

STARJAMMER

Races of the Void
Book One



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

D20 PFSRD
PUBLISHING

STARJAMMER

RACES OF THE VOID BOOK ONE

CREDITS

Authors: Tyler Beck

Editors: Troy Daniels, John Reyst, Peter K. Ullmann

Copy Editing: John Reyst, Sam Hearn, Ian Brewer

Publisher: John Reyst, d20pfsrd.com Publishing

Artists: William Timmins, Gina Vila, Rick Hershey, Joshua De Santo

Design and Layout: Troy Daniels, Rick Hershey, Peter K. Ullmann



Get discounts at the
Open Gaming Store and
100% FREE d20pfsrd.
com Publishing
products by
backing my Patreon
campaign! Check it
out at:

<https://www.patreon.com/d20pfsrd>

Join the
Fans of d20pfsrd.com Facebook
group to chat about d20pfsrd.com,
Pathfinder, or gaming in general!

COMPATIBILITY

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, dialogue, plots, storylines, and artwork. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this d20pfsrd.com Publishing product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Starjammer is published by d20pfsrd.com Publishing under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast. Copyright 2016 d20pfsrd.com publishing. All rights reserved.

 Fans of d20pfsrd.com



INTRODUCTION

There is nothing quite like meeting a new alien race when you are playing a science fiction role-playing game. What are they like? What can they do? What will they do to me? All of these questions race through the mind of the player while the game master heightens the suspense. Will they be allies or enemies?

Even better than a new alien race though, is the opportunity to play one. The *Starjammer: Races of the Void* product brings you new and exciting races to play. Each one is a complete write up, with archetypes, feats, new equipment, and incredible artwork to spark the imagination. With all that being said... let's get started!

AURELLIAN

Most aurellians exist as spacefaring nomads, travelling between the stars in the void they have come to call home. They have a reputation for being fair and honest traders, and are known for dealing in strange wonders from the deepest void. Their living ships, while disconcerting to those unfamiliar with them, are usually greeted with anticipation as it is never known what rarities they bring from the depths of the void. They are also famed for their great and passionate love of humanoid music.

The aurellian homeworld is an asteroid belt. Having just enough mass to retain an atmosphere it lies between the two planets of the Nyattara star system. The ecology of the belt is dominated by oozes and aberrations of all types, and some portions of it are dominated by air

dwelling aboleths. There are few aurellian communities in the belt since most of them left for the void centuries ago. Of those which remain, Burnkdool is the only one of any size, boasting a population of close to 700 aurellians.

Physical Description: Aurellians are small, jellyfish-like aberrations that hover just above the ground and communicate through telepathy. They have anywhere between 6 and 18 partially translucent tentacles used to absorb nutrients and gases from their surroundings. They use a pair of specially developed tentacles to wield weapons and tools, granting them similar dexterity to that of a humanoid's arms and hands. Many aurellians also have other prehensile tentacles that vary in form and function among subgroups of the species. Aurellians' colorations can range wildly, anywhere from deep black to vibrant pink, though that color is almost always uniform across any given aurellian's entire form.

Relations: Aurellians are generally tolerated by other space-faring races because of their reputations as fair traders of hard-to-find goods. Their love of music has made them a favorite of bards, as many an aspiring bardic nomad has traded nothing more than a mournful melody for a treasure from deep in the void.

Society: Aurellian society seems very strange to most humanoids, as their telepathy allows them to communicate with more than simple language. Aurellians can feel the emotions of others of their kind, and can develop a connection so deep that physical touch means little to nothing. Aurellians are genderless and almost never monogamous, often forming

RACES OF THE VOID: BOOK ONE

groups of 6 or more adults into a family structure in which each individual is loved by all the others equally. Aurellian eggs are protected fiercely by their parent-groups, though once hatched the parent-groups have little interaction with their litter, who are raised from birth in schools where aurellian teachers who have been specially trained to remain emotionally severed from their students teach them how to live as an aurellian.

Alignment and Religion: The aurellian concept of deities would perplex many humanoids, as those that they worship are generally formless, incomprehensible swirls of emotion and psychic energy representing a specific emotion or feeling. These deities have no name other than the feeling they represent, which further confuses outsiders.

Adventurers: Aurellians who decide to see the universe on their own are rare, but do exist. Their limited telepathic abilities can come in extremely handy, and so they are coveted as excellent additions to an adventuring party. Many aurellian adventurers explore the universe to try to find rare treasures that they might bring back to their people, and they gravitate toward academic disciplines such as wizardry or alchemy.

Names: Since aurellians do not make sounds, aurellians recognize each other through specific feelings shared across their telepathic link. Because of this, the concept of names is relatively foreign to them, resulting in confusion among language races. Most aurellians adopt some sort of moniker with which to refer to themselves when communicating with other races, and this often consists of a word or phrase relatively

known to the species they are referring to. So, a human meeting an aurellian for the first time may be introduced to it by a warm feeling of hot cocoa rolling across the tongue, and the phrase "potato flatulence" running through his mind. Because of this, humans often come up with their own nicknames for aurellians they meet, such as "jelly-brains", "tentacle-boy", and other juvenile monikers.

STANDARD RACIAL TRAITS (16 RP)

- **+2 Dexterity, +2 Wisdom, -2 Charisma (0 RP):** Aurellians are agile and wise but have some degree of difficulty interacting with other races.
- **Small (0 RP):** Aurellians are small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.
- **Aberration (3 RP):** Aurellians are aberrations and have darkvision 60 feet. They eat, breathe and sleep although when they sleep they float just above the ground.
- **Limited Flight (2 RP) (Ex):** Aurellians have a natural fly speed of 20 feet, but their anti-gravity ability requires they remain above a solid surface strong enough to bear their weight, even though they do not exert any pressure upon the surface. This ability is non-magical in nature, and therefore is not affected by *anti-magic fields*. Aurellians can choose to suspend their flight ability, but cannot move on land.
- **Languages (0 RP):** Aurellians

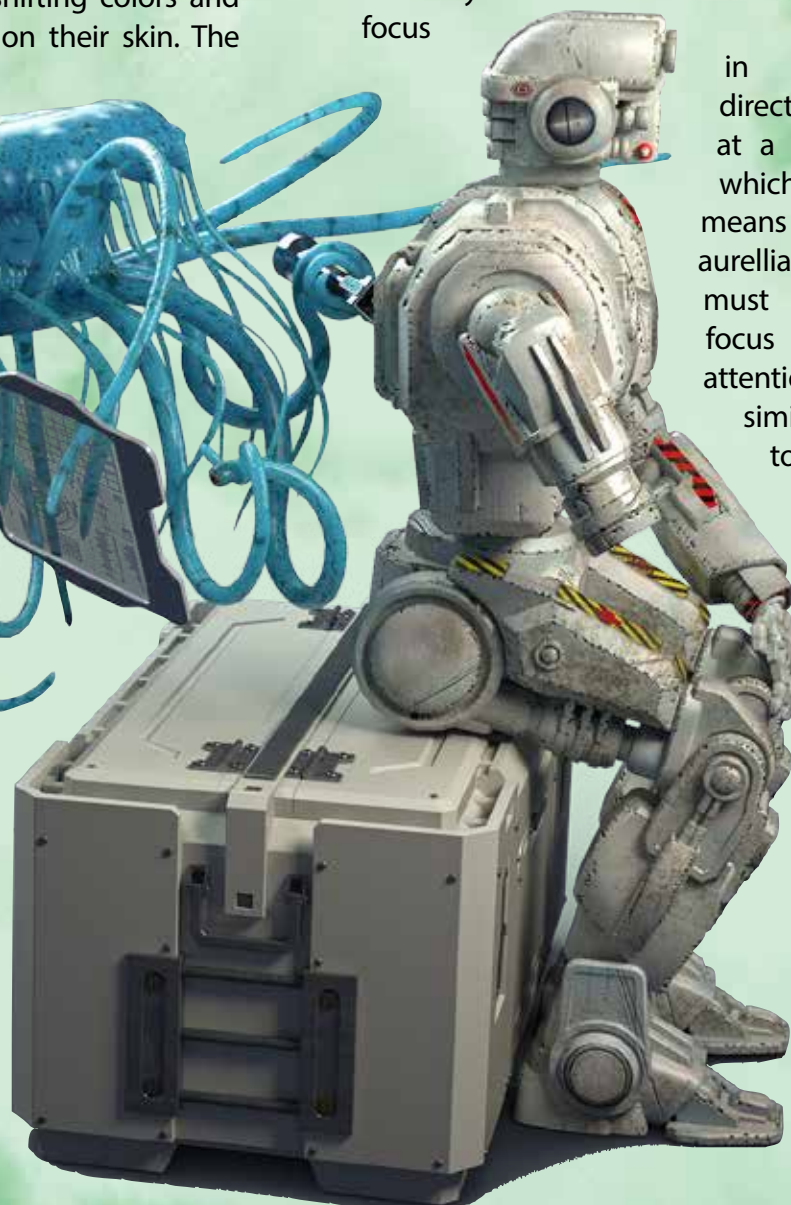
understand Common and Aurellian. Aurellians with high Intelligence scores can choose from Aboleth, Aklo, Auran, Ignan, Protean, Sylvan, Terran. **Note:** The Aurellian language is based on both their telepathic link (see below) as well as shifting colors and patterns displayed on their skin. The

compound eye is found at the end of a stalk growing from what some races might call its head. This eye can be turned in any direction, granting these aurellians a vision range similar to all-around vision. However, this stalk can only focus

in one direction at a time, which means the aurellian must focus its attention similarly to



language can be learned by humanoids, but cannot be spoken intelligibly without the use of illusion magic or other extraordinary means to mimic those colors and patterns.



other races. Creatures who flank an aurellian with this trait do not gain a bonus to attack rolls

- **Eyestalk (2 RP):** An aurellian's single

RACES OF THE VOID: BOOK ONE

from flanking, but the aurellian is still considered flanked for the purposes of sneak attack and other special attacks.

- **Grabbing Appendages (7 RP):** In addition to their two arm-like tentacles, most aurellians possess a single longer tentacle with 10 ft. reach. This tentacle can be used to make grapple attempts, and the aurellian is treated as having the Improved Grapple feat when using this tentacle to grapple. The aurellian can maintain a grapple with this special grabbing tentacle and still make attacks with their two main appendages as normal.
- **Limited Telepathy (3 RP; Su):** Aurellians do not speak verbally but are able to mentally communicate with any creature within 30 feet with whom it shares a language. Otherwise this ability is identical to the *telepathy* monster ability.
- **Mute (-1 RP):** Aurellians have no vocal organs and with rare exceptions cannot utter any sounds. Spellcasting aurellians cannot cast spells or manifest powers that have a verbal component unless they make use of abilities such as the Silent Spell feat.
- **Strange Anatomy (0 RP):** Aurellians do not have chest or feet slots for magic items, since they have neither. Instead their unusual anatomy grants them an extra wrists slot (allowing two pairs of magical bracers to be worn) and two extra ring slots (for a total of four), these items being worn on some of their tentacle appendages.

RACIAL SUBTYPES

You can combine various alternate racial traits to create aurellian subraces or variant races, such as the following.

MAN O' WAR

Man o' war aurellians are larger and more agile than their smaller cousins, but are exceedingly rare and often find themselves cast out of their communities for the most miniscule slight, probably out of jealousy. Man o' war aurellians' relative hulking mass reduces their range of vision from their eye stalk. They gain the following racial traits in place of the eyestalk and grabbing appendages racial traits.

Medium (0 RP) Man o' war aurellians are larger than their cousins, and have no special bonuses or penalties based on their size.

Stinger (4 RP): The man o' war aurellian has two stinging tentacles, granting it two natural sting attacks which have 10 ft. reach and deal 1d3 piercing damage each. In addition, as a swift action after a successful attack with a stinging tentacle, a number of times per day equal to its Constitution modifier (minimum 1/day), an aurellian can deliver poison to the target. As a move action, the aurellian can instead coat a held weapon with the same venom, which will persist a number of rounds equal to its Constitution modifier (minimum 1) or until the weapon successfully hits a target. Each aurellian possesses one of the following types of venom, chosen at the time of character creation:

- *Life-Stealing Venom:* Injury; save Fort DC 10 + 1/2 the character's Hit Dice + the character's Constitution modifier; frequency 1/round for 6 rounds; effect 1 Con; cure 1 save.

- **Paralytic Venom:** Injury; save Fort DC 10 + the 1/2 user's Hit Dice + the character's Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.
- **Weakening Venom:** Injury; save Fort DC 10 + 1/2 the user's Hit Dice + the character's Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

Nimble Attacks (2 RP): Man o' war aurellians have unusually agile tentacles, and therefore, they receive Weapon Finesse as a bonus feat.

Scavenger (2 RP): Man o' war aurellians often find themselves on quests to find dangerous or well-hidden objects. They gain a +2 racial bonus on Appraise and Perception checks to find hidden objects, to determine whether potential food is spoiled, or to identify a potion by taste.

Stalker (1 RP): Perception and Stealth are always class skills for a man o' war aurellian.

INSPIRED ONE

Inspired Ones are touched by their ancient pantheon of mysterious gods, gods with neither clear form nor delineation of roles, but who have guided the aurellian race for eternity. They gain the following racial traits which replace the Grabbing Appendages racial trait.

Godtouched (4 RP): An inspired one can use each of the following spell-like abilities 1/day—*aid* and *cure moderate wounds*.

Forced Connection (2 RP): An inspired one has learned to quickly form a strong connection with their enemies in order to bypass their mental defenses. Creatures suffer a -1 penalty to all Will saves against spells and

effects you cast. This is a supernatural ability, and a creature who is immune to telepathy is not affected by this ability.

Empath (1 RP): An inspired one is able to empathize more easily with members of very different races than its own, allowing it to more easily influence them. It gains a +2 racial bonus to Diplomacy and Intimidate checks against non-aurellians, and never suffers a penalty on such skill checks for being a different race than or not sharing a language with the target.

CHAOS CHILD

Chaos children are aurellians who have embraced the formless nature of their aberration heritage, shifting their forms and using abilities incomprehensible to humanoids. They gain the following racial traits which replace the Grabbing Appendages racial trait.

Chaos Focus (1 RP): Chaos children are treated as 1 level higher when casting spells with the [chaos] descriptor or using powers of the Chaos blessing or domain, bloodline powers of the protean bloodline, and revelations of the outer rifts mystery.

Toxin Immunity (4 RP): Chaos children's anatomies are constantly shifting, granting them immunity to all poisons and diseases.

Improved Change Shape (3 RP): A chaos child may assume the appearance of a Small humanoid as the *alter self* spell once per day for up to a number of hours equal to its character level. A chaos child may not assume the shape of a Medium humanoid with this ability. This does not adjust the ability scores of the character.

RACES OF THE VOID: BOOK ONE

RACIAL ARCHETYPES

The following racial archetypes are available to aurellians.

ABERRANT WARDEN (DRUID ARCHETYPE)

Aurellians who fully embrace their aberration heritage find that they are able to communicate or even calm some of the strangest creatures in the galaxy, and can call upon them in times of need.

Spontaneous Casting: An aberrant warden can spontaneously convert her spells into *summon strange creature* spells of the same level or lower (as detailed in the racial spells section below) instead of *summon nature's ally* spells.

Aberrant Bond: An aberrant warden cannot take on an animal companion, and must choose the Madness domain or the Insanity subdomain. This alters nature bond.

Aberration Sense: An aberrant warden gains a +2 bonus on Knowledge (dungeoneering) checks, but not on Knowledge (nature) checks. This alters nature sense.

Aberrant Empathy: An aberrant warden can improve the attitude of aberrations instead of animals. This ability can affect even mindless creatures with the aberration type.

This otherwise functions as and replaces wild empathy.

Resist Madness' Lure: An aberrant warden gains a +4 bonus on saving throws against supernatural and spell-like abilities of aberrations.

This otherwise functions as and replaces resist nature's lure.

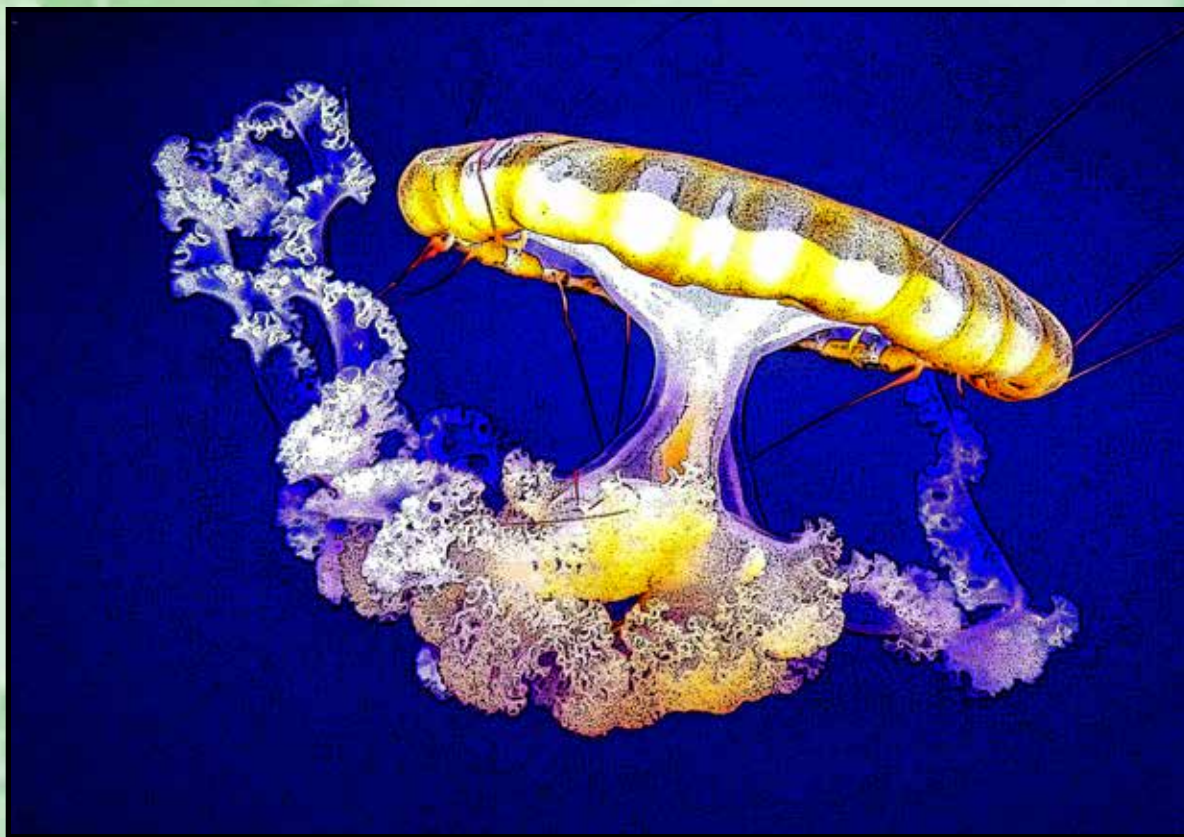
Aberrant Shape: Beginning at 6th level, an aberrant warden can manifest strange body alterations as a standard action. The aberrant warden gains a pool of 4 evolution points that can be used to temporarily give it evolutions as if it were an eidolon. An aberrant warden uses its druid level to determine its effective summoner level for the purpose of qualifying for evolutions and determining their effects, and may only choose an evolution if it can actually use the ability granted (at the discretion of the GM). At 10th level, the number of evolution points in her pool increases to 6, and at 14th level, it increases to 8. The aberrant warden can use these evolutions for any length of time, but is limited to one use per day at 6th level, plus and additional use per day at every other level beyond 6th, to a maximum of 8 uses per day at 20th level. Any change to currently active evolutions counts as a use of this ability. The aberrant warden adds the evolution surge spell to her spell list as a 3rd level spell and can target itself with this spell; using this spell does not count against daily uses per day of aberrant shape.

This replaces wild shape.

FLOATING MONASTIC (MONK ARCHETYPE)

Some aurellians choose the path of the monk, adapting martial arts techniques to their own unique physical form. This style of fighting capitalizes on attacks from appendages that humanoids can't begin to comprehend.

Grappling Flurry: At 1st-level, if at least two attacks made as part of a floating monastic's flurry of blows hit the same target, the aurellian may attempt a grapple combat maneuver as a swift action. The monk uses



his monk level in place of his base attack bonus (in addition to any BAB gained from other classes) to determine his CMB for such grapple checks, though the check suffers a -2 penalty.

This ability modifies flurry of blows.

Crushing Blow: At 2nd-level, the monk gains Crushing Blow as a bonus feat, even if he does not meet the prerequisites.

This ability replaces this level's bonus feat.

Grasping Tentacles: At 4th-level, as a swift action, if a floating monastic spends 1 point from his ki pool before attempting a grapple maneuver he can roll his combat maneuver check for that attack twice and use the better result.

This ability replaces slow fall.

VOID SCHOLAR (WIZARD ARCHETYPE)

Aurelians who study magic have found ways to channel the void into their spells, and have even found the secret to ignoring their own muteness.

Silent Casting: At 1st level, a void scholar may apply the effects of the Silent Spell feat to any wizard spell it casts without increasing the effective spell level. If a spell requires the target to hear the caster in order to be affected, the void scholar is able to replicate this using its telepathy instead, as long as the target is within range of that telepathy.

This ability replaces arcane bond and Scribe Scroll.

Void Enhancement (Su): At 5th level, a

RACES OF THE VOID: BOOK ONE

10

void scholar has discovered the secret to enhancing its spells using the infinite power of the void itself. When casting any spell that deals damage, the void scholar may choose to convert half of the damage from that spell into damage caused by the cold vacuum of the void and is not subject to elemental resistance of any type. This ability may be used a number of times per day equal to the void scholar's Intelligence bonus.

This ability replaces the wizard's 5th level bonus feat.

Greater Void Enhancement (Su): At 15th level, when a void scholar uses void enhancement to enhance a spell, 3/4 of the damage is caused by the cold vacuum of the void. Additionally, when the void scholar casts any spell that requires a Will save from its target, it may expend a daily use of void enhancement to increase the DC of that save by 2.

This ability replaces the wizard's 15th level bonus feat.

NEW RACIAL RULES

The following options are available to aurellians. At the GM's discretion, other appropriate races may also make use of some of these.

AURELLIAN FEATS

Many aurellians make use of the following feats.

HIGHSWIMMER

You are able to float higher than others of your species.

Prerequisite: Aurellian.

Benefit: You must remain within 10 feet of a surface when using your limited flight ability.

Normal: An aurellian occupies the space it is floating in and must be adjacent to a horizontal surface.

PATTERN WEAVER

The brilliant patterns of colors flashing on your skin can be very distracting.

Prerequisite: Aurellian.

Benefit: As a move action, you can flash various bright colors upon your skin. This light show is extremely distracting to spellcasters and manifesters. All sighted creatures other than yourself within 30 feet suffer a -2 penalty on concentration checks.

ADDITIONAL TOXIN

Your body produces two types of poison for your sting.

Prerequisite: Aurellian, man o' war subtype.

Benefit: Choose a second type of venom for your sting. You may still only deliver a single dose of one type of poison with a given sting attack. In addition, you may use your poisoned sting attack one additional time per day.

Normal: An aurellian normally has only one type of poison and may use it a number of times per day equal to its Constitution modifier.

TWIN TOXIN BLOW

You may deliver one dose of each of your poisons in a single blow.

Prerequisite: Aurellian, man o' war subtype, additional toxin.

Benefit: You may use your stinging tentacle to deliver one dose of each of your two racial poisons in the same attack.

AURELLIAN EQUIPMENT

Many aurellians make use of the following equipment.

AURELLIAN SEGMENTED ARMOR

Aurellian armor is segmented like a lobster tail in order to account for its wearer's unique physiology. It comes in the same varieties as armor for humanoids - leather, chainmail, plate armor, etc. Each type has the characteristics of normal armor of that type sized for small humanoids. The Craft DC for making segmented armor is the same as for normal armor of that type +10. **Weight:** varies (same as normal small sized armor of it's type)

TELEPATHY DISH

Aurellians long ago realized that their telepathic communication could be enhanced through technological means. These small dishes are attached to an aurellian's outer skin using straps (or in some cases attached to an already existing cybertech apparatus) and enhance its innate telepathy. Each dish type increases the range of the user's racial telepathy as follows: Mark I) x 2; Mark II) x3; Mark III) x4.

CONSTRUCTION REQUIREMENTS

Skill Check Craft DC varies (see table); **Cost** varies (see table); **Feats** Craft Technological Item; **Equipment** production lab

Type	Craft DC	Cost
Mark I	23	2,000 gp
Mark II	25	4,000 gp
Mark III	27	8,000 gp
Mark IV	29	16,000 gp

AURELLIAN MAGIC ITEMS

The following magic items are made by aurellian spellcasters.

GEM OF ARMOR ADJUSTMENT

Aura moderate transmutation; **CL** 9th; **Slot** none; **Price** 9,650 gp; **Weight** 1/2 lb.

DESCRIPTION

This glittering gem glows with an inner light and the back side of it is flat, as though it should be attached to another object.

When this gem is attached to a set of Medium-sized armor of any type, a transformation begins. Over the next 24 hours the armor shrinks, losing half its weight, and transforming into aurellian segmented armor of the same type. The final form retains all bonuses, penalties, and qualities of the original including those of a magical or psionic nature. Each gem can function 1d4 times before disintegrating.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor, **Spells** major creation, mending; **Cost** 4,825 gp

RACES OF THE VOID: BOOK ONE

12

BROOCH OF ELOCUTION

Aura faint illusion; **CL** 2nd; **Slot** neck; **Price** 1,800 gp; **Weight** 1/2 lb.

DESCRIPTION

This helpful nine-pointed, star shaped brooch was created by master aurellian enchanter pursuing the mystic paths of magic and psionics.

When worn it allows the aurellian to communicate verbally despite it's lack of vocal cords. In addition it allows the wearer to create any noise normally created by the *ghost sound* spell, but the sound is always centered on the wearer. This allows aurellian casters to use spells with verbal components without need of the Silent Spell feat, though the effects of an area of *silence* can still disrupt such spellcasting attempts.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *ghost sound*; **Cost** 900 gp

AURELLIAN SPELLS AND PSIONIC POWERS

Many aurellians use these spells, as well as others that learn them.

SUMMON AMOEBOID

School conjuration (summoning); **Level** cleric 3, druid 3, ranger 3, sorcerer/wizard 3, summoner 3

CASTING

Casting Time 10 minutes
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)

Effect 1 or more summoned creatures

Duration 1 hour

EFFECT

While some spellcasters call forth creatures from the outer planes, in their times of need aurellians summon creatures native to their original ecosystem. The caster summons either 1d3 amoeba swarms or 1d3 giant amoebas. Aurellian casters can ignore the verbal component requirement of this spell, and can direct the summoned amoebas using their mindspeech racial trait.

Except as noted above, this spell functions as *summon nature's ally III*.

SUMMON STRANGE CREATURE I

School conjuration (summoning); **Level** cleric 1, druid 1, ranger 1, sorcerer/wizard 1, summoner/unchained summoner 1

CASTING

Casting Time 1 round
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)
Effect 1 or more summoned creatures
Duration 1 round/level

EFFECT

This spell functions as *summon monster I* except that it is used to summon an aberration or other strange creature as detailed in Table: Summon Strange Creature. Some creatures are augmented by the Cthonic Creature simple template when summoned, as detailed in the table. Aurellian casters can ignore the verbal component requirement of this spell.

TABLE 1: SUMMON STRANGE CREATURE BY SPELL LEVEL

Spell Level	Creature	Source
I	Beheaded	<i>Bestiary 4</i>
I	Chon chon	<i>Pathfinder Adventure Path #53: Tide of Honor</i>
I	Cthonic fire beetle	<i>Bestiary 1/Occult Bestiary</i>
I	Cthonic sprite	<i>Bestiary 1/Occult Bestiary</i>
I	Grindylow	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
I	Sagari	<i>Pathfinder Roleplaying Game: Bestiary 3</i>
I	Wizard's shackle	<i>Pathfinder Roleplaying Game: Bestiary 5</i>
II	Akata	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
II	Dossenus	<i>Pathfinder Roleplaying Game: Bestiary 4</i>
II	Fleshdreg	<i>Pathfinder Roleplaying Game: Bestiary 4</i>
II	Flumph	<i>Pathfinder Roleplaying Game: Bestiary 3</i>
II	Goblin snake	<i>Pathfinder Roleplaying Game: Bestiary 3</i>
II	Reefclaw	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
III	Choker	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
III	Cuero	<i>Pathfinder Roleplaying Game: Bestiary 5</i>
III	Ettercap	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
III	Executioner's hood	<i>Pathfinder Roleplaying Game: Bestiary 4</i>
III	Incutilis	<i>Pathfinder Roleplaying Game: Bestiary 4</i>
III	Thought eater	<i>Pathfinder Roleplaying Game: Bestiary 5</i>
IV	Decapus	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
IV	Faceless stalker	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
IV	Fungal crawler	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
IV	Grick	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
IV	Otyugh	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
IV	Tentamort	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
V	Blightspawn	<i>Pathfinder Roleplaying Game: Bestiary 5</i>
V	Cloaker	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
V	Glbbering mouter	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
V	Lunarma	<i>Pathfinder Roleplaying Game: Bestiary 4</i>
V	Naga, lunar	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
V	Will-o-wisp	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
VI	Chuul	<i>Pathfinder Roleplaying Game: Bestiary 1</i>

RACES OF THE VOID: BOOK ONE

**TABLE 1: SUMMON STRANGE CREATURE BY SPELL LEVEL
CONTINUED**

Spell level	Creature	Source
VI	Destrachan	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
VI	Grimslake	<i>Pathfinder Roleplaying Game: Bestiary 5</i>
VI	Intellect devourer	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
VI	Lurker above	<i>Pathfinder Roleplaying Game: Bestiary 4</i>
VI	Naga, dark	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
VII	Drider	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
VII	Gug	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
VII	Naga, guardian	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
VII	Naga, spirit	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
VII	Siyokoy	<i>Pathfinder Roleplaying Game: Bestiary 3</i>
VII	Spawn of Yog-Sothoth	<i>Pathfinder Roleplaying Game: Bestiary 4</i>
VIII	Lorelei	<i>Pathfinder Roleplaying Game: Bestiary 4</i>
VIII	Moon-beast	<i>Pathfinder Roleplaying Game: Bestiary 3</i>
VIII	Naga, royal	<i>Pathfinder Roleplaying Game: Bestiary 3</i>
VIII	Roper	<i>Pathfinder Roleplaying Game: Bestiary 1</i>
VIII	Somalcyot	<i>Pathfinder Roleplaying Game: Bestiary 5</i>
IX	Azruverda	<i>Pathfinder Roleplaying Game: Bestiary 3</i>
IX	Charybdis	<i>Pathfinder Roleplaying Game: Bestiary 2</i>
IX	Dwiergeth	<i>Pathfinder Roleplaying Game: Bestiary 5</i>
IX	Flying polyp	<i>Pathfinder Roleplaying Game: Bestiary 4</i>
IX	Froghemoth	<i>Pathfinder Roleplaying Game: Bestiary 1</i>

SUMMON STRANGE CREATURE II-IX

These spells function as *summon strange creature I*, except that you can summon one creature from the entry for the same spell level as this spell, 1d3 creatures from the entry for one spell level lower, or 1d4+1 creatures from the entry for two spell levels lower. See the table on the next page for details.

PSIONIC POWER-SWARMING TENTACLES

Discipline clairsentience; **Level** cryptic 1, marksman 1, psion/wilder 1, psychic warrior 1, tactician 1

Display Visual

Manifesting Time 1 swift action

Range personal

Target you

Duration see text

Power Points 1

TABLE 2: RANDOM AURELLIAN STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
30 years	+2d6	+3d6	+4d6

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 3: AURELLIAN AGING EFFECTS

Middle Age ¹	Old ²	Venerable ³	Maximum Age
75 years	100 years	150 years	150 +5d6 years

¹ At middle age, –1 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

² At old age, –2 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

³ At venerable age, –3 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

TABLE 4: RANDOM AURELLIAN HEIGHT & WEIGHT

Base Height	Height Modifier	Base Weight	Weight Modifier
3 ft. 0 in.	+2d6 in. (3 ft. 2 in. – 4 ft. 0 in.)	50 lbs.	+2d4 lbs. (52 – 58 lbs.)

You gain temporary, intuitive insight into the immediate future when grappling an opponent. You gain a +5 insight bonus to your next grapple maneuver if it is made before the end of the next round.

Except as noted above, this power functions as *inevitable strike*.

BISONI

Bisoni are strong, buffalo-like mercenaries whose entire lives are based around honor and discipline. They are proud warriors who revel in battle, regardless of the cause. A typical bisoni towers at least 9 feet in height, with broad shoulders and thick limbs to match, as well as a powerful pair of horns atop their wide heads.

The overwhelming majority of bisoni are fighters, though the race has plenty of barbarians, bloodragers, and brawlers.

Particularly noble bisoni might become paladins.

Bisoni are found serving aboard vessels of nearly any race: As long as the pay is good and battle plentiful, most bisoni are happy simply to obey orders. That said, they won't long serve a master who doesn't treat them with respect, and most bisoni will speak up in defense of others who are being treated unfairly.

Physical Description: Bisoni are tall, hulking humanoids with strongly bovine features, including horns, a flat snout, and cloven hooves on their feet. They walk upright and have front appendages as dextrous as human hands, but can drop to all fours during a charge or run as well. Their horns can be straight, kinked, or spiral-shaped. Male bisoni are generally larger than females, though any bisoni towers over the average human. Bisoni are well-known for not keeping many possessions, so one will

RACES OF THE VOID: BOOK ONE

often find a bisoni wearing little more than a loincloth and a snarl.

Relations: Other races know bisoni only as deadly and bloodthirsty mercenaries available to the highest bidder, which suits most bisoni

just fine. This also means that most bisoni remain neutral in disputes between planets or races, and are therefore tolerated across the galaxy with little complaint, and a bisoni will often be asked to stand guard over business transactions in the more lawless regions of the galaxy. More sociable bisoni often find themselves being hired as diplomatic couriers between warring races, and were the originators of the term "don't gut the messenger".

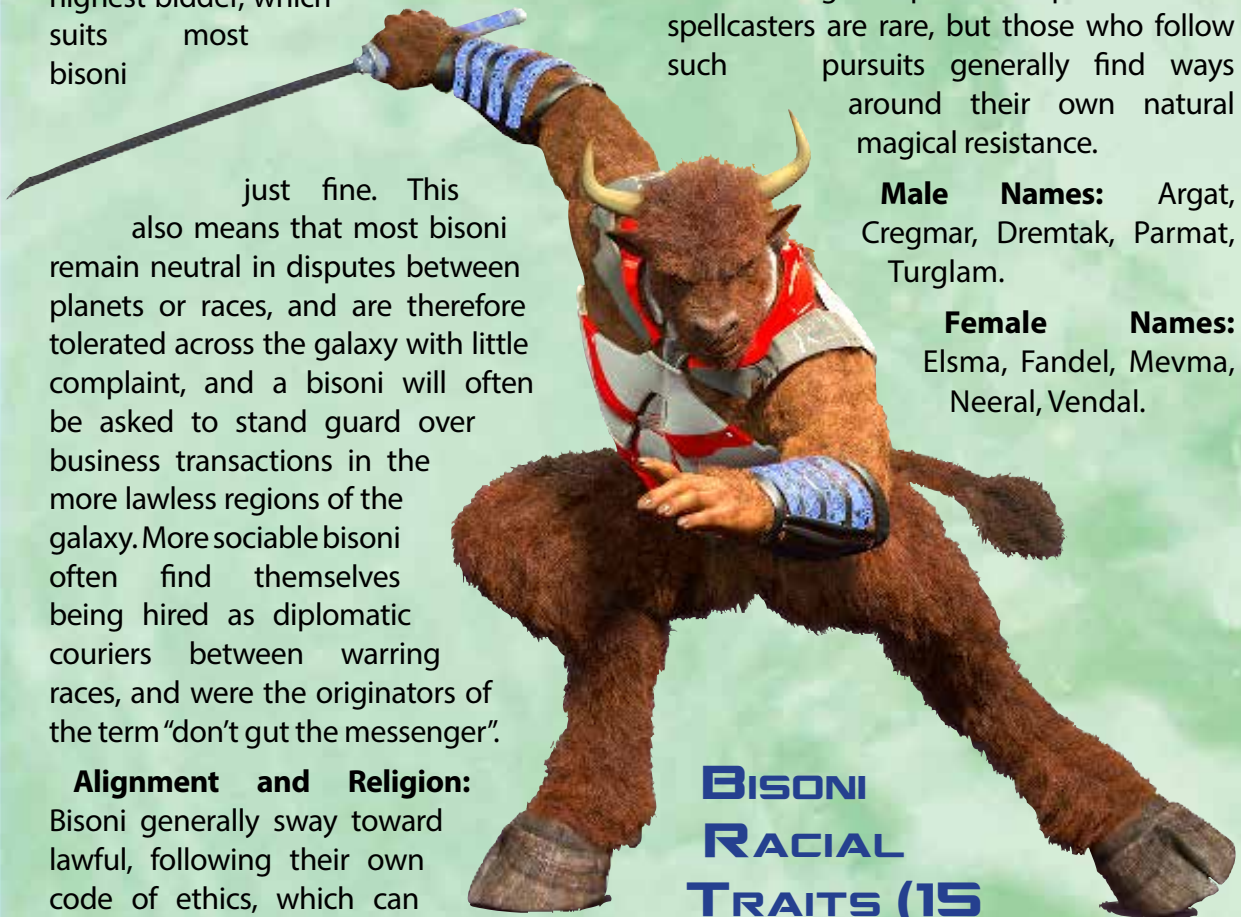
Alignment and Religion: Bisoni generally sway toward lawful, following their own code of ethics, which can sometimes be detrimental to their allies, but they represent a diverse spectrum of religious and spiritual belief systems. Many are drawn to Israfel thanks to the tendency of his worshippers to remove heads with greataxes, while a select few feel a kinship with Shamash as they take universe-spanning trips through the void often with the god of long journeys on their side.

Adventurers: Bisoni are often hired to go on adventures for others, but some find

the pull of the unknown to be enough, and step out on their own to learn secrets or find ancient treasures. Bisoni adventurers often take on melee roles in adventuring parties thanks to their brute strength, but may also find a calling as a pilot or trapsetter. Bisoni spellcasters are rare, but those who follow such pursuits generally find ways around their own natural magical resistance.

Male Names: Argat, Cregmar, Dremtak, Parmat, Turglam.

Female Names: Elisma, Fandel, Mevma, Neeral, Vendal.



BISONI RACIAL TRAITS (15 RP)

- **+4 Strength, -2 Dexterity, -2 Intelligence (2RP):** Bisoni are extraordinarily powerful, but not terribly agile or bright.
- **Large (7 RP):** Bisoni gain a +2 size bonus to Strength (for a total of +6, see above) but suffer a -2 size penalty to Dexterity (for a total of -4, see above). They suffer a -1 size penalty to AC and attack rolls. They gain a +1 size bonus

to CMB and CMD but suffer a -4 size penalty to Stealth checks. They occupy a 10 by 10 ft space and have 5 ft reach.

- **Humanoid (0 RP):** Bisoni are humanoids with the bisoni subtype.
- **Normal Speed (0 RP):** Bisoni have a base speed of 30 feet.
- **Languages (0 RP):** Bisoni begin play speaking Common and Bisoni. Bisoni with high intelligence scores can choose from the following additional languages: Dwarven, Elven, and Orc.
- **Battle Horns (1 RP):** Bisoni gain a gore attack as a primary natural attack that deals 1d8 points of damage.
- **Honorbound (-4 RP):** Bisoni are noble creatures, honor and duty driven. A bisoni suffers a -2 morale penalty to attacks, skill checks and saving throws if he ever willingly commits an act which violates his personal code of honor (though this personal code can vary widely, see examples below). This penalty is permanent until the character is able to redeem himself, such as through an atonement spell. A bisoni PC must work with his or her GM to define this code of honor at character creation.
- **Thick Hide (5 RP):** Bisoni have unusually thick hides, granting them a +3 natural armor bonus.
- **Powerful Charge (2 RP):** When a bisoni charges and attacks with its natural gore attack, it deals an additional 1d8 points of damage, and adds 1-1/2 times its Strength bonus instead of the usual 1x Strength bonus.
- **Katana Proficiency (2 RP):** Bisoni

characters gain the feat Exotic Weapon Proficiency: Katana as a bonus feat at 1st level.

- **Stubborn Spell Resistance (0 RP):** Bisoni are naturally resistant to magic. A bisoni gains spell resistance equal to 6 + their character level. However, a bisoni cannot voluntarily lower its spell resistance, even for beneficial magic such as healing. The bisoni spell resistance includes even magic items they wear or use. Any magic item which is triggered through spell completion (such as scrolls), spell trigger (such as wands and staves), or command word or mental activation (such as a ring of invisibility) has a 10% chance of simply not functioning when activated by a bisoni. Thus, most bisoni use magic items that don't require activation, such as weapons, armor, potions, etc.

SAMPLE HONORBOUND CODES

Bisoni codes of honor, while inflexible once chosen, can vary widely. Below are a few example codes which a bisoni may adopt. These are by no means an exhaustive list, and it is important to work with your GM in order to determine a code which makes sense for your bisoni character.

Code of Fair Claim: To the victor go the spoils, but it is important to respect the claim of others. You shall not take unattended items, or items owned by another, unless you can definitively identify that item's real owner and best that owner in combat. If the owner of an item is defeated by you or by an ally within 90 feet, or if the owner offers the item freely, you may claim it as a spoil

RACES OF THE VOID: BOOK ONE

of victory. You may borrow items without the owner's knowledge only in order to complete a specific task, and the items must be returned promptly after that task is complete, along with a generous rental fee of 5% of the item's cost per day.

Code of Filial Piety: You respect your elders, parents, superiors, and ancestors, not only for their wisdom, but for their experience and knowledge. Provided that orders given to you by your parents, family elders, or superiors within an organization that you belong to (such as the Infinite Star Legion or the Red Tang Spice Guild) are not suicidal in nature, do not immediately put you in harm's way, or do not conflict with previously standing orders given to you by someone with greater authority within the hierarchy, you must follow those orders to the letter. Additionally, you may not act in a fashion that brings shame upon your family or any organization that you belong to, such as misrepresenting that organization, failing to fulfill a promise, failing to support your family or peers within your organization, or failing to act to bring an errant member of your family or organization to justice for their misdeeds.

Code of Forthright Speech: You shall never deliberately or intentionally lie, nor shall you omit relevant facts from any statements that you make that could mislead another to believe something that is not entirely true. You shall not be evasive with your answers when asked questions, though you may respond with statements such as, "I prefer to not answer that question." or "Answering that question would betray the trust of a friend."

Code of Just Combat: You shall not face a foe that does not stand upon equal (or

greater) footing with you. You will not face a PC or NPC with a CR below your level, and you will not attack creatures that are 4 or more CR below your level. For characters or monsters with CR greater than your character level, you will not accept any assistance of any kind (including spells or items that enhance your combat abilities) from other characters unless their CR is 4 or more greater than your character level. Should your opponent drop or otherwise lose his weapon, you will allow him to regain it before continuing the combat, or you will fight them unarmed. If your opponent has natural weapons, such as claws or fangs, you may use a weapon in combat as normal.

Code of Reparation: Your honor prevents you from leaving those in need without your assistance if you are responsible in any way for their misfortune. Should you encounter any NPC that is disadvantaged in any way by any of your actions (or inaction, such as failing to rescue the captain's daughter, or failing to deliver a shipment of food to a starving colony), you must spend at least 25% of your time and/or resources toward helping those NPCs to recover from that misfortune. This can include avenging the loss of someone you failed to save, working to pay for and build homes for the homeless in your down-time without receiving any compensation, seeking the favor of gods to right an injustice that is beyond your control, or spending part of your wealth to provide critical resources (such as medicine or food) to a failing colony.

Code of Vengeance: When you or one of your allies are physically harmed and the creature who caused that harm is not defeated, you will not allow that slight to

be left unpunished. You must continue to attack that creature at least once per round until you have successfully dealt damage (either lethal or nonlethal) to them. If the target is not within reach of your weapons, you must move toward them. If the target escapes from your vengeance, you must attempt to follow them unless some set of circumstances physically prevents you from doing so.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard bisoni racial traits. Consult your GM before selecting any of these new options.

Magic-Tolerant (0 RP): Some bisoni have been raised around the study of magic, and have learned to tolerate magical energies better than their brethren. These bisoni have no natural spell resistance, but do not have the difficulty using magical items that their cousins do. This trait replaces stubborn spell resistance.

RACIAL SUBTYPES

You can combine various alternate racial traits to create bisoni subraces or variant races, such as the following.

RUNT

Some bisoni are significantly smaller than the majority of their large, brutish cousins. These runts are Medium-sized, do not gain the powerful charge racial trait, and have the following racial traits instead:

- **+2 Dexterity, +2 Constitution, -2**

Intelligence (1 RP): Runt bisoni lack the raw brute strength of their cousins, but do not suffer from their clumsiness, and are generally more hardy as well.

- **Medium (0 RP):** Runt bisoni are Medium size.
- **Self-Defense Training (1 RP):** Runt bisoni grow up constantly aware that the larger members of their race will push them around. They gain a +4 dodge bonus to AC against other bisoni.
- **Hardy (3 RP):** Runt bisoni are invariably less cautious than their kin, always feeling the need to prove themselves in ways other than brute strength. As a consequence, they are exposed to dangers during youth that give them some limited protections later in life. Runt bisoni gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- **Flexible Bonus Feat (4 RP):** Runt bisoni often need to learn life's harsh lessons early in their lives to make themselves useful to those around them, and often begin training at an earlier age than most other bisoni. A runt bisoni selects an additional feat at 1st level.

VOID BLOODED

While bisoni raised within their own culture are bound by honor and duty, some who grow up on vessels, surrounded by less honorable vagabonds, find the embrace of chaos and mayhem to be particularly delicious. These bisoni will often shirk the law and any perceived

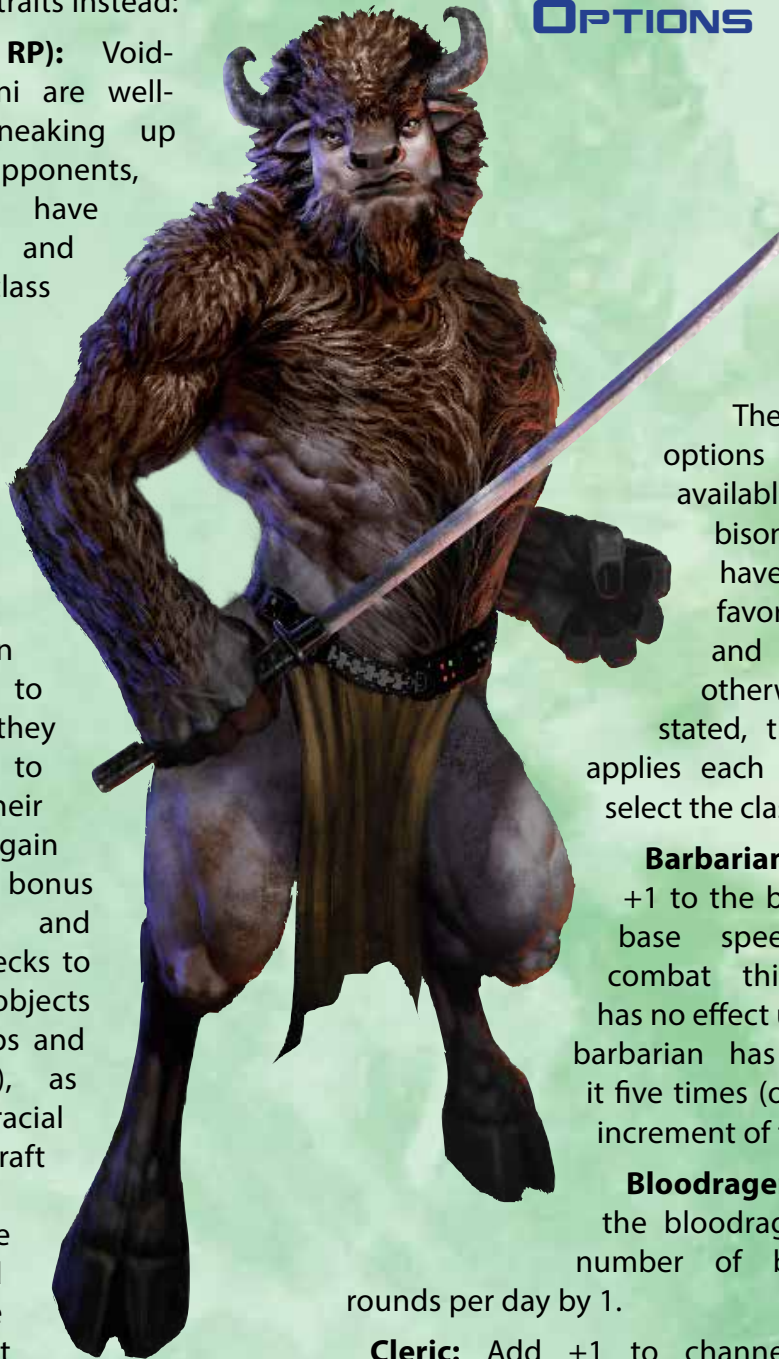
RACES OF THE VOID: BOOK ONE

duties simply for the fun of getting away with it, and have no concept of being held to honorable actions, standards, or codes. As a result, void-blooded bisoni do not gain the honorbound, thick hide, or katana proficiency racial traits, and have the following racial traits instead:

- **Stalker (1 RP):** Void-blooded bisoni are well-versed at sneaking up on their opponents, and always have Perception and Stealth as class skills.
- **Void Scavenger (2 RP):** Bisoni who grow up on a spacefaring vessel never miss an opportunity to use whatever they have on hand to accomplish their goals. They gain a +2 racial bonus on Appraise and Perception checks to find hidden objects (including traps and secret doors), as well as a +4 racial bonus on Craft (mechanical) checks to use an improvised part in place of the correct

one when repairing mechanical equipment.

FAVORED CLASS OPTIONS



The following options are available to all bisoni who have the listed favored class, and unless otherwise

stated, the bonus applies each time you select the class reward.

Barbarian: Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five).

Bloodrager: Increase the bloodrager's total number of bloodrage

rounds per day by 1.

Cleric: Add +1 to channel energy

damage to creatures affected by a fear effect (such as the shaken condition caused by use of the Intimidate skill).

Fighter: Add +1/6 of a new bonus Combat feat.

Hunter: Add +1 HP to your animal companion. If you replace your animal companion, apply this bonus HP to your new animal companion.

Magus: Add +1/6 of a new bonus Combat feat.

Oracle: Add +1/2 point of negative energy damage to spells that deal negative energy damage.

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.

Spiritualist: Add +1 HP to your phantom. If you replace your phantom, apply this bonus HP to your new phantom.

Warpriest: Add +1 to channel energy damage to creatures affected by a fear effect (such as the shaken condition caused by use of the Intimidate skill).

RACIAL ARCHETYPES

The following racial archetypes are available to bisoni.

SAVAGE MAGE (MAGUS ARCHETYPE)

Bisoni who defy their magic-resistant roots find that they can become more powerful melee combatants by weaving spells into their attacks. These savage mages eschew manufactured weapons in

combat, preferring to use their horns, as well as claws or teeth.

Savage Arcane Pool (Su): Instead of enhancing a manufactured weapon he is carrying, a savage mage can spend an arcane pool point to grant one of her natural attacks an enhancement bonus or weapon properties as if it were a manufactured weapon.

This ability alters arcane pool.

Weaponless Spell Combat (Su): A savage mage does not need to be wielding a weapon when using the spell combat ability, though she must still have at least one hand free. When casting spells which target only herself using this ability, the savage mage may ignore her racial spell resistance.

This ability alters spell combat.

Natural Spellstrike (Su): A savage mage delivers her spells through natural attacks instead of manufactured weapons. When she casts a touch-range spell, she may make a free attack with one of her natural weapons to deliver the spell.

This ability alters spellstrike.

Enhanced Savagery (Su): At 4th level, a savage mage has learned to take on aspects of dangerous creatures and deliver her spells using new methods. As a standard action, she may expend a point from her arcane pool to gain one of the following natural attack types (damage listed is for Medium creatures, followed by Large creatures) for one minute: bite (1d6, 1d8), 2 claws (1d4, 1d6), slam (1d4, 1d6).

This ability replaces spell recall.

Savagery Training: A savage mage may not choose an item creation or metamagic

RACES OF THE VOID: BOOK ONE

feat as a bonus feat. Instead, in addition to combat feats, she may choose a barbarian rage power which she qualifies for, using her base attack bonus gained from magus levels as her barbarian level for prerequisites and effects of the rage power. If a chosen rage power would normally require that the user be raging, instead the savage mage gains its effects whenever she enhances her natural attacks using her arcane pool.

This ability alters the magus' bonus feats at 5th, 11th and 17th levels.

Savage Multiattack (Su): Beginning at 7th level, when a savage mage spends arcane pool points to grant one of her natural attacks an enhancement bonus or weapon properties, she may spend an additional arcane pool point to also enhance a second natural attack in the same way.

This ability replaces knowledge pool.

Savage Pounce (Ex): At 11th level, when a savage mage charges, she may spend a point from her arcane pool to gain the pounce special ability until the end of her turn, allowing her to make a full attack at the end of the charge.

This ability replaces improved spell recall.

Greater Savagery (Su): At 16th level, when a savage mage spends arcane pool points to grant her natural attacks an enhancement bonus and/or weapon properties, she may spend two additional arcane pool points to enhance all of her natural attacks in the same way.

This ability replaces counterstrike.

SPELLRENDER (FIGHTER ARCHETYPE)

Some bisoni have found a way to increase their natural resistance to magic, and in doing so have become powerhouses when it comes to fighting against other spellcasters. These bisoni can even turn a spellcaster's spell energy back against them.

Restriction: You may not choose this archetype if you have the magic-tolerant alternate racial trait.

Spellrend (Su): When a spellrender is the target of a spell whose effects are negated by her spell resistance, she may turn part of the spell's energy back against the caster, transforming and in some cases even enhancing that spell energy into devastating attacks. Part of the spell's energy is stored in her body for up to a number of rounds equal to her fighter level. When she makes a successful melee attack during this duration, the spellrender may expend this stored energy to deal an additional 1d6 acid or fire damage. This damage increases by 1d6 at 3rd level and every 2 levels thereafter, but the number of dice of damage can never be higher than the spell level of the absorbed spell. Only one instance of spell energy may be stored at a given time.

This replaces the fighter's bonus feat at 1st level, all instances of armor training and weapon training, and armor mastery.

Spellshield (Su): Beginning at 2nd level, a spellrender gains additional protections against some spells. The spellrender gains a +1 bonus on Reflex saving throws against spells with an area of effect (not targeted spells). This bonus increases by

an additional +1 at 6th, 10th, 14th and 18th levels.

This ability replaces bravery.

Turn Spell (Su): At 20th level, the spellrender has become so resistant to spells that she can deflect them back at their caster. Whenever the spellrender is the target of a spell whose effects would be negated by her spell resistance, she may choose to turn the full effects of the spell back against its caster as *spell turning*, no matter the spell's level. If the spellrender turns the spell with this ability, she does not absorb any of the spell's energy and cannot use her Spellrend ability for that spell.

This ability replaces weapon mastery.

TAURIC SHINOBI (SAMURAI ARCHETYPE)

The honorable nature of your upbringing has called you to follow the path of the samurai, and you've learned to tame your inner beast and focus its energy into devastating attacks.

Charging Slice (Ex): A tauren shinobi is a master of his own inertia, turning reckless charges into deadly and precise attacks. When a tauren shinobi charges, he gains an additional +2 to his attack rolls during the charge, and if he confirms a critical hit as part of the charge action, he deals additional damage equal to his samurai level.

This ability replaces mount.

Seeing Red (Ex): A tauren shinobi is able to harness the chaotic anger of his tauren ancestors and direct it at his enemies with precision. He gains the rage class feature as an unchained barbarian of his level. At

12th level, he gains the effects of greater rage.

This ability replaces challenge and demanding challenge.

Furious Stand (Ex): This functions as honorable stand, but may be used only during a rage against any creature in the tauren shinobi's sight.

This ability alters honorable stand.

Perfect Slice (Ex): At 20th level, a tauren shinobi's focused anger can be used to slice through almost anything. Once per day during a rage, when he makes an attack with a melee weapon, he may ignore any hardness or damage reduction of the target, dealing an additional amount of damage equal to twice his samurai level. He may instead target a spell effect with this ability, targeting the spell with the effects of a *greater dispel magic* with a caster level equal to her samurai level.

This ability replaces last stand.

NEW RACIAL RULES

The following options are available to bisoni. At the GM's discretion, other appropriate races may also make use of some of these.

BISONI FEATS

Many bisoni make use of the following feats.

DISTRACTED STAMPEDE

You're in tune with your herd instincts, allowing you to take advantage of your allies' distractions to destroy those threatening the herd.

RACES OF THE VOID: BOOK ONE

Prerequisite: Bisoni, BAB +10, powerful charge racial trait

Benefit: When an ally within 30 feet of you charges a foe, you may charge the same foe as an immediate action. You must be able to follow all of the normal charge rules. If the triggering ally has either this feat or the Coordinated Charge feat, you may treat that ally's square as if she were not there for the purposes of determining your line of movement for this charge, though you may not end your movement in your ally's square.

MERCILESS GORE

You've learned the age-old bisoni art of cleanly gutting your foes with your razor-sharp horns.

Prerequisite: Bisoni, gore natural attack

Benefit: When you successfully attack a target with your gore natural attack, the target begins to bleed. Each round, the target takes 1 bleed damage. This bleed damage continues for up to a number of rounds equal to your Strength modifier, or until the target receives magical healing, or succeeds at a Heal check (DC 15). When your base attack bonus reaches +5, +10, +15 and +20, the bleed damage inflicted by this ability increases by 1 (to a maximum of bleed 5 at BAB +20).

SPELLPROOF

Your resistance to magic is stronger than others of your kind, sometimes to your detriment.

Prerequisite: Bisoni, stubborn spell resistance racial trait, character level 10+

Benefit: Your spell resistance increases to 11 + your character level, but this spell resistance may not be voluntarily lowered for any reason, and the chance that a magic item will fail to function for you increases to 25%.

UNSTOPPABLE CHARGE

Your inertia can carry you past your enemies, and in many cases over or through them.

Prerequisite: Bisoni, Improved Overrun, powerful charge racial trait

Benefit: When you successfully attack a target at the end of a charge, you may continue your movement and perform a free overrun combat maneuver against the target. If you successfully overrun the target, allies within 30 feet gain a +2 circumstance bonus on attack rolls against the target for 1 minute.

Normal: You must end your movement after a charge.

BISONI MAGIC ITEMS

Bisoni prefer magic that is often practical, utilitarian, and simplistic in nature. Bisoni prefer their magic to be easy to use and to have a clear purpose. Overly complex magical items are not common to this direct race. The following magic items were invented by bisoni crafters, and are rarely found outside their close-knit communities.

AMULET OF RECKLESS CASTING

Aura moderate transmutation; **CL** 5; **Slot** neck; **Price** 4,500 gp; **Weight** 1 lb.

Some bisoni spellcasters have found

ways to use their own natural proclivities toward reckless abandon to enhance their spellcasting instead of more martial pursuits. Three times per day, when the wearer of this necklace casts a spell with a range of touch, she may charge a target within her movement range as a Swift action, and can attempt to deliver the spell with a single touch attack at the end of the charge. The user must follow all normal rules for when she may charge. If the user has the ability to deliver touch-range spells through a means of attack other than a touch attack (such as the spellstrike ability of a magus) she may make a single attack of that type to deliver the spell at the end of the charge instead.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *haste*;
Cost 2,250 gp

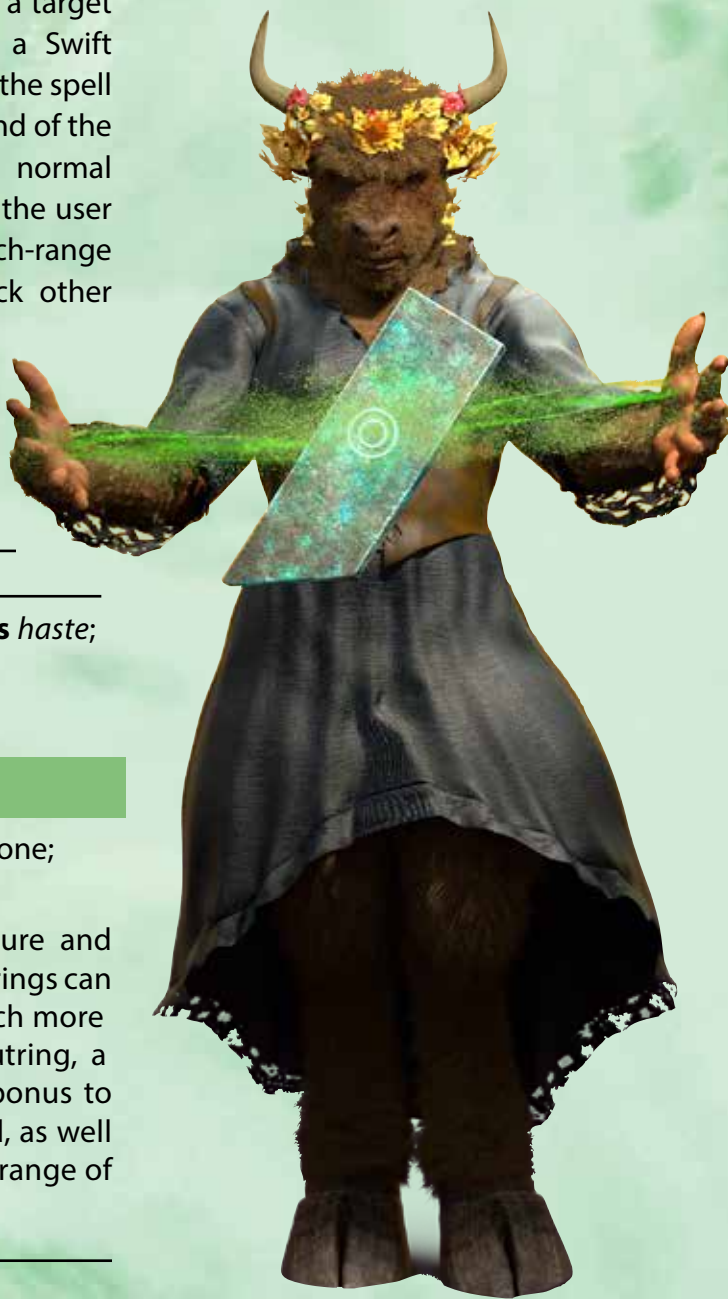
SNOUTRING OF FORAGING

Aura weak divination; **CL** 5; **Slot** none;
Price 11,000 gp; **Weight** 1 lb.

Bisoni have roots in herd culture and foraging for their food, and these rings can help a bisoni find their lunch much more quickly. While wearing this snoutring, a bisoni gains a +5 circumstance bonus to Survival checks to forage for food, as well as the scent special ability with a range of 30 feet.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *hunter's lore*; **Cost** 5,500 gp



RACES OF THE VOID: BOOK ONE

TABLE 6: RANDOM BISONI STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
16 years	+1d4	+1d6	+2d6

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 7: BISONI AGING EFFECTS

Middle Age ¹	Old ²	Venerable ³	Maximum Age
42 years	70 years	84 years	80 + 2d10 years

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

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

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

TABLE 8: RANDOM BISONI HEIGHT & WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	9 ft. 0 in.	+2d8 in. (9 ft. 2 in. - 10 ft. 2 in.)	450 lbs.	+6d6 lbs. (456 - 486 lbs.)
Female	8 ft. 6 in.	+2d6 in. (8 ft. 8 in. - 9 ft. 6 in.)	420 lbs.	+4d6 lbs. (426 - 444 lbs.)

TORTANIAN

The tortanian people are a tortoise-like ancient people. The species is so long-lived that their true ancestral home planet has long been forgotten, though they claim several swampy planets throughout the galaxy as their own.

The average tortanian lives almost 1000 years. This gives them ample time to become skilled crafters, technologists, and magic users alike.

Physical

Description:

Tortanians are leathery skinned, tortoise-like humanoids with shells which cover their backs and partially protect their legs and short tail as well. Their hands are larger than most humanoids, making complex manipulations difficult. The color of their skins is almost uniformly a deep gray, though some show slight green or yellow tones in the cracks and wrinkles of their skin. A tortanian's shell can display any infinite number of colors (and those with duller shells often have brighter colors added to heighten their appeal). Unlike many other species, tortanians range very widely in size, from the size of a halfling to that of a particularly beefy half-orc.



Society: Tortanians live in a strict matriarchal society, with fertile females (called "egg-mothers") making most decisions in both personal relationships and governmental structures. Those females unfortunate enough to be unable to lay eggs are still revered over the males, but are never elevated to powerful positions. Despite the matriarchy, males are allowed and encouraged to follow any pursuit they like (outside of political aspirations). Lore-

keepers of both genders are some of the most highly-respected within tortanian society, and those who aspire to teach the younger generations are provided with homes, land, meals and gifts by other members of the community, in an effort to allow their minds to be free of the burdens of wants or needs.

Relations: The long lifespan of tortanians lends itself to deep introspection about the true nature of life and the universe, which can cause some difficulty when dealing with shorter-lived species.

Their infinite patience and tendency to act only after careful consideration can be

RACES OF THE VOID: BOOK ONE

frustrating to those who might prefer to shoot first and ask questions later. However, once a tortanian has decided that someone is a friend, they are some of the most loyal and trustworthy beings in the universe.

Tortanians find a kinship with many of the more long-lived races, including elves and manu, and often are found in parties made up of these races, though they invariably outlive their allies, provided they are not reckless. That being said, some tortanians find recklessness exhilarating, as long-lived creatures have more to lose in death, and this can be jarring for those who wish to keep their heads.

Alignment and Religion: Long lifespans don't lend themselves to impetuosity, and most tortanians lean toward the Lawful side. They run the full spectrum of good and evil, though many find neutrality a good fit. While a large portion of tortanians find religion to be tedious, those who find a deity who speaks to them worship with a fever-like intent, often becoming zealots. Male tortanians who find religion gravitate toward Doolipuda, some seeking liberation from their female oppressors. Males and females alike may feel a kinship with Eistibus, as the pursuit of knowledge is a tortanian virtue, and it is believed the Eistibus has existed even longer than the tortanian race themselves, a feat that not many can claim.

Adventurers: Younger tortanians are the most likely to seek adventure (though "young" is a relative term, as they are not even considered adults until past the age that most humans could only dream of). Reasons for adventuring vary, as with any race, but many tortanian adventurers set out to find some sacred or unknown trove

of knowledge to add to the vast libraries that are kept on all tortanian planets and many of their capital vessels.

Male Names: Braanoo, Harmaat, Toonarr, Paataam.

Female Names: Proonee, Urmaa, Reenaa, Inoo, Almaa.

TORTANIAN RACIAL TRAITS (14 RP)

- **-2 Dexterity, +4 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma (4 RP):** Tortanians are extraordinarily healthy, intelligent, wise, and charming, but their rigid shell limits their agility.
- **Medium (0 RP):** Tortanians have no special bonuses or penalties from their size.
- **Humanoid (0 RP):** Tortanians are humanoids with the tortanian subtype.
- **Slow and Steady (-1 RP):** Tortanians have a base land speed of 20 feet, but their speed is never reduced by armor or encumbrance.
- **Low-Light Vision (1 RP):** Tortanians can see twice as far as humans in dim lighting conditions.
- **Enshell (Ex) (3 RP):** As a move action that does not provoke attacks of opportunity, a tortanian can withdraw his head, arms, and legs fully into its shell. Small or light held objects or weapons can be pulled inside his shell as part of the same action, while larger held objects are dropped in

the tortanian's square. The tortanian has soft cover (+4 bonus to AC) while enshelled and does not have line of sight to anything unless he has some means with which to see through his shell. The tortanian's shell structure prevents him from falling prone while enshelled. The bonus to AC increases by +1 at 6th, 12th, and 18th levels, to a maximum of +7 at 18th level. While enshelled a tortanian can take no actions other than to exit from its shell (as a move action that does not provoke attacks of opportunity) and does not threaten spaces around it. The enshell effect ends automatically if the tortanian becomes unconscious or dead.

- **Hard-Shelled +2 (3 RP):** The shell of a tortanian protects them from many threats. Tortanians have a +2 natural armor bonus.
- **Stability (1 RP):** Tortanians receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.
- **Stubborn (2 RP):** Tortanians gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if a tortanian fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the tortanian has a similar ability from another source (such as a rogue's slippery mind class feature), it

can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

- **Languages (1 RP):** Tortanians speak Common and Tortanian. Tortanians with high Intelligence scores can learn Aquan, Aurellian (though they cannot speak the language without some way to change their shell color at will), Dwarven, Giant or Manu.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard tortanian racial traits. Consult your GM before selecting any of these new options.

Small Size (0 RP): You're a smaller member of your race. You are small sized, granting the normal +1 Size bonus to AC and attack rolls and -1 penalty to CMB and CMD for a Small creature. You also gain a +4 size bonus to Stealth. This does not change your ability scores.

Soft Shell (4 RP): Your shell is softer and more flexible than normal. You gain a +2 bonus to Dexterity. This trait replaces the hard-shelled and stability racial traits.

Umbra Touched (3 RP): Umbra touched tortanians gain cold and electricity resistance 5. Additionally, attacks made against them while they are within areas of dim light have a 50% miss chance instead of the normal 20% miss chance. This trait does not grant total concealment; it just increases the miss chance. This is a supernatural ability. This trait replaces hard-shelled racial trait.

RACES OF THE VOID: BOOK ONE

Mighty Shell (3 RP): The tortanian gains DR 5/magic while enshelled. This trait replaces the stability and stubborn racial traits.

FAVORED CLASS OPTIONS

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

Alchemist: Add +1/3 to your effective caster level for potions you brew.

Druid: Add +1/5 to your racial natural armor bonus.

Inquisitor: Add +1/4 to your daily uses of the judgment ability.

Magus: Add +1/4 to your number of arcane pool points.

Ninja: Add +1/2 to Stealth checks in an urban setting or on a ship or space station.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level lower than the highest level of spells you can cast.

Shaman: Add 1 hp and +1/6 to the natural armor bonus of your spirit animal.

Vigilante: +1 to Disguise checks to appear as a member of another race.

RACIAL SUBTYPES

You can combine various alternate racial traits to create tortanian subraces or variant races, such as the following.

THE EXPOSED (14 RP)

A tortanian's shell is intricately connected to her sense of self-worth, and most tortanians take meticulous care of their shells. However, there are instances where a tortanian's shell can become so poorly maintained, or sustain enough damage, that it can fall off completely. Tortanians who have lost their shell either through accident or disuse are termed "the exposed", and are pitied and reviled by their fellow tortanians. This can actually lead to exposed tortanians more often becoming adventurers, and some of them have found a place among other races as bounty hunters or assassins.

The following special racial traits apply to exposed tortanians. While most racial traits must be chosen at character creation, any tortanian who loses his or her shell instantly gains these racial traits, replacing the normal tortanian racial traits as listed:

- **Improved Dexterity (9 RP):** Without your shell, you find that you can move much more freely. You gain a +4 bonus to Dexterity. This replaces the enshell, hard-shelled, stability and stubborn racial traits.
- **Fast speed (0 RP):** Exposed tortanians find that they can move more quickly without their shells. Their base speed is 30 feet. This trait replaces the slow and steady racial trait.
- **Broken (-1 RP):** The overwhelming pity and revulsion you've been exposed to by your fellow tortanians has scarred your psyche for life. You take a -2 penalty on all Will saves.

RACIAL ARCHETYPES

The following racial archetypes are available to tortanians PCs

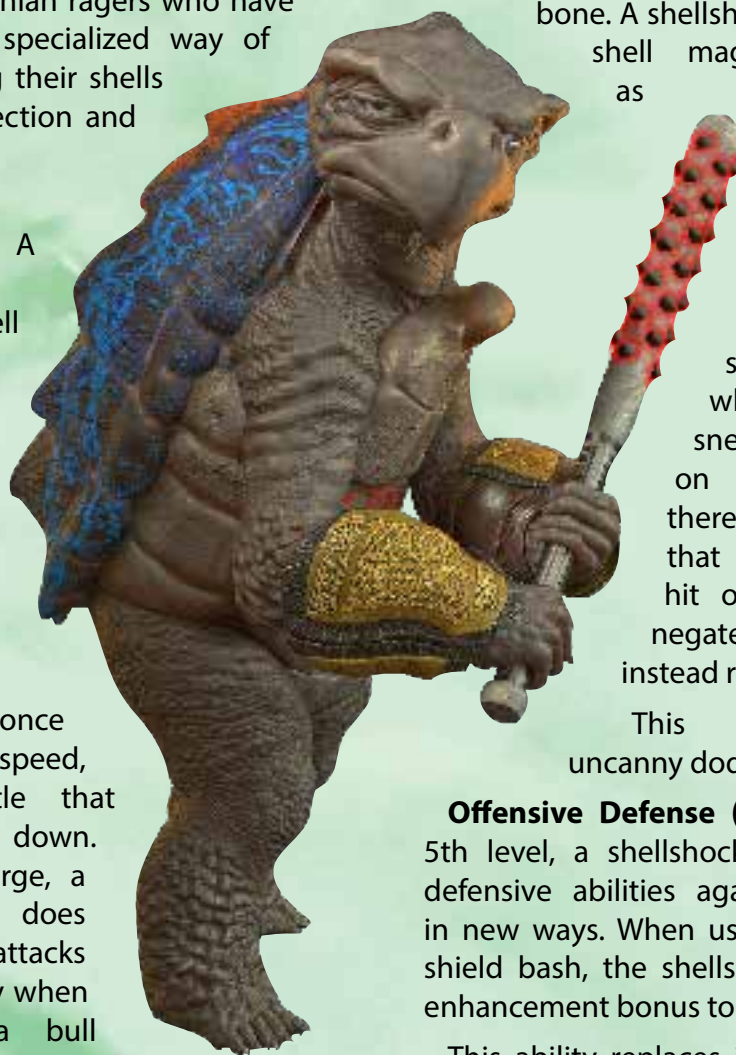
SHELLSHOCKER (BARBARIAN ARCHETYPE)

Shellshockers are a relatively radical group of tortanian ragers who have developed a specialized way of fighting, using their shells for both protection and offense.

Charging

Inertia (Ex): A shellshocker's massive shell keeps her from

accelerating quickly, but once she gets up to speed, there is little that can slow her down. During a charge, a shellshocker does not provoke attacks of opportunity when performing a bull rush, and receives a +2 bonus on bull rush combat maneuver checks. She also gains a +2 bonus to CMD against bull rush attempts. This counts as having the Improved Bull Rush feat for feat prerequisites, though any



feats which require Improved Bull Rush can only be performed during a charge unless the shellshocker also takes Improved Bull Rush separately.

This replaces fast movement.

Shell Fortification (Ex): Beginning at 2nd level, a shellshocker's shell starts to harden until it becomes more like steel than bone. A shellshocker can have her shell magically enchanted as if it were a masterwork shield, and can perform a shield bash with her shell as if it were a heavy steel shield. In addition, when a critical hit or sneak attack is scored on the shellshocker, there is a 25% chance that that the critical hit or sneak attack is negated and damage is instead rolled normally.

This ability replaces uncanny dodge.

Offensive Defense (Su): Beginning at 5th level, a shellshocker learns to turn defensive abilities against her enemies in new ways. When using her shell for a shield bash, the shellshocker gains a +2 enhancement bonus to such attacks.

This ability replaces improved uncanny dodge.

Improved Shell Fortification (Ex): At 8th level, a shellshocker's shell becomes even more resistant to attacks. The chance to ignore critical hits or sneak attacks

RACES OF THE VOID: BOOK ONE

increases to 50%.

This ability replaces the rage power gained at 8th level.

Shell Mastery (Ex): At 12th level, a shellshocker gains the effects of the Shield Master feat when using her shell for shield bash attacks.

This ability replaces the rage power gained at 12th level.

Ultimate Shell Fortification (Ex): At 14th level, a shellshocker's shell has become almost impossible to bypass with attacks. The chance to ignore critical hits or sneak attacks increases to 75%.

This ability replaces indomitable will.

ADAMANTINE FIST INITIATE (BRAWLER ARCHETYPE)

Trained in the art of breaking through the toughest of armors to get to the hearts of their enemies, adamantine-fist initiates have honed their art to perfection. They even learn how to land blows that can penetrate even the toughest of hides and wreak havoc upon a creature's physique.

Rending Response (Ex): At 1st level, whenever the adamantine fist initiate is hit by a melee attack that threatens a critical hit, after resolving the damage, the adamantine-fist initiate may attempt to sunder the target's armor, shield, or weapon as an immediate action. If the critical hit against her was confirmed, she gains a +4 bonus on her sunder attempt. This sunder maneuver does not provoke an attack of opportunity.

This ability replaces brawler's cunning.

Adamantine Fists (Ex): Adamantine fist initiates learn to make devastating

attacks against armored opponents. At 2nd level, when making an unarmed strike, an adamantine-fist initiate ignores one point of natural armor that her target possesses. At 5th level, and every 3 levels thereafter, the adamantine-fist initiate ignores one additional point of natural armor that her target possesses (up to a maximum of 7 points of natural armor at 20th level). Should the target not possess any natural armor, or the amount of natural armor that the adamantine-fist initiate ignores exceed the target's natural armor bonus, the adamantine-fist initiate instead deals an additional amount of damage equal to her brawler level on a successful hit.

This ability replaces the brawler's bonus combat feats gained at 2nd, 5th, 8th, 11th, 14th, 17th, and 20th levels.

Thunder-Rush Training (Ex): At 3rd level, a adamantine-fist initiate begins to train more robustly in specific combat maneuvers. She gains a +2 bonus when attempting a bull-rush combat maneuver checks and a +2 bonus to her CMD when defending against this maneuver. At 7th level, these bonuses increase by 1, and she gains a +2 bonus on trip combat maneuver checks and a +2 bonus to her CMD when defending against a trip maneuver. At 11th, 15th, and 19th levels, all of these bonuses increase by 1.

This ability replaces maneuver training.

Crashing Assault (Ex): At 4th level, the adamantine-fist initiate may make devastating attacks against objects, rending even the toughest of materials and breaking through their hardness. When she makes a melee or ranged attack against an object, vehicle, vessel, or other target with hardness, she ignores an amount of

hardness equal to half her character level. She may use this attack once per day at 4th level, and one additional time per day every 6 levels thereafter, to a maximum of three times per day at 16th level.

This ability replaces knockout.

Titan's Disruption (Su): At 5th level, the adamantine-fist initiate can expend a use of martial flexibility to attempt to sunder a single unattended object within her reach that can shatter (nothing made of paper, cloth, leather, or other soft, pliable material). If her sunder attempt surpasses the object's break DC, the item is destroyed, and shards of its material fly out in all directions, dealing an amount of piercing, slashing, and bludgeoning damage equal to 1d4 plus 1 per point of the object's hardness to all creatures within 10 feet of the object, including the initiate. A successful Reflex save (DC 10 + 1/2 the initiate's Hit Dice + her Strength modifier) halves the damage. If she possesses the Shrapnel Strike feat, the range of the shrapnel is doubled to 20 feet.

At 10th level, she may instead expend two uses of martial flexibility to make a single melee attack against a single vessel component (such as the vessel's primary engine, a cloaking device, a beam cannon, etc...). If her damage exceeds twice the object's hardness, instead of dealing damage to that component, she immediately disables it for 1d4 rounds, plus 1 round for every 5 by which her damage exceeds twice the object's hardness. Multiple successful disruptive attacks against the same system increase the duration of the disruptive effect by only 1 round each.

Vessel systems shut down by this

disruptive attack automatically resume functionality after the disruptive effect ends. Vessel systems disrupted by this attack can be brought back online immediately by a creature within 5 feet of the affected system or its control device attempting a Knowledge (engineering) check to repair the disrupted system (DC 10 + the brawler's class level).

This ability replaces close weapon mastery.

NEW RACIAL RULES

The following options are available to tortanians. At the GM's discretion, other appropriate races may also make use of some of these.

TORTANIAN FEATS

Tortanians have access to the following feats.

ABJURANT SHELL

Your shell is your magical bulwark, and you see no reason to leave it, especially when someone is hurling spells at you.

Prerequisite: Tortanian, enshell and mighty shell racial traits, ability to cast 2nd-level spells, Enshelled Concentration.

Benefit: While enshelled, you gain spell resistance equal to 11 + your character level.

ENHELLED CONCENTRATION

You've spent so much time using your shell to protect yourself that it's become second nature to you.

RACES OF THE VOID: BOOK ONE

Prerequisite: Tortanian, enshell racial trait.

Benefit: While enshelled, you can perform actions which do not require the use of your limbs, such as casting psychic spells, casting spells which require no somatic or material components, or activating supernatural magical abilities. You still do not have line of sight or line of effect to any other creature while enshelled, unless gained through other means.

Normal: Tortanians cannot take any actions while enshelled other than to end the enshelled condition.

QUICK ENSHELL

You've become adept at quickly hiding in your shell and popping back out again.

Prerequisite: Tortanian, enshell and soft shell racial traits.

Benefit: You can enshell or end the enshelled condition as a swift action.

Normal: You must use a move action to enshell or end the enshelled condition.

SHELL SHIELD

You've learned how to put your shell in the line of fire, protecting your more delicate, fleshy parts.

Prerequisite: Tortanian, enshell racial ability.

Benefit: You've learned to use your shell in combat to shield you from attacks. You may treat your shell as if it were a tower shield with respect to gaining total cover against attacks. While using your shell to gain cover in this way, you take a -4 penalty to attack rolls, instead of the -2 penalty normally imposed by a tower shield.

Normal: Tortanians' shells provide natural armor, but not cover.

TECHNOLOGICAL EQUIPMENT

Tortanians are adept at adapting weapons from other cultures for their own use, but every so often a brand new weapon type is invented by a tortanian. The shock bat is one such weapon.

SHOCK BAT

A shock bat is a 2-3 foot long baton covered in round, glowing half-spheres which are used to conduct electricity through the skin or armor of the target. There are also variants which conduct either cold or heat instead. The bat can also be used with the power turned off, expending no charges; in that case, treat the weapon as a simple club.

TABLE 9: TORTANIAN WEAPONS

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type	Special
Shock Bat	2,000 gp	1d6	1d8	x2	–	30	1 charge	6 lbs.	C, E, or F	Touch

NEW CYBERTECH

Tortanians have invented a special category of cybertech called shell enhancements. Tortanians (except “the exposed”, see above) have an additional cybertech slot, their shell slot, onto which one shell enhancement can be installed.

LEY MATRIX

Price: 16,000 gp; **Slot:** shell; **Weight:** 5 lbs.; **Install DC:** 25; **Implantation:** 1

DESCRIPTION

A fine matrix of skymetal glyphs have been meticulously etched into the shell, which allows the shell to be enhanced magically as if it were a masterwork shield. When enshelled, the user can activate any magical special abilities of the enchanted shell using the normal action required to do so.

CONSTRUCTION REQUIREMENTS

Skill Check: Craft DC: 28; **Cost:** 8,000 gp; **Feats** Craft Cybernetics; **Equipment** cybernetics lab

SHELL CANNON

Price: 64,000gp (plus cost of weapon); **Slot:** shell; **Weight:** varies; **Install DC:** 28; **Implantation:** 4

DESCRIPTION

A single heavy technological firearm has been integrated into the shell. The user is considered to always be wielding this weapon and is always considered proficient with it. The weapon can

never be disarmed, thanks to the tight integration of the weapon into the tortanian’s shell.

CONSTRUCTION REQUIREMENTS

Skill Check: Craft DC: 34; **Cost:** 32,000gp; **Feats** Craft Cybernetics, Craft Technological Arms and Armor; **Equipment** cybernetics lab

SHELL SPIKES

Price: 4,000 gp; **Slot:** shell; **Weight:** 40 lbs.; **Install DC:** 24; **Implantation:** 1

DESCRIPTION

A simple set of cybernetic spikes has been installed into the shell, which the wearer can extend from her shell with a thought. Extending the spikes is a Swift action, while retracting them is a Move action, neither of which provoke attacks of opportunity. While extended, the spikes grant the tortanian a slam attack, treated as a secondary natural attack which deals 1d6 piercing damage (1d4 for a Small tortanian). These spikes can be magically enhanced like other weapons.

CONSTRUCTION REQUIREMENTS

Skill Check: Craft DC: 24; **Cost:** 2,000 gp; **Feats** Craft Cybernetics; **Equipment** cybernetics lab

SPELL ABSORBER

Price: 32,000 gp; **Slot:** shell; **Weight:** 5 lbs.; **Install DC:** 27; **Implantation:** 3

RACES OF THE VOID: BOOK ONE

DESCRIPTION

A small metal conduit connected to a matrix of small holes are installed into the shell. These magically-enhanced conduits allow a tortanian spellcaster to imbue her shell with specific types of spells, exhibiting some of these effects, through her shell. Any spell which can normally take the shape of a wall which is not solid (for example, *wind wall* or *wall of fire*) can instead be cast into these conduits and stored until activated. As a full round action, the wearer can activate the spell absorber, at which point the spell's duration begins, and the effects of the spell are projected from the conduits into a single space adjacent to the wearer. The wearer can change the direction of the effect as a free action, but only up to once per round. The effects can be difficult to control, which causes the wearer to be staggered during the duration. The spell absorber can be deactivated as a Standard action, which dismisses any remaining spell duration.

CONSTRUCTION REQUIREMENTS

Skill Check: Craft DC: 28; **Cost:** 16,000 gp; **Feats** Craft Cybernetics; **Spells** contingency; **Equipment** cybernetics lab

UNDERWATER EXPLORATION KIT

Price: 64,000 gp; **Slot:** shell; **Weight:** 120 lbs.; **Install DC:** 30; **Implantation:** 4

DESCRIPTION

An elaborate set of equipment meant to allow for deep sea exploration on watery worlds is integrated into the shell. This includes a buoyancy control, a rebreather,

and a small underwater jet which assists with forward motion. This equipment grants the wearer a +30 ft. increase in swimming speed, a +20 to Swim checks, allows the user to breathe underwater indefinitely, and allows the user to float at any depth (including on the surface) indefinitely with no physical exertion. The rebreathing apparatus is directly tied into the user's lungs, so there is no mask required for use. This cybertech takes up spaces within a tortanian's shell which would normally be required in order for her to enshell, so the user loses the enshell ability when this package is installed, if she had it.

CONSTRUCTION REQUIREMENTS

Skill Check: Craft DC: 32; **Cost:** 32,000 gp; **Feats** Craft Cybernetics; **Equipment** cybernetics lab

TORTANIAN MAGIC ITEMS

SHELLBROOCH

Aura faint transmutation; **CL** 7; **Slot** neck; **Price** 26,000 gp; **Weight** 1 lb.

Three times per day on command, this large, round brooch made of gold and jade gives the wearer the ability to magically remove and shrink her shell and attach itself to the brooch. While the wearer's shell is stored on the brooch, she gains a +4 enhancement bonus to Dexterity and gains the effects of a *freedom of movement* spell. If the brooch is removed from the user's neck while her shell is attached, it will remain in that form until it is worn again.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous item; **Spells** *freedom of movement*, *shrink item*, *skinsend*; **Cost** 13,000 gp

TORTANIAN SPELLS

SHELLSIGHT

School divination; **Level** bard 1, bloodrager 1, cleric 1, druid 1, medium 1, mesmerist 1, psychic 1, shaman 1, sorcerer/wizard 1, spiritualist 1, witch 1
Casting Time 1 standard action
Components V

EFFECT

Range personal
Target you
Duration 1 min/level (D)

DESCRIPTION

This spell allows a tortanian spellcaster to see through her shell as if it were clear glass, allowing her line of sight (but not line of effect) as if deshelled. This does not grant line of sight if it would otherwise be blocked.

TABLE 10: RANDOM TORTANIAN STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
100	+4d6	+6d6	+10d6

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 11: TORTANIAN AGING EFFECTS

Middle Age ¹	Old ²	Venerable ³	Maximum Age
550 years	850 years	1000 years	1000 + 2d% years

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

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

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

TABLE 12: RANDOM TORTANIAN HEIGHT & WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 4 in.	+2d8 in. (5 ft. 6 in. – 6 ft. 8 in.)	250 lbs.	+3d8 lbs. (253 – 274 lbs.)
Female	5 ft. 1 in.	+2d6 in. (5 ft. 3 in. – 6 ft. 1 in.)	225 lbs.	+3d6 lbs. (228 – 243 lbs.)

RACES OF THE VOID: BOOK ONE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

d20 System rules and Content © 2000, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, and Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document © 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan! Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Unearthed Arcana © 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman.

The Book of Experimental Might © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Reference Document © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder RPG Core Rulebook © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Player's Guide © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenyon, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townsend.

Pathfinder Roleplaying Game: Ultimate Campaign © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townsend.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenyon, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3 © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Advanced Bestiary © 2014, Green Ronin Publishing, LLC; Author Jeff Hersh, Developer Owen K.C. Stephens.

Path of Iron © 2015, Ascension Games, LLC; Author Christopher Moore.

The Gods of Porphyr © 2012, Purple Duck Games; Authors: Christopher Kaiser, Perry Fehr, Mark Gedak, August Hahn, John Hazen, Sean Holland, Sam Hing, James H. Lewis, Chris Longhurst, Scott Messer, Sean O'Connor, David Nicholas Ross, and Jeremy Whalen.

Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene; Based on original content from TSR.

Starjammer: Core Rulebook © 2016 Open Gaming LLC; Authors: Peter K. Ullmann, Kirby Flake, John Reyst, Troy Daniels, Michael McNeill, Manuel A. Oaxaca, Allen Snyder, and Michael Ritter, Developers John Reyst, Troy Daniels and Peter K. Ullmann.

Starjammer: Medical Marvels © 2017 Open Gaming LLC; Authors: Michael Ritter, Starjammer: Races of the Void © 2017 Open Gaming LLC; Author: Tyler Beck

STARJAMMER

RACES OF THE VOID

Book One

Race for Supremacy

The adventure begins with new races from Starjammer: Races of the Void. Explore the universe as a member of the proud and strong bisoni, or as the strange, telepathic floating aberrations known as aurellians. Or perhaps you'd like to go deep-sea diving using diving equipment built right into your shell as a long-lived tortonian.

Inside Races of the Void, you'll find three fully-statted-out player races for use in the Starjammer campaign setting or your own homebrew space-faring setting. This book includes alternate racial traits, favored class options, racial archetypes, feats, spells, and equipment which will help you integrate new characters of these races into your campaign.

Aurellians are strange, genderless alien creatures with telepathic abilities and a strange language based mostly on emotions and colors. Their strange anatomy and loose relation to horrifying aberrations make them mostly incomprehensible to outsiders, but they're well-known to be a great addition to any adventuring party thanks to their telepathic abilities.

The bisoni are a race of hulking buffalo-like humanoids who are known for their prowess at battle but are also extremely loyal and proud. Most bisoni are Large and resistant to magic, and some bisoni take advantage of these abilities by marketing themselves as mage-killers for hire.

Finally, the tortonian race resemble the turtles of old earth, with tough shells and strong limbs. Their propensity for shell-based cybertech makes them formidable foes in any situation, and their extremely long lives allow for the study of several lifetimes of knowledge.

