

THE RACES OF RED SECTOR



STARFINDER
COMPATIBLE


**Little Red
Goblin Games**

Red Sector Racial Guide

Credits

-PRODUCER-

SCOTT GLADSTEIN

-DESIGNERS-

SCOTT GLADSTEIN, IAN SISSON, AND CHRISTOS GURD

-EDITORS-

IAN SISSON

-ART-

MIGUEL SANTOS, MEGAN STEVENS, NAICHE WASHBURN, AMANDA WOOD, ANDREW "VIKING"
BORTNIAK, DEANNA ROBERDS, COREY "THALZON" HALLBERG, JONATHAN ACHEY, JUSTIN
NICHOL

-GRAPHIC DESIGN/LAYOUT-

SCOTT GLADSTEIN



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

OGL Compatible: Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

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

Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

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

A Product of Little Red Goblin Games, LLC
Questions? Comments? Contact us at:
ScottGladstein@littleredgoblingames.com
<http://littleredgoblingames.com/>
© 2017, All Rights Reserved



Red Sector

AND THE LEAGUE OF WORLDS

Red Sector is a densely populated sector of space that is home to a sector-wide organization known as the League of Worlds. They are unaffiliated but generally cooperative, as much as such disparate species can be civil with each other, and have open trade and little else between each other. The sector got its name because the large number of red dwarf stars as well as an abundance of red stars (stars in the L & T spectral type). They have no formal central authority except for a station where formal meetings and discussions between worlds exist. This station, Red-1, is the size of a moon and is the legal/political hub of the sector.

Key Species & Worlds

- The militant Eulebar and their strictly administered homeworld of Erste Welt.
- The wandering Slaadlings.
- The hyperactive Heckitans (or "Reds") of the chaos-touched world of Heckitan.
- The Bladelings with their strong warrior-culture, formerly of K'Shorin (destroyed).
- The religious Wayfarers and their jungle homeworld of Kraunaus.
- The adorable (if not unintelligent) Wugs and their aquatic paradise world of Mush'tak'dar.
- The mercenary Samebito, a species who long since forgot their homeworld (possibly Kraunaus).
- The culturally despised Whyos from the trash-world of Mam'dar Prime.
- The deadly and beautiful Ves from the dichotomous moon of Vestig.
- The savage hordes of the Tarrasquelings, the incidental offspring of the scourge of the universe.
- The Pon'par'i, intellectual merchants from the icy world of Rendonti.
- The intelligent but insensitive Mihia, master of magic from the lush jungle world of Zero-Zero.
- The Kapre, 30 foot tall gentle giants from the tropical world of Mossa who use hallucinogens.
- Though not part of the League, the militant Thau of the planet Thaunik are a constant threat.
- Three unimportant species on the fringes of space known as the Barmanou, the Yeren, and the Yowie. (In reality these three species are actually fictitious- an illusion created and maintained by the paranoid and elusive Sasquatch race to shield their own existence and their shadow moon from being known to the public.)
- The psychic blood-drinking parasites who call themselves Tao Rev, one of the founders of the League, have now partially withdrawn and become "observers" due to their isolationism.
- The denizens of superplanet Obsidian, driven underground by a sudden change in their planet's orbit, including: the primitive trolls, the incandescent sunkids, and the medically brilliant kabouters,.
- The wealthy gaoth, to whom finance is all, from Sab.
- The malicious, spiteful, Dragoul of Draquick whose magical minds produce wonders.
- The enigmatic and conceited te-ra from Yrthrax.

Tarrasques

The impetus for the creation of League of Worlds in the Red Sector is that there are a number of Tarrasques that are casually drifting through their sectors. They sleep between worlds and wake only to consume worlds that lay within their paths. They have eaten a hundred worlds in the Red Sector and only through the combined might of the League of Worlds can they be defeated (and sometimes not even then). Even after their defeat, it is nearly impossible to keep them dead and many Tarrasque husks are simply ejected via hyperspace transport to dead parts of the galaxy.

Thaun

The Thaun are not part of the League of Worlds but have helped in the fight against the Tarrasques. In fact, the Thaunik Empire is constantly at war with one or more of the members of the League of Worlds. They are slowly conquering worlds to put under their fierce dominion. They regularly hire mercenaries, adventurers, and criminal organizations to work for them and serve the empire in an auxiliary capacity.

Obsidian

There exists a massive planet known as "Obsidian" in Red Sector that is about 20 times larger than Earth. Obsidian is home to several species who are key to the League of Worlds including the Kabouters, the Sunkids, and the Trolls. At one point in it's history its orbit was shifted closer to its sun, driving the once surface-dwelling races there to retreat to the underground. Obsidian's surface is a scorched and blasted wasteland where biological creatures spontaneously combust from the heat if they should be foolish enough to set foot up there. All of the major sapient races who were born on Obsidian have since established colonies on other worlds but all of them regard Obsidian with reverence. The massive space station Red-1, the major political gathering place of the League of Worlds, orbits a planet near Obsidian (though farther from the sun). To many, Obsidian is the "heart" of the Red Sector and is widely regarded as the most influential planet in the sector.

The Founding

The League of Worlds was founded about a thousand years ago at the Rendonti Conference as a pact between several major power players in the Red Sector and it grew from there. The Rendonti Conference was called in order to defeat a Tarrasque that was on course to devour Erste Welt, the Eulebar homeworld. The civilizations who were at this conference and provided aid are referred to as the "founders" and enjoy certain privileges others do not. The founders were: the Pon'par'i, the Eulebar, the Ves, the Mihia, the Wayfarer, the Tao Rev, the Gaoth, and the Dragoul.

The Godwar

Long ago two gods fought in Red Sector and neither survived. Though history forgets the names of these two deities they left their mark on the sector; the cataclysmic scars of their battle still weigh heavy upon the space. A region of space known as "The Losses" is so filled with curses, eternally persistent magical effects, unspeakable horrors, and traps from their fight that no one in their right mind would ever venture into it. Other effects of the battle was the draining of many stars, resulting in the red dwarf stars that give the sector it's name and even the shifting of the orbit of the planet Obsidian. Legend has it that the husks of these great gods float somewhere in the Losses but many have searched for it and none have returned...

Intigration

If your game is set in the Pact Worlds the planets of Red Sector can easily just be made into members of the Pact Worlds (either all of them or some of them). You may want to keep Red Sector separate, or even unexplored, in your game to allow for a change of pace.

BLADELINGS

+2 Str, +2 Wis, -2 Cha

4 Hit Points

RIPE WITH RAGE FROM THE IMPLOSION OF THEIR OWN BRUTAL WARRIOR CULTURE, BLADELINGS ARE WAYWARD SURVIVORS ADRIFT IN OTHER SOCIETIES. ONCE A PROUD AND CRUEL WARRIOR CULTURE KNOWN ACROSS THE STARS AS SAVAGE MARAUDERS, THEY ARE NOW A SCATTERED PEOPLE WHO LIVE ON THE GOODWILL OF OTHERS. THEY ARE COMMONLY FOUND IN MERCENARY COMPANIES, DAY LABOR CREWS, OR AS CRIMINAL ENFORCERS. BLADELINGS ARE ATTRACTED TO THE EVIL AND CHAOTIC ALIGNMENTS AND HAVE A NOTORIOUSLY SHORT TEMPER. DESPITE ALL THIS BLADELINGS ARE FIERCELY LOYAL TO THOSE WHO EARN THEIR TRUST AND WILL LITERALLY DIE FOR THEM.

Size And Type

Bladelings are Medium humanoids with the bladeling subtype.

Spiked Skin

Creatures who strike a bladeling with a natural attack or unarmed strike take 1d6 points of piercing damage. In addition if a creature ends their turn grappled with a bladeling, they take 1d6 piercing damage.

Low-light Vision

Bladelings can see in dim light as if it were normal light.

Subdermal Plates

Bladelings have plates of hard bone under their skin. They gain a +2 racial bonus to KAC.

PLAYING THE BLADELING

You likely...

- Are the meanest person in the room.
- Are armed to the teeth even while naked.
- Have a plan to kill everyone you meet.
- Feel like an outsider no matter where you go.

Other races probably...

- See you as nothing but a scummy mercenary.
- Respect your dedication to personal honor.
- Value your combat expertise.
- Look upon you with a degree of pity for the loss of your homeworld.



PHYSICAL DESCRIPTION

Bladelings stand a head taller than a human with dark green or slate blue skin that cover large sinewy muscles. Their most prominent feature is the various subdermal plates that send up rough blades through their skin. While not entirely covered with blades, each limb generally has 2-3 long blades on it, a few small spurs on the torso, and their face and scalp has various tiny spikes protruding where a human might have hair.

The chin of a bladeling hints at its heritage. It is either split in two with sharp points or it hangs down with a single dermal plate that rests near their collarbone. These physical traits (and the physical variances within them) are good indicators of lineage. Three major clans exist. One, generally referred to as the “splits” are comprised of bladelings who have a split chin and can claim lineage to a warlord known as “Jak’khaj” who lived hundreds of years ago. Splits (or “splitz”) are stereotyped as being career criminals, skilled warriors, and untrustworthy to anyone but their clan. The “longtusk” clan is a group of bladelings who have rather short low hanging dermal plates from their chin that are wide. These longtusks (abbreviated “Lngtsk” or “Lt”) are assumed to be rich merchants, liars, but wise.

Finally, the fairbrow are mainly comprised of bladelings with long thin chin protrusions that are regarded as being cruel, barbarous, and stupid. None of these assumptions have proven to have much basis and since the breakup of their empire very few bladelings have any clan affiliation. Nonetheless, the stereotypes persist and many bladelings suffer prejudice from others of their kind because of it.

HOMEWORLD

The bladelings came from a planet known as K'Shorin (or “The Egg World”) that was destroyed by an inter-clan war 300 years ago. The bladeling diaspora has scattered them across the stars on thousands of worlds. There have been attempts to establish a new bladeling homeworld but none have been successful.

SOCIETY AND ALIGNMENT

Bladelings are attracted to the evil and chaotic alignments and have a notoriously short temper. Good bladelings are rare and often stand out in their society. However, they are almost all honorable and even the evil ones find going back on their word distasteful. A unique aspect of their culture is that other races can “become” a bladeling, culturally. If someone has earned the respect and honor of a bladeling in combat, he may be offered right to be called a “bladeling” and join their culture. Joining bladeling culture means forsaking your own, going through a trial by combat, and then receiving full-body tattoos that are meant to mimic the placement of spikes on the body of a bladeling. They attract many exiles from other cultures, with bladelings seeing one's worth rather than their race.

RELATIONS

Bladelings are warriors-for-hire and more or less get along with everyone. They may be thorny and unpleasant, but they honor their terms and respect the people who pay them.

ADVENTURERS

It is not uncommon for a bladeling to be part of an adventuring crew. They could be hired muscle, a bladeling with big ideas hoping to find a new world for them to settle on, a drifter just trying to get by, or even a mobster bladeling looking for their next big score. Bladelings favor the martial classes and have particular cultural respect soldiers and operatives.

NAMES

B'Jok, Kredar, Krodisious, Chatter, Trugdiv, Lemker, Postivoian, Melice

ALTERNATE RACIAL TRAIT

Longtusks: The bladelings who fall in line with a more “longtusk clan” way of life develop a tongue as serpentine as it is verbose. They gain +2 Wis, +2 Cha, and -2 Con rather than the ability score bonuses of a typical bladeling.

DRAGOUL

+2 Int, +2 Con, -2 Cha

4 Hit Points

THE DRAGOUL ARE A SPECIES OF HUMANOIDS WITH AN ULTRADENSE SKULL THAT HOUSES A MAGICAL POCKET DIMENSION THAT SERVES THE COGNITIVE FUNCTION OF A BRAIN. THEY ARE DEEPLY DIVIDED ALONG THE LINES OF BIOLOGICAL GENDER AND ONLY WORK TOGETHER TO PERPETUATE THE SPECIES.

Size And Type

Dragoul are Medium humanoids with the dragoul subtype.

Inner Universe

Dragouls gain an additional skill rank at first level and one additional rank whenever they gain a level.

Magical Mind

A dragoul does not have a typical mind; it is magical rather than organic in nature, and powerful anti-magics (such as *dispel magic*) can render them unconscious. The DC to dispel their minds is DC 15 + character level. A successful *dispel magic* attempt renders them unconscious for 1+1d4 rounds. *Greater dispel magic* will render them unconscious for 1+1d8 rounds. A dragoul who enters an area of antimagic is staggered on the first round they are in it and unconscious until the effect ends (or they are dragged out) at the start of their 2nd turn. A creature that tries to look into the mind of a dragoul (such as with a *detect thoughts* spell) is confronted with a staggeringly complex and overwhelming mindscape. They must make a Will save (DC 10 + 1/2 the dragoul's character level + Intelligence modifier) or be staggered for 1d4 rounds.

Thick Skull

Dragoul gain a +1 bonus to their KAC due to their almost unbreakable skull. They often employ this to absorb the worst of an attack.

Dragoul Pheromones

Dragoul gain a racial +2 bonus on Intimidate checks and a -2 on Diplomacy checks. If the creature being is the opposite gender of the dragoul the bonus and penalty are doubled (+4 Intimidate, -4 Diplomacy). During their 40 day mating season, this is reversed (-2 Intimidate, +2 Diplomacy).

Sidebar: Dragoul Sexuality, Gender, and Pheromones

Dragoul pheromones target the biological receptors of creatures of an opposite biological gender (i.e sex) and has little to do with one's orientation or preferences. Those who identify as specific gender may be treated as whatever gender they identify as for the purpose of this racial trait.



PLAYING THE DRAGOUL

You likely...

- Think you are smarter than most people.
- Don't see morality as an obstacle to results.
- Hate your ex.
- Are as proud as you are angry at the world.

Other races probably...

- Are tired of your constant pessimism.
- Value your intelligence and cruel cunning.
- Don't trust your malicious streak.
- Leave the dirty work to you.

PHYSICAL DESCRIPTION

Dragoul appear similar to humans in their basic anatomy, though with several prominent differences. They appear to have never slept a wink in their life, as the skin under their eyes is a darker shade than their naturally pale grey-purple skin and is extremely baggy. This patch of discolored, wrinkled skin extends from their eyes to their cheeks. In some ethnicities of dragoul these patches are colored with faint streaks of pale red or robin's egg blue. This coloration is a sign of fertility and beauty amongst the dragoul. Otherwise they have round, anvil heads with deep-set eyes. They are slightly shorter than humans but their proportions are proportionate to them. Males of the species are bald and the hair of a female dragoul never grows long than their shoulder with a fine, dark, straight, appearance.

Dragoul always appear tired and fatigued, though this is natural and they are capable of ferocious bursts of energy when the situation demands it. They have fiery tempers and tend to explode at the slightest provocation. Constant pessimists, dragoul have problems getting along with other species. All this changes during their yearly mating season when they become very amiable and overly affectionate towards the world at large.

HOMEWORLD

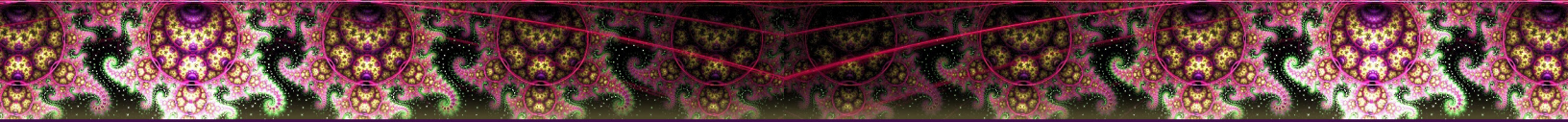
The dragoul's homeworld of Draquick is now a demilitarized zone between the genders and only occasionally used for ceremonial or diplomatic purposes. Each of the genders resides on one of the planet's two largest moons.

SOCIETY AND ALIGNMENT

The dragoul are a race divided along gender lines. The males and females of this species are in constant conflict with one another. It has been suggested that one or the other (or possibly both) secrete a pheromone that drives the other to bouts of anger and pushes them to paranoia. Only when mating season occurs, a yearly period of a month or two in the spring, does this pheromone's production cease. It is replaced by a powerful aphrodisiac that causes an overwhelming attraction between them. As a society, they have binary cities that are divided by gender to prevent conflict. These cities are presided over by a diarchy- 2 equal leaders who must agree on major decisions. One is male and the other is female. While many dragoul are of the evil or neutral alignment, dragoul are not always wicked. Those that do not grow up in the proximity of their opposite gender tend to lack this vicious streak. For this reason most dragoul communities are set up on nearby planets or continents.

MAGICAL MINDS

Under the flesh of a dragoul hides a unique physical trait. Their skull is not home to their brain, but rather the entrance to a small pocket dimension that fills the same cognitive role. It can store vast amounts of information and recall it with ease. For this reason their skull is rather thick and is functionally 1 inch of lead (for the purpose of magical effects). They refer to this space as their "inner universe" and the term is quite literal.



Dragoul are terribly intelligent due to their inner universe. They have cruel, but creative “minds” that are always hungry for more information. A dragoul’s sense of morality is somewhat twisted- though they are rather overt about it. Using their cunning, dragoul find innovative ways to kill each other over the slightest insult (real or imagined). Such murders are normally carried out extravagantly and in full public view. Dragoul have no law against killing a member of the opposite gender, except during the mating season (though males typically abstain from killing pregnant females). Mothers who kill their male offspring rather than sending it to the men are punished harshly. The most common sentence is death by stoning at the hands of the men.

RELATIONS

Most species find the dragoul repugnant but value their intelligence. It’s a situation where other races often know they are dealing with a dishonest person so prepare for it. While most consider it a headache that’s not worth the potential benefits mercantile races like gaoth and the pon’pari are more than happy to trade with them under strict terms.

ADVENTURERS

Dragoul are spiteful creatures and will go to any lengths to get what they feel they deserve. Many adventure out of anger, a deluded sense of self-importance, or to get revenge. Some are expelled from their communities and take up residence amongst other races. Many dragoul take up magical professions and thus become mystics or technomancers. Some of the more physically minded ones become operatives but few actually want to become soldiers.

NAMES

Dragoul have short, blunt, names that they inherit from parent they live with. If a parent has more than one child they will often give them a new, related name affixed with the suffix “the 1st”. It typically follows a Eastern European or Croatian naming convention.

Examples include: Juraj the 3rd, Dino the 22nd, Jana the 4th, Viktor the 1st, Ivo Jr., Sanja the 88th, Jasna the 1st, Jakov Jr.

Eulebär

+2 Con, +2 Wis, -2 Cha

6 Hit Points

EULEBÄR ARE SENTIENT, HUMANOID, OWLBears WHO STAND 7-FOOT TALL AND WEIGH JUST SHY OF 500 LBS. THEY ARE HIGHLY MILITANT, CONSERVATIVE, TRADITIONALISTS WHO CONDUCT THEMSELVES WITH HONOR AND TREAT OTHERS WITH RESPECT. THESE STAUNCHLY OLD-SCHOOL CREATURES RESENT THE CONNECTIONS THEY HAVE TO THE MONSTERS THEY EVOLVED FROM.

Size And Type

Eulebär are Medium humanoids with the eulebär subtype.

Scent

Eulebär have a well-developed sense of smell that grants them blindsense (Scent) out to 30 feet. An eulebär ignores the Stealth bonuses from any form of visual camouflage, invisibility, and the like when attempting a Perception check opposed by a creature's Stealth check. Even on a successful Perception check, any foe that can't be seen still has total concealment (50% miss chance) against a shirren, and the Eulebär still has the normal miss chance when attacking foes that have concealment. A Eulebär is still flatfooted against attacks from creatures it can't see.

Natural Weapons

Eulebär have long claws and are thus always considered armed. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Eulebär gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add $1-1/2 \times$ their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

Frenzy

If an Eulebär takes hit point damage (rather than Stamina damage) it flies into a frenzy on its turn as a free action for 1 minute, gaining a +2 racial bonus to damage rolls, but taking a -1 penalty to AC.

PLAYING THE EULEBÄR

You likely...

- Proudful to the point of stubbornness.
- Respectful to friends and foes alike.
- View everything like a challenge.
- Are looking forward to the next fist fight you get into.

Other races probably...

- Think you are an owlbear wearing a spacesuit.
- Are tired of your old war stories.
- Rely on your in a fight.
- Are concerned about your tendency to explain how you'd kill them.



PHYSICAL DESCRIPTION

Eulebär are sentient, humanoid, owlbeats who stand 6-7 feet tall and weigh just shy of 500 lbs. Their mixed form has the upright posture of a man, the densely covered body of a bear, the head of a proportionally sized owl, and thick-fingered hands that end in short but wicked claws. A small beak adorns their face below the horney tufts of hair that sit atop their heads. Eulebär sport dark feathers down the back of their thick and disproportionately long arms that are incapable of flight. They have squat legs that are much smaller than they should be (on a human) and are mounted on thin waists that give them a very muscular, if not a little top heavy, figure. Males tend to be much larger than their female counterparts and are barrel-chested, while females have a little dull coloration on the tips of their feathers (generally robin's egg blue, a pale auburn, or off-white depending on their genetics). Like owls, eulebär can turn their heads almost 180° around and can rotate their faces in a semicircular fashion. Their wide eyes are keen and demanding; the highly developed tools of a hunter. An unfortunate holdover from their savage ancestors is the tendency for their eyes to roll and spasm when they show intense emotion (particularly anger).

HOMEWORLD

Erste Welt ("First World") is the homeworld of the Eulebär. It is a industrial world with amenities and technologies akin to that of any modern planet. The only oddity is that on Erste Welt everything is legally monitored and stored. Ships unwilling to submit to this are not welcomed in their system. It is illegal to attempt to hide information. They have a large military and their system is cluttered with observational satellites to help them conquer the herculean task of monitoring all the data traffic in their system.

SOCIETY AND ALIGNMENT

Eulebär are described as being habitually warlike, highly respectable, powerfully ambitious, legendarily inflexible, stubbornly unerring, prideful to a fault, excessively upfront in all matters, and fiercely loyal. This rigid, industrious, hard-line race is a military powerhouse due to their aggressive posture, dedication to the military lifestyle, and natural prowess at war making. Stereotypically they are conservative, hold a very high opinion of themselves, and a very low opinion of any non-militant race. Despite their faults they are fair, honorable, prompt, and dedicated to the precepts of law and order.

RELATIONS

Eulebär do not trust other races, but then again they don't really trust themselves either. They believe everyone is a potential future enemy and take steps to gather intel on them ahead of time. They are, however, upfront about this and respectful. They will often joyously discuss how they'd fight friends. There is no greater sign of respect from a Eulebär for them to consider you a potential threat.

ADVENTURERS

To an Eulebär, life is a series of conquests and battles one must fight. Even simple, menial, tasks are viewed as a hunt or a duel. So it is not hard to imagine the sort of trouble a Eulebär on a mission, surrounded by a group of adventurers, might get into.

Pronunciation Note: "Eulebär" is pronounced like "yule" in "yuletide" and "bar" as in "a bar of soap".

NAMES

Wolfhard, Egon, Wigand, Ebbo, Walo, Gotthard, Cressida, Gilberta, Adelhelma, Elva, Veerle, Bertrada, Ernesta, Berta, Frauke

GAOTH

+2 Int, +2 Cha, -2 Wis

4 Hit Points

TO A GAOTH, EVERYTHING IS A TRANSACTION. FROM THE SMALLEST FAVOR TO THE LARGEST DEBT OF HONOR- EVERYTHING IS RECORDED. THEY ARE A PROUD, NOMADIC, WARRIOR PEOPLE WHO SERVE AS SECTOR-WIDE MERCENARIES. THEY ARE POLITE, TRADITIONAL, HONORABLE, AND VALUE WEALTH ABOVE ALL ELSE.

Size And Type

Gaoth are Medium humanoids with the gaoth subtype.

Merchant Lifestyle

Gaoth gain a +2 on all Profession checks. In addition they gain a +2 on all on Sense Motive and Diplomacy checks involving business transactions.

Desert Nomads

Gaoth require half the food and water rations a typical human does, and gain a +4 bonus on Survival checks in the desert. In addition they can exist comfortably in temperatures up to 120 degrees.

Handwalker

Gaoth have dexterous feet that resemble hands. This second set of "hands" can wield weapons but if even one foot is used as a hand they can't effectively move more than 5 feet with a move action. While their multiple hands increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

Compromised Immune Systems

Gaoth have a -2 penalty on Fortitude saves against poison and diseases.

PLAYING THE GAOTH

You likely...

- Love spreadsheets and analytics.
- Value your honor highly.
- Don't see being a mercenary as a dishonorable lifestyle.
- Love money.

Other races probably...

- Dislike your "tit for tat" nature.
- Value your martial prowess.
- Let you handle the financial stuff.
- Don't understand your balance of personal honor and stinginess.





PHYSICAL DESCRIPTION

A race of proud humanoids with backswept conical heads and dexterous feet that resemble hands. They are extremely thin and gaunt with very sharp (angular) features, deep set eyes, and long, forked, pointed ears. They have tight skin the color of pastels. They are hairless without even so much as eyebrows. They stand at the same height as men but are a bit thinner. When they smile, small little fangs hint at predatory ancestors.

Originally native to a desert world, gaoth are extremely well adapted to hot arid temperatures. The fatty crest on the back of a gaoth's head stores calories (much like a camel) for long journeys in the desert. They can go many days without water or food as a result. Their bodies are quite efficient and are designed to not waste any nutrients. Despite this, their main danger has been the diseases and poisons, and not the harsh environment. They have very few antibodies and are notably vulnerable to diseases when they do encounter them. This biological flaw has been exploited time and time again by their enemies, and has forced them to be rather hygienic as a culture.

HOMEWORLD

The gaoth originated on the harsh desert world of Sab, although it holds no special place in their heart. Gaoth tend to live in enclaves on many worlds, often on space stations. These gaoth havens are cities of fantastic wealth that belong to a single saibhir or possibly a small cabal of them. It is not uncommon to have a gaoth settle on a new world, become wealthy, and attract a small settlement's worth of indentured gaoth workers (even family members) in short order.

SOCIETY AND ALIGNMENT

Gaoth government is a plutocracy where a select few of the richest individuals form the governing body. This has created a ruling caste of affluent gaoth known as "saibhir" (or "wealthy ones"), who dictate policy in their small nomadic tribes. In modern day life, gaoth travel from planet to planet as nomadic merchants in large caravan fleets. All of gaoth culture revolves around money and value. As examples, marriage is a business arrangement and even a casual conversation might involve the exchange of a credit from the less knowledgeable person to the more well versed. Nothing is free in gaoth culture, though some things may be bought as a package deal ("You may use my trash compactor to dispose of 1 lb of trash each day for 1 years for 6 credits"). Thievery amongst gaoth is an extreme crime, and the punishment is most severe. In gaoth culture theft is not only a financial matter but a matter of personal honor. Even petty thieves are often branded and/or exiled.

The richest gaoth in a region is known as the "saibhir ri" (or "king of wealth"); the saibhir ri decides the rules and guidelines for cities under his command. Most personal conflicts (such as conflicts of honor) between gaoth are not settled by martial combat, but by litigation or a war of hired champions.

Gaoth are ferocious fighters and many who are particularly skilled become sell-swords. They are exalted amongst their peers and demand high prices. They are called "santach". A famous santach may have a retinue of lesser santach that follow him into battle and are paid out of his earnings. Gaoth are particularly skilled with wide, flat, circular daggers called "gaoth glaives", and larger polearms that catch enemies weapons called "gaoth hooks".

RELATIONS

Gaoth are aware that others are not as obsessed with finances, and oftentimes a gaoth will simply keep a running tally of what is owed (in each direction) between himself and an individual and tack it onto some formal exchange in the future. Gaoth are not pushy about finances with non-gaoth, and are accepting of their ways. Gaoth know they need friends to make profits and will often associate themselves with lucrative partners despite even the most extreme risk. Gaoth honor is an odd mixture between personal reputation and karmic thought. They see a loss of honor as a black mark on their reputation, and no one wants to deal with a disreputable gaoth.

There is a tendency towards defensiveness or at the very least reserved enthusiasm towards outsiders amongst the gaoth. While they can be ingratiating and diplomatic, their relationship with others is always more akin to that of entrepreneur and customer. They regard their "good friends" as business associates or regular customers and will celebrate these profitable relations. Everything for a gaoth is tit for tat and they always have a running tally of who owes them what in the back of their mind. Many accuse them of being craven or too literal and gaoth take offense to this notion. They believe in honor, and profit above all things and when one or the other is called into question they are apt to visit retribution upon the offending party.

ADVENTURERS

Most gaoth could be classified as adventurers in one sense of the word or another. They explore the stars looking for business opportunities, trying to get rich quick schemes", or plying their trade as a santach (an honor mercenary). Many gaoth take the mercenary theme if they are santach. Gaoth envoys, operatives, and soldiers are common but engineers and even technomancers are not unheard of.

GAOTH PHRASES

- **Santach:** A skilled mercenary of high esteem.
- **Saibhir:** A wealthy gaoth.
- **Gaoth:** "*Children of the Desert Wind*". Lit. "wind".
- **Remsheer:** The conical flesh that hangs off the back of a goath's head. Lit. "*Fat of Life*". Called "*rem*" in common parlance (Lit. "Fat").

NAMES

Gaoth tend to draw from african names (most commonly south African)

- **Male:** Amadi, Berko, Chike Kgosi, Kwadwo, Paki, Simba, Zuberi
- **Female:** Aba, Chipso, Denisha, Feechi, Hija, Rashida, Zata, Zina

GLICKS

+2 Con, +2 Cha, -2 Int

6 Hit Points

THESE SHORT, LONG-EARED HUMANOIDS ARE SURPRISINGLY FAST. THEY BURN CALORIES AT AN ALARMING RATE AND CAN GO FROM BEING POT-BELLIED TO TRIM IN A MATTER OF DAYS IF THEY DO NOT MAINTAIN THEIR EXTREMELY HIGH CALORIE DIET. DESPITE ONLY STANDING BETWEEN 3'10 AND 4'10, THEY HAVE A COMMANDING PRESENCE THAT CANNOT BE IGNORED.

Size And Type

Glick are Small humanoids with the glick subtype.

Fast

Glicks have a base speed of 40 feet.

High Calorie Diet

Glicks must consume x5 the normal amount of food a human must consume, or begin starving.

Sprinter

Glicks gain Jet Dash at 1st level as a bonus feat.

Scent

Glicks have blindsense 30 feet based on scent.

Napoleon Complex

Glicks gain a +2 racial bonus on Intimidate checks against creatures who are larger than them.



PLAYING THE GLICK

You likely...

- Forgive offenses before they become issues.
- Consume and burn more calories in a day than most people do in a week.
- Are willing to help your friends if it will advance your standing with them.
- Have an extra backpack just for snacks.

Other races probably...

- Are amazed at your speed.
- Wonder if you are one of the “shady glicks” or the “normal glicks”.
- Dislike your temper.
- Assume you have a secret stash of snacks hiding somewhere.

PHYSICAL DESCRIPTION

Glicks have wiry hair that starts farther back on their head than humans, and many have a pronounced widow's peak. Thick fatty pads sit under their wispy eyebrows and make their faces very expressive.

Their long, ragged, very thin, highly mobile ears are backswept but either stand up like little antennae or stand out to the side depending on the glick's region of birth. They typically use their dexterous ears to accentuate their speech like many humans do with their hands. They have a wrinkly, small, leaf-shaped snout on their face. Males grow small protrusions in their mouth that are actually vestigial tusks but now are little more than large teeth. While female are almost entirely hairless, the exceptions being eyebrows and head hair, males have heavy body and facial hair (it is in fashion to shave it however). They have stout forms with small legs. They possess the normal allotment of fingers and toes but they are proportionally stubbier and fatter than a human's. While most glicks have either an off-white, tan, or brown skin coloration, some have patchy skin that may be a mixture of any of the proceeding two or three colors. Their eyes have black sclera with yellow iris. The color of their iris varies from a near white to a dark goldenrod color and the more yellow they are, the more fertile the glick is believed to be.

Glicks are amazing runners. No one believes it until they see a glick go zipping by, and then they eat their words. Their biology is impressive - forged in an environmental crucible unlike any other. They grew up on the savannah, faced with predators and prey that could far outpace a man. Over the generations only the fastest glicks survived, but to compensate they required more and more food to keep up their physique. This led to a genetic arms race that turned the unassuming glicks into well-tuned running machines. Glick foot races are a popular spectator sport that other races enjoy (though they are quite rowdy).

HOMEWORLD

The glick's homeworld is an agricultural world where the bucolic lifestyle is alive and well. Sure, androids walk the streets and the family cow is actually a genetically engineer super-bovine from Drendor IV, but the slow life is alive and well here. The planetary government is small and local communal governments are run by mostly related family members who settle large regions with their many offspring to form kind of "family communes". They have an informally socialistic style of life, but in a low-key sort of way. They tend to share what is needed and just kind of assume their friend will lend them the use of their hover car if they need it because they were willing to help them with the harvest the year before.

In space the glicks are mostly merchants, civil engineers, or diplomats. They have many people living on other worlds, so long as the pace isn't too fast. They don't like giant metropolitan worlds for this reason but every out-of-the-way spaceport in Red Sector has at least a Glick bartender, travel advisor, jugga jugga bean merchant, or freelance mechanic.

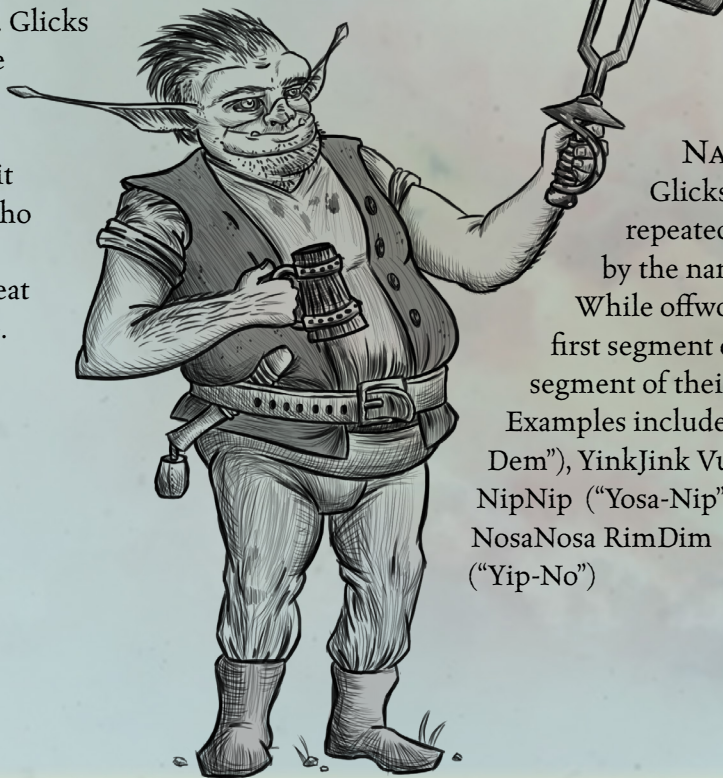
SOCIETY AND ALIGNMENT

Culturally glicks are rough, brash, lewd, but honorable folks. While they may enjoy a drink or two (or eight) they still always endeavor to raise a toast to a friend while doing so. They are good natured and, while they may be exceedingly blunt, honest. Famously, glicks don't hold grudges. They are a people who forgive and forget quite easily. They expect the same from other races and rarely understand the rationale for longstanding feuds or biases. However, glicks also have a legendary temper that is quick to be brought on but even quicker to subside. Status is symbolized by wealth, and glicks love their creature comforts. Their homes or ship quarters are always packed to the brim with accoutrements to help them relax and just decompress. A glick-designed ship or house has a staggeringly large pantry, sometimes consuming 1/3rd of the total bulk.

Thanks to a powerful olfactory sensitivity and an even more powerful need to eat, glicks love cooking. Their food is generally served in large vats, has very high calorie levels, and is very nutritious but generally simplistic (rarely containing 2 or 3 ingredients). Food is celebrated in glick culture and it is considered a serious offense to waste food. A social faux pas derived from that social stigma is that a person must always finish all the food on their plate. While outsiders are partially excused from this restriction, glicks still find a wasted leg of lamb to be a terrible thing.

Many glicks are involved in food production, which is due to the staggering amount of food a glick must consume. They are the “breadbasket” of Red Sector, mostly trading food for technical goods. Over the years they have developed rich and unique techniques for causing crops to yield larger than average tonnage and these secrets are the envy of all.

There's a saying: “If a glick isn't a farmer, he's a criminal - and if he isn't a criminal or a farmer, he's a businessman, and that's worse than either of those.” Glick merchants are notoriously shady and will pretty much sell anything to anyone, political implications be damned. Glicks are often found on pirate or smuggler crews, in organized crime rackets, or working in other illicit professions. Any glick who earns an honest living resents this and takes great offense to the stereotype.



RELATIONS

Glicks think they are everyone's friend and, for the most part, that's true. Everyone who knows glicks knows you have to take everything they say with a grain of salt but they are generally good people. Even the criminal ones are more reasonable than criminals of other species- often in it for the profit and not for the violence. As glicks don't hold grudges, even if the other party does, working with them is famously easy. Their abundance of foodstuff and wealth agricultural technology always makes them a welcome sight in any government office and they are treated respectfully on civilized worlds.

ADVENTURERS

Most glicks are pretty casual about their adventuring and kind of fall in and out of it. They do it out of opportunity and most don't partake of the life for long. They use it as a means to get ahead and aren't really attached to the notion of risking their lives for some wild chance at fortune for the long-haul. They'd

rather get rich quick then drop out of the race. Still, there are some famous glick heroes who “never stopped running” and just kind of took things as they came.

NAMES

Glicks names are comprised of two repeated or rhyming segments followed by the name of their father or mother.

While offworld they often just take the first segment of their first name and the first segment of their parent's name, hyphenated.

Examples include: MaloMalo DemDem (“Malo-Dem”), YinkJink VugVug (“Yink-Vug”), YosaMosa NipNip (“Yosa-Nip”), OgOg RovaNova (“Og-Rova”), NosaNosa RimDim (“Nosa-Rim”), YipYip NoGo (“Yip-No”)

HASA

+2 Str, +2 Cha, -2 Con

4 Hit Points

HASA (HAS-AHH) ARE A RACE OF HEROIC HUMANOID NITROGEN-BREATHERS WHO ARE BOUND BY A DARK CURSE. WHEN THE RACE WAS YOUNG, LEGEND HAS IT, ONE OF THEIR FIRST KINGS DEFEATED A POWERFUL DEMON LORD WHO CURSED THEM. THIS MAGICAL GENETIC CURSE FOLLOWS THEM TO THIS DAY. IN THEIR LEGENDS, THEY CALL THE MYSTIC MOUNTAINS OF HASA HOME, THOUGH NOW THEY INHABIT ANY NITROGEN-RICH PLANET.

Size And Type

Hasa are Medium humanoids with the Hasa subtype.

Cursed

Hasa are a cursed race. They are compelled to rhyme at least once per 4 sentences (or more). Any time a hasa comes within 30 feet of a creature with the devil or demon he must make a Will save (DC 10 + HD of demon/devil) or become panicked. This fear of devils is a fear based supernatural effect. The curse itself is a magical effect that can be detected as a curse. It can be suppressed for 24 hours by remove curse (DC 20) or removed entirely by wish, miracle, or a similar effect. Many hasa use this to help detect devils.

Nitrogen Dependency

Hasa breath a much higher level of nitrogen typically and this can cause them problems in non-nitrogen rich areas. A hasa without a breathing filter takes a -2 to his Strength score and a further -2 to his Constitution. While in nitrogen-rich areas, or by using magic that can replicate their natural environment, a hasa's racial -2 to Constitution is reduced to a -0 penalty after 24 hours. A rebreather costs 5 credits and all hasa begin play with one.

Vent

As a standard action a hasa can exhale a toxic cloud of billowy smoke in a 15 foot cone from their mouth. Creatures within this cone take 1d6 per 2 HD of acid damage. All creatures within the affected area must make a Reflex saving throw (10 + 1/2 character level + Constitution modifier) to avoid taking damage. Those who succeed at the save take 1/2 damage from the attack. This ability has a 1d4 round reset.



PLAYING THE HASA

You likely...

- Are overprotective of the few you trust.
- Have a strict sense of honor.
- Have little patience for subtlety or subterfuge.
- Have high intensity and passion.

Other races probably...

- Value you as a soldier.
- Take you at your word intrinsically.
- Find you cold or over focused on results.
- Find you physically intense.

PHYSICAL DESCRIPTION

Hasa are, on average, 3-4 inches shorter than a typical human and generally a little more slight. Their most notable feature is their large bat-like ears, sometimes extending a full 6 inches over their head like sharp stalks. Hasa have a red or brown eye color that gives them a somewhat demonic appearance. The hair of a hasa, for both males and females, grows in a single strip on their head in a fashion that resembles a mohawk. Their hair is often vibrant in color with red, blue, and purple being the most common colors. On either side of their mohawks are four thimble-sized holes in their head. These help hasa perspire and aid in respiration if their mouths are shut. The holes can produce a high-pitch whistle when air is blown through them, though this is the extent of their manipulation of them. Skin tones range from a reddish brown to a lighter pinkish hue, and occasionally have dark blue clusters of freckles.

HOMEWORLD

The Hasa homeworld of Hasa-Do has long since been left behind in favor of exploration for the majority of the race. What few left there remain in the nitrogen rich valleys and mountains in smaller tribes, preferring to live a quiet life.

SOCIETY AND ALIGNMENT

Hasa tend towards lawful and good alignments, though there are always exceptions. They have a deep-rooted sense of pride and duty that is seldom seen in a race. Hasa society is mostly organized into a series of mercenary castes that are separated by reputation and motivated by honor. It's possible to be "demoted" to a different mercenary caste based on actions and behavior, what is considered honorable to one may not be to another.

RELATIONS

It's rare for hasa to get along with other non-hasa races except on an individual basis. Most hasa are under the impression that other races often lack the honor that is intrinsic to Hasa culture.

ADVENTURERS

Many hasa adventure for honor or a sense of purpose. It is most common for hasa to become soldiers, although those few with a magical bent find solarians to be an appropriate class.

NAMES

Common Boys Names: Kamo'o, Hak'ui, Glak'tai, Morun'tik, Kris'gwarm

Common Girls Names: Yon'dari, Rey'ah, Yup'Pers, Ity'undo, Fyr'jump

KABOUTERS

+2 Con, +2 Wis, -2 Str

4 Hit Points

LITTLE MUSHROOM PEOPLE WHO HAVE DEVELOPED A SYMBIOTIC RELATIONSHIP WITH A CERTAIN SPECIES OF (NON-HUMANOID) MUSHROOMS THAT CONTAIN A MIRACLE DRUG. THEY ARE SEMI-PACIFISTS WHO WOULD PREFER TO RUN THAN TO FIGHT. SINCE LEAVING THEIR HOMEWORLD OF OBSIDIAN THEY HAVE BECOME THE FOREMOST EXPERTS ON PHARMACOLOGY, PROVIDING MEDICAL AID TO ALL OF RED SECTOR.

Size And Type

Kabouters are Small humanoids with the kabouter subtype.

Darkvision

Kabouters can see up to 60 feet in the dark.

Mushroom Cap

The pharmacological miracles their mushroom cap provides grant kabouters a +2 racial bonus to Medical checks and a +2 racial bonus on saves against poisons and diseases.

Spore Cloud

A kabouter can send out spores as a standard action in a 10-foot radius burst centered on itself and lasts until the start of it's next turn. Any creature caught in this cloud or that moves through it is exposed to the kabouter's spores. A creature affected by the spores is sickened for 1d3 rounds if they fail a Fortitude save (DC 10 + 1/2 HD + Constitution modifier of the kabouter). The spore cloud does not hamper vision. A kabouter is immune to the effects of their own spore cloud (but not to that of other kabouters).

PLAYING THE KABOUTER

You likely...

- Would rather run than fight.
- Don't want to see others get hurt.
- Get a mild shock when someone is rude.
- Have worked in the medical field.

Other races probably...

- Respect you for your medical prowess.
- Don't understand the relationship between you and your mushroom cap.
- Find your kindness life-affirming.
- Get angry when someone attacks you.



PHYSICAL DESCRIPTION

Kabouters have diminutive forms and are topped with a hat-like mushroom of a few varieties. Kabouters are born without coverings on their heads and their brains are only protected by skin and muscle (not bone). An interesting symbiotic relationship has developed with the kinds of mushroom that they cultivate. Once planted, it takes root and grows with them. By the time the kabouters reach maturity, the mushroom caps on their heads are typically 1.5 to 3 feet in diameter. Height depends on the variety, as some are conical and others more bulbous, so they can be anywhere from 1 to 3 feet tall. Families cultivate and use unique breeds of these mushrooms. This helps kabouters differentiate between clans or families at a glance. Kabouters relationships with their mushrooms are beneficial. The mushroom feeds off nutrients in the blood of the kabouter, and the kabouters themselves gain the benefits of the mushroom's spores. The special spores of kabouter mushrooms have an invigorating effect on its host and is something of a panacea. In addition, it helps kabouters blend in and hide in mushroom rich underground caves.

HOMEWORLD

Kabouters are native to the superplanet Obsidian, and were among the first to seek shelter in the cave systems. They still maintain large colonies within the cave system, but they have also moved on to create small settlements on various other planets, with jungle and marsh planets being favorites of the kabouter.

SOCIETY AND ALIGNMENT

Kabouters are a homely lot who hide themselves away far from the other underground races. They keep their cities comparatively close to the surface and often interact with local friendly surface races. While they are generally very polite, kabouters are shy and insecure as a race, and as such, relations with a local community of another race is often initiated by the surface dwellers. They are often called "mushroom-folk," "cappers," or "pilz" by the few surface dwellers they interact with.

Kabouters are skilled alchemists and healers, using their mastery of underground agriculture to create pharmacological wonders. Disease is almost unknown amongst the kabouters, and even grievous injuries are healed with ease. Such wounds are rare, however, as war and other forms of armed conflict are exceedingly rare occurrences. Only when others attack them do the kabouters try to defend themselves. Even then, kabouters would prefer to abandon a settlement and start a new one rather than face an enemy. They are quite adept at disguise and camouflage, and they build their small towns to blend into their surroundings. So skilled are they that an invader could wander through a kabouter city and never know it was there if they weren't looking for it.

RELATIONS

Kabouters are largely regarded as the medics of the universe and are generally considered to be unacceptable targets in military engagements and their settlements are largely passed by. This isn't directly because of their medical role but because through their selfless treatment of the injured they have earned the respect of many other races. Attacking a kabouter settlement or killing a kabouter in cold blood is likely to cause several other major powers to declare war on the offending party on principle. The Kabouters have an official stance of neutrality in engagements between sentients (excluding the tarrasques) and will help if invited by either party to do so.

ADVENTURERS

Kabouters are normally too timid to venture out on an adventure on their own, but their medical knowledge means that some ventures will seek out kabouters and try to convince them to join up. Other times a kabouter will see adventure as a way to expose themselves to new plantlife and medical discoveries. With their sympathetic mindset and nature tendency towards healing, kabouters make perfect mystics, and some try to parlay their respected status in success as envoys.

NAMES

Fingle, Ying, Tokka, Midori, Lomox, Vilgdar

KAPRE

+2 Cha, +2 Dex, -2 Int

4 Hit Points

EASYGOING, PENCIL-THIN, GENTLE-GIANTS WHO RECREATIONALLY USE MILD MIND ALTERING SUBSTANCES AS PART OF THEIR CULTURAL NORM. THEY ARE JOVIAL, WELCOMING, ALWAYS WILLING TO SHARE WHAT THEY HAVE, AND INCLUSIVE.

Size And Type

Kapre are Huge humanoids with the kapre subtype.

Small Hands

Despite being of Huge size, kapre must use weapons sized for a medium or large creature. Likewise, a kapre deals damage with unarmed and natural attacks as if it were a large creature.

Pharmaceutical

Kapre gain a +2 racial bonus on Craft and Profession checks related to the creation and sales of drugs as well as a +2 bonus on all Heal checks.

Expanded Mind

A kapre's mind reacts differently to a recreational hallucinogens used responsibly. Whenever a kapre takes a recreational drug (worth at least 2 sp), its mind expands and accelerates, gaining a +2 racial bonus to Wisdom and Charisma, but a -2 penalty to AC due to an increase in lethargy. This benefit lasts for 1 minute after they take it. They still receive any benefits and penalties associated with the substance they are taking.

Big Kape, Small World

Kapre spend a lot of time crawling around stations designed for small or medium sized creatures on their hands and knees. While they don't enjoy it, they are well practiced at it. A kapre takes no penalty on attacks made while prone and can move at half their land speed while prone.

GM Note: Huge Size

GMs should be aware that a huge race presents a number of challenges to encounter design before they allow this race into their game. Kapre have a 15 foot reach and if they use a reach weapon, this is amplified. There will be areas that will be inaccessible to them (many stations designed for medium creatures for example) and areas that they can reach a great deal easier because of their towering height. Please also be aware that despite their size kapre, like all races in Starfinder, do not have an ability score adjustment due to their size.



PLAYING THE KAPRE

You likely...

- Treat your friends like your family.
- Are the first one to offer help.
- Look on addicts with sympathy rather than contempt.
- See a larger, more holistic, picture of a situation than others.

Other races probably...

- Regard you as kind and empathetic.
- Find your use of recreational hallucinogens in poor taste.
- Can't physically accommodate you due to your size.
- View you as an oddity.

PHYSICAL DESCRIPTION

The first thing one notices about a Kapre is that they are looking up at them. These humanoid giants stand a good 20-30 feet tall and are pencil-thin, weighing in at between 800 and 1,000 lbs. Their features are extremely angular and their heads are disproportionately small. Their limbs start out wider at their joints and become terribly thin at the end. Their hands and feet are tiny and seem to belong to a much smaller race. Their skin is a deep blue or violet, with a natural oily texture that is soft to the touch. Their flesh is a purple so dark it appears black and their blood is a robin's egg blue. They grow thick hair, but only on their heads and, on males, on their face. In fact, it grows quite quickly and is often braided or coiled under a turban. This hair is either jet black, dark blue, or snow white and is genetically decided. Males of a great age are very proud of their thin beards that can grow to impressive lengths if tended correctly. They often wrap it around their necks like scarves, or braid it with inset stones. Despite their size, kapre are fragile creatures who don't suffer injury well. They are rather limber, extremely flexible, and very light on their feet, moving with a grace that seems to defy their great size.

In terms of fashion, kapre are festive. Those that live in warm regions tend to wear little in the way of clothing and those who live in colder climates tend to wear long tunics or robes in place of more constrictive garments. Their clothing generally features imagery from their lives or important symbols to them. It is high fashion to wear turbans inset with stones and piercings are quite prevalent. All this is done tastefully and with great ceremony. Jewelry almost always adorns the bodies of kapre, though it is not always expensive. Many have pieces made from treated wood, non-precious stones, or even metal. Weapons are not normally worn or carried in society though they occasionally carry great painted staffs carved from the trunks of trees when they travel.

HOMEWORLD & LUNGSONS

Kapre's homeworld of Mossa was a tropical jungle world where their size helped them reach food from trees of a great height that no other creature could get to. This adaptation allowed them to spread to other regions where tall trees were numerous. Most Kapre remain on Mossa but many take decades long nomadic wanderings in ships to see other worlds. Kapre settlements, either on Mossa or off, are referred to as "lungsons" (lit. "cities") and are typically very tribal in their design. Lungsons are famous for lacking locks or even doors most of the time- they are very open and welcoming of outsiders. One might think that this would lead to theft and crime but lungsons have very low crime rates. The notion that "you cannot steal from us that which we give willingly" is pervasive- the Kapre are so generous that stealing seems like a lot of extra work for little extra reward. Many lungsons are designed to be able to be uprooted and moved if they are threatened rather than fight. This is because, despite their imposing size and formidable potential destructive power, kapre are a peaceful race who would prefer to run than fight.

SOCIETY AND ALIGNMENT

Kapre are legendary for their love of mild psychotropic drugs and other mind-altering substances. While they typically only partake in ganja they occasionally celebrate with a number of other mind-altering substances. As a culture they are very relaxed and easygoing, described as gentle giants.

Drugs are a large part of kapre culture. Even young ones are exposed to their mind-altering effects and are used on a regular basis. Families have a special “meal” called “community time”, when kapre get together and partake in their favorite psychedelics as a respite from the day’s labor. Kapre have a deep understanding of such chemicals and don’t risk an overdose. They are all about responsible use of these and run many clinics for addicted creatures on many other worlds. Uncouth behavior while partaking of them is a social faux pas, much as getting excessively drunk in public is for other races. They mainly partake of the milder drugs like ganja or khat but may dip into stronger stuff during celebrations or ceremonies. Other races find this prevalent aspect of kapre culture repellent and many have mistakenly affiliated them with criminal elements. In truth, kapre are generally repulsed by criminal use of drugs as those in charge don’t know how to properly moderate themselves.

RELATIONS

Kapre are an oddity- viewed as a novelty wherever they go outside their own world. They are welcomed most places but are often reminded of controlled substance laws and viewed with a little suspicion. Because of this kapre tend to keep to themselves, celebrating guests warmly whenever they come to visit a lungson. They prefer to avoid the limelight and thus are not at the center of intergalactic affairs. Their size often precludes them from physically visiting stations or boarding typical ships. Their own ships are designed quite large, even their personal craft are of the huge size category and their transports are colossal.

ADVENTURERS

The amiable kapre are happy to help out their friends on adventures. They often serve as the conscience of a group, or at least they are the glue that binds a party together (often acting as “den mother” to the group). They adapt well to many classes, particularly mystic, mechanic, technomancer, solarian, and envoy. They lack the duplicity to be an operative and dislike violence enough that kapre soldiers are rare.

NAMES

Kapre tend to use Indonesian names or names from whatever culture they find themselves in. Because many kapre travel they often will have 3 or 4 names that they use for convenience.

Example names: Ary Wahyu Salim, Hendri Setiawan Sanjaya, Rovanio Ming-tun, Wono Jing, Wilbert Petta, Nahum Baruara, Titus Sianturi, Micah Ujung, Budiono

MIHIA

+2 Int, +2 Dex, -2 Wis

2 Hit Points

POLITE, PROMISCUOUS, FIERCELY INDEPENDENT, SOMEWHAT CONCEITED, ALIENS WITH PARTIALLY TRANSPARENT SKULLS. THEY ARE MASTERS OF MAGIC WHO LACK THE WHEREWITHAL FOR DIRECT COMBAT.

Size And Type

Mihia are Medium humanoids with the mihia subtype.

Sticky Tongue

Mihia have a long, sticky, tongue. They can make unarmed attacks at a range of 15 feet by using their tongue but may not apply their Strength modifier to damage if they do so. This is sticky and can be used to retrieve unattended objects weighing 2 lbs or less at range of 15 feet.

Picky Eaters

Mihia gain a +2 racial bonus on Profession (cook) checks and checks related to the preparation of food. However, in most cases a mihia must prepare their own meals as the food of other races will injure their super-sensitive pallet.

Magnetic Navigation

A mihia's brain can interpret the magnetic fields of the planet, and it always allows them to know what direction north is in when on the surface. In addition, they always know their relative direction of their homeworld.

Mystical Focus

Mihia receive a +2 racial bonus to caster level checks to overcome spell resistance. In addition, they receive a +2 racial bonus to Mysticism skill checks.

PLAYING THE MIHIA

You likely...

- Value intelligence and reward it with your attentions.
- Are polite in the best of times but egotistical when push comes to shove.
- Don't "get" technology.
- Lack creativity but make up for it with knowledge.

Other races probably...

- Dislike how much you talk about yourself.
- Assume you know magic.
- Keep trying to look at your brain.
- Don't get why you think the universe "owes" you something.



PHYSICAL DESCRIPTION

A mihia (Me-hi-ah) is a humanoid creature with a light-bulb-shaped head that is transparent on the top, allowing full view of the brain. The top of a mihia's head is disproportionately larger than the bottom, and the face very much resembles a human face with a wide chin. The upper cranium is quasi-transparent, like thick fogged glass, though it is still crafted from flesh and bone (just transparent). They have small, squinty eyes that offer them poor eyesight. Their small thin lips hide a powerful natural adaptation all mihia share: a long thin sticky tongue that can lash out like a frog's.

Mihia are obsessed with food and their tongues are extremely adept at discerning individual flavors. Most cannot stand the cooking of other races due to their tongues' extreme sensitivity. Of note, when not being used as a weapon the mihia's tongue resides in a special well-muscled partition that continues down into their chest cavity. It is visible as a thick muscle that runs down the front of the neck, about half the width of their neck and the skin over it is colored a vibrant blue, pink, or red.

The odd configuration of mihia's skulls allows them to always properly orient themselves to magnetic north and have superb navigational skills. It is also suggested, but not proven, to be somewhat reactive to light (possibly photosynthetic) and this augments their already phenomenal intelligence.

HOMEWORLD

The Mihia homeworld is known as "o,o" (or "Zero-Zero") as they refer to it as the point at which their navigational direction always points to. It was a lush jungle world with many predators and a super-abundance of forms of life. They tamed the world and the system around it, dividing their empire up in thousands of tiny governances based on a complex and ever-changing political landscape. This chaos stands in stark-contrast to their intelligence but is indicative of their lack of planning.

For the most part mihia groups are run by oligarchies of the most intelligent mihia (based on some standard testing), magocracies, or autocracies. In the latter case they are quite frequently dictatorial with frequent changes in their leaders. Most of these leaders are charismatic mihia with small personality cults, wizards of considerable skill, or criminal kingpins masquerading as benevolent emperors. They are all generally united under a single hereditary Emperor who largely serves as a puppet for whoever is the most powerful at a given time.

SOCIETY AND ALIGNMENT

Culturally, mihia are very polite, rather liberal, and promiscuous. While one might assume such an intelligent race with a brain so large might be given to technological pursuits, mihia lack the innate common sense to put together a well-executed plan. Mihia are fiercely independent and individualistic to the point of being stubborn. Each is raised to assign great value to themselves personally and this often manifests itself in a haughty ego or at least an underlying self-pride. This is tempered by a deep-seated cultural politeness, but rears its ugly head in times of stress.

Mihia are not particularly well-versed at the art of war and rely on allies to do most of their fighting for them. When pressed, they will fight viciously and with cunning tactics. Mihia count many magic users amongst their number and prefer to mow down fleets of enemies with spells rather than engage in a more traditional war.

RELATIONS

As a society, mihia are very open to the prospect of working with other races and their cities are home to myriad other species that cohabitate with them. Mihia always consider themselves "higher" than other races (generally on the grounds of relative intelligence) and can be a bit dismissive of the mental accomplishments of other races.



ADVENTURERS

Mihia adventure for one person and one person only-themselves. They are generally out to prove how great they are, take advantage of what they feel the universe “owes” them, or to “realize their destiny”. Most fall in with a group expecting to be the leader (because... why wouldn't the smartest be?) and get into trouble if they aren't. Most mihia are mystics, some are solarians or technomancers, but almost none are soldiers, mechanics, or operatives.

NAMES

Mihia place great importance on titles and epithets. Even lowly people have titles that they proudly show off and require others to use. Most only have personal names as having family names would be giving credit to someone else. A family relation might be displayed in an epithet, particularly for children of famous mihia, by adding “scion of” or “successor to” followed by the famous familial relation. Titles and epithets have to be approved by the central authority and claiming something you didn't earn carries heavy fines.

Some examples include: Journeyman Prokin the Swift, Regional Assistant Manager Draxin scion of Madrix the Elder, Champion of the Dark, Drindalo Protector of the West Street Neighborhood, Captain Tarador, Owner of the Redwing, High Lt. Vindox, the Halter of the Great Heckitan Advance, Master Rindel, Archmage of the 7 Towers

PON'PAR'I

+2 Int, +2 Con, -2 Str

4 Hit Points

BORN ON A TUNDRA-WORLD THE SMALL, SHAGGY, PON'PAR'I ARE THE SECTOR'S PREMIER MERCHANTS AND ACADEMICS. ONCE POLAR HUNTERS, THEY ROSE FROM THEIR ICY ROOTS TO BECOME ONE OF THE MOST TECHNOLOGICALLY ADVANCED CIVILIZATIONS IN RED SECTOR. THEY ARE WELCOMED IN EVERY PORT, USED AS A NEUTRAL THIRD PARTY TO SETTLE DISPUTES, AND FORM THE CORE OF THE LEAGUE OF WORLDS.

Size And Type

Pon'par'i are Small humanoids with the pon'par'i subtype.

Polar Shag

Pon'par'i gain cold resistance 5 and can exist comfortably at temperatures as low as -50° F.

Vestigial Horns

Pon'par'i have small, largely vestigial, blunt, horns. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Pon'par'i gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 x their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

Space Faring Merchants

Pon'par'i gain a +2 bonus on Piloting and Diplomacy checks. Alternatively, a Pon'par'i can chose to gain a +2 bonus on Culture and Profession checks. Once this choice has been made, it cannot be changed.

Vestigial Horns

Pon'par'i gain a +2 racial bonus on Appraise checks and Sense Motive checks relating to business. In addition they gain the same bonus on one Knowledge skill of their choice.

Tundra Hunter

Pon'par'i gain a +2 bonus on Survival checks made in tundra environments. In addition, they gain a +2 situational bonus on Stealth checks in areas of snow as their white shag provides them with the perfect camouflage.



PLAYING THE PON'PAR'I

You likely...

- Enjoy exploration and travel.
- Are as brave as you are smart.
- Are always looking to make a profit.
- Value intelligence and equality.

Other races probably...

- Rely on you to make the right call morally and intellectually.
- Treat you well, even in the worst circumstances.
- Respect your people and thus hold you to a higher standard.
- Want to pet your soft, shaggy, fur.

PHYSICAL DESCRIPTION

These small, extremely shaggy humanoids have a double coat of hard, straight, wiry hair that protects them against even arctic environments. This snow white hair is not unlike that of a fluffy terrier or even a poodle, but as dense as an unshorn sheep. Their two small dark eyes peer out through the mess of hair and a big, flat, cat-like nose adorns the center of their face. Two small skull-mounted horns serve as a feral reminder of their ancestors as they were large predators with a bestial rack of spiked horns that could gore through the most protective hide.

Pon'par'i do not wear much clothing when outside of space suits; generally just coverings for their genitals in some fashion and wearing boots. This is because of their thick shaggy coat that protects their body. Belts, bandoliers, harnesses, and other straps are commonly worn by pon'par'i who do physical labor like station workers or soldiers, so that they might hang tools or weapons off them. For beautification, women adorn their horn with wraps of expensive fabrics, dangle charms or other jewelry off them, and some even wear shawls or wraps. Males tend to dress more utilitarian and with less clothing. While in other cultures, pon'par'i adopt the attire of their host race though often leave their furry chest bare.

HOMEWORLD

Rendonti, an ice world in a system with a red dwarf sun, is home to the Pon'par'i. While it is a thriving metropolis and one of the great centers of learning, all of its cities are under the thick layers of ice. These subterranean cities are bustling and beautiful with bright and open designs that often feature great works of art from many civilizations. Only the Pon'par'i enjoy going up on the surface and many consider it a rite of passage to hunt some of the predatory creatures up as they pass into adulthood.

SOCIETY AND ALIGNMENT

Pon'par'i are naturally adventurous and intellectually inquisitive. Even the word "pon'par'i" means "explorer people" in their tongue. Pon'par'i are prodigious spacefarers; traveling for the sake of exploration and trade.

Pon'par'i possess a deep-seated love of learning that is instilled in them from youth. They hold the education of children (pon'par'i or otherwise) as a cultural duty and good deed. So revered is it among them that their leaders hold the title "teacher" or "professor" rather than a more bureaucratic term. Pon'par'i have made great strides in technology, economics theory, science, and literature.

They are categorically soft-spoken and have very quiet voices that do not travel far. While personalities amongst them differ drastically, even their wildest are more reserved than the typical member of another civilized race. This placid nature does not prohibit them from fulfilling their insatiable curiosity and they often find themselves having to choose between what is exciting and what is polite.

Religiously pon'par'i do not worship a single deity as a whole, though most are lax in this. In the place of religious zeal they find strength in their cultural identity and traditions. Many joke that the patron deity of the pon'par'i is the schoolmaster because of their strict educational standards.



RELATIONS

Pon'par'i are universally held in high regard as a diplomats and merchants. They are welcomed in all public ports in the League of Worlds and they have even managed to work out exclusive trading rights with a few minor species. Even the reclusive Ves allow Pon'par'i to trade within their system, a great privilege no other enjoys. They are at the core of the League of Worlds- one of the founding species and without their trading efforts holding everyone together it might crumble.

ADVENTURERS

Most adventuring pon'par'i end up as mechanics or envoys due to their technical prowess and cultural business acumen. Being a soldier or operative is a respectable trade and harkens back to their roots as a tundra hunters. Pon'par'i have a natural aversion to magic and produce very few mystics. Those few that do are wage-mages: magic users who produce goods or render services for a fee. This aversion doesn't extend to technomancers which they see as more of a science than an art and they employ liberally. For similar reasons, few become solarians, they view their powers as too abstract and feel more comfortable with tangible things.

NAMES

Pon'par'i have long, extensive names denoting their family history. Their names follow a "personal name", vas ("child of") "mother's name"- "father's name" format. So the name "Riddle vas Jorka-Rex" would mean "Riddle, son of Jorka and Rex". In more formal occasions they will include their maternal grandparents (Riddle vas Jorka-Rex vas Rima-Nor). Many female names end in an "a" or "en" while male names tend to be shorter (often single syllables).

Some example names include: Tammen vas Tema-Till, Kirok vas Noba-Yung, Consta vas Libra-Mock, Ugoshia vas Noma-Fell, Gor vas Trixa-Den.

HECKITANS

+2 Dex, +2 Cha, -2 Wis

4 Hit Points

“THINK OF A HORDE OF HYPERACTIVE TEENAGED SUPERMEN. THIS IS WHAT YOU FACE WHEN A ‘STORM’ FALLS UPON YOU.”

THE “REDS” ARE A GROUP OF HUMANOIDS WHO SETTLED A MAGICALLY CONTAMINATED PLANET AND DEVELOPED INTO SHORT-LIVED, MAGICAL, SUPERMEN. THEY HAVE NATURAL RED TATTOOS ALL OVER THEIR BODY AND SHOCKED RED HAIR. THEY ARE DAREDEVILS, ONE AND ALL, AND RELISH TAKING GREATER AND GREATER RISKS. THEY FLY ABOUT THE STARS IN GREAT “STORMS” CHALLENGING THE IMPOSSIBLE AND CLAIMING WHAT FORTUNES THEY CAN BEFORE THE CURSE THAT BORE THEM CONSUMES THEM.

Size And Type

Heckitans are Medium humanoids with the heckitan subtype.

Fearless

Heckitans receive a +2 racial bonus to saving throws against fear effects.

Magical Contamination

Reds are irradiated with magic in their very genetic structure and this makes casting magic on them somewhat difficult. Heckitans receive have $10 + 1/2$ their character level in spell resistance. If they gain spell resistance equal to or greater than this from another source, use that instead and increase it by +2.

The Luck of Chaos

Heckitans gain a +1 racial bonus on all saving throws.

PLAYING THE HECKITANS

You likely...

- Are ADHD at all times.
- Think positively about every problem before you.
- Try to tackle the biggest challenge within eyesight.
- Get along with everyone, even if they don't get along with you.

Other races probably...

- Find your constant moving and talking annoying.
- Are concerned you might do something random.
- Treat you like a child.
- Find your splotches and magical contamination off putting.



PHYSICAL DESCRIPTION

Heckitans are descended from humans but their rapid mutation, brought on by magical contamination, makes them a separate species from the rest of humankind. They have odd fire-engine red splotches on their skin. These red stains were a genetic defect as a result of the magic radiation of the laylines. When they appeared on the scalp or other places where hair grew the hair there was wiry and bright red. When it covered an eye (or eyes) the eye took on a brick red color. The splotches were never larger than a few inches in diameter. They stand a little shorter than humans, though this might be due to the fact that they only ever live to be about 20. Each one is very limber, somewhat gangly, and broad of shoulder. A red is constantly jittery, anxious to get moving, and often has some kind of tick they do when bored (which is always). They are constantly moving, chatting, and working on something; they are ADHD to the point of absurdity.

HOMEWORLD

A human colonization effort stumbled across a desert world with a band of paradise along the equator. They called this planet "Heckitan" and began to make a life for themselves. Unbeknownst to them the oasis that sustained them was the result of the intersection of powerful, magical, interstellar ley-lines. Everything from the soil to the water was saturated with the chaotic energies of the enigmatic lay line. Generation after generation grew and gave birth. Each generation was further dosed with the magical bleed-off from the laylines.

SOCIETY AND ALIGNMENT

More often than not they are of a chaotic alignment. They have little to no established culture but roam the western continent in great nomadic raiding hordes called "Storms". Their leaders, the strongest and most interesting among them, guide these hordes more than directly control them. Changes in leadership are frequent and infighting is almost constant. When they enter a battle they become enraged and destroy all they can see.

As their colony grew, so did the rate of magical radiation poisoning. The lifespans of the Heckitans grew shorter and shorter and their personalities grew more and more erratic. They began taking greater and greater risks. The greater the risk, the greater the respect it earns the daredevil.

RELATIONS

Heckitans are fireworks- they burn bright but die quick. They live life to the fullest in the small amount of times they are afforded. They don't have time for things like "prejudice", "manners", or "grudges". They live free and die fast- letting the dice land where they will. They talk faster than a ship in hyperspace and jump topics faster than a laser rifle can shoot off a pulse of energy.

ADVENTURERS

Heckitans are not just born to adventure- they are called to it by their very DNA. It's very disconcerting to see a Red who isn't an adventurer (there is probably something wrong with them).

NAMES

Heckitans have human names but almost universally adopt a nickname that they go by. Some examples of these include: Sparky, Jitterbug, Killer, Champ, Buddy, Pal, Boss, Ace, Kid, etc.

SAMEBITO

+2 Str, +2 Cha, -2 Wis

4 Hit Points

ROVING SHARK-MEN WITH NO REGARD TO THE PAST, THE SAMEBITO HAVE EMBRACED A LIFESTYLE OF PIRACY AND MERCENARY WORK. WANDERING THE STARS, THEY LOOK TO KEEP MOVING AND NEVER LET THE PAST HOLD THEM BACK.

Size And Type

Samebito are Medium humanoids with the samebito subtype.

Aquatic

Samebito have a swim speed of 40 ft., and can breath underwater without difficulty.

Ocean Warrior

Samebito regain 2 points of Stamina each round they remain submerged completely within a body of natural saltwater. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a null-space chamber) does not activate this ability. Samebito can regain up to 2 points of Stamina per level each day with this ability, after which it ceases to function.

Sharkbite

Samebito possess powerful jaws and serrated teeth that can tear through all but the toughest hides. Samebito are always considered armed. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Samebito gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add $1-1/2$ x their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

PLAYING THE SAMEBITO

You likely...

- Hate to sit in one place too long and like to keep moving.
- Prefer to threaten people rather than negotiate.
- Place a strong emphasis on maintaining your reputation, no matter if it's good or bad.
- Don't place much stock in the importance of the past.

Other races probably...

- Worry you'll get mad and try to bite someone's head off.
- Value your willingness to spearhead any attack.
- Wish you didn't have such an overbearing personality all the time.
- Keep an eye on you to make sure someone else doesn't pay you to leave, or worse.



PHYSICAL DESCRIPTION

Samebito are hulking humanoids with the upper torso of a large shark; generally great whites and tiger sharks but occasionally some resemble makos or lemon sharks. Muscular forearms sit where a shark's pectoral fins would reside, while their dorsal fin forces them into a permanent hunchback posture. They still possess gills, but have evolved to the point that they can breathe air as well. Curiously, it does seem their gills play a small role in breathing air, since samebito that stand still somewhere without a breeze for too long sometimes complain about having trouble breathing. Nobody has tried to study the connection further, given the surly and uncooperative attitude of the samebito.

HOMEWORLD

Nobody knows where the samebito homeworld is, not even the samebito themselves. The samebito don't place any stock in the importance of history, so it seems likely that they simply neglected to record the name and location of their home planet. Samebito outposts, both abandoned and occupied, have been found on numerous worlds with large oceans but no real major cities have been discovered yet. When pressed for their reasoning, samebito reply that their homeworld simply doesn't matter since it has no bearing on the here and now.

SOCIETY AND ALIGNMENT

Samebito have remarkably little cultural unity, having scattered to the winds upon discovering space travel. What can be said in regards to universal samebito 'culture' is they have a strong sense of might makes right, a veneration of warriors and warrior ephemera, and a dislike of being tied down to any one place. Beyond that, each group of samebito can have wildly differing beliefs and customs, to the point that they violently disagree with one another. Given their fierce demeanor and surly temperament, it comes as no surprise that outright evil samebito are fairly common, usually forming pirate crews that scour the shipping lanes.

Still, samebito tend to be neutral more often than not, taking on small jobs and mercenary work to pay the bills and pass the time. In fact, samebito have gained a reputation as being one of the go-to mercenaries groups out there.

RELATIONS

Given their nasty temperament and general surliness, it comes as little surprise that samebito are often held at arm's length by other races. Nobody wants to turn away earnest help, but people tend to be nervous around anyone that can literally bite their head off. Samebito tend to enjoy this notoriety, and carefully maintain this image. They don't want to push things too far and have everyone gang up on them militarily, but they can't have anyone thinking they're going soft.

One interesting exception is the relationship between the samebito and the wayfarers; they actively despise one another. Considering the similar physical appearance, it has been suggested that the samebito and the wayfarers share a common ancestor on Kraunus, and that the samebito culture was wiped away during one of the many wayfarer crusades. This would go a long way to explain the animosity, with the samebito despising the attempted genocide of their race and the wayfarers hating the 'throwback krauns' still running around the universe.

ADVENTURERS

The samebito go on adventures to avoid getting bogged down in one spot. With a powerful distaste for standing still, the idea of wandering around space and finding new worlds suits the samebito just fine. Samebito make natural soldiers, and their imposing personalities make them unique envoys and operatives.

NAMES

Samebito tend to pick names from whichever culture they find themselves in, preferring to use shorter names whenever possible.

SASQUATCH

+2 Str, +2 Wis, -2 Dex

6 Hit Points

GENTLE, RECLUSIVE, AND FANTASTICALLY STRONG, GIANT MAN-APES, CALLED SASQUATCH, WHO ARE THOUGHT BY MANY TO BE A MYTH OR FICTIONAL STORY. HOWEVER, THEIR RECLUSIVE NATURES, HIDDEN SETTLEMENTS, AND INDIVIDUAL FAMILIES HAS KEPT THEIR EXISTENCE SECRET.

Size And Type

Sasquatch are Medium humanoids with the sasquatch subtype.

Elusive

Sasquatch are paranoid about maintaining the illusion that sasquatches don't exist. They receive a +4 racial bonus on Disguise and Bluff checks to pretend to be another species.

Pungency

Sasquatch's odors are quite powerful and can be detected at 2x the normal distance by scent.

Stealthy

Despite their size and proportions sasquatches are masters of stealth from their days as hunters. They gain a +2 racial bonus on Stealth checks.

Frenzy

If a sasquatch takes hit point damage (rather than Stamina damage) it flies into a frenzy on its turn as a free action for 1 minute, gaining a +2 racial bonus to damage rolls, but taking a -1 penalty to AC.

PLAYING THE SASQUATCH

You likely...

- Are paranoid.
- Love to lie.
- Are a 'squatch on a mission.
- Were really good at hide-and-seek as a child.

Other races probably...

- Don't believe your species exist.



PHYSICAL DESCRIPTION

Sasquatch stand between 7 and 8 feet tall, weigh 500-600 lbs, and are covered in thick dark brown, black, or crimson hair. They possess heavy brows, reminiscent of apes, but are bipedal like humans. Unlike humans, they have massive feet that can measure up to 2.5 feet in length and 1 foot in width. This leads to their nicknames "Big Feet" or "Big Foot." They have small claws on their hands and feet for defence and for peeling the bark off trees to eat the grubs and other insects underneath. When venturing off their secret moon they wear extensive armor or many-layered outfits to obscure their race from others but on their own world they dress with little or no clothing.

HOMEWORLD

Sasquatch live on a small shadow moon that orbits an uninhabited world deep in a magically polluted part of the universe known as "the Losts". This large region of space in Red Sector is the result of an ancient battle that occurred between two long forgotten gods and the curses and spells that still persist in that region play havoc with sensors. Several "shadow-stations" exist- covert outposts in space cloaked from most forms of detection. These serve as safe-houses for sasquatch offworld, incognito embassies, and stations for the traffic of illicit goods.

SOCIETY AND ALIGNMENT

Sasquatch are dedicated to the idea of going under the radar. They believe the less other species are aware of them the safer they will be. Many people are pretty sure sasquatch exist and drunks may brag about having seen one but most haven't (or aren't aware) that they've seen one. The sasquatch government actually fabricated the existence of three separate species (the Barmanou, the Yeren, and the Yowie) and has maintained the illusion successfully. They have fully operational planets, economies, and media presence, though ones suitable for a very small fringe world. Most sasquatch travel under the guise of one of these three species and cover themselves head to toe when they are in public.

Their personality is best described as paranoid, territorial, clever, and twitchy. They are always on alert, regard even wild conspiracy theories as possibilities, and are obsessively meticulous about maintaining their cover.

RELATIONS

Sasquatch do everything possible to avoid interaction with outsiders to the point where they have dedicated most of their efforts to perpetuating the notion that sasquatch don't exist. They have magically wiped memories, redirected traffic, influenced political elections from the shadows, and even killed for this. Only a few heads of governments, some councilors in the League of Worlds, and some crime bosses they use as intermediaries know the truth. They are actually a member of the League of Worlds- three times actually. They have joined the League of Worlds as the three fictitious species they pretend to be: the Barmanou, the Yeren, and the Yowie.

ADVENTURERS

A sasquatch on an adventure is a sasquatch on a mission. They may be enigmatic about what their actual job is but they always have an end goal in mind. They never break cover, even with close friends they maintain the illusion that they are a member of another race. Sasquatch are almost universally operatives, though mystics and technomancers are common as well. They do not like to engage creatures directly so very few are soldiers and when they are they almost never take the most direct route- they are snipers and sappers rather than front line fighters.

NAMES

Sasquatch have a "true name" that is known only to their parents and their siblings. They adopt a series of code names and false identities for any task they do.

SLAADLING

+2 Str, +2 Int, -2 Wis

4 Hit Points

SENTIENT MANIFESTATIONS OF PRIMORDIAL CHAOS, SLAADLINGS ARE FERAL INSANITY GIVEN SHAPE AND WILL. WHERE PROTEANS SEEK TO BREAK DOWN THE UNIVERSE TO RETURN EVERYTHING TO LIMBO, SLAADLINGS WANT TO TEAR DOWN THE UNIVERSE BECAUSE THEY THINK DESTRUCTION IS FUNNY AND REALITY TASTES LIKE RASPBERRIES.

Size And Type

Slaadling are Small outsiders with the slaadling subtype.

Slaad Resistance

Slaadlings have acid resistance 5, electricity resistance 5, and fire resistance 5.

Scatterbrain

The mind of slaadling is a frenetic mess of emotions, wild sensory inputs, and animal drive. Any creature that tries to make mental contact a slaadling (such as with detect thoughts or telepathy) is confronted with a crazy maelstrom of a mindscape. They must make a Will save (DC 10 + 1/2 the slaadling's character level + Intelligence modifier) or be confused for 1 round. Slaadlings and outsiders with the chaotic subtype are immune to this effect.

Child Of Chance

Whenever a slaadling rolls a die to determine a random effect, such as when using a *Rod of Wonder* or when confused, he may roll twice and take the effect he prefers.

PLAYING THE SLAADLING

You likely...

- Have an impulse control problem on par with a hyperactive toddler hopped up on sugar.
- Speak your mind, no matter the situation or how irrelevant your train of thought may be.
- Have a half-dozen half finished projects, schemes, and plans at any given moment.
- See yourself as a mad genius, no matter your track record of success or failure.

Other races probably...

- See you as a loose cannon and a disaster waiting to happen.
- Enjoy the fact you will laugh at literally anything.
- Wish you would just see a project through to the end.
- Gave up trying to understand your thought process a long time ago.

PHYSICAL DESCRIPTION

As the spawns of chaos, it comes as no surprise that no two slaadlings can truly be said to resemble one another beyond their rough size and shape. They stand between 2 and 4 feet tall, with a squat head and gangly limbs. Skin color between slaadlings can vary from a deep earthy clay-tone to an electric neon blue, and skin texture can be anything from pebbled leather to slimey frogskin. The only true constant among the slaadlings are their toad-like heads, with mouths filled with razor-sharp teeth. Slaadlings are sometimes mistaken for goblins, given their short stature and misshapen heads.

HOMEWORLD

Slaadlings don't have a true 'homeworld'. Instead, they form from rifts and tears in space connected to planes of chaos. These rifts spew small amounts of chaotic matter into the material plane, where it coalesces and hibernates until it lands on a habitable planet. Sometimes slaadlings find a chaos rift and form a temporary clan around it, but these are rare and dissolve the moment the rift closes.

SOCIETY AND ALIGNMENT

Slaadlings have no culture of their own, preferring to focus on hedonistic enjoyment to exclusion of all else. Instead, slaadlings are often found in slums and alleys, tearing through the cultures built by other races. This would be worrisome, if not for the fact that most slaadlings can't stick to a clear plan, much less run an armed insurrection. Thus slaadlings are seen more as vandals and hooligans, creating small pockets of chaos and disorder. This is not to say that slaadlings aren't smart; their ability to learn new skills is astounding, and they often find inventive ways to spread mayhem. The only thing that holds them back is an ingrained distractibility, leading them to discard half-finished thoughts as new ideas enter their head, only for the process to repeat again a moment later. While slaadlings are almost universally chaotic, they are by no means entirely malicious.

There are instances of slaadlings putting their natural inclinations to work against tyrannical governments and freeing oppressed people. These occasions often arise less out of an empathic urge to do good, and more a realization that people are more willing to be nice to the slaadling if the slaadling goes around doing certain things. Likewise, there are the rare lawful slaadlings. These deviants are often ostracized by other slaadlings, as they are less spontaneous and carefree when compared to a normal slaadling. Instead, these lawful slaadlings struggle to reconcile their racial inclination towards madness and hedonism with their personal desire for order and process. Often times lawful slaadlings find a happy medium in art, creating bizarre abstract artwork and haunting atonal music.

RELATIONS

Slaadlings view the universe as a playground, and it's inhabitants fall into three categories; the ones you play pranks on, the ones you run away from, and the ones who are fun. The vast majority fall into the 'play pranks on' category, while races and culture with a poor (or no) sense of humor and violent tendencies are quickly labeled as groups to run away from. The 'ones who are fun' category tends to vary from slaadling to slaadling, as it refers not to any one culture or race but instead the group of creatures the slaadling feels most comfortable around.

ADVENTURERS

Slaadlings go on adventures out of an inherent dislike of mundanity and normality. With a near genetic inability to focus, the promise of uncertainty and potential mayhem thrills them. Their natural cleverness makes them excellent technomages and mechanics, while their innate strength can lead to surprisingly tough soldiers.

NAMES

Slaadlings pick a name based on the culture they find themselves in, but they tend to change their name as the feeling strikes them, often without warning. A slaadling may be "Toby" one day, and "Melakith" the next.

SUNKIDS

+2 Dex, +2 Cha, -2 Str

4 Hit Points

CHEERFUL, POLITE, AND LITERALLY GLOWING, SUNKIDS DEFY EVERY PRECONCEPTION ONE MIGHT HAVE ABOUT CREATURES THAT RESIDE DEEP UNDERGROUND. FULL OF CHILDLIKE IMPISH ENERGY, THEY LOVE TO PLAY (MOSTLY HARMLESS) PRANKS ON OTHERS, AND AVOID DANGER AND HARD WORK IN FAVOR OF THE ENDLESS PARTIES THAT HAVE COME TO DEFINE THEIR CULTURE.

Size And Type

Sunkids are Small humanoids with the sunkid subtype.

Darkvision

Sunkids have darkvision with a range of 60 feet.

Sunchild

When in an area of sunlight or similar effect (such as a space station using tech that simulates sunlight), sunkids can store energy. Each minute they spend in such light grants them 1 solar charge. They can hold up to their character level in solar charges. A sunkid can expend 1 solar charge to do any of the following things:

- Glow as a lantern for 1 hour per character level (minimum 1). This can be started or ended as a swift action.
- Glow as a spotlight, facing a direction of the sunkid's choice, for 1 round as a standard action. Creatures caught in the area must make a Reflex save (DC 10 + 1/2 character level + key ability score modifier) to avoid being blinded for 1 round. Creatures that make the save are instead dazzled for 1 round. This does not provide solar charges to sunkids.
- Become full as if the sunkid had eaten a meal as a swift action.

Scavenger

Sunkids gain a +2 bonus on Perception checks to find hidden objects (including traps and secret doors) and to Survival checks to live off the land.

Reflective

The incandescent skin of a sunkid makes it hard to hide, and they have a -2 penalty to Stealth checks. However, they gain +2 bonus to EAC against laser weapons and to saves against blinding effects.



PLAYING THE SUNKID

You likely...

- Light up the room just by walking in.
- Love playing pranks on others, especially if you think you can get away with it.
- Don't put stock in your own mortality.
- Are the life of the party.

Other races probably...

- Treat you like a teenager, for better or worse.
- Are wary of your love of pranks.
- Have trouble keeping up with your constant partying.
- Use your glowing personality to light the way in the dark.

PHYSICAL DESCRIPTION

Sunkids resemble slight, childish humans with phosphorescent skin. They are very attractive by human standards, sometimes compared to tiny teen fashion models. Sometimes called "fireflies," they can draw power from solar energy and other sources of intense light. Their hair color is always vibrant and large and somewhat reflective. Their hair grows three times as fast as humans and is always voluptuous. The hair tends to have powerfully bold colors like violets, reds, neon greens, and bright blues. An unshorn sunkid can easily be weighed down by his hair if he is not careful, and many make it a habit to tend to their hair at least once every day or two.

HOMEWORLD

Sunkids live primarily on Obsidian, where they live in the numerous cave systems that make up the habitable space of the superplanet. They were the last to permanently leave the surface, and adventurous sunkids still make quick trips up to the surface. A common dare among sunkids is to run along the surface from cave entrance to another nearby.

SOCIETY AND ALIGNMENT

Sunkids do not have a particularly well-defined society. They live in small bands of 5-20 sunkids, and these bands generally inhabit the same or at least nearby caves. A sunkid can only advance in status by pulling off particularly bold and dangerous stunts or raids. Bragging plays a large part in their society. There are only two real "positions" within sunkid society. You are either "in," or you are "out." An "in" sunkid is liked by others and gets the full support of their society. An "out" sunkid has transgressed against the group and has to prove himself before he can be "in" again. Each little band has a leader, and everyone else is considered to be followers. It is more a bond of friendship that keeps sunkids together, and often times, a sunkid will be part of more than one band. This kind of loose society does not allow sunkids to produce much industry or develop many systems of laws. For this reason, sunkids do a lot of trading with other societies and frequently act as mercenaries or couriers for them. Sunkids are skilled at scavenging and will often trade goods they find on raids or scavenger forays. What little the sunkids produce on their own is generally the result of a contest between bands, such as when two bands try to see who can make the coolest spaceship.

RELATIONS

Rambunctious and full of energy (they are quite literally solar powered), sunkids take to other races with gusto. Often times they will declare that they are now 'best of friends' with another group, with little to no input from the group in question. They aren't above playing pranks or mocking more serious cultures, although they will always fall back on the argument that they are just trying to make them lighten up a little. Other races view sunkids as a culture made entirely of rowdy children; some try to guide the crazed energetic zeitgeist, some just love the excuse to play and party, and most just find the sunkids exhausting after a while.



ADVENTURERS

Sunkids join adventuring groups to cement their status as part of the 'in' crowd. A sunkids returning from an adventure is bound to have new stories to tell, full of danger, excitement, and plenty of inflated self-aggrandizement. With their bubbly personalities, sunkids make excellent envoys, while the more militant among them enjoy following their namesake and become solarians.

NAMES

Sunkids generally use a similar naming convention to humans, but have a fascination with nicknames. A given sunkid may answer to several different nicknames, some shared with several other sunkids. Common nicknames include "Bright Eyes", "Sparky", "Sunny", and "Blinky".

TAO REV

+2 Dex, +2 Int, -2 Cha

4 Hit Points

NATURALLY PSYCHIC, BLOOD-DRINKING HUMANOID PARASITES WHO VALUE LOGIC AND DISCIPLINE OVER CHAOS AND EMOTION. THEIR CULTURED WAYS ARE LEADING THE UNIVERSE TO A HIGHER MORAL LEVEL BUT THEIR OWN WEAKNESS FOR DRINKING BLOOD IS AN ANCHOR THAT MAY DRAG THEM TO HELL BEFORE THEY ACHIEVE THEIR GOAL.

Size And Type

Tao Rev are Medium humanoids with the Tao subtype.

Blood Pad

A Tao Rev can drain blood from an open wound with their double sized finger. If they end their turn grappled with a creature they can make a free touch attack. This causes 1d2 points of Constitution damage to the creature and the Tao Rev recovers Stamina equal to twice the amount of Constitution damage they dealt. A Tao Rev can also do this to a helpless creature in place of a normal attack.

Biological Resistance

Tao Rev gain a +2 bonus on Fortitude saves against poison and diseases (magical or otherwise).

Limited Telepathy

Tao Rev can mentally communicate with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking.

Mental Resistance

Tao Rev gain a +2 bonus on Will saves against fear effects or magical emotional manipulation.



PLAYING THE TAO REV

You likely...

- Rely on what you know more than what you feel.
- Find solace in serenity.
- Remain calm under fire.
- Enjoy exploration.

Other races probably...

- Value your academic intelligence.
- Regard your "art" as weird.
- Are a little grossed out by you drinking blood.
- Find you a bit stuffy.

PHYSICAL DESCRIPTION

Tao, on the surface appear similar to humans, though they seem to have had a very different path to getting to that form. They evolved from mammals that consumed blood (like parasites) rather than omnivores ones like humans. They have absolutely no body hair (no eyebrows, hair, stubble, etc.), have olive-colored skin, anemically skinny (by human standards), round features, and about 3-6 inches shorter than humans.

Their most striking feature is a larger “combined” middle finger with six small slanted slits on the pad of the finger called a “blood pad”. The Tao drain blood through this tiny orifice to replenish their supply. This process of cycling blood in and out of the body is highly effective in removing toxins and other harmful effects. They have a semi-open circulatory system where they take in blood from other creatures and use it as their own, excreting old blood. This requires an immensely powerful immune system; something that has proven useful against even alien viruses and poisons.

The Tao's mind is split into three equally sized hemispheres; one is primarily dedicated to a language, memory, and expression, the other to motor functions, and the last to their innate telepathic ability.

Gender have very little impact on their society and an outsider might mistake this for androgyny. Except in matters of procreation, which occurs very late in life (40s-50s), males and females are treated completely equal. Most Tao live solitary life and only live together while they have offspring. After the children have reached maturity (normally at about 15) the couple will go its separate ways.

HOMEWORLD

Tao are from a world simply known as “Tao”. It is an arid desert with many mountains and cave systems in the northern reaches. The average daily temperature on the surface is between 100 and 130 degrees Fahrenheit and dust storms are a constant problem.

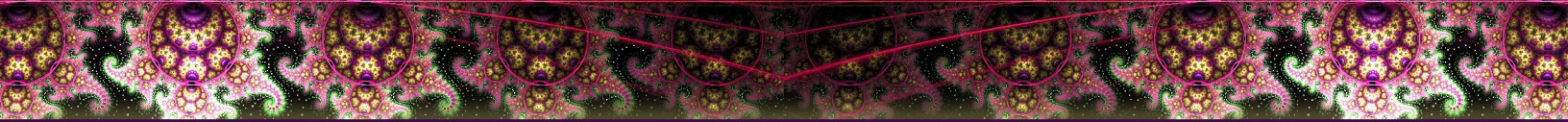
Many Tao live in the shallow cave networks in the north or on floating sky-cities that they began to build just prior to their development of space flight. Food can be found in the hearty skag-brush on the peaks and the few animals that live there. The Tao Prime system is under soft travel restrictions backed up by the Tao's considerable self-defense fleet. Permission needs to be obtained and only a limited number of outsiders can enter the system. There are “Foreign Zones” where foreigners are permitted to travel and permission to travel beyond these areas is almost never given.

SOCIETY AND ALIGNMENT

Tao are a species heavy on serene logic and light on emotional outbursts. They are described by other species as emotionally distant, subdued, analytic, extremely pragmatic. They seek peace in all things within the mind and chaotic or radical things disturb that. Most Tao Rev are of lawful alignment though almost all Tao Sho are chaotic. Their society can be generally described as orderly and pragmatic with a focus on zen simplicity and spiritual cleanliness. Tao spend a great deal of time on personal reflection and a very little on religious matters. A few Tao have found themselves drawn to the service of some of the more lawful deities. Occasionally a deity with knowledge or magic in their portfolio will attract a wayward Tao's attention.

Tao “art” is a thing many species are confused by. They often engage in zen-like, hyper-minimalist, “art”. It almost seems like the opposite of art or anti-art. They will make displays with nothing in it, paint entirely white paintings with a single black dot in the center, write 3 words on a piece of paper and ask the reader to consider their relationships, etc.

Tao fashion is androgynous for the most part. They garb themselves in silk or other flowing cloth. Children often wear sarongs and kurta (long shirts/tunics) made of colorful material while more mature Tao find robes of deep colors more appropriate. Many wear hoods, particularly in colder regions where their



lack of body hair is a disadvantage. While not all Tao wear sandals, it's considered high fashion to wear a special style of strapless sandal similar to Indian paduka made of glass and leather soles.

Tattoos play a vital role in Tao society. They are almost never decorative, instead serving to show allegiance to an organization. The right shoulder is a place of honor for tattoos and the one that adorns it is assumed to be the most important affiliation a Tao has. The left shoulder carries a lesser weight but is none the less respected. Many Tao robes are cut to show off their shoulders for this reason. Tao almost never wear tattoos on their head unless there are in the military. Many of them are performance-related and are not permanent (a process similar to henna is used). Vibrant colors make a Tao look and feel more exotic and sensual. Head tattoos are almost always tribal in nature, minimalistic, and symmetrical. The color has a very important implication as well.

Military tattoos are displayed on the face. A person's rank and function is displayed in the forms of small rectangular tattoos under their eyes and down their cheek. These tattoos are applied on alternating sides. A red bar under the left eye denotes an entry level soldier (a private) while three under both eyes denotes a high general. Military tattoos for soldiers are red while support personal, like medics, get violet ones. Military merchants or siege engineers generally get brown, magic users in the military get a white brand, and psychics often are given a blue rectangle. Officers have their tattoos outlined with a thick teal border. You can tell an officer's rank by how many rectangles are outlined in teal. A military deserter will generally have a black "X" over his tattoos either by choice or by force.

RELATIONS

As a society Tao are more internally focused than your typical human society but are not adverse to contact with others. They have a general policy of soft isolationism that allows a small number of aliens on their home world, but only in certain designated

districts. Other societies generally see Tao as haughty, smug, or just outright condescending because of their intellectual focus and restrained emotions. For a Tao society going to war is a painful decision and they will exhaust all other alternatives before engaging in conflict. While the Tao Rev were one of the founders of the League of Worlds, they have now moved their own status to that of an "official observer". They do not receive any of the benefits of membership but still receive information as a courtesy. They partially withdrew due to their increased isolationism and belief that the League of Worlds could become a military alliance.

TAO SHOU

When a Tao drinks blood with their blood pad they get a euphoric feeling akin to being high for a brief moment. It slowly fades, leaving a "glow" about them for a few seconds to a minute. While it is normally something that the Tao simply enjoy in moderation, some become addicted to drinking blood. These poor lost souls become known as "shou" (in the Tao language the word means "forbidden"). As their depravity and dependency on drinking blood grows, many shou lose their grasp on their strong mental discipline. As a result a lot of Tao Shou are ostracized and treated as outcasts (or worse). As a Tao Shou drinks more and more blood their moral center begins to collapse and they revert to a feral, animalistic, state. Biological changes occur as well; their body grows larger, their blood pad gets small "teeth", their minds diminish, and their eyes become milky.

Tao Sho

+2 DEX, +2 INT, -4 CHA

4 HP

SIZE AND TYPE: Tao Sho are Medium humanoids with the Tao subtype.

BLOOD DRAIN: If they end their turn grappled with a creature they can make a free touch attack. This causes 2d4 points of Constitution damage to the creature and the Tao Rev recovers Stamina equal to twice the amount of Constitution damage they dealt. A Tao Rev can also do this to a helpless creature in place of a normal attack.

HUNGER: If a Tao Sho does not deal at least 4 points of Constitution damage per day, they die.

BIOLOGICAL RESISTANCE: Tao Sho gain a +2 bonus on saves against poison and diseases (magical or otherwise).

LIMITED TELEPATHY: Tao Sho can mentally communicate with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking.

BLOOD: FRENZY: If a Tao Sho sees fresh blood they must make a Will save (DC 20) or fly into a frenzy on its turn as a free action for 1 minute, gaining a +2 racial bonus to damage rolls, but taking a -1 penalty to AC.

GM Note: Tao Sho are not meant as a player race but make great enemies.

ADVENTURERS

A Tao Rev adventures for the same reason anyone else leaves their home- to search for fame and fortune. While they are somewhat more analytical in their approach to their assessment of dangers, the actual number of Tao Rev adventurers is surprisingly high for a rather cloistered society. The exploration of new places and the acquisition of knowledge is enough to draw many Tao away from their more structured lifestyles.

NAMES

Tao names are similar to human given names but end in a 2-4 letter clan name attached with an apostrophe. Common clan names are 'la, 'em, 'ay, 'o, 'loo, and 'ox. The clan name of the older of the two parents is passed on. Examples are: Jessa'o, Droga'la, Mick'em, Vildo'la, Mrindy'o, Tre'ox, Duna'loo

TARRASQUELINGS

+2 Con, +2 Str, -2 Dex

6 Hit Points

CUT FROM THE FLESH OF A PLANET-EATING TARRASQUE, THESE DIMINUTIVE SPAWNS OF THE MIGHTY WORLD-EATER ARE PERHAPS JUST AS TERRIFYING AS THEIR PARENT. STILL HULKING BY HUMANOID STANDARDS, EACH IS GROWN FROM A DISCARDED CHUNK OF FLESH LEFT OVER FROM THE TARRASQUE (USUALLY AFTER A BATTLE WITH FOOLISH HEROES). AS NOT ALL SUCH LEAVINGS BECOME TARRASQUELINGS, IT IS UNKNOWN WHAT IN PARTICULAR CAUSES THEM TO GAIN A LIFE OF THEIR OWN. SOME SUGGEST THAT THE BLOOD OF A HUMANOID MUST COME IN CONTACT WITH THE DISCARDED REMAINS OR THAT SPECIAL ENVIRONMENTAL CONDITIONS MUST BE MET. THEY HAVE TREMENDOUS TEMPERS AND VORACIOUS APPETITES THAT FORCES THEM TO EAT NEAR CONSTANTLY. THIS IS NOT PARTICULARLY DIFFICULT AS THEY CAN CONSUME ANYTHING FROM STONE TO WOOD, AND CAN EVEN EAT METAL IF THEY ARE HUNGRY ENOUGH (AND THEY ARE ALWAYS HUNGRY).

Size And Type

Tarrasquelings are Medium humanoids with the tarrasquelings subtype.

Tarrasque Shell

Tarrasquelings have a shell that repels and negates some forms of magic. The first time per day that a tarrasqueling is targeted by a cone, line, ray, or *magic missile* spell, he has a 50% chance to negate such an effect. If successful, there is a 50% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated. The daily use of this ability is expended even if it fails to negate it.

Hunched Legs

A tarrasqueling has very powerful legs that are designed to leap great distances. He gains a racial +2 bonus on Athletics checks made to jump.

Hulking Carapace

Tarrasquelings have a +1 bonus to their KAC due to their spiky plated armor on their back.



Voracious Appetite

A tarrasqueling can gain sustenance from almost any form of mineral or organic matter. A tarrasqueling can digest anything with a hardness of 10 or less, though this does not give them the ability to necessarily chew it- it must come in bite sized chunks. A tarrasqueling who eats 1 pound of non-foodstuff counts as having eaten a meal. A tarrasqueling must eat four times as much as a normal creature of their size (4 rations or 4 lbs. of non-foodstuff). A tarrasqueling can go 1 day + a number of hours equal to his Constitution modifier without food before he begins to starve. This does not alter how much water they need.

Blood of the All-Consumer

While tarrasquelings do not have the full regenerative powers of their progenitor, they do have the ability to regrow lost body parts and killing one is a difficult task. A tarrasqueling recovers 1 hit point per day at dawn. This ability cannot be suppressed by any means.

PLAYING THE TARRASQUELING

You likely...

- See life as one big series of violent engagements.
- Love fighting but hate thinking about the consequences.
- Live large but lack subtlety.
- Don't regard physical harm the same way other people do.

Other races probably...

- Respect and fear your savage ways.
- Blame you for the Tarasque's destructive rampages.
- Rely on you to be the first through the door in a firefight.
- See you as nothing more than the circumstances of your birth.

PHYSICAL DESCRIPTION

Though each one varies in appearance, a tarrasqueling resembles a muscular tyrannosaurus with a heavy spiked shell, large horns on its head, and non-atrophied arms. They often sit hunched, their predatory maws facing their prey. Females are generally larger than males but weigh comparatively less. Unlike its bestial parent, tarrasquelings are of humanoid intelligence, though this is not in overabundance. Their hands are humanoid as are their feet, and their spikes do not protrude quite as drastically as those of the real Tarrasque. Most are a burnt tan or orange, while a select few have been shown to be slate with a bluish tinge to their reptilian hide. Tarrasquelings are brutish, fierce, and suffer great trauma before they go down. However, they are not noted to be very keen and have a bulky carapace that hinders their movement.

Tarrasquelings are slow to mature, but the limits of their natural lifespan have never been reached. They are functionally immortal for effects related to age effects and never progress past adulthood. Most die a violent death before their time, though the act of killing them can prove difficult. As a tarrasqueling always slowly regenerates they can survive the worst traumas inflicted upon them. However, a creature who regenerates is still subject to starvation while he regenerates, and a tarrasqueling is no exception. Normally drowning, starving, or even burning the body of a tarrasqueling (for a long time) will kill it.

HOMEWORLD

The tarrasquelings have no homeworld as they are incidentally created when a Tarrasque takes a wound. However, each came from a specific Tarrasque and "hordes" of broodmates have founded colonies or organizations. There are currently 22 known major hordes scattered across at least 12 worlds.



SOCIETY AND ALIGNMENT

Tarrasquelings live on the fringes of society for the most part, but some form themselves into tribes. Their sheer physicality often lends them to more brutish lines of work (soldiering, thuggery, etc). The few that are accepted into society fare better. Tarrasquelings are often found among organized crime rings as adopted children or as their tyrannical leader. When an event occurs that facilitates the creation of a large number of tarrasquelings at once they will often form into a horde. These broodmates will often regard each other as siblings and go on destructive rampages when they come of age if not guided to some other purpose. Many of these hordes become the catalyst for bandit groups or even mercenary companies. "Might makes right" in the society of these brutes and fierce combat is a regular occurrence. Because of their healing the fights are often to the "death", with the defeated tarrasqueling regenerating some days after being slain.

Those who find a passion and stick with it often progress in rank quite quickly. Once a tarrasqueling sets their sights on something they would sooner die than give it up. Tarrasquelings are easily frustrated when they do not understand something and will act brutishly when given the option. They have a primitive survivalist streak in them and they often see things in a very black and white fashion.

While not innately religious, many tarrasquelings show an almost religious reverence for their progenitor, the tarrasque. They believe him to be a divine agent of destruction or a universal force for the cycle of death and rebirth. Such tarrasquelings have a unique relation- they seek to kill their own god. More civilized tarrasquelings (or at least non-religious ones) echo their notion; they believe they have a duty to kill the Tarrasques.

RELATIONS

Despite their savagery, tarrasquelings are social creatures. They like hierarchies and have something of a pack mentality. They are abrasive but form strong bonds, particularly during combat. They are stubborn but loyal to a fault, risking life and limb for allies. They can be very protective of their friends, though they would never admit to it. Many hordes have joined the League of Worlds. They are actually the most zealous about hunting the Tarrasques as they see their destruction as the ultimate hunt.

ADVENTURERS

Tarrasquelings are brought into this world in the heat of battle and live in that fire until they die. Their lives are one violent affair after another and many tend to become soldiers. The notion of employing subtlety is lost on a tarrasqueling so operatives are not common and most don't have the grey matter to become a mechanic or technomancer. Some religious ones become mystics, though they often practice heretical, bizarre, fringe blood-rites.

NAMES

Tarrasquelings pick their own names or have them given to them by friends. They don't like overly complex things so most tarrasquelings pick simple 2-3 letter names, often with hard continents like: Kor, Tex, Zoe, Vik, Som, Jak, Vor, etc.

TE-RA

+2 Wis, +2 Int, -2 Str

4 Hit Points

TE-RA ARE AN ANCIENT RACE OF WORMLIKE HUMANOIDS WITH EXCEEDINGLY LONG LIFESPANS. IT IS BELIEVED THAT THEIR ELDERLY WILL HAVE SEEN SEVERAL CENTURIES PASS BEFORE THEY DIE. AS SUCH, TE-RA ARE SLOW TO DECIDE THINGS AND SLOWER STILL TO ACT, BUT WHEN THEY COMMIT THEMSELVES TO A COURSE THEY ARE GENERALLY QUITE SET IN THEIR WAYS.

Size And Type

Te-ra are Medium humanoids with the Te-re subtype.

Serpentine

Te-ra only possess a 20 ft movement speed, do not possess a foot equipment slot, and take a -2 penalty to Acrobatics checks, however they are immune to trip combat maneuvers.

Ancient Magic

Te-ra practice an ancient form of magic that is unique to them. They gain a +2 racial bonus on caster level checks made to overcome spell resistance and a +2 racial bonus on caster level checks made to dispel. In addition, te-ra can use *detect magic* as a constant spell-like ability. The caster level of the spell-like ability is equal to the te-ra's character level.

Born Adviser

Te-ra are trained as a culture to cultivate others through words. A Te-re may substitute the higher of its Intelligence or Wisdom modifier in place of Charisma for the purposes of skill checks.

PLAYING THE TE-RA

You likely...

- Are vain and egotistical.
- Are very patient and even tempered.
- Can hold a grudge for centuries.
- Tend toward money-grubbing.

Other races probably...

- Find you mysterious.
- Come to you for advice.
- Treat you with some caution.
- Tolerate you as a necessary evil.





PHYSICAL DESCRIPTION

Te-ra are humanoids with bulky, armored, thick, wormlike bodies. They possess two skinny arms, two pairs of thin slanted eyes (one pair on top of the other), fleshy hoods over their heads, sharp backswept ears, and hairless skin. They are an ancient, patient race with powerful magical abilities. Their arms are almost vestigial, disproportionately small for their body and emerging from the torso. Their vulnerable head sits couched in a fleshy pocket surrounded by an armored hood.

HOMEWORLD

The Te-ra homeworld of Yrthrax is an enigma to non-members of their race. Very few have seen it, and it seems to change its galactic coordinates constantly. In truth their homeworld actually moves via ancient magics in and out of the material plane, often as a defense mechanism against cosmic threats.

SOCIETY AND ALIGNMENT

Te-ra pride themselves as advisors, and as such tend heavily towards neutrality. Te-ra society is a mystery to anyone but themselves. Though they live in secluded cities and are highly secretive, they are occasionally magnanimous enough to venture forth and aid other societies. Many serve in positions of power as advisors for political figures, and their services always attract the highest price. Many te-ra develop the curious habit of hoarding money or becoming obsessed with the acquisition of currency. Still, they are a polite people and very even tempered.

RELATIONS

Te-ra as a whole see other races as lesser beings, although they have an appreciation for the usefulness of the vesk as bodyguards or muscle. While te-ra are not a particularly savage species, they can be rather cruel when provoked. They never forget a sleight and will repay it ten-fold in time. They are profoundly wise but also deeply intolerant of the more impulsive races who do not understand the value of planning or waiting.

ADVENTURERS

Te-ra really only adventure in between jobs as a way to make ends meet. They typically take levels in mystic or envoy, although the mechanically inclined take levels in technomancer or mechanic.

NAMES

Te-ra names are non-gendered and first and surnames are often interchangeable, and children can be named after adults of the opposite gender or even after members of other races. Examples of names in the Te-ra language include Hirsen, Galosh, Thesa, Yoksoji, Membadosh, Theysimyjra.

THAUNS

+2 Str, +2 Int, -2 Dex

4 Hit Points

WINGED, WARMONGERING, ALIENS WITH BACKSWEPT SKULL- THE THAUN ARE CONQUERS WITH A MILITARY SOCIETY SO INGRAINED IN THEM THAT EVEN THEIR ARTISTS ARE PART OF IT. THEY ARE CONSTANTLY AT WAR WITH THE MEMBERS OF THE LEAGUE OF WORLDS AND THERE IS A VERY REAL POSSIBILITY THAT THEY MAY ONE DAY CONQUER IT ALL.



Size And Type

Thaun are Medium humanoids with the thaun subtype.

Wings

Thaun have strong, hawk-like, wings. They have a 30 foot fly speed.

Keen Senses

Thauns receive a +2 racial bonus on Perception checks.

Warmongers

Thauns begin play being proficient in all advanced melee weapons.

PLAYING THE THAUNS

You likely...

- Exist as a tool of the military aristocracy of your empire.
- Are primed and ready for anything, 24/7.
- Regard everything as a "mission".
- Are honorable and loyal to a fault.

Other races probably...

- Eye you with suspicion or flee in terror.
- Respect your martial prowess.
- Value your loyalty.
- Pray you are on their side.

PHYSICAL DESCRIPTION

Thauns are a race of tall, warlike, winged humanoids with large avian wings and slanted, ridged, backswept conical heads. Thauns are avian creatures who dominated their homeworld through air power.

HOMEWORLD

Thaunik is the homeworld of the thaun. They hold it in a kind of religious reverence and only those of the highest status can live there. The planet was stripped of its natural resources during their development as a species but after they left their homeworld it became kind of a memorial to their greatness and was thus transformed to become a paradise world. The world itself has a kind of museum quality to it. Monuments and trophies, some the size of palaces or full capital ships, taken from their conquered foes are displayed on its surface. The bodies of generals and leaders are interred there. Thaun can buy a small house for a price equivalent to that of buying a continent on other worlds and only then when they have enough clout to kick an existing tenant out. No thaun actually lives in these houses but the prestige associated with having even a hovel on Thaunik is supreme.

SOCIETY AND ALIGNMENT

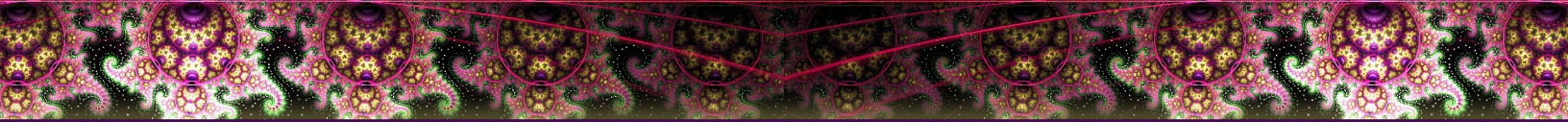
Thauns live in a society completely run by the military, and everyone is integrated into it at a very young age. Even artisans and entertainers work and live in a military fashion and are attached to units with names like "The 5th Entertainment Special Division" or "Beautification Directorate." Thauns live like this because they are conquerors through and through. While some races have occasionally dabbled in war-for-conquest at the behest of a strong leader, thauns have perfected the art. Thauns subjugate and acquire; they take and control; they attack and dominate. Thauns have a naturalistic view of the world and see it as the progression of the predator/prey relationship. They believe that if something has value, one needs to be strong enough to protect it. Therefore, if one is not able to protect something, one had no right owning it in the first place. Regardless of this belief, thauns are not without compassion and act with a great deal of honor.

Unlike many other species thauns view combat, particularly with less militarily competent species, as a sport, much in the same way we might view basketball. They will often provoke less civilized races or great beasts into engaging with them simply for the spectacle. Military units and great heroes often act with a degree of independence and the engagements have ceremonial/ritualistic undertones. Such displays, known as "thaunways", are never performed with enemies of significant power and never against citizens or allies. They are mostly done against less civilized races (in a more traditional setting, goblinoids or other monstrous humanoids) and monsters (in a traditional setting this might include dragons, gryphons, etc).

Thaun are also known to offer technology and indirect aid to underdogs in military conflicts they are not involved in. This might be a battle a system away, the feud between two civilizations within their own dominion, or something of that nature. They love a good fight to the point where it is considered honorable to even out the sides of disputes as much as possible. Myths tell of thaun who have cut off their own wings to make a fight more fair (though this is not a common practice). To this end, thaun forces will sometimes deploy just enough men to (in their opinion) win the day and no more. They believe a battle should be well fought and hard won or it carries no weight.

While this may paint the thauns as bloodthirsty warmongers, that is not quite true. They believe war is a sort of sacred struggle to prove who is right and who deserves to victory in the eyes of the universe. When they engage in serious combat, they deploy the appropriate number of troops to remind themselves that they pay for their misdeeds in blood. A true thaun victory is one that never comes to blows.

Due to all their conquests, thauns have analyzed and implemented the achievements of many other races that fell to their might. With their highly developed minds, they have been able to use these



stolen technologies to great effectiveness. Scientists, magic users, and engineers are given high funding to develop military weapons as well as create public works. Thauns are conquerors, not only because of their brawn but also because of their brains. While brutal, they are fair. While warmongers, they know how to rule with benevolence. While obsessed with conquest, they are smart enough to broker peace when it is wise. While warriors, they have produced many fine poets and philosophers. These two halves of their culture are not at odds with one another, but work in harmony.

RELATIONS

The Thaun live to conquer and have their sights set on Red Sector. They've conquered hundreds of worlds and only the tenuous alliance of the League of Worlds keeps them at bay. Still, despite their warmongering, they honor treaties and value allies highly. Many other species live within thaun society as guests and are treated with respect. Those who earn their place through individual achievement are exalted, thaun or outsider, and are given great privileges.

ADVENTURERS

Thaun fight for a living and it doesn't really matter to them who they are fighting for. Given the choice they'd fight for Thaunik, but they'd just as soon fight for a mercenary company, an adventuring party, or act as security in a hostile war zone. Many thaun are soldiers or operatives. A few even become solarians and mystics. While not averse to it, thaun tend to shy away from becoming engineers or technomancers unless their military occupation specifically calls for it.

NAMES

Thaun names always are preceded by their rank. A thaun without a rank is like a person in our world without a last name.

TROLLS

+2 Str, +2 Con, -2 Int

6 Hit Points

MASSIVE STONE-STUDDED NEANDERTHALS, THE TROLLS ARE THE ORIGINAL DENIZENS OF THE DEEP REACHES OF OBSIDIAN. ONCE DRIVEN BACK AND PERSECUTED, NOW THE LEAGUE OF WORLDS HAS EAGERLY WELCOMED THESE BRAWNY WARRIORS, HOPING TO MAKE GOOD USE OF THE DIM-WITTED GIANTS.

Size And Type

Trolls are Large humanoids with the giant subtype.

Darkvision

Trolls have darkvision with a range of 60 feet.

Rough and Tumble

With sharp diggings claws and rock-crushing jaws, a troll is always dangerous. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Trolls gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add $1-1/2 \times$ their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

Regeneration

Trolls regain 1 Stamina at the end of their turn. If a troll takes fire or acid damage, this regeneration is suppressed for 1 minute.

Stone-Skinned

While the thin pads of rock that dot their skin don't provide protection, it does allow the trolls to better hide in the caves they call home. Trolls receive a +2 bonus to Stealth checks while underground.



Sunlight Aversion

Trolls have highly sensitive skin that erupts into painful boils and welts upon exposure to sunlight. A troll in natural sunlight gains the sickened condition and has its regeneration trait suppressed until it finds cover. A troll wearing heavy or powered armor is immune to the effects of sunlight aversion. Broken or destroyed equipment does not provide this benefit.

PLAYING THE TROLL

You likely...

- Are used to being the biggest person in the room.
- 'Fix' malfunctioning equipment by hitting it.
- Find the constant bustle and complexity of other races funny.
- Prefer to solve problems with heavy weapons.

Other races probably...

- Think of you as a big useful stone idiot.
- Wonder why you laugh at them all the time.
- Don't let you touch anything fragile and important.
- Would rather stand behind you in a fight.

PHYSICAL DESCRIPTION

Seemingly walking out of an earlier era of history, trolls are large neanderthals with rocky hides. Their overlong arms reach down knees, and even though they stand with a permanent slouch it hardly reduces their imposing 10'-12' height. Adding to their primitive appearance, trolls have stony growths along their back and forearms, with some trolls in moist climates even growing lichen. These growths are used to help the trolls hide, with either the intent to either sneak up on prey or to hide from pursuers.

Among the denizens of Obsidian, trolls were the best equipped to the sudden change in orbit; they were already painfully sensitive to sunlight. With exposure to sunlight causing physical pain and distress, the trolls had already developed the skills to survive in the deep dark interior of Obsidian.

HOMEWORLD

The super-planet Obsidian is the homeworld of the trolls (see introduction for more details). They were cave dwellers who were driven deeper down into the depths of Obsidian when the other races were forced into the cave systems by the sudden change in orbit. While they tried to resist the invasion of their home, the other races had a clear technological advantage and were able to push the trolls into increasingly marginal areas.

Nowadays, trolls live peacefully on Obsidian, and are also fond hanging around large habitable asteroid and mining stations.

SOCIETY AND ALIGNMENT

Trolls, left to their own devices, form into tribal societies deep within the bowels of Obsidian. These 'feral' troll clans are fiercely territorial, seeing the encroaching surface dwellers as threats to their survival. Nobody is really sure how many feral troll clans might dwell deep within Obsidian, and few people are eager to go find out. Trolls that are raised closer to civilized outposts or off-world tend to be better off, forming work gangs and extended families that pool resources. Trolls are aware they aren't the sharpest stones out there, and accept that everyone around them is probably just using them as muscle. They've come to accept this, and are just happy that people aren't trying to kill them quite so often anymore. Civilized trolls live by a code known as "the horrific joke". The joke is "We are big, dumb, vicious, and ugly, but so is everyone else". It is a form of relativism, which puts a lot in perspective for troll-kind. They see everyone as:

- **Big:** You are always bigger than something else. This also points out that people are "clumsy."
- **Dumb:** Someone or something else is smarter than you.
- **Vicious:** You are more vicious and warlike than something else. The ocean or a sunflower does not do much fighting.
- **Ugly:** Beauty is just a social construct that not everyone shares.

It is for this reason that trolls have a great deal of amusement at the antics of "cultured" folk. They see "the normies" dressing up in odd clothing (whose style changes every 5 years or so), practicing ephemeral customs and avoiding temporary taboos, feigning peace when they will soon go to war due to some "unavoidable" reason, and holding themselves as being high and mighty for their larger brains. Trolls do not always understand the finer points of this life-view, but they seem to have an intuitive

understanding of it. Trolls are under no illusions though; they see themselves as the biggest, dumbest, most vicious, ugliest brutes out there, but they do not make apologies for it. Scholars have called this the Tao of Troll and (ironically) much academic philosophical study, particularly by the Tao, has been dedicated to it.

RELATIONS

The trolls never asked to be brought into the League of Worlds, it just sort of happened. The other races from Obsidian were reluctant to leave the trolls behind (and some felt bad for invading their home) and so the trolls were brought out into the universe. Lacking the technological background to keep up with the rest of the League, trolls content themselves serving as manual labor, doing the heavy lifting that few other races can. Trolls know that other races laugh and mock them when they think the trolls aren't looking. The trolls, however, see it all and are fine with it; they're laughing right back.

ADVENTURERS

Trolls go on adventures as a way to fit in. While 'civilized society' tends to frown on giant stone-skinned neanderthals that react to problems by hitting things, those same qualities are prized on a military expedition or deep space exploration venture. With their massive size and bulk, trolls are natural soldiers and thuggish operatives, but some trolls feel the call of the universe and become solarians.

NAMES

Trolls choose their own names upon coming of age. Their names reflect whatever aspect of the horrific joke has caught their attention/fixation. Thus, a troll might call himself "Tiny" to call attention to the fact that 'yes, he is big', while another troll might name herself "Pretty Flower" to mock the station's fashion district.



The Screamer



The Sleeper



The Eater



The Laughter

VES

+2 Cha, +2 Str, -2 Con

4 Hit Points

VES ARE TALL, GRAY SKINNED, TWO-HEADED WARRIOR WOMEN WITH A RIGGED SCALP. THEY ARE KNOWN FOR THEIR FEROCITY, THEIR PASSION, "KILL-OR-BE-KILLED" OUTLOOK ON LIFE, AND THEIR SENSIOUS DANCE PERFORMANCES THAT CAN BE AS DEADLY AS THEY ARE BEAUTIFUL.

Size And Type

Ves are Medium humanoids with the ves subtype.

Twins

The first time per day that ves fails a Will save, they may re-roll the save and take the new result.

Two Heads Are Better Than One

Ves begin play with the Multi-Weapon Fighting feat as a bonus feat at 1st level.

Deadly Dancer

Ves gain a +2 racial bonus on Diplomacy checks to sway the opinions of creatures who find their deadly beauty attractive and a +2 racial bonus on Perform (dance) checks. When trying to influence a creature who is not attracted to them, ves take a -2 penalty on Diplomacy checks to sway them rather than gaining their racial bonus.

Keen Senses

Ves receive a +2 racial bonus on Perception checks.

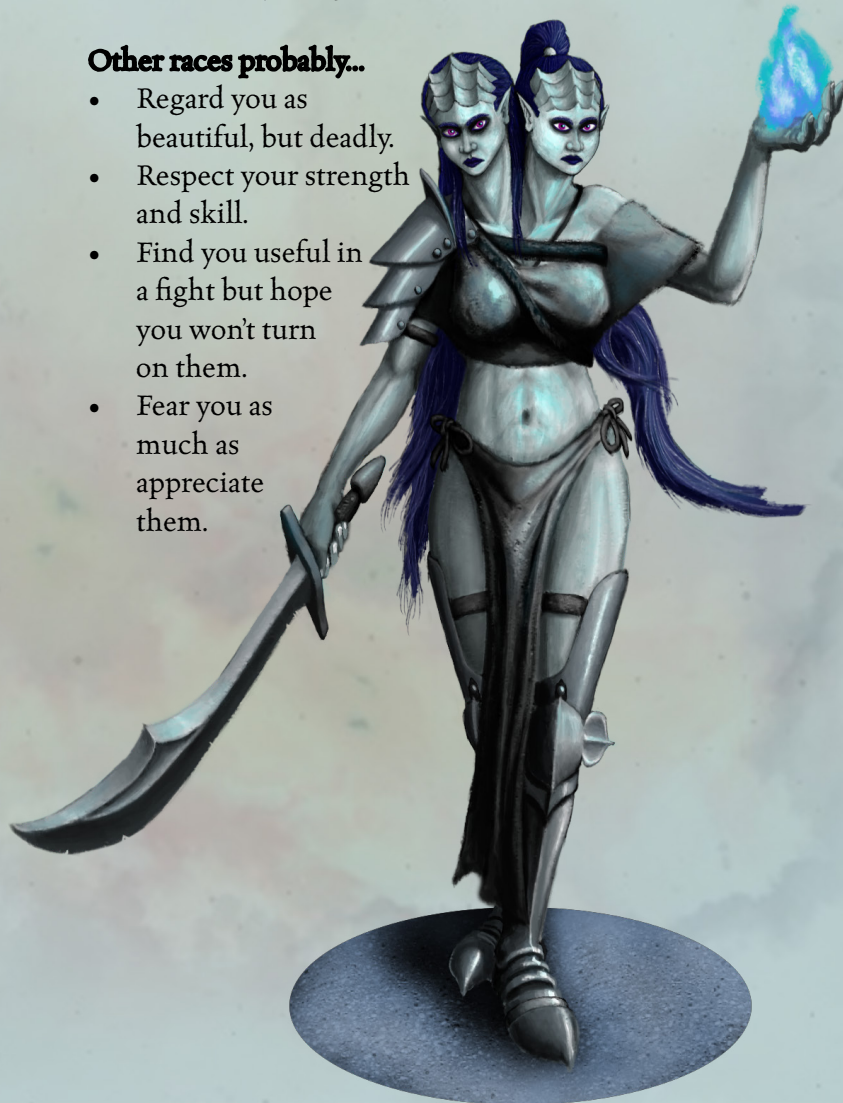
PLAYING THE VES

You likely...

- Have a "kill-or-be-killed" outlook on life.
- Keep everyone at an arm's length.
- Wield your sexuality like a weapon.
- View everything as a contest to be won.

Other races probably...

- Regard you as beautiful, but deadly.
- Respect your strength and skill.
- Find you useful in a fight but hope you won't turn on them.
- Fear you as much as appreciate them.





PHYSICAL DESCRIPTION

With two heads and otherworldly looks, the humanoid ves are a sight to behold. Their features are long and round, and their skin is the color of snow. They generally have soft, womanly curves and a full bosom. Their slanted eyes are a deep, dark, glittering, and vibrant blue or purple, and are accentuated with naturally dark lines; their mouths are small with indigo lips. A ridged crest runs like a fin across the scalp (from the bridge of the nose to the occipital ridge), framed by fine dark hair. This exotic beauty is accentuated by their mystique and reclusive ways.

The two heads have separate brains, but they tend to function more like the left and right hemispheres of a human brain rather than as separate entities. Ves can speak from either head and tend to use them to perform separate tasks (like speaking with one head and analyzing reactions with another). From a ves' perspective, there is little segregation between the heads, but one form of ves humor involves banter between heads.

The ves, though biologically female, is born with a "vestigial" twin inside her that is nothing more than a male sex organ, allowing her to reproduce asexually if needed. However, ves are still free to mate for pleasure or crossbreeding with other species if they wish (as they are known for their extreme appetites). This asexual reproduction causes a slight stagnation in their genome (as they are effectively a clone of their mother) so they seek out co-parents.

HOMEWORLD

The homeworld of the ves, Vestig, is a large moon orbiting a massive planet, known as Bullig, that is inhospitable to life. Vestig has two distinct biomes due to an odd gravitational relationship with Bullig- one side cast in light and the other in eternal darkness. This caused only a thin band around the midsection of the planet that was able to support life. Most Ves live off-world now but remain in the system of their birth. Their system is heavily militarized and they rarely accept visitors. Most trade is done through ves intermediaries.

SOCIETY AND ALIGNMENT

Ves are sensuous, fierce, and commanding, and are known for their legendary skills. Born and raised in a strict, savage culture where the golden rule is "kill or be killed", most ves take up careers in the military or as merchants. They make cold, calculating, but brilliant tacticians who can look at a problem from multiple ways at once. They use their attractiveness to their advantage in negotiations and to lure weak-willed species to their folly or even their deaths, so they have gained a reputation as assassins.

RELATIONS

They have an antagonistic relationship with races they consider "ugly" or uncultured, but they have a begrudging respect for races that show a savage side. To them, everything is a challenge to be overcome, a battle to be won, or a contest to win so their relationships are contentious but often profitable. The ves are a reclusive species, often only venturing off when the situation demands it.

ADVENTURERS

Ves take every engagement seriously and take to them with a fervor. Adventuring is tailor-made to their skillset and the challenge the unknown presents is the ultimate thrill for them. They heavily favor solarians; the inherent dichotomy of creation and destruction being something they are intimately familiar with due to their own dichotomous nature. Many also become operatives or soldiers- proud warriors who win by any means necessary. Few dedicate them to the technical crafts so ves mechanics and technomancers are rarer than in other races.

NAMES

Because they have two heads, ves' names are two-parted (i.e "Jenvel") where each part of the name in its own right pertains to one of the heads (i.e "Jen" and "Vel"). Each name-part is short, often 2-4 letters in length, and has no bearing to their lineage (or "parent") who named them.

WAYFARER

+2 Con, +2 Wis, -2 Dex

4 Hit Points

ONCE SAVAGE MONSTERS KNOWN AS “KRAUNS”, WAYFARERS BECAME A RACE OF RELIGIOUS WARRIORS DUE TO A SPIRITUAL REVOLUTION. A SERIES OF MYSTIC WISE MEN FORGED THEM INTO A UNIFIED SOCIETY OF SPIRITUALISTS. THEY ADOPTED THE NAMED “WAYFARERS” TO DISTANCE THEMSELVES FROM THEIR BARBARIC ANCESTORS AND SHOW THEIR ADHERENCE TO “THE WAY.” WAYFARERS BELIEVE, WITH RELIGIOUS FERVOR, THAT THE ONLY WAY THE UNIVERSE CAN SURVIVE AN UPCOMING APOCALYPTIC BATTLE IS TO UNIFY THEMSELVES INTO ONE UNIVERSAL CULTURE.

Size And Type

Wayfarers are Medium humanoids with the wayfarer subtype.

Frenzy

If a wayfarer takes hit point damage (rather than Stamina damage) it flies into a frenzy on its turn as a free action for 1 minute, gaining a +2 racial bonus to damage rolls, but taking a -1 penalty to AC.

The Way

Wayfarers have an innate connection with a mystic force known as “The Way.” Wayfarers gain one of the following abilities at character creation:

- They treat their Wisdom as if it were +4 higher for the purpose of determining their mystic spells per day, spells known, bonus spells, and Concentration checks for mystic spells (Note: this does not apply to the save DC of spells).
- They treat their Charisma as +4 higher for the purpose of determining the save DC of solarian abilities

They only gain the chosen bonus if they worship “The Way.”



PLAYING THE WAYFARER

You likely...

- Frequently attempt to convert people you find into followers of The Way.
- Aggressively persecute 'alien heretics' who don't follow The Way.
- Become confused at the idea of separation of church and anything else.
- Would rather jump out an airlock than recant your religion.

Other races probably...

- Wish you would stop proselytizing every chance you get.
- See you as a zealous crusader, for good or ill.
- Appreciate your strong sense of unity across cultural and racial boundaries.
- Don't let you handle anything delicate.

PHYSICAL DESCRIPTION

The most prominent feature of the wayfarers is their cephalofoil eyestalks (see: hammerhead shark). They possess a small but powerful mouth with wide sharp teeth, and two little slits where a human's nose would be. They have ruddy brown, inky black, slate gray, or dark teal colorations to their leathery skin that protects their well-built bodies. Wayfarers have no hair on their bodies and their skin is thicker than human skin. They have three thick humanoid fingers with wide fingernails that possess immense strength. Wayfarers have a wide three-toed foot akin to that of a rhinoceros or elephant.

HOMEWORLD

The wayfarer homeworld is Kraunus, a once dangerous swampy jungle planet that has been developed into a pristine world filled with lavish temples. The united wayfarers, once divided by petty squabbling, drove several other competing races to near extinction and conquered the planet with wild abandon. From Kraunus, the wayfarers have spread The Way to neighboring systems with mixed success; they have numerous settlements but only a few outright conquered planets.

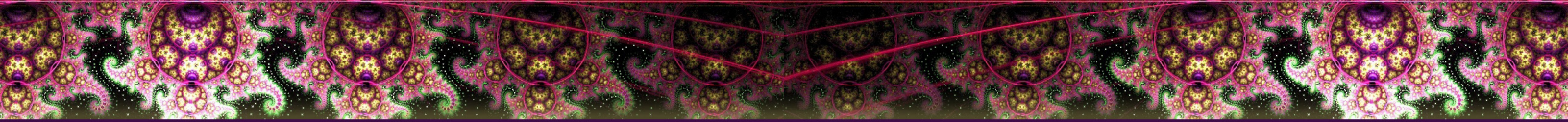
SOCIETY AND ALIGNMENT

Wayfarers are raised in a comparatively strict culture filled with studies and physical hardships. Women are in charge of mundane day to day affairs, while males are tasked with going on planetary pilgrimages. These pilgrimages spread The Way and, depending on the sect, may be little better than religious crusades. Socially, wayfarers have a patrilineal system of governance where a leading caste of holy men, called wayfinders, guide the people. These wayfinders claim ancestry that dates back to the initial mystics, and they each bear a diamond tattoo in the middle of their forehead to symbolize their position within society. A given city or settlement may only have one wayfinder, and upon his death, another is selected from the other wayfarers based on lineage. City-states are run by those with the most direct and undisputed connection to the ancient mystics.

Wayfarers are generally good aligned, or at least neutral. They place a strong emphasis on unity and group effort, and overtly evil actions are seen as counterproductive to their end goal of a universe-spanning religious culture. That said, they are incredible aggressive, even when dealing with other good-aligned cultures.

RELATIONS

Other races consider wayfarers to be brutish and crass. While they are wise and civilized, they are still gruff in their demeanor, and rough around the edges when compared to a typical civilized species. Many have likened having a conversation with a wayfarer to having a conversation with a sentient rhinoceros or hippopotamus. Wayfarers are famous for having astoundingly fierce tempers, stubborn dispositions, and (when pressed) explosive bouts of uncontrollable anger.



Within the League of Worlds, the Wayfarers hold the unenviable position of being the front line against the Thaun. Astoundingly, the wayfarers volunteered to spearhead all anti-Thaun campaigns, so long as they were able to claim any re-conquered worlds they took back from the Thaun empire. The rest of the League of Worlds is mostly okay with the arrangement, although behind closed doors many hope the two groups will wipe one another out.

ADVENTURERS

Wayfarers see adventuring as a key way to spread their faith. This sounds nice until you remember that 'spreading the faith' can also mean pre-emptively wiping out "The Lost", or those who refuse to convert. Wayfarers, with their spiritual connection to cosmic forces, make excellent mystics and solarians.

NAMES

Wayfarers have short first names that are one syllable long and being with a hard consonant sound. Females all end in "ah" or "is". If there is a consonant at the end of the male version of their name, it is doubled before the suffix is added. All wayfarer last names are epithet denoting some sort of virtue that the family hopes to aspire to. A new last name can only be given by a holy man and only under certain circumstances.

Male Names: Kem, Breck, Neb, Rev, Mak, Cad

Female Names: Kemmah, Breckkah, Nevvis, Revvah, Makkah, Caddis

Last Names: the Virtuous, the Calm, the Just, the Righteous, the Placid, the Wanderer, the Holy.

ALTERNATE RACIAL TRAITS

Lost: A wayfarer who does not follow The Way is called a "Lost". Either having lost his faith or having committed a heretical act (willingly or unwillingly), a wayfarer who is lost gains a degree of infamy. He gains a +2 racial bonus on Intimidate checks. This bonus improves to a +4 bonus when used against other wayfarers who are aware of his position. In addition, a lost wayfarer gains a +4 insight bonus on all saves against mystic spells and solarian class features originating from those who worship The Way. This replaces the The Way racial trait.

The Way (Deity)

The Way is not a true deity but rather a concept that emphasizes unity through shared struggles. Believers adhere to a set of religious doctrine that speaks of an apocalyptic battle against the non-believers called the "End of the Way". Therefore, everyone who believes in the power of unity and adheres to the teachings (or "finds the way") will be one less lost soul that the righteous must fight at the end of days.

Alignment: Neutral Good

Worshippers: Wayfarers and those they convert/oppress

Connections: Healer, Overlord, Star Shaman

WHYOS

+2 Dex, +2 Wis, -2 Cha

4 Hit Points

AN OPPRESSED PEOPLE SUFFERING UNDER A COMMON STIGMA OF THEM AS A UNIVERSAL “UNDERCLASS”, THE WHYOS ARE A RECOVERING PEOPLE WHO ARE FIGHTING BACK AGAINST BECOMING THE STIGMA IMPOSED ON THEM BY OTHERS. THEY ARE SMALL, HAVE VIBRANT BLUE OR RED SKIN TONES, POSSESS SMALL ANTENNA, AND HAVE MANTA-RAY LIKE WINGS.

Size And Type

Whyos are Small humanoids with the whyos subtype.

Resilience of the Downtrodden

Whyos gain a +2 racial bonus on saves against effects that impose a morale penalty, and the DC to Intimidate them is +4 higher.

Sensory Antennae

Whyos have two small but extremely perceptive and sensitive antennae on their heads. They are a leftover trait from when the Whyos used to be airborne and needed to locate small prey around them. This grants them blindsense within 30 feet of them. A whyos ignores the Stealth bonuses from any form of visual camouflage, invisibility, and the like when attempting a Perception check opposed by a creature's Stealth check. Even on a successful Perception check, any foe that can't be seen still has total concealment (50% miss chance) against a whyos, and the whyos still has the normal miss chance when attacking foes that have concealment. A whyos is still flatfooted against attacks from creatures it can't see.

Photosynthesis

Whyos count as eating a meal if they spend at least 30 minutes in direct sunlight. Therefore, to enjoy three meals a day they require at least one and a half hours in the sun. A whyos needs 1 solid meal per week to grant them the additional nutrients photosynthesis doesn't provide them.

Vestigial Flyers

Whyos have wings but they have long since become useless. However, a whyo who has a fly speed gains a +2 racial bonus on Acrobatics checks made to fly due to their physiology.

Cultural Stigma

Creatures regard whyos as under-trash, thugs, and social pariahs in polite society. The initial attitude of civilized creatures towards a whyos is 1 lower than other creatures (if they would be friendly, they are indifferent, for example).



PLAYING THE WHYOS

You likely...

- Are frustrated with your lot in life.
- Trying to prove something.
- Want to relive the glory days of your people's past.
- Want to get rich or die trying.

Other races probably...

- Despise you and regard you as trash.
- Would like to help you, but it's a faux pas to do so.
- Regard your success as an example that "the system" works, but your failures as a confirmation of your races' lower status.
- Think you have friends in low places (even if you don't).

PHYSICAL DESCRIPTION

Standing at 3'3"-4'2", whyos are thin, and have vibrant crimson or blue skin with a white torso; useless manta-ray like wings; and two little square antennae stalks on their forehead. The skin of a whyos possesses a photosynthetic quality that makes it charge in the sunlight. At one point, whyos had large wings that have disappeared due to a degenerative genetic condition.

HOMEWORLD

Originally whyos evolved on Mam'dar Prime (literally "Truth Prime" or "The Prime Truth") but have since all but abandoned it. It was long since designated as a dumping ground for refuse and their entire world is covered in trash and contaminants. A nominal government exists but is really little more than a corporation that manages the dumping of material on the surface and acts as a token peace-keeper in the system. The "president" (also CEO) is rarely a whyos, though they keep a few in meaningless staff positions to maintain the illusion of a "whyos" homeworld. Many criminal organizations and rebel cells now operate in secret on the Mam'dar Prime while the surface is inhabited by vagrants, a few refuse workers, and some underpaid security guards.

SOCIETY AND ALIGNMENT

In ages past whyos ruled several systems with brutal authority. They used their powerful wings and mastery of zero-g combat to topple empires. However, a genetic condition stripped them of their wings and robbed them of their power. Now they serve as menial laborers on the surface of many worlds and tell stories of when they were great. Their culture is very tight-knit, and whyos grottos can be found in every major world. They have suffered a great deal of discrimination from other races. This is primarily due to the fearsome and feral reputation of their ancestors. Despite the many generations that have passed, many still associate them with the barbarous ways of their ancestors. Culturally, young whyos are captivated with money, power, respect, and sexuality while being fascinated with various vices. They are primarily dominated by the most aggressive men who often engage in criminal activity and boast of it. Music and spirituality are also a major part of their culture. Whyos' music is often fast-paced rhyme-slang chanting with no musical accompaniment. Older whyos understand that wisdom and temperance are the better parts of valor, but unfortunately, these elders are often brushed aside by the more boisterous and violent youth of their culture.

Whyos speak powerfully with the corners of their lips pulled forward. They flourish their speech with a drift of oh's and pronounce their Ts against their teeth rather than the roof of their mouth. Their Rs are stretched and rolled as their Hs are brash and uvular as a rasp at the back of the throat. Their speech is integrated with a number of avians words that sometimes encompass a whistle that is not native to the terrestrial languages (the overall musicality of this language sounds Bostonian).

Sidebar: Example Speech:

"Aye! We've got a few rrrrules (rules) here chaaman (human). One. No one SSSees (sees, piercing whistle) tha boss wid out an appointment. Two. No one gets an appointment wid out paying the prrrrurice. SSSo pay up or git out!"

Whyos wear many layered garments with vibrant primary colors and geometric patterns. The more ornate, the better; these ornate features represent wealth, one of the whyos values. The symbol of whyos culture is a rectangular fringed poncho, called an "ossa," that is said to have adorned warriors of the whyos back when they could fly.

RELATIONS

Whyos have become a culture that encompasses more than just their race. Many other once oppressed races identify as "whyos" and are embraced by the rest of the culture. Those who are part of the culture but not the race are said to be "born again whyos" or "borns." Borns adopt the dress, word-choice, values, vices, and even accents of the whyos culture.

The inherent bias many have against whyos is something of a self-fulfilling, vicious, cycle. The whyos were regarded as trash by several species under their control who broke free during the cultural decline of the whyos empire. Other species picked up the notion via trade and cultural contamination. This made it harder for whyos to get ahead and thus they failed more- becoming a common component of the underclass of many worlds. This fall from grace just confirmed the notion of their inferiority and the bias grew. There are many superstitions and discriminatory policies against the whyos- though many are casual and are not technically directed at them specifically. When one succeeds they are held up as an example of "overcoming the circumstances of one's birth" and when they fail they are just "one more statistic".

ADVENTURERS

Whyos, particularly their youth, are a frustrated people. They struggle under a cultural disadvantage and want to find a way to get free. Many join criminal organizations for a shot at a better life but some turn to adventurers to better themselves. Many whyos are operatives (even if it's a bit cliché) or envoys. Technically skilled whyos end up as mechanics, often hackers on the wrong side of the law. Some become hired guns or local warlords, adopting the soldier class, and embracing their lot in life. Very few become mystics, solarians, or technomancers as they rarely have the opportunity to follow those paths.

NAMES

Vashti, Narama, Yoriki, Numa, Dorga, Yamabusha, Linikki, Vendi

WUGS

+2 Con, +2 Cha, -2 Int

4 Hit Points

CUDDLY, AQUATIC, LOVABLE-IDIOTS. WUGS ARE BELOVED AS AMIABLE AND HARD WORKERS BUT ARE RECOGNIZED AS OCCUPYING ONE OF THE LOWER RUNGS ON THE LADDER OF SAPIENCE. THEY COME FROM AN AQUATIC PARADISE WHERE EVOLUTIONARY PRESSURE WAS PRETTY RELAXED WHEN COMPARED TO OTHER WORLDS. THESE HUMANOIDS CAN INFLATE THEMSELVES LIKE BALLOONS WHEN THREATENED, MAKING THEMSELVES LOOK MUCH BIGGER AND SCARIER THAN THEY ACTUALLY ARE.

Size And Type

Wug are Medium humanoids with the wug subtype.

Bloat

As a swift action, wugs can bloat themselves, swelling the malleable membrane in their skin and appearing to be large. This allows wugs to become large sized creatures (or 1 size category larger than they already are). This has no impact on their ability scores. While bloated, wugs gain a +4 morale bonus on Intimidate checks and to the DC of fear effects it creates. While bloated, wugs do not suffer the penalties associated with their unassuming racial trait. Wugs can bloat themselves for a number of rounds per day equal to $1/2$ their HD + their Constitution modifier. These rounds need not be consecutive.

Aquatic

A wug has a swim speed equal to its land speed (30 feet) and can also breath underwater. Submerged bloated wugs must make a DC 20 Athletics check to avoid moving upwards.

Natural Weapon

Wugs have sharp, pin-like teeth. They are always considered armed. They can deal 1d3 lethal damage with their natural bite attack. Wugs gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add $1-1/2 \times$ their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

PLAYING THE WUG

You likely...

- Are meek but have great potential.
- Care more for your friends than for yourself.
- Are upbeat even in the worst situations.
- Are blissfully ignorant of most things.

Other races probably...

- Resent your lack of intelligence but appreciate your kindness.
- Protect and take care of you.
- Don't regard you as a threat.
- Appreciate your willingness to work.

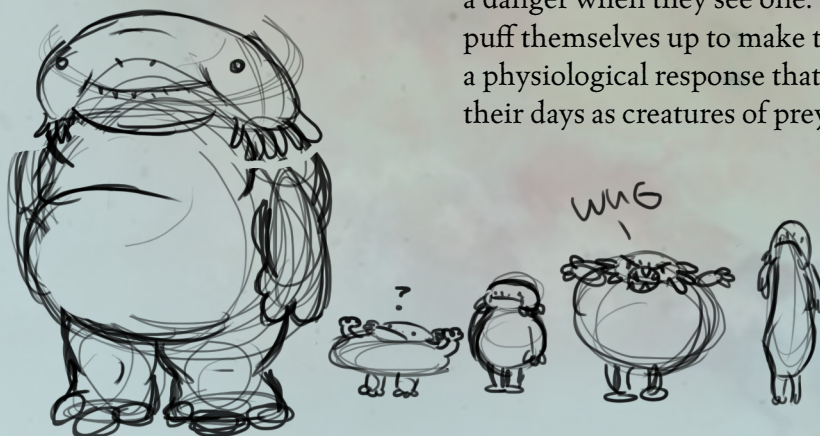


PHYSICAL DESCRIPTION

Wugs are a race of bloated simpletons with thick skin. They have small, entirely black eyes that sit far apart from one another. They have been described as being lumpy and otherwise undesirable. Though their forms are humanoid, they stretch that definition. They have short arms and legs, mouths almost as wide as their hairless thumb-shaped heads, and figures that resembles matryoshka dolls (Russian nesting dolls).

Outwardly, wugs are about as threatening as eighty pound teddy bears, but their lardaceous forms are actually an important defense mechanism. Their fatty bodies are comprised of a highly elastic and very tough material that can twisted, stretched, and inflated like chewing gum. The internal organs of wugs are likewise malleable and compressible to the point where punching a wug simply displaces its organs slightly. In addition to this natural defense, wugs have a powerful set of hidden fangs that populate their wide mouths. The teeth are hidden below their lips and most do not notice them until it is too late.

Legend has it that wugs evolved from some form of amphibious apex predator. Their disarming personality and lack of intelligence seems at odds when compared to the notion of a cunning predatory creature, but not every creature wins the evolutionary lottery.



SIDEBAR: THE “WUG” LANGUAGE

The language spoken by wugs is simply known as “wug” and sound like an endless chain of low cheery “wug” sounds. (“Wuugwugwwuuugwwuuugggwugwugwug” would be a sentence.) Facial expressions and posture play a large part of their communication due to their pliable bodies. Outsiders labeled this race as “wugs” due to the primary sound of their language. However, wugs have no real name for themselves; rather, they have a string of wug sounds that roughly translate the English useage of “us” or “we.”

HOMEWORLD

Wugs come from the aquatic planet of Mush'tak'dar (or “Wug Wug” in the wug’s language). Only a few spits of land, mostly swampy mangrove-like forests and a tropical islands, dot its surface. While primitive, it is a popular tourist destination and has been settled by a large corporation named “O’Kelly” that produced children’s animations and manages resorts based on their IPs. O’Kelly Land is one of the hottest destinations for family fun in the League of Worlds and it is staffed mostly by amiable wugs. Wugs have no special attachment to their homeworld and can be found on most civilized worlds.

SOCIETY AND ALIGNMENT

Wugs are not particularly bright but have a kind shallowness that endears them to children and those with a compassionate heart. Despite this slow innocence, wugs are so foolish that they cannot tell a danger when they see one. When threatened, they puff themselves up to make themselves appear larger, a physiological response that has carried over into their days as creatures of prey.

Societally, wugs are skilled farmers who live in moist or seaside environments. Wugs have air-pockets in their bodies and, thus, naturally float. They are quite at home in the water or zero/low gravity and thus generally make a living as fishers, sailors, aquatic farmers, or dock workers on stations. Wugs have little in the way of governance of their own. Most have been enslaved, adopted, or, at the very least, looked after by other species. Wugs do not mind this arrangement and tend to be appreciative for the care and attention if they are well looked after. Left to their own devices, wugs tend to form rather bland, peaceful, hunter-gatherer societies where things like "leadership," "ownership," "corruption," and "ambition" do not cross their minds.

RELATIONS

Wugs work hard for those they live with or are enslaved by, no matter what the circumstance. They are happy to work, even under duress. In fact, most aspects of day-to-day life that most would find boring are quite exhilarating to wugs. They greet everything not outright painful with a cheerfully ignorant disposition and are quick to forget the bad things that to them. Most people find them great companions as they are always a joy to be around.

ADVENTURERS

A wug doesn't really "go" on an adventure- they are brought along. Wugs are amiable enough to go along with their friends on just about any task if asked nicely enough. Wugs can be staunch defenders of their friends and some even have goals of their own.

NAMES

Wugs use some variation on "Wug" for their name. They only really use proper personal names for themselves for the benefit of other species.

Such names include: Wug-Wug, Wuggy, Nug, Wuggist, Bug, Wugly, Wuger



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 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 1.0a © 2000, Wizards of the Coast, Inc. 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.
- Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.
- Goblin Rations: Sasquatch Race © 2014 Little Red Goblin Games LLC; Authors: Scott Gladstein, April Halcomb, Christos Gurd, and Caleb Aylsworth.
- Dragon Tiger Ox © 2014 Little Red Goblin Games LLC; Authors: Dayton Johnson, Scott Gladstein, Caleb Aylsworth, Jeremiah Zerby.
- Little Red Goblin Games Racial Guide 3: Races of Darkness © 2014 Little Red Goblin Games LLC; Authors: Scott Gladstein, Caleb Aylsworth, Christos Gurd, & Sasha Hall.
- Little Red Goblin Games Racial Guide 4: Nontraditional Races © 2015 Little Red Goblin Games LLC; Authors: Scott Gladstein, Dayton Johnson, & Ian Sisson.
- Little Red Goblin Games Racial Guide 5: Traditional Races © 2016 Little Red Goblin Games LLC; Authors: Scott Gladstein, Dayton Johnson, & Ian Sisson.
- Red Sector Races © 2017 Little Red Goblin Games LLC; Authors: Scott Gladstein & Ian Sisson.

Product Identity

Little Red Goblin Games LLC company names and logo; backgrounds as well as all trade dress and graphic design elements are all reserved as product identity. The illustrations of this book are either owned by Little Red Goblin Games LLC or reside in the public domain.

Open Content

All content not reserved above as product identity (including mechanics and proper names) book are Open Game Content as described in Section 1(d) of the Pathfinder Compatibility License.

