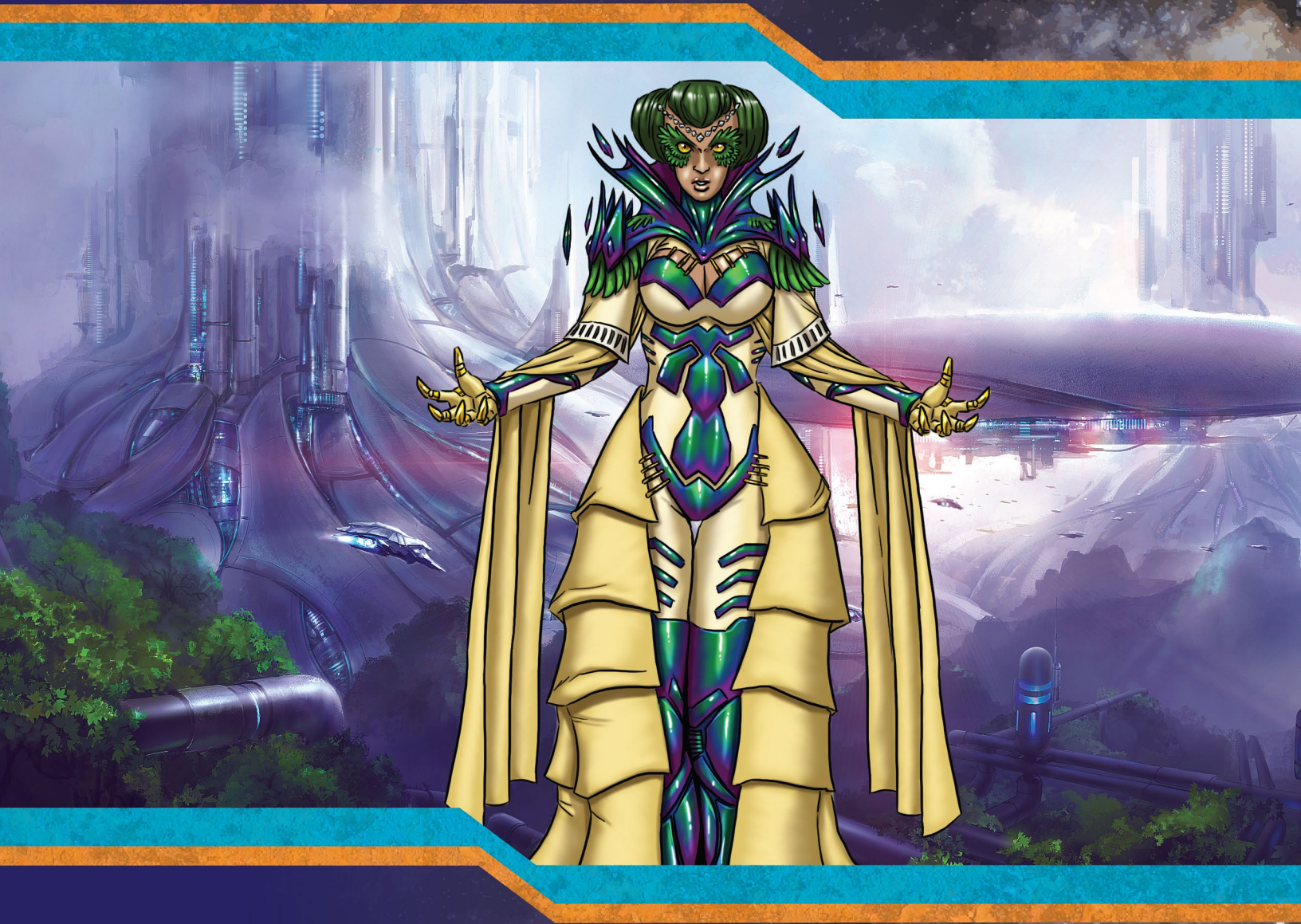


STAR LOG.EM-020

GANZI



STARFINDER
COMPATIBLE



STAR LOG.EM-020

GANZI

Author: Alexander Augunas
Cover Artist: Jacob Blackmon
Development: Owen K.C. Stephens

DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

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

Pathfinder is a registered trademark of Paizo Inc., and the *PATHFINDER ROLEPLAYING GAME* and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

STAR LOG.EM020:GANZI © 2017 by Everyman Gaming, LLC.

ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle [@EMGamingLLC](https://twitter.com/EMGamingLLC).

ACCESSING STAR LOGS.EM

Access granted. Welcome to *STAR LOGS.EM*, brought to you by Everyman Gaming LLC! Here at Everyman Gaming LLC, we strive to bring you exactly what you need for your starfaring adventures. From new class options and archetypes to the latest information on alien life forms found throughout the galaxy, Everyman Gaming is here to make sure that your space ship is stocked and your datajacks filled with everything you need to have safe, fun, and profitable adventures throughout the known galaxy. (Warning: Everyman Gaming LLC takes no responsibility for any death, permanent affliction, potential brain scrambling, or similar impairments you may suffer during your adventures.)

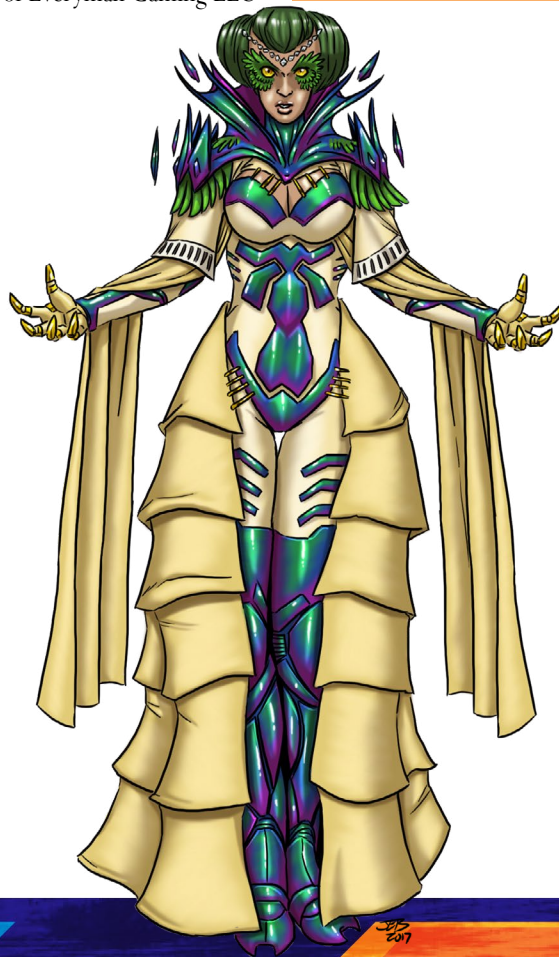
Everyman Gaming's state of the art *STAR LOG.EM* series combines top talent spanning the known universe (and some parts unknown) to create state-of-the-art design for your *STARFINDER* experience. Some *STAR LOG.EM* files. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *STAR LOG.EM* files are intended to add something cool or weird to your tabletop experience. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *STAR LOG.EM* series you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: GANZI

Hello, and thank you for purchasing *STAR LOG.EM020: GANZI*! For many in the Xa-Osoro system, the ganzi are synonymous with Blood Space as their race was relatively unheard of prior to the Regicide and the enigmatic Nova Age that surrounds it. Where tieflings are cursed by the presence of Blood Space, however, ganzi are empowered by it, possessing the ability to reach deep into the ever-churning streams of reality and alter fate and probability alike to suit their needs. Because their peculiarities are so less pronounced than those of tieflings that many ganzi can simply pretend to have usual powers or quirks rather than openly affiliate themselves with the chaotic machinations of Blood Space. This is a necessity, of course; ganzi face extreme distrust from any who learn of their chaotic ancestry, and are often seen as a type of "dormant blood-mad," especially because they possess surprising tolerance to the effects of Blood Space.

Although most can pass for their parents' races without too much trouble, most ganzi loathe society and its restrictions, and prefer living in fringe locations far from the ever-increasing grip of civilization. Many privately feel that life was better overall in the early years following the Nova Age, when the Radiant Imperium was crippled and weak following Azan's destruction. That the best-known gazi in the system is Alvarya Glimmerstar, an infamous sniper who successfully assassinated the current Radiant Emperor's father, speaks much about the average citizen's opinion of the ganzi.



GANZI

Born from chaos, ganzi are mortals whose bloodline has been mutated by generations of exposure to raw energy from chaotic planes, such as Limbo. Although few claim direct lineage to chaotic outsiders such as proteans, ganzi are fluid and flexible like those who dwell in chaotic realms. Further still, many possess an otherworldly sense for reading the whims of fate, which are themselves as chaotic as any protean. Although ganzi can be theoretically born from any race, the sheer abundance of humanity ensures that most of these admittedly rare beings are born to human parents and possess humanlike features.

PHYSICAL DESCRIPTION

Ganzi greatly resemble their biological parents, to the point where their childhoods are remarkably similar. However, each ganzi possesses one or two literally unique mutations that no other ganzi (or member of their race, for that matter), will ever possess. This can be anything from prehensile hair to fluid eyes to bark skin and beyond. Some have spent decades researching ganzi traits and how they're determined, only to arrive at the simple truth that they're entirely random. Many ganzi have shimmering hair that frequently and dramatically changes color and luminosity over the course of several months. Once a ganzi reaches adulthood, they age sporadically in spurts—perhaps appearing fair and youthful well into their 50s before suddenly appearing to age decades overnight.

Ganzi normally match the same approximate height and weight range as their parents, though some are instead at the extreme possible range for their parent's ancestry. Similarly they usually have similar rates of maturity and maximum ages... though as a result of their strange apparent aging, this can be difficult to determine even for the ganzi.

HOME WORLD

Ganzi don't have a singular home world—they simply tend to crop up wherever strong chaotic energies arise. Before the Regicide, ganzi were rarer than aasimars, tieflings, or similar races in the Xa-Osoro system. Now they're far more common, easily located on any world in that system that was influenced by Blood Space, such as Bantosian and Eogawa. For this reason, ganzi are sometimes confused for blood-mad creatures, and face noticeable distrust and malevolence as a result.

SOCIETY AND ALIGNMENT

Most ganzi loathe organized, lawful society, the call of independence and free thought being so strongly ingrained in their nature, so the modern world is much to their distaste. Most ganzi would rather roam free through dangerous terrain or roam faraway planets that submit themselves to a governing body, and so they commonly migrant to fringe communities and occupations that allow them to leave the lawful world behind them. Ganzi often crop up in unexpected places as

a result, never dawdling in place for too long before leaving for some newer greener pastures. Of course, ganzi can't fully escape the clutches of the modern world—life among the stars is too dependent on industry to be fully eschewed. Ganzi tend to have designated settlements that they travel to whenever they need supplies or the comforts of home, and favor places that always have something new and exciting about them each time they visit. And of course, no single personalty trait is universal among all ganzi—even as creatures born of chaos, some prefer the security of rigid order... much to their distance cousin's confusion.

RELATIONS

Ganzi have few friends and enemies, as befitting wanderers. Where others seek to label and categorize, ganzi see free expression and individuality, and are often better at judging others by their actions rather than their appearance. Rather than races, they prefer to note things about societies and cultures they don't care for. For example, most ganzi agree that people from the hyper-lawful or traditional cultures are insufferable, such as dwarves, kasathas, and vesks. They much prefer the company of individuals, whether by happenstance or by circumstance, and often make tight allies with aasimars, tieflings, and similar races. An exception to ganzi neutrality when it comes to race are skittermanders; ganzi tend to have an appreciation for their undisciplined love of helping others and their boundless energy.

ADVENTURERS

To ganzi, every day is an adventure, and so all living things are adventurers. Of course, this is far more true for the average ganzi than the average human—as wanders and individualists, ganzi often find themselves in dangerous situations that require the wit, skill, and grit of an adventurer to overcome. As a result, many ganzi are adventurers to some extent and see adventuring as a means to cast off the oppressive shackles of complacency, boredom, and society all at once.

NAMES

Ganzi are usually given names associated with their parent's race when they're young, but it's common for ganzi to choose their own names for themselves when they come of age. Ganzis typically pick words that they feel defines or identifies them—this can be a color, a favorite animal or phrase, or something entirely made up that they simply like the sound of. Ganzi typically keep their given names for their entire lives, but many take to the practice of adding their deeds and accomplishments onto to surname as they grow in order to establish their individuality. For instance, a ganzi with the surname Grosvar might add 'Dragonslayer' to the end of their name after slaying their first dragon, or 'Fangheart' after becoming infected by lycanthropy. In this way, ganzi express that a name is only as good as its ability to convey essential information to others.

RACIAL TRAITS

+2 Constitution, +2 Charisma, –2 Intelligence

Ganzi are outsiders with the native subtype and are Medium.

They have a base speed of 30 feet.

Darkvision Ganzi can see up to 60 feet in the dark. For more information on darkvision, see the senses section in Chapter 8 of the *STARFINDER CORE RULEBOOK*.

Fate's Eyes Ganzi gain a +2 racial bonus on Sense Motive and Survival checks.

Immutable Ganzi gain acid resistance 5, electricity resistance 5, and sonic resistance 5, and gain a +2 racial bonus on saving throws against transmutation effects.

Quibble (Su) Ganzi can twist probability and luck, attempting to guide fate itself into the most favorable outcome. Once per day when a creature the ganzi is aware of rolls a d20, the ganzi can force the target to reroll that d20 as a reaction (Will negates; DC 10 + ½ the ganzi's level + the ganzi's Charisma modifier). This ability is a curse effect.

NEW FEATS

The following feats are available to ganzi characters.

BOON QUIBBLE

You can alter probability in your favor, providing you or your allies with a lucky streak.

Prerequisites: Quibble racial trait, character level 3rd, native subtype.

Benefit: You can use your quibble racial trait as a standard action instead of a reaction. When doing so, your target gains a pool of 4 luck points. Whenever your target rolls a d20, they can spend any number of luck points from this reservoir to add a +1 bonus per point spent to the result of the d20 roll. Multiple uses of this ability on a single creature don't stack.

RESOLUTE QUIBBLE

You can alter probability more often than most ganzi.

Prerequisites: Quibble racial trait, character level 3rd, native subtype.

Benefit: Whenever you have already used your daily use of your quibble racial trait, you can spend 1 Resolve Point to use it again.

TWISTING FORM

You have limited control over your appearance, twisting it chaotically as you see fit.

Prerequisites: Immutable racial trait, character level 3rd, native subtype.

Benefit: You gain the following spell-like ability: 1/day—disguise self. Unlike the spell, this spell-like ability lasts for 24 hours or until dismissed. In addition, you add Disguise to your list of class skills. If Disguise is already a class skill for you or later becomes one, you instead gain a +2 racial bonus to Disguise checks.

OPEN GAME LICENSE VERSION 1.0A

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

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

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

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

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

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

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

7. Use of Product Identity: You agree not to Use any Product Identity,

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

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

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

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

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

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all 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.

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.

Pathfinder Roleplaying Game Core Rulebook © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Starfinder Roleplaying Game Core Rulebook. © 2017, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, Thurston Hillman, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Amber E. Scott, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Star Log. EM020: Ganzi © 2018, Everyman Gaming, LLC; Author: Alexander Augunas

HUNGRY FOR MORE STARFINDER?

UPDATING PROVEN FANTASY RACES AND CLASSES TO STARFINDER, THE **STARFARER'S COMPANION** FEATURES LEGACY CONTENT (SUCH AS SIX LEGACY CLASSES AND OVER A DOZEN LEGACY RACES) AS WELL AS ALL-NEW CONTENT INCLUDING NEW FEATS, SPELLS, STARSHIPS, COMPUTERS, AND MORE!



NOW AVAILABLE

<http://www.everymangaming.com/starfarer's-companion>