

DAKOYO

The dark purple Dakoyo is the *Clutch's* physician and spiritual leader. He is a priest of Ibra, the god of celestial bodies and the mysteries of the universe, and as such, Dakoyo believes that all living beings are composed of the same matter as the stars and the planets. This fundamental connection allows him to heal wounds by pulling that unchanging quintessence out of the surrounding space. Dakoyo is contemplative, often studying the sky (or staring out of a viewport) for hours on end, but excitedly begins spinning descriptions and tales regarding any visible constellations if asked.

Dakoyo joined the crew only a few months ago, when Nakonechkin discovered him stranded on an asteroid in the Diaspora. The skittermander had asked to be dropped off there to study the rock's wobbly orbit, believing it be a sign from Ibra, but hadn't given any thought as to how to get home. By that point, Nakonechkin was already employing three other skittermanders and hoped this quieter one would help bring the others in line. Besides, the vesk figured that it wouldn't hurt to have a healer around!

Dakoyo is fascinated with the techniques of ancient doctors and surgeons, going so far as to carry an antique stethoscope with him at all times. He is particularly interested in how those practitioners of medicine dealt with the many diseases and other ailments that he is convinced must have run rampant before the advent of modern curatives.



SKITTERMANDER SLANG

The following is an example of slang commonly used by skittermanders.

Drift: An adjective describing something fascinating and weird, likely never seen before or unique.

"The creature we encountered in the sulfur canyons of that unexplored moon was so drift I could hardly believe it!"

He has collected a list of folk remedies (such as rubbing half a potato on a wart and burying it during a full moon) and likes to cite them as being remarkably more inferior than whatever first aid he is currently administering, be that magical or medicinal healing.

DAKOYO

Male skittermander priest mystic 2 (*Starfinder Alien Archive* 106)

NG Small humanoid (skittermander)

Init +1; **Senses** low-light vision; **Perception** +9

DEFENSE **HP** 14 **SP** 14 **RP** 5

EAC 13; **KAC** 14

Fort +1; **Ref** +1; **Will** +7

OFFENSE

Speed 30 ft.

Melee battle staff +1 (1d4 B; critical knockdown)

Ranged needler pistol +2 (1d4 P; critical injection DC +2)

Offensive Abilities grappler, hyper

Mystic Spell-Like Abilities (CL 2nd)

At will—*mindlink*

Mystic Spells Known (CL 2nd; ranged +2)

1st (3/day)—*lesser remove condition*, *mind thrust* (DC 15), *mystic cure*, *reflecting armor*

0 (at will)—*daze* (DC 14), *detect magic*, *telekinetic projectile*, *telepathic message*, *token spell*

Connection healer

STATISTICS

Str 10 (+0); **Dex** 12 (+1); **Con** 12 (+1); **Int** 9 (–1); **Wis** 18 (+4); **Cha** 12 (+1)

Skills Diplomacy +6, Medicine +7, Mysticism +12, Perception +9, Sense Motive +9; (reduce the DC to recall knowledge about religious traditions, religious symbols, and famous religious leaders by 5)

Feats Skill Synergy (Medicine, Mysticism)

Languages Common, Vesk

Other Abilities channel skill +1, healing channel (2d8 HP), healing touch (10 HP), six-armed

Gear freebooter armor I, battle staff, needler pistol with 31 darts, *mk 1 serum of healing*, analgesic (2 doses), beacon, id moss (2 doses), sedative (2 doses), antique stethoscope, credstick (20 credits)

GAZIGAZ

Friendly Gazigaz has yet to meet someone he doesn't like. The emerald-green skittermander tries to see the good in everyone, and even when attacked by rival salvagers or territorial space creatures, he tries to grant his attackers the benefit of the doubt. During such a fight, he tends to wax philosophical about how some beasts react out of animal instinct and a few unfortunate souls resort to evil actions out of desperation in order to support themselves and their families. Gazigaz might not always agree with those other people, though, and he isn't so naive as to think he can talk his way out of every dangerous situation. Occasionally, a minor bit of violence is unavoidable, and when that happens, Gazigaz is there to ensure his comrades work together to quickly end the fight. He is also a master of delivering words of encouragement to his allies in the middle of a pitched battle.

When Gazigaz heard about Nakonechkin Salvage's skittermander crew, he sought out the vesk and talked the gruff Nakonechkin into taking him on board. While the task of hunting down derelict ships and stripping them for materials doesn't usually require a lot of discourse, Gazigaz figures that it will likely get him out of the more-traveled systems and out into areas where he has more of a chance of meeting nufriends (see the Skittermander Slang sidebar). The skittermander dreams of making first contact with a new race and is ready to offer his six hands in friendship to nearly every sentient species he meets.

Gazigaz has a deep interest in fashion. He tries to wear the latest styles and keeps his fur shiny and brushed. He will sometimes spend over an hour fussing over the shape of his beard fur in the morning. At the moment, he has become captivated with the newest sartorial trends out of the Brethedan moon of Kalo-Mahoi. He recently spent most of his credits on a silk-lined cape made by the famous kalo designer Atargatis Lagyune. In addition to making Gazigaz look fabulous, the magic cloak allows Gazigaz to take an extra shot with his static arc pistol per day without using the battery. After a battle—once he has determined that all his friends are safe—Gazigaz will often take a few moments to check his appearance in the hand mirror he carries everywhere he goes.

GAZIGAZ

Male skittermander xenoseeker envoy 2 (*Starfinder Alien Archive* 106)

CG Small humanoid (skittermander)

Init +2; **Senses** low-light vision; **Perception** +5

DEFENSE **HP** 14 **SP** 12 **RP** 5
EAC 14; **KAC** 15

Fort +0; **Ref** +5; **Will** +3

OFFENSE

Speed 30 ft.

Melee tactical baton +1 (1d4 B)

SKITTERMANDER SLANG

The following is an example of slang commonly used by skittermanders.

Nufriend: A form of address usually directed toward a stranger whose acquaintance you would like to make.

"Greetings, nufriend! We're here to help!"

Ranged static arc pistol +4 (1d6 E; critical arc 2)

Offensive Abilities grappler, hyper

STATISTICS

Str 10 (+0); **Dex** 15 (+2); **Con** 10 (+0); **Int** 10 (+0); **Wis** 10 (+0);

Cha 18 (+4)

Skills Bluff +9, Culture +5, Diplomacy +9, Life Science +5, Perception +5, Piloting +7, Sense Motive +5, Stealth +7; (reduce the DC to identify a rare creature using Life Science by 5)

Feats Weapon Focus (small arms)

Languages Akitonian, Castrovelian, Common, Vesk

Other Abilities envoy improvisations (get 'em, inspiring boost [8 SP]), expertise (1d6), six-armed, skill expertise (Diplomacy)

Gear freebooter armor I, static arc pistol with 1 battery (20 charges), tactical baton, *charge cloak*, *mk 1 serums of healing* (3), hygiene kit, medpatch, hand mirror, credstick (7 credits)



NAKO

Nako admires and respects Nakonechkin to such a degree that the crimson-furred skittermander took a shortened form of the vesk's name as her own shortly after entering Nakonechkin's employ. The vesk salvager formed a grudging friendship with Nako when he was stationed on Vesk-3 during his brief time in the military. Nako helped the vesk gain a closer understanding of the world's decidedly non-vesk culture. When Nakonechkin formed his own business, he asked the skittermander to be his first mate. Nako readily agreed, eager to explore the inky blackness of space. The vesk taught Nako some fighting techniques, which the skittermander took to with little hesitation. Nakonechkin even gifted Nako his old ember flame doshko. Though the weapon is a little large for Nako, she wields it with surprising deftness.

Of all the *Clutch's* skittermander crew, Nako is the one who most often accompanies Nakonechkin on salvage missions outside of the ship. Her physical strength and calmness under pressure are valuable assets in the field. Nako keeps herself fit between jobs, exercising on her own and occasionally sparring with the other skittermanders. Since their initial training, she has found it difficult to get Nakonechkin to participate in mock fights or other workouts. The vesk claims that he doesn't want to hurt her, but Nako believes that he secretly is afraid that she will injure him. She likes to tease him about it, occasionally slugging him on the shoulder... when he's sitting down, so she can reach it.



SKITTERMANDER SLANG

The following is an example of slang commonly used by skittermanders.

Gree: An interrogative, usually inserted at the end of a sentence to inquire whether others concur with the previous sentence or plan of action.

"If we sneak around that stack of crates, we can get the jump on those nasties, gree?"

Though Nako has no musical talent of her own, she collects musical instruments from across the galaxy. The current pride of her collection is a set of mvindee fingerdrums, acquired from a shobhad she met on Akiton. The instrument slips over the palm of one hand and, when struck with the fingers of that hand, produces a hollow sound. As the drums were crafted by a species much larger than skittermanders, Nako can only wear them around her upper arm. She occasionally taps on the drums absent-mindedly in times of stress, finding the rhythm very soothing.

NAKO

Female skittermander spacefarer soldier 2 (*Starfinder Alien Archive* 106)

NG Small humanoid (skittermander)

Init +5; **Senses** low-light vision; **Perception** +0

DEFENSE **HP 16 SP 18 RP 5**

EAC 14; **KAC** 16

Fort +4; **Ref** +1; **Will** +3

OFFENSE

Speed 35 ft.

Melee ember flame doshko +7 (1d8+4 F; critical wound [DC 16]) or survival knife +6 (1d4+4 S)

Ranged tactical semi-auto pistol +3 (1d6 P) or flash grenade I +6 (explode [5 ft., blinded 1d4 rounds, DC 13])

Offensive Abilities fighting styles (blitz), grappler, hyper

STATISTICS

Str 18 (+4); **Dex** 12 (+1); **Con** 13 (+1); **Int** 8 (-1); **Wis** 10 (+0); **Cha** 12 (+1)

Skills Athletics +8, Intimidate +5, Physical Science +4, Survival +5; (reduce the DC of Physical Science checks to recall knowledge about strange new worlds or features of space by 5)

Feats Toughness, Weapon Focus (advanced melee weapons)

Languages Common, Vesk

Other Abilities six-armed

Gear hidden soldier armor, ember flame doshko with 2 batteries (20 charges each), survival knife, tactical semi-auto pistol with 9 small arm rounds, flash grenade I, *mk 1 serum of healing*, fire extinguisher, flashlight, mvindee fingerdrums, credstick (29 credits)

QUONX

Quonx was but one of a litter of skittermanders whelped in the damp corridors near the Puddles district of Absalom Station. She has shaggy electric blue fur that is constantly tangled with bits of wire and tiny screws from her work as the *Clutch's* engineer. The skittermander has an almost innate understanding of computers and machines, bolstered by the many technical manuals she reads in her spare time. Quonx is a bit socially awkward, unless she is discussing the latest in technological improvements with those who share her interests. Even people who have a passing familiarity with gadgets and gizmos might find Quonx's descriptions of every detail and flaw of the newest datapad model tiresome at points.

In addition to Quonx's vast knowledge of all things technical, she has an interest in quantum physics. She's read dozens of books, treatises, and research papers about the interplay between matter and light on a subatomic scale, believing that a skilled enough mechanic (such as herself) could "fix" reality on a quantum level, assuming the right tools were ever invented. The skittermander has constructed the first prototype of what she calls a quantum reality spanner—a wrench-like tool that she thinks could twist subatomic particles into certain configurations, if it worked (which it doesn't).

Quonx worked as a freelance mechanic in Absalom Station's dockyards until the fateful day she picked up a contract to repair the *Clutch* after the ship passed through a meteorite shower. As she fixed the hull, Quonx noticed it had been exposed to an unusual form of electromagnetic radiation. Later that day, when the salvage ship left Absalom Station, Nakonechkin found Quonx aboard, studying other parts of the vessel. Instead of tossing her out at the next opportunity, the vesk offered her a permanent job when he saw that she had optimized several of the *Clutch's* systems without asking.

QUONX

Female skittermander scholar mechanic 2 (*Starfinder* Alien Archive 106)

CG Small humanoid (skittermander)

Init +2; **Senses** low-light vision; **Perception** +5

DEFENSE **HP** 14 **SP** 12 **RP** 4
EAC 13; **KAC** 15

Fort +3; **Ref** +5; **Will** +0

OFFENSE

Speed 30 ft.

Melee survival knife +1 (1d4 S)

Ranged azimuth laser rifle +4 (1d8 F; critical burn 1d6) or frag grenade I +1 (explode [15 ft., 1d6 P, DC 13])

Offensive Abilities combat tracking, grappler, hyper

STATISTICS

Str 10 (+0); **Dex** 15 (+2); **Con** 10 (+0); **Int** 16 (+3); **Wis** 10 (+0);
Cha 12 (+1)

SKITTERMANDER SLANG

The following is an example of slang commonly used by skittermanders.

Allsix: An adverb describing maximum effort; it is a reference to using all six arms to perform an action.

"I had to work allsix to repair that malfunctioning stealth drone."

Skills Athletics +4, Computers +9, Engineering +12, Medicine +8, Physical Science +9, Perception +5, Stealth +3; (reduce the DC to recall knowledge about matters of quantum physics by 5)

Feats Skill Focus (Engineering), Weapon Focus (longarms)

Languages Common, Shirren, Vercite, Vesk, Ysoki

Other Abilities artificial intelligence (exocortex), bypass +1, custom rig (standard datajack), mechanic tricks (overcharge), memory module, six-armed

Gear kasatha microcord I, azimuth laser rifle with 2 batteries (20 charges each), frag grenades I (3), survival knife, *mk 1 serum of healing*, basic medkit, engineering kit, hacking kit, trapsmith's tools, quantum reality spanner (nonfunctional), credstick (20 credits); **Augmentations** standard datajack

