, Move action)

**Space** 5 ft.; **Reach** 5 ft.

#### STATISTICS

**Str** 12, **Dex** 14, **Con** 12, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +1; **CMD** 13

**Feats** Stealthy

**Traits** bloody minded, horrifying mind

# BEASTS OF THE VOID

**Skills** Bluff +3, Climb +5, Escape Artist +4, Intimidate +4, Perception +4, Stealth +16), Survival +4

**Languages** Common, Goblin

**SQ** track +1

## 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)



**Treasure** NPC gear (masterwork chameleon suit, masterwork kukri, other treasure)

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

*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 TRAVELER

CR 25

XP 1,638,400

N Colossal aberration

**Init** +6; **Senses** darkvision 120 ft.; Perception +29

### DEFENSE

**AC** 24, touch 9, flat-footed 17 (+6 Dex, +1 dodge, +15 natural, -8 size)

**hp** 1,162 (25d20+900); fast healing 5

**Fort** +19, **Ref** +19, **Will** +20

### OFFENSE

**Speed** Special

**Melee** slam +12 (1d12vp)



**Space** 450 ft.; **Reach** 5 ft.

#### STATISTICS

**Str** 15, **Dex** 23, **Con** 14, **Int** 18, **Wis** 12, **Cha** 10

**Base Atk** +18; **CMB** +28; **CMD** 45

**Feats** Combat Expertise, Dodge, Great Fortitude, Hover, Improved Great Fortitude, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mobility, Toughness, Wingover

**Skills** Fly +26, Knowledge (geography) +19, Knowledge (nature) +19, Linguistics +17, Perception +29, Sense Motive +18, Stealth +10, Survival +21

#### 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, and has 600 squares of space within, along a single deck that is 30 ft. long and 20 ft. wide. It is considered to be a vessel in the “heavy” hull classification.

Void travelers bear no weapons, but can achieve up to Speed 20 as it travels through space. 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.

The vessel’s relevant statistics are listed below. They do not possess any available point buy for customization, and their cost is only for those who find these magnificent creatures on the black market. They otherwise cannot

be purchased, and do not appreciate being sold into slavery.

**Squares** 600; **Cost** 3,680,000 gp

#### DEFENSE

**AC** 14; **Hardness** 10 Magically Treated Bone

**hp** 1,162; **VP** 116

**Base Save** +19

#### OFFENSE

**CMB** +28; **CMD** 45

**Ramming Damage** 2d6 VP

#### DESCRIPTION

**Maximum Speed** 20; **Acceleration** 5

**Propulsion** magic

**Means of Propulsion** magic (five 50 ft. long tentacles, aft side of the vessel)

**Control Device** organic control panel

**Driving Check** Handle Animal (+0 to the DC) or Profession (pilot) (+5 to the DC)

**Crew** 0

**Decks** 1

**Cargo/Passengers** 100 tons/50 passengers

#### ECOLOGY

**Environment** any vacuum

**Organization** solitary or pod (2-4)

**Treasure** none

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

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 psychics, psions or an arcane spellcaster. Enforcers have a majority of gray patches and are a fighter type. Finally, the infiltrators have almost all black patches are the stealthier types like rogues or ninjas.

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 SUBTYPE

Zurkhan are evil aberrations that travel the void.

All zurkhan have the following traits.

- ◁ Zurkhan possess the starborn inherited template. Their base race is monstrous humanoid but is changed to aberration via the template.
- ◁ Immunity to cold, fire, disease and poison (inhaled).
- ◁ Resistance 20 against acid, electricity, and sonic.

◁ Darkvision 120 ft.

◁ **Speed:** Starflight (speed 15)

◁ **Special Qualities:** no breath

◁ *Zurkhan Blade (Su):* Zurkhan are born with the ability to generate a magical weapon that is part of them. The properties of the weapon depend on the zurkhan. If a zurkhan dies or drops the blade for any reason, it disappears. A zurkhan can make it reappear as a swift action.

◁ **Racial Traits:** All zurkhan gain a +4 racial bonus to Intimidate and Sense Motive checks.

◁ Telepathy.

◁ Spell Resistance equal to their Hit Dice.

◁ Spell-like Abilities

**Constant** *true seeing, mind blank*

**At will:** *etherealness, fly, telekinesis*

**2/day:** *greater dispel magic, interplanetary teleport*

**1/day:** *heal*

◁ Except where otherwise noted, zurkhan speak Aklo, Common, Draconic, Reptoid, and Undercommon.

◁ *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.

## EXAMPLE ZURKHAN

### ZURKHAN ADVISOR

*A cloaked figure with mostly red skin that has sharp teeth and claws holding a blade in its hand.*

**ZURKHAN ADVISOR**

**CR 20**

**XP 307,200**

Zurkhan psychic 8

NE Medium aberration (zurkhan, evil)



**Init** +6; **Senses** darkvision 120 ft.; Perception +23

#### DEFENSE

**AC** 37, touch 17, flat-footed 30 (+6 Dex, +1 dodge, +20 natural)

**hp** 196 (16 HD; 8d10+8d6+120)

**Fort** +13, **Ref** +14, **Will** +16

**DR** 10/—; **Immune** cold, fire, disease; **Resist** acid 20, electricity 20, sonic 20; **SR** 18

#### OFFENSE

**Speed** 60 ft.

**Melee** zurkhan blade +24/+19/+14 (1d4+11/17-20 plus 1d6 fire plus 1d6 cold) or bite +14 (1d8+3), 2 claws +14 (1d6+3)

**Special Attacks** dark half (2 bleed, 15 rounds/day), phrenic amplifications (conjured armor, defensive prognostication, mindshield, mindtouch), phrenic pool (12 points), zurkhan blade

**Spell-Like Abilities** (CL 16th; concentration +26)

**Constant**—*mind blank*, *true seeing*

**At will**—*analyze aura*, *analyze dweomer*, *etherealness*, *fly*, *telekinesis*

**2/day**—*greater dispel magic*, *interplanetary teleport*

**1/day**—*heal*

**Psychic Spell-Like Abilities** (CL 8th; concentration +20)

**1/day**—detect thoughts (DC 19)

**Psychic Spells Known** (CL 8th; concentration +20)

**4th (5/day)**—*black tentacles*, *mind probe* (DC 24)

**3rd (7/day)**—*excruciating deformation* (DC 23), *mental barrier II*, *mind thrust III* (DC 23)

**2nd (9/day)**—*alter self*, *augury*, *communal endure elements*, *hypercognition*

**1st (9/day)**—*detect aberration*, *detect thoughts* (DC 21), *heightened awareness*,

*mage armor*, *magic missile*, *ray of enfeeblement* (DC 21)

**0 (at will)**—*detect magic*, *detect poison*, *detect psychic significance*, *know direction*, *light*, *mending*, *resistance*, *stabilize*

**Psychic Discipline** Abomination

#### STATISTICS

**Str** 24, **Dex** 22, **Con** 24, **Int** 30, **Wis** 18, **Cha** 26

**Base Atk** +12; **CMB** +19; **CMD** 36

**Feats** Combat Casting, Dodge, Extra Amplification, Great Fortitude, Improved Critical (dagger), Lucid Dreamer, Psychic Healing, Uncanny Concentration, Weapon Focus (dagger)

**Skills** Acrobatics +6 (+18 to jump), Bluff +12, Climb +11, Diplomacy +20, Disguise +11, Fly +13, Heal +10, Intimidate +20, Knowledge (arcana) +25, Knowledge (dungeoneering) +25, Knowledge (engineering) +25, Knowledge (geography) +25, Knowledge (history) +25, Knowledge (local) +25, Knowledge (nature) +25, Knowledge (nobility) +25, Knowledge (planes) +25, Knowledge (religion) +25, Linguistics +20, Perception +23, Ride +10, Sense Motive +23, Spellcraft +29, Stealth +11, Survival +11, Swim +11

**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

**SQ** automatic writing (linguistics), detect thoughts, dowsing (survival), faith healing (heal), gatekeeper (knowledge [planes]), hypnotism (diplomacy), manifestation points, ability scores, phrenology (knowledge [arcana]), prognostication (sense motive), read aura (perception)

#### SPECIAL ABILITIES

**Zurkhan Blade (Su)** A zurkhan blade is a dagger that is adamantine and cold and

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fire. If a zurkhan drops the blade for any reason, it disappears. A zurkhan can make it reappear as a swift action.

**Starflight (Su)** A starborn creature 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.

**No Breath (Ex)** The starborn creature 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.

## ECOLOGY

**Environment** any

**Organization** solitary, pair or squad (6–10)

**Treasure** standard



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.

## ZURKHAN ENFORCER

*A cloaked figure with mostly gray skin that has sharp teeth and claws holding a blade in its hand.*

### ZURKHAN ENFORCER

CR 20

XP 307,200

Zurkhan fighter 8

NE Medium aberration (zurkhan, evil)

**Init** +11; **Senses** darkvision 120 ft.; Perception +22

## DEFENSE

**AC** 37, touch 17, flat-footed 32 (+7 Dex, +20 natural)

**hp** 244 (16d10+152)

**Fort** +18, **Ref** +15, **Will** +12 (+2 vs. fear)

**DR** 10/—; **Immune** cold, fire, disease; **Resist** acid 20, electricity 20, sonic 20; **SR** 18

## OFFENSE

**Speed** 60 ft.

**Melee** zurkhan blade +33/+28/+23/+18 (1d10+17/17-20 plus 1d6 fire plus 1d6 cold) or bite +21 (1d8+5), 2 claws +21 (1d6+5)

**Special Attacks** weapon training (heavy blades +1), zurkhan blade

**Constant**—*mind blank, true seeing*

**At will**—*etherealness, fly, greater heroism, lead blades, telekinesis*

**2/day**—*greater dispel magic, interplanetary teleport*

**1/day**—*heal*

## STATISTICS

**Str** 30, **Dex** 24, **Con** 26, **Int** 24, **Wis** 18, **Cha** 22

**Base Atk** +16; **CMB** +26; **CMD** 43



**Feats** Cleave, Combat Casting, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Great Fortitude, Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Two-weapon Fighting, Power Attack, Toughness, Two-weapon Fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Acrobatics +10 (+22 to jump), Climb +15, Disguise +10, Fly +20, Heal +7, Intimidate +28, Knowledge (arcana) +14, Knowledge (dungeoneering) +14, Knowledge (engineering) +14, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (local) +14, Knowledge (nature) +14, Knowledge (nobility) +14, Knowledge (planes) +14, Knowledge (religion) +14, Linguistics +11, Perception +22, Ride +10, Sense Motive +22, Spellcraft +12, Stealth +12, Survival +20, Swim +13

**Languages** Aklo, Common, Draconic, Dwarven, Elder Thing, Elven, Gnome, Orc, Reptoid, Shobhad, Triaxian, Undercommon, Yithian; telepathy 300 ft., truespeech

**SQ** armor training 2

#### SPECIAL ABILITIES

**Zurkhan Blade (Su)** A zurkhan blade is a bastard sword that is adamantine and cold and fire. If a zurkhan drops the blade for any reason, it disappears. A zurkhan can make it reappear as a swift action.

**Starflight (Su)** A starborn creature 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.

**No Breath (Ex)** The starborn creature 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.

#### ECOLOGY

**Environment** any

**Organization** solitary, pair or squad (6–10)

**Treasure** standard

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

*A cloaked figure with mostly black skin that has sharp teeth and claws holding a blade in its hand.*

#### ZURKHAN INFILTRATOR

CR 20

XP 307,200

Zurkhan rogue 8

NE Medium aberration (zurkhan, evil)

**Init** +10; **Senses** darkvision 120 ft.; Perception +23

#### DEFENSE

**AC** 41, touch 21, flat-footed 30 (+10 Dex, +1 dodge, +20 natural)

**hp** 204 (16 HD; 8d10+8d8+120)

**Fort** +12, **Ref** +22, **Will** +12

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +2; **DR** 10/—; **Immune** cold, fire, disease; **Resist** acid 20, electricity 20, sonic 20; **SR** 18

#### OFFENSE

**Speed** 60 ft.

**Melee** zurkhan blade +29/+24/+19 (1d6+11/17-20 plus 1d6 fire plus 1d6 cold) or bite +19 (1d8+3), 2 claws +19 (1d6+3)

**Special Attacks** sneak attack +4d6, zurkhan blade

**Spell-Like Abilities** (CL 16th; concentration +22)

**Constant**—*mind blank*, *true seeing*

**At will**—*etherealness*, *fly*, *greater invisibility*,

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*nondetection, telekinesis*

**2/day**—*greater dispel magic, interplanetary teleport*

**1/day**—*heal*

## STATISTICS

**Str** 24, **Dex** 30, **Con** 22, **Int** 26, **Wis** 18, **Cha** 22

**Base Atk** +14; **CMB** +21; **CMD** 42

**Feats** Combat Casting, Dodge, Double Slice, Great Fortitude, Improved Critical (short sword), Improved Great Fortitude, Improved Two-weapon Fighting, Toughness, Two-weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

**Skills** Acrobatics +24 (+36 to jump), Bluff +10, Climb +13, Diplomacy +12, Disable Device +23, Disguise +23, Escape Artist +22, Fly +15, Heal +7, Intimidate +20, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (engineering) +16, Knowledge (geography) +16, Knowledge (history) +16, Knowledge (local) +16, Knowledge (nature) +16, Knowledge (nobility) +16, Knowledge (planes) +16, Knowledge (religion) +16, Linguistics +20, Perception +23, Ride +14, Sense Motive +26, Sleight of Hand +19, Spellcraft +19, Stealth +29, Survival +15, Swim +11, Use Magic Device +15

**Languages** Aboleth, Aklo, Common, Draconic, Dwarven, Elder Thing, Elven, Giant, Gnome, Orc, Reptoid, Shobhad, Triaxian, Undercommon, Yithian; telepathy 300 ft., truespeech

**SQ** rogue talents (fast stealth, finesse rogue, pressure points, weapon training), trapfinding +4

## SPECIAL ABILITIES

**Zurkhan Blade (Su)** A zurkhan blade is a short sword that is adamantine and cold and fire. If a zurkhan drops the blade for any reason, it disappears. A zurkhan can make it reappear as a swift action.

**Starflight (Su)** A starborn creature 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.

**No Breath (Ex)** The starborn creature 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.

## ECOLOGY

**Environment** any

**Organization** solitary, pair or squad (6–10)

**Treasure** standard

Zurkhan infiltrators are 7 feet tall and weigh 300 lbs. They are sent to gather information about worlds the zurkhan may want to conquer.

## NEW INHERITED TEMPLATES

### STARBORN (CR +2)

"Starborn" is an inherited template that can be added to any creature native to the void, such as a monstrous fungus-creature that only grows in the void or a monster from the darkest depths of space.

A starborn creature uses all the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature +2.

**Type:** The base creature's type changes to aberration. Do not recalculate class Hit Dice, BAB, or saves.

**Senses:** Darkvision 120 ft.

**Special Qualities:** A starborn creature gains the following special qualities.

**Starflight (Su)** A starborn creature 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.

**No Breath (Ex)** A starborn creature does not breathe and is immune to any effect that requires breathing (such as inhaled poisons). This does not give immunity to cloud or gas attacks that do not require breathing.

## VOID TOUCHED (CR +1)

This is intended to be a template added to any character or monster that was born in the void, but is not native to the void, such as a space-dwarf, or a space-basilisk. "Void-touched" is an inherited template that can be added to any creature, referred to hereafter as the base creature. A void-touched creature uses all the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature +1.

**Type:** The base creature's type changes to aberration. Do not recalculate class Hit Dice, BAB, or saves.

**Senses:** Darkvision 60 ft.

**Special Qualities:** A void-touched creature gains the following special qualities.

**Microgravity Motion (Ex)** Void-touched creatures only suffer half of any relevant penalties (rounded down) for fighting in zero-gravity.

**Extraordinary Lungs (Ex)** Void-touched creatures can hold their breath for a number of minutes equal to twice their Constitution score but only if they do nothing other than take move actions or free actions. If they take a standard action or a full-round action (such as making an attack), the remainder of the duration for which they can hold their breath is reduced by 1 minute.

## APPENDIX 1 REFERENCES

The table below lists a number of references used in the writing of this book and which are useful (or in some cases, required) for the proper running of a Starjammer campaign.

Subject	Reference
Equipment	<a href="http://www.d20pfsrd.com/equipment---final/technological-equipment">http://www.d20pfsrd.com/equipment---final/technological-equipment</a>
Cybertech	<a href="http://www.d20pfsrd.com/equipment---final/cybertech">http://www.d20pfsrd.com/equipment---final/cybertech</a>
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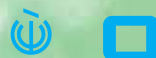


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