

STAR LOG.EM-019

ALIEN RACIAL FEATS



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ALIEN RACIAL FEATS

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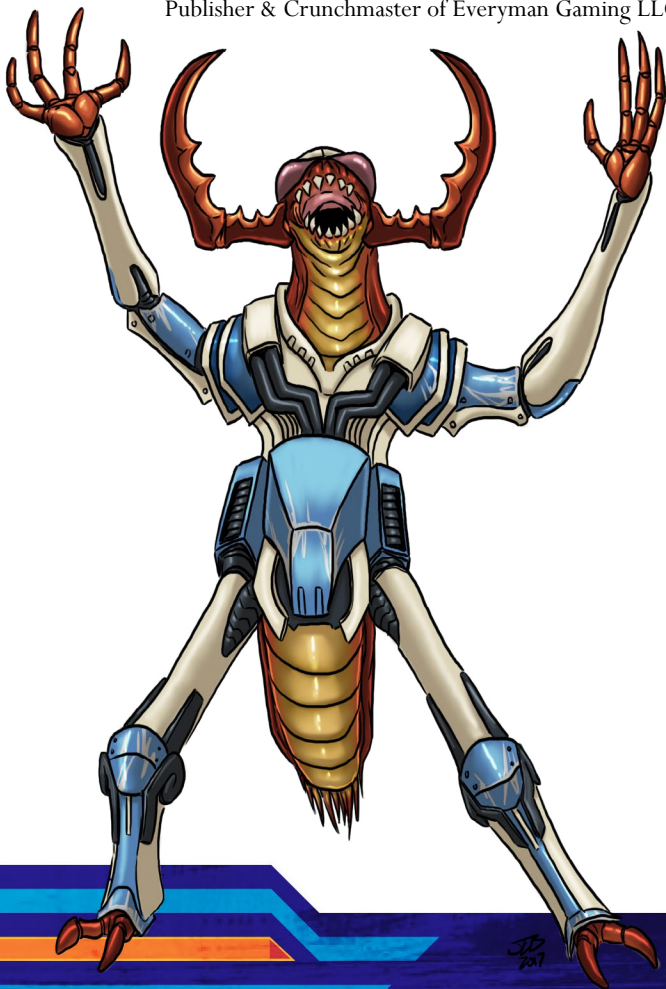
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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC



ACCESSING ARCHIVES QUERY: ALIEN RACIAL FEATS

Hello, and thank you for purchasing *STAR LOG.EM019: ALIEN RACIAL FEATS*! All of the alien races associated with the feats in this product are from *STARFINDER ALIEN ARCHIVE*, and as a result the majority of these beings aren't native to—or particularly common in—the Xa-Osoro system. As a result, they make good NPCs for traveling merchants or foreign pirates for your campaigns set in the Xa-Osoro system. Listed below are several notes on different interactions that have been recorded between natives of the Xa-Osoro system and the races within.

Dragonkin: Normally encountered with ryphorian trade ships, most people from Xa-Osoro are spellbound by dragonkin majesty and raw power. Unlike the other races portrayed herein, a small community of dragonkin and wayward ryphorians can be found living on Tor, and one particular dragonkin of note, Razplenphera the Golden, currently serves as the partner to the heir to the Radiant Imperium, Princess Casservia.

Formians: Eons ago before the Nova Age, the formians settled on the world that became Syrviah—moon to the system's fifth planet, Halameth—in its infancy. There they built a thriving civilization, but were fell victim to a sleeping sickness that placed the entire society in stasis for millennia, until the moon was drenched in Blood Space, disrupting the eternal slumber. Now the ancient empire stirs, now struggling to drive refugees from Halameth back into the dark void of space.

Grays: As is true in many worlds across the galaxy, the grays are something of a bogeymen to the people of the Xa-Osoro system, as each world has its own tales of little gray humanoids that abduct, experience on, and bisect their people in nefarious experiments. Since the advent of star travel, the gray sightings had disappeared in Xa-Osoro until the Nova Age, when at some point the grays returned to Xa-Osoro in force. Armed with advanced technology that makes even the best creations of Xa-Osoro seem like children's toys and a wicked agenda, gray abductions are all-too common in Xa-Osoro, and some whisper that corporations across the system might be offering them assistance in exchange for crumbs of technology and whispers of advanced knowledge.

Nuars: The nuar are a rare sight in Xa-Osoro, keeping mostly to Bantosian and other moons orbiting Ulo. Rather than being attracted to the great centers of commerce or learning there, the nuar are primarily concerned with the labyrinthine city of Ravnopolis, an enigmatic city that simultaneously appeared and was abandoned during the Nova Age. What the nuar are doing there, none can say, but so few are willing to risk exploring the haunted world-city that none have tried to stop them thus far.

Witchwyrd: These prolific traders often stop at the many centers of commerce in Xa-Osoro, especially on Lunox's bustling port city, Gray Rock. They usually conduct themselves well, but many are put off by their many arms and concealed faces.

ALIEN RACIAL FEATS

The following feats are appropriate for species found in the Starfinder Alien Archive. A PC of the appropriate race can take these feats if it meets the prerequisites. In most cases, these feats grant PC versions of a race abilities normally limited to NPCs for the race, so there is no need to grant them to NPCs's special abilities. However, if you want to use these when creating related creatures, or use those few that do not just duplicate a creature ability when building an NPC of the appropriate races, you can grant an npc a number of racial feats (for which it meets the prerequisites) equal to its CR divided by 5 as free special abilities, and also use these feats to fill its normal special ability choices if you wish.

BALLOON FLIGHT (COMBAT)

You can rapidly create buoyant gas-filled webbing.

Prerequisites: Slow fall racial trait, haan subtype.

Benefit: You gain an extraordinary fly speed of 30 feet with average maneuverability. Unless you are at least 5th level, you must end your movement at the end of your round on the ground or fall.

BALLOON MANEUVER (COMBAT)

You can use your buoyant webbing offensively.

Prerequisites: Balloon Flight, base attack bonus +6, slow fall racial trait, haan subtype.

Benefit: You gain the haan's balloon ability (*STARFINDER ALIEN ARCHIVE*). You take a -4 penalty to the attack roll to use this ability unless you spend 1 Resolve Point. The save DC is 10 + half your level + your Dexterity modifier.

DARK ATTUNEMENT

Long-term exposure to negative energy has aligned you with cosmic forces.

Prerequisites: Draelik subtype.

Benefit: You can use stellar alignment as a solarian, but only to become graviton-attuned. In either case, you gain one graviton stellar revelation you can use as a solarian of your total character level. This or any future stellar revelation choice can be dark nova, which functions as supernova except it is graviton-aligned, it deals one fewer die of damage, its damage is negative energy, and the light level of the affected area is reduced by one step for 1 round.

Special: If you have the stellar alignment class feature, instead having two more graviton stellar revelations than photon stellar revelations doesn't increase the graviton points you need to become fully graviton-attuned.

DEADLY GRASP (COMBAT)

Your stinger is deadly in close quarters.

Prerequisites: Natural weapons racial trait, formian.

Benefit: When you succeed at a grapple combat maneuver check to maintain a grapple, you can make an unarmed strike with a -4 penalty to the attack roll against that foe as a move action.

DRACONIC RESISTANCE

Your draconic lineage protects you from fire.

Prerequisites: Draconic immunities racial trait.

Benefit: You gain fire resistance equal to your total character level.

EASY PHASE

Your phasing is almost effortless.

Prerequisites: Improved Phase, phase racial trait, gray subtype, character level 15th.

Benefit: You can use Improved Phase as part of any other move action or full action. When activated as its own standard action, it lasts for 1 minute.

FOUR-ARMED ONSLAUGHT (COMBAT)

You can attack with four arms.

Prerequisites: Ability to make three or more attacks during a full attack, base attack bonus +16, four or more arms.

Benefit: When you take the full attack action and make three or more attacks, the penalty you take to the first of these attacks is reduced by 1.

GRAY PROBE

You can use your psychic powers to probe a creature's mind.

Prerequisites: Gray subtype, character level 7th.

Benefit: You gain the gray's probe ability (*STARFINDER ALIEN ARCHIVE*). The save DC is 10 + half your level + your key ability modifier. Once you have targeted a specific foe with this ability, you cannot do so again for 1 day unless you expend 1 Resolve Point each additional time.

IMPROVED DRACONIC IMMUNITIES

Age and magic perfects your draconic immunities.

Prerequisites: Draconic Resistance, draconic immunities racial trait, character level 17th.

Benefit: You are immune to fire and paralysis.

IMPROVED GRAY MAGIC

Your psychic powers manifest as innate spellcasting.

Prerequisites: Gray magic racial trait, gray subtype, character level 5th.

Benefit: You gain the following spell-like abilities: 1/day—*detect thoughts*, *mind link*, At will—*detect affliction*, .

Special: This feat counts as Minor Psychic Power for the purpose of meeting feat prerequisites, and you may use your Intelligence score in place of your Charisma for the purpose of meeting the prerequisites and determining the effects of those feats. You can gain this feat three times. If you've taken this feat at least once, you can gain it as an alternate class feature at 4th, 6th, 9th, 12th, or 16th level, as if the feat were granted by an archetype. (See the archetypes section in Chapter 4 of the *STARFINDER CORE RULEBOOK*). You cannot replace a replacement class feature gained from an actual archetype with the Improved Gray Magic feat.

The second time you gain this feat, you gain the following spell-

like abilities: 2/day *mind thrust* (1st level), 1/day—*hold person*.

The third time you gain this feat, you gain the following spell-like ability: 1/day—*deep slumber*. In addition, you can use your *detect thoughts* and *mindlink* spell-like abilities two additional times per day, for a total of 3/day.

IMPROVED PHASE

Your phasing is more enduring.

Prerequisites: Phase racial trait, gray subtype, character level 5th.

Benefit: You can use your phase racial trait as a standard action or a reaction. When using it as a standard action, the miss chance you gain applies to all attacks made against you until the start of your next turn, and you take only half damage from area effects and can pass through walls and material objects (though not corporeal creatures) as long as you begin and end your movement outside of any wall or obstacle. Force effects function normally against you. Using this ability counts normally against the total number of times per day that you can use your phase racial trait.

NUAR KNOCKDOWN (COMBAT)

You can use your momentum effectively in battle.

Prerequisites: Str 13, base attack bonus +2, nuar subtype.

Benefit: You gain the nuar's knockdown ability (*STARFINDER ALIEN ARCHIVE*).

PURE SILICON PHYSIOLOGY

You have purged all non-silicon-based microorganisms from your body, making you resistant to poison.

Prerequisites: Urog.

Benefit: You get a racial bonus to saving throws against poison equal to your level. At 8th level, you are immune to poison unless they are specifically designed for a silicon-based physiology.

RESOLUTE BREATH WEAPON

You can use your breath weapon more often than most dragonkin.

Prerequisites: Dragonkin.

Benefit: Whenever you've used your breath weapon but haven't rested for 10 minutes to regain Stamina Points, you can spend 2 Resolve Points to use it again without having to rest first.

SEMICONDUCTIVE

You have mastered your natural conductivity.

Prerequisites: Urog Discharge, urog, character level 9th.

Benefit: You gain the urog's semiconductive ability (*STARFINDER ALIEN ARCHIVE*).

THREE-DIMENSIONAL TACTICS (COMBAT)

You are trained in traditional kalo tactics.

Prerequisites: Wis 13, base attack bonus +2, kalo.

Benefit: You gain the kalo sharkhunter's three-dimensional tactics ability (*STARFINDER ALIEN ARCHIVE*).

TOXIC STING (COMBAT)

You have trained to use your natural venom in combat.

Prerequisites: Character level 7th, natural weapons racial trait, formian.

Benefit: When you hit an opponent with an unarmed strike, you can inject the target with formian toxin (*STARFINDER ALIEN ARCHIVE*) as a swift action. The save DC for this poison is 10 + 1/2 your level + your Constitution modifier.

UROG DISCHARGE

You have learned to control your natural conductivity.

Prerequisites: Urog, character level 3rd.

Benefit: You gain the urog's electrical discharge ability (*STARFINDER ALIEN ARCHIVE*). The damage is 1d4 + your total character level.

WITCHWYRD MAGIC

You develop innate spellcasting.

Prerequisites: Witchwyrd, character level 5th.

Benefit: You gain the following spell-like abilities: 3/day—*unseen servant*, At will—*detect magic*, *detect tech*.

Special: This feat counts as Minor Psychic Power for the purpose of meeting feat prerequisites. You can gain this feat five times. If you've taken this feat at least once, you can gain it as an alternate class feature at 4th, 6th, 9th, 12th, or 16th level, as if the feat were granted by an archetype. (See the archetypes section in Chapter 4 of the *STARFINDER CORE RULEBOOK*). You cannot replace a replacement class feature gained from an actual archetype with the Witchwyrd Magic feat.

The second time you gain this feat, you gain the following spell-like abilities: Constant—*tongues*.

The third time you gain this feat, you gain the following spell-like abilities: 1/day—*dispel magic*, *suggestion*. In addition, you can cast your *unseen servant* spell-like ability at will.

The fourth time you gain this feat, you gain the following spell-like abilities: 1/day—*displacement*. In addition, you can cast your *dispel magic* and *suggestion* spell-like abilities two additional times per day, for a total of 3/day.

The fifth time you gain this feat, you gain the following spell-like abilities: 1/day—*dimension door*, *resilient sphere*. In addition, you can cast your *displacement* spell-like ability two additional times per day, for a total of 3/day.

WITCHWYRD RESISTANCES

Your innate magic protects you from energy.

Prerequisites: Witchwyrd, character level 9th.

Benefit: You gain the witchwyrd's resist energy ability (*STARFINDER ALIEN ARCHIVE*) except each resistance is equal to half your level.

WITCHWYRD TOUGHNESS

You resist mundane weapons.

Prerequisites: Witchwyrd, character level 3rd.

Benefit: You gain DR/magic equal to half your level.

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