

POP CULTURE CATALOG

MUSIC



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~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games



FANDOM RULES

As you interact with popular culture, you'll no doubt begin to build a repertoire of your favorite brands, media, and entertainment, most of which possess a following of devoted and engaged individuals. Such followings are known as fandoms, and anyone belonging to a fandom is known as a fan. Belonging to a fandom grants you additional benefits and abilities, as described below.

JOINING A FANDOM

To join a fandom, you must engross yourself in the topics covered by the fandom. Most fandoms require that you engage with the fandom's topic for 24 hours. These hours don't need to be consecutive, but each session must be in 1-hour increments and cannot exceed 8 hours. Once you've accrued the necessary amount of engagement, you simply need to declare that you're a member of the fandom in order to join it.

You can belong to a total number of fandoms simultaneously equal to $1 +$ your Charisma modifier (minimum 1). In addition, for every 5 ranks you possess in any skill, you can join one additional fandom that lists that skill as an associated skill. For example, if you have 5 ranks in Computers, you can join one additional fandom that lists Computers as one of its associated skills. Detailed below is a list of several fandom categories and their associated skills:

- » Adult Entertainment (Culture, Profession [sex worker])
- » Bars (Culture, Life Science, Profession [bartender])
- » Infosphere Series (Culture, Profession [video personality])
- » Infosphere Sites (Computers, Culture)
- » Movies (Culture, Profession [actor])
- » Musicians (Culture, Profession [musician])
- » Resorts (Culture, Diplomacy)

LEAVING A FANDOM

You can leave any fandom that you belong to whenever you want simply declaring that you've left it. Once you leave a fandom, you immediately lose access to its fandom perk (see below). You can rejoin any fandom that you previously belonged to whenever you want, using the rules for joining a fandom as outlined above. When rejoining a fandom, you only need to engage with its topic for 12 hours instead of the usual 24.

FANDOM PERKS

Each fandom possesses a unique benefit that you gain for having engrossed yourself in the fandom's topic. This benefit is known as a fandom perk. Although you can have one fandom perk per fandom you belong to, you may only have one fandom perk active at a time. Each time you take a 10-minute rest to regain Stamina Points, you can choose one of your fandom perks to be your active fandom perk. This causes any previously chosen fandom perks to become inactive until chosen again. Additionally, you can spend 2 Resolve Points as a full action to swap your active fandom perk for a different fandom perk.

TYPES OF MUSIC

For most mortal species, categorization of a thing is almost as important as the thing itself, and so is the case with music. Music is commonly divided into genres and subdivided into subgenres, but a neat, tidy system such as this doesn't do well illustrating the sheer chaos that is musical lineage. In truth, most genres of music have their beginnings as subgenres of another kind of music and slowly morph into their own as they become more popular and artists experiment with the genre's boundaries. Genres expand, evolve, fall out of favor, even disappear only to reemerge decades later.

This section details a number of the most popular genres and subgenres of music in the Xa-Osoro System, as well as star systems that have alliances and frequent contact with the Radiant Imperium, such as the Hyperspace Station System, the Terros System, and the Vesk Empire.

MUSIC GENRES

The following music genres are arranged alphabetically. If a music genre has any notably popular subgenres, they appear underneath that genre in alphabetical order.

NEOCLASSICAL

A relatively recent music movement of the past century brought up by Reclamation efforts in rediscovering lost Azan culture, neoclassical music is part Xa-Osoran music subgenre, part music movement spearheaded by a growing desire to return to stability characterized by pre-Nova Age stories and tales. Music from this movement features classical sounds from various Xa-Osoran cultures performed with modern twists. Neoclassical music intentionally possesses aesthetic precepts associated with the order, balance, clarity, and emotional restraint.

Sound bass, bassoon, cello, clarinet, drums, flute, horn, oboe, piano, trumpet, trombone, viola, violin, and vocals.

COUNTRY

Less commonly called country, frontier, or settler music, country music has long pre-Nova Age roots that combines folk singing with pop sounds, such as those of a guitar or piano. Country music lyrics tend to focus on raw emotion, especially tales invoking feelings of sorrow, tragedy, love, and loss. Country music shares many conventions with pop music—like pop, it tends to use simple, rhyming lyrics rather than complex figurative language and favors short, repetitive chords that are easy to play while singing. Traditionally, country vocalists play guitar or a similar instrument while they sing.

Sound Guitars, ukuleles, banjos, upright basses, vocals, and washboards.

DARK COUNTRY

A subgenre of country music, dark country is known for its use of unusual and unsettling rhythms sung almost exclusively in minor keys. Whereas more mainstream country music takes inspiration from pop music, dark country tends to incorporate elements from punk music or rock music, especially heavy metal. Murder ballads are a staple of this genre, to the extent that a dark country

song isn't considered legit without at least two of them.

Sound Guitars, ukuleles, banjos, upright basses, vocals, and washboards.

ELECTRONIC

Named in reference to the primary instruments used in its performances, electronic music encompasses all music that is primarily performed using electronic instruments, such as electric guitars, sound boards, and similar devices.

Sound Audiocubes, MIDI, sampler, sound board, synthesizer, and electric versions of any instrument.

AMBIENT

Emphasizing tone and atmosphere over traditional structure or rhythm, ambient music features slow instrumental music with little to no vocal accompaniment. When ambient music is paired with vocals, it is often wordless. Mysix, now a subsidiary of 1010 Robotics, was the original creator of the ambient subgenre and marketed it as peaceful music for public spaces. Detractors of ambient music commonly refer to it as "sonic wallpaper," but its unobtrusive melodies that are easily looped make it popular for use in elevators, shopping malls, vehicular transports, and similar public locales.

Sound Electronic sound boards and classical instruments.

ELECTRO HOP

A fusion of electronic music, astrofunk, and Nova Age hip hop, the sound of 1010 Robotics' Gwydion VR-808 psychoactive wave plates is a critical component of the genre's signature rhythm and catchy dance mix. The subgenre is named for the electric hop, an extremely popular dance that exploded in popularity in 265 that continues to be played at sock hops and other adolescent dances to date.

Sound Autohorns, monofilament guitars, and psychoactive wave plates.

ELECTRONIC DANCE MUSIC

ELECTRONIC (POP)

Commonly called club music or simply dance, EDM is a style of music that combines sick electric beats with a peppy, upbeat rhythm that's intended to be easy to dance to. EDM tracks

are commonly distributed to DJs who mix them together to create unique songs for nightclubs, raves, and other functions.

Sound Autopercussion, psychoactive wave plates, and sound wave modulators.

HOUSE MUSIC

House music is a genre of electronic dance music created by club DJs across the Radiant Imperium in the early 280s. Characterized by a repetitive beat with a 4/4 time signature that's easy to dance to and traditionally provided by drum machines. As the genre evolved, off-beat hi-hat cymbals and synthesized basslines became staples of the house music sound, which continues to be popular in clubs and raves across the Xa-Osoro System.

Sound DJ pads, drum machines, electropaizo synthesizers, monofilament bass, and sequencers.

PHOTON

ELECTRONIC

Originating in the Xa-Osoro System in the late 200s, photon is a genre of electronic dance music that originated in Tor's northern hemisphere in the Whitehorn megacity of Karkaghov. It is generally characterized by sparse, syncopated rhythms with prominent sub-bass frequencies coupled with complex holo-displays for visual entertainment.

Sound Electric piano, electropaizo synth keyboards, and psychoactive wave plates.

TECHNO

ELECTRIC

Originally conceived as a form of electronic dance music before the Nova Age, techno is best known for its fast, repetitive beat and is among the most popular forms of electric music. Traditionally, techno is produced on-stage by a DJ for a set, but as techno gained mainstream popularity, DJs increasingly began recording their sets for general consumption. Although popular with all species, techno is especially with robotic sapients, such as the Xa-Osoro System's mechanoi.

Sound Drum machines, electropaizo synthesizers, and psychic wave plates.

TRANCE

Among the many gems of half-elf culture, trance is a genre of electronic music that emerged as a fusion of traditional elven meditation music and the electronic beats favored by Radiant Imperium humans. Post-Nova Age trance borrows many of its elements from the techno and hardcore genres, including wild inarticulate vocals and savage riff tracks. Today, trance music is popular throughout the Xa-Osoro System and beyond, though many of the more isolationist-minded elven politicians and celebrities of the Xa-Osoro System are fairly vocal about how they feel the genre is a bastardization of their millennia-old music traditions.

Traditional Instruments autopercussion, electropaizo keyboards, psychoactive wave plates, and sound wave modulators.

HIP HOP

In an unusual case of convergent culture, nearly every developed culture found across the galaxy developed a music genre that can be acoustically identified as hip hop without having ever having prior contact. In all its forms, hip hop consists of a stylized, rhythmic beat that incorporates rhythmic, rhyming chanting, called rapping. In the Xa-Osoro System, hip hop evolved in the densely populated cities of Tor as a stripped down, sometimes deconstructed, descendent of ion jazz. Hip hop has since developed into a subculture on Tor that is defined by rapping, DJ scratching using psychoactive wave plates affixed to turn tables, break dancing, and sampled beats and vocals from other performances. Xa-Osoran hip hop strives to constantly incorporate the newest available instruments and techniques into its sound.

Sound Autopercussion, hoverdrums, psychoactive wave plates, monofilament bass, virtual turntables, and sound wave modulators.

FOLK

Sometimes called traditional music, folk music encompasses the musical traditions of a specific culture, as defined by ethnic, religious, tribal, political, and geographic factors. Folk music seldom has known artists attributed to it, as it tends to be part of a shared cultural heritage rather than the property of any one person or record label.

Sound Varies by culture. Most folk music includes the use of a number of traditional instruments prized by that culture, some of which may be unchanged from their original creation.

DELVE-HOP

When dwarves arrived in the Xa-Osoro System in the decades following the end of the Nova Age, they brought with them their cultural drums and chants. Transplanted alongside the electronic sounds of Tor's techno scene at the time, the two genres fused together into a new subgenre called delve-hop. This genre has developed an amazing array permutations from traditional dwarven music, but both continue to share two critical traits: MCs and DJs.

Sound Psychoactive wave plates, traditional dwarven percussion, sound wave modulators, monofilament bass, and virtual turntables.

ION JAZZ

Ion jazz is a music genre that originated during the Nova Age as a fusion between traditional smooth jazz music and techno, though factual knowledge of its roots is lost. Its first post-Nova Age appearances were on technologically-minded Ozari, one of the binary worlds that comprise the Lovers. While its melodies and harmonies can run a wide gamut, it the improvisation and rhythmic urgency that are the genre's true backbone. Like the great vocalists of its genre, ion jazz can feature an amazing array of sounds and styles from smooth to raspy, mellow to frantic, straightforward or esoteric.

Sound Autohorns, electropaizo keyboards, psychic wave plates, stripped-down percussion, and other physically compact instruments.

TRADITIONAL MUSIC

Traditional music is a catch-all term for the music of a specific culture or ethnic group. While often performed as it once appeared even before the Nova Age, traditional music differs from classical music in that traditional music is very much alive and evolving, whereas classical music represents a so-called “golden age” of music that has long-since passed. The traditional music of a number of different species is described starting on page \$\$\$.

Sound Traditional instruments of the culture or ethnic group, often including vocals. The entries on page \$\$\$ describe the sound for each species’ traditional music.

MARTIAL

Martial music has its roots in military settings and was originally composed for military use. Military music was commonly written to announce events, accompany marching formations, encourage combatants, intimidate enemies, and assist in matters pertaining to organization or timing.

Sound Bagpipes, bugle, drum, flute, shawm, and trumpet.

POP

Pop music is a product designed for mass distribution by a culture’s music industry. Rather than being designed for artistic purposes, pop music is often designed to be enjoyed by general audiences and performed without the need for much practice or training.

Sound Drums, guitar, keyboards, MIDI, and vocals.

ASTROFUNK

Believed to arise from early astroid mining operations across the Xa-Osoro System, astrofunk is notable for its use of polyrhythms, especially systemic cross-rhythms. Both dwarves and kobolds have strong astrofunk traditions, with dwarf astrofunk emphasizing traditional lilting with brass and percussion accompaniments and kobold astrofunk utilizing funky electric sounds paired with get-up-and-dance beats.

Sound Autohorns, extensive percussion rigs, and psychoactive wave plates.

PSYCHO DISCO

Native to the Xa-Osoro System, psycho disco is a genre of dance music that emerged in the 280s from Tor’s urban nightlife scene. The sound is typified by uniformly accented beats in 4/4 time, in which the bass drum is hit on every beat, syncopated basslines, and exclusively major key compositions. Psycho disco is so popular on Tor that many claim it has since evolved into a subculture.

Sound String sections, horns, electric piano, electropaizo synth keyboards, and monofilament guitars.

S-POP

Short for sugar pop, S-Pop is a post-Nova Age music genre native to Hyperspace Station that combines lyrics ranging from innocently adorable to passionately sultry, outfitted with a dazzling array of shimmering lights and holographs. The best-known S-Pop bands use holoavatars to project themselves on stage performing dozens of otherwise impossible acts. Some bands possess holographic technology considered so advanced that it is capable of performing feats otherwise thought impossible with modern technology.

Traditional Instruments autopercussion, electropaizo keyboards, hoverdrums, and sound wave modulators.

PUNK

Sometimes called punk rock, punk is genre of music with roots in rock that was forged from anti-establishment sentiments against Big Record. Punk songs are characterized by short, fast-paced music with hard-edged melodies and singing styles, stripped-down instrumentation, and content that denies the mainstream, both in terms of sound and lyrics. While some punk bands end up going mainstream, which fans of the genre refer to as “selling out,” punk embraces a do-it-yourself style of sound that loses its edge when polished by record companies.

Sound Bass, drum, guitar, and vocals.

BARDCORE

A portmanteau of “bard” and “hardcore,” bardcore is a blend of fragmented pre-Nova Age music traditions mixed with the aggressive sounds of T-Punk. Despite hard-edged guitars being a staple of genre, bardcore is better known for its odd juxtapositions of primitive acoustic instruments and the screeching wails of its guitarists’ hard-edged chords.

Sound Double-bass drum kits, lutes, mandolins, monofilament bass, monofilament guitars and vocals.

GLITTERPUNK

Born on the Belt of Azan in the Xa-Osoro System as kamierwarded regions of the Ruins came back into contact with the Radiant Imperium after the end of the Nova Age, glitterpunk fuses the power and adrenaline of T-Punk with the pulsing synthetic rhythms of PsychoDisco. Unfortunately, many well-known glitterpunk artists were infamous abusers of euphoric drugs, particularly opioids, and the genre is associated with the use of such substances.

Sound Drum kits, electropaizo synthesizers, monofilament bass, monofilament guitar, and psychoactive wave plates.

H-PUNK

Originally referred to by its creators simply as Hardcore, H-Punk is a punk rock genre and subculture that originated among Cybervverse dwarves from the Ravnipolis. While most species consider the century-old movement to be old, among dwarves H-Punk is still seen as a young movement characterized by a faster, harder, and more aggressive style of

punk rock. Unlike other styles of punk, H-Punk tends to focus less on raging against the establishment and more on raging against conventions, especially dwarven clan culture.

Sound Drum kits, MIDI, monofilament bass, and monofilament guitar.

SKITTERPUNK

Originally developed in the Vesk Empire by skittermander musicians, skitterpunk is a form of anti-establishment music whose roots combine traditional skittermander bellyglub chants with punk rock sounds imported from the Hyperspace Station System. Notorious for being written in breakneck 12/8 time, the precursors of this subgenre were so difficult to play that it was deemed impossible for anyone with fewer than four hands to perform old-time skitterpunk, as complex quadritar chords are crucial to skitterpunk's iconic sound. As the genre spread across the empire despite the vesks' best efforts, skitterpunk found an audience in on the pahtra home world and skitterpunk compositions changed drastically in order to accommodate the many two-armed musicians that were finding their way into the skitterpunk scene. Today, advanced technology and rhythm sampling allow just about anyone to play skitterpunk with enough of a heads up, but it's tradition for skitterpunk bands to have a skittermander on lead quadritar, as it's considered more authentic to the art.

Sound Drum kits, monofilament base, monofilament quadritar, and vocals.

T-PUNK

Native to the vast undergrounds of Tor in the Xa-Osoro System, Toran Punk (T-Punk for short) is infamous for its sloppy, angry, and passionate lyrics and sound. Among the youngest of wide-spread music genres, T-Punk found its feet among the anti-establishment angst of Toran adolescents yearning for something "real" as opposed to the fabricated products shoved down their throats by the likes of XLG and 1010 Robotics. Despite the youth of its audience and performers, T-Punk is overwhelmingly political in tone and topic, channeling adolescent rage regarding political corruption in the Radiant Imperium, the despoiling of Tor's environment, and their own perceived serfdom to Tor's wealthy elite. Although multicultural in sound and audience, T-Punk makes heavy use of nuar maze-core instruments capable of switching from one sound to another in a blink of an eye, if only because the relatively new technology infuriates the adolescent performers' parents.

Sound Drum kit, monofilament bass, monofilament guitar, and vocals.

ROCK

Rock music has its roots in older genres like rhythm and blues as well as folk, and is characterized by the use of unsyncopated rhythms performed in a 4/4 meter, amplified electric guitars, and a repetitive drumming on beats two and four. When

RECORDING TYPES

Music of any genre can be referred to by one of the following types based on how it was recorded or what artistic choices were used in its creation.

CAPPELLA

A cappella is a recording or composition that is intended to be performed solely by a vocalist and lacks instrumental accompaniment. Cappellas are usually sung by groups, but can be performed solo.

CLASSICAL

Sometimes referred to as "art music," classical music encompasses the golden age of a culture's music. Classical music falls into one of two categories: Pre-Contact, which refers to music devised by a culture before they made contact with an interstellar species, and Pre-Nova, which refers to music devised by a culture prior to the start of the Nova Age. For some cultures, particularly those whose first contact occurred after the Nova Age, there is no such distinction.

INSTRUMENTAL

An instrumental is a recording or composition that is intended to be performed solely by instrumentalists and lacks lyrical singing, although instrumental performances sometimes use vocal accompaniment in the form of inarticulate singing.

MEDLEY

A medley is a musical composition that is comprised of multiple different recordings or compositions that are combined together into something new and unique. Medleys can involve original performances, such as a performer who weaves lyrics from multiple songs together into something unique, or it can involve a technique called sampling where recordings, rather than original performances, are used.

rock music possesses lyrics, they usually deal with themes like romantic love and rebellion against the social elite and expectations, especially those pertaining to one's life style. In the Xa-Osoro System, rock music draws heavy influences from human and kitsune music, the latter of which is nearly indistinguishable from the former prior to the Kitsune Rights Act anyway. The Hyperspace Station, Terros, and Xa-Osoro Systems each have their own variants of rock that developed before any of these systems made contact with one another.

Sound Bass guitar, drums, electric guitar, keyboard or piano, and vocals.

EMOTICORE

One of the many subgenres of rock music, emoticore emphasizes emotional expression, typified by confessional lyrics and blistering guitars. Music in this genre is played

almost exclusively in minor key, giving it a somber sound, often otherworldly sound.

Sound Electropaizo keyboards, monofilament bass, monofilament guitars, and minimal percussion.

METAL

Also known as heavy metal or metal rock, this genre is known for its thick, intense sound characterized by highly amplified distortion, extended guitar solos, emphatic beats, scream-like vocals, and overall loudness. Many popular heavy metal songs have anti-establishment overtones, and the genre is often associated with aggression and several subgenres including death metal and grunge metal exist to fill those niches. As the genre has evolved, musicians argue about whether metal has transcended from being a subgenre of rock and roll into a genre all its own, citing the emergence of clear off-shoots like the more aggressive thrash metal, the psychedelic beats of groove metal, and the rhythmic beats of the hip hop fusion nu metal.

Sound Amplified electrosonic guitars, electropaizo keyboards, monofilament bass, and minimal percussion.

SKRUNGE SKRUNGE

Native to Grey Rock, one of Ulo's myriad of moons, skrunge scrunge emerged during the mid-260s as a rock music genre that quickly exploded into an entire subculture in the Xa-Osoro System. The early skrunge movement revolved around Grey Rock's independent music imprint Anathema and Dust City's underground music scene. Sloppy and raw, using minimal instrumentation, it generally centers around 4/4 time signatures and uses extreme amounts of distortion on both the instruments and the vocals.

Sound Drum kit, monofilament bass, monofilament guitar, and vocals.

INDUSTRIAL

Drawing from harsh, transgressive or provocative sounds, industrial is a genre of experimental music that stems from the most abrasive and aggressive possible fusion of rock and electronic music. Industrial music is a blend of fringe electronics experiments and t-punk.

Traditional Instruments Sequencers, syncopated static generators, white noise, synthesizers, and vocals.

NOVA WAVE

Emerging across the galaxy in the late 290s into the early 310s, nova wave is influenced easily by pop rock with strong T-Punk influences, especially those of the 270s. Over the past decade, Nova Wave artists have moved away from the genre's punk roots, embracing popular electronic instruments.

Traditional Instruments Four-piece drum kits, monofilament guitars, and psychic wave plates.

XAOS

Unique among music genres is chaos, a new-age style of

performance that emphasizes the expressive use of noise rather than traditional instruments. Pioneered by the kobolds of the Xa-Osoro System, whose destitution often leaves them unable to afford more conventional instruments, chaos revels in the expressiveness and novelty of using everyday items and activities to create wondrous music and song and challenges the distinction between conventional music and otherwise non-musical sound. Most chaos bands focus on the utilization of specific kinds of objects and sounds, stylizing their band's image accordingly.

Sound Power tools, shattering glass, subsonics, turbines, and other everyday furniture and objects.

MUSIC TRADITIONS

Every culture and species has its own musical traditions and styles. Detailed below are a brief description of the primary traditions of the races of known space, and the instruments used by each. Note that none of these entries are intended to be viewed as a monolith for its respective species; rather, each entry notes generalities and trends across members of the species.

ANDROID

Android music evolved from telecommunication arrays that their kind used to stay in contact with one another during the early centuries following the end of the Nova Age, which primarily served to keep androids belonging to different owners or corporations connected with one another. Synthetic pulses of tone counterpoint complex melodies, often in minor keys. The lyrics, surprisingly, are usually both highly emotive and narrative oriented. The most common lyrics are about their hard won freedom and the years of their servitude.

Sound Bells, electroviolins, plasma harps, and rattles.

ARICHS

The native music of this arachnid race sounds like cicadas jamming with plasma harps. Bell-like harmonics and plucked notes are counterpointed by the arichs' vocalizations. Elves and fey find it particularly soothing.

Sound Harps and plasma harps strung with silk strings of their own making and natural vocalizations.

BARATHU

Barathu music sounds like the woodwinds of the gods. From the lightest, daintiest notes to peaks like thunderstorms their singing easily puts to shame most horn players of other species. Without use of any instrument, barathus can generate several tones, ranging from alto to bass, simultaneously. Their ability to basically sing chords makes them particularly sought after by groups playing ion jazz.

Sounds Vocals.

CATFOLK

Ethereal and sweeping, catfolk music is noteworthy for the distinctly purr-like style of singing that catfolk musicians

CRB

SLEM-035

AA1

SFC

pride themselves on. Catfolk prefer to write warbling musical compositions that shift from soft, sweet sounds to wailing crescendos of frantic intensity.

Sound Purr-singers, simple percussion, and woodwinds.

CONTEMPLATIVE**AA1**

Barely audible to most races very little contemplative music is actual sound, the majority of its elements being emotional and telepathic. To non-telepaths, it sounds like a series of barely audible tones, almost like a ringing in the ears. To those with even limited telepathy however, it is rich with symphonic complexity and is described by natural telepaths as a wild tide of syncopated emotions.

Sound Traditionally both mental and vocal, modern contemplative music has been augmented by psychic waveform stabilizers, empathic filters, and amygdala amplification modulators.

DEOXYIAN**SFC**

While pragmatic and priding themselves on logic, deoxyians do have extensive musical traditions. Their classical music is intricate and multilayered, with surprising emotional content.

Sound A wide array of instruments absorbed from other species and cultures combined with traditional deoxyian woodwinds and percussion.

DRAELIK**AA1**

Draelik care little for music, but what music they have is comprised of sounds like the shattering of glass, splintering of wood, and other sounds of dissolution. Like kaos, it challenges the basic idea of what comprises music.

Sound The sounds of things being destroyed.

DROW**AA1**

Almost exclusively minor key and possessed of a ponderous and looming time signature, drow music bears more resemblance to monastic chants and swelling symphonics than anything else in the hominid lexicon.

Sound Tympani, varied percussion and string instruments, and vocals, usually sung as a chorus.

DWARF**CRB**

Slow and hobbled in tone and pitch, dwarven music is rooted in the work chants of their mines. Steady simple percussion beats counterpoint recitative melodies dominated by a single pitch, called the reciting tone.

Sound Drums, vocal chants, and woodwinds

ELF**CRB**

Commonly the melodic line moves up and down the primary chords. The relatively wider tonal interval of the songs making it possible for stress accents within the poetic line to be more in keeping with the local elven accent.

Sound Bodhrán, bouzouki, cittern, dulcimer, fiddle, flute,

guitar, harp, hammered, mandolin, tin whistle, Uilleann pipes.

FORMIAN**AA1**

The music of the formians rings filled with bell-like harmonics and sweeping arpeggios. Surprisingly emotive and often described as exalting, it is the only indigenous music created by an insectoid race to find widespread popularity with mammalian audiences.

Sound Bell crystals, harpsichord, and resin tabla.

GNOLL**SLEM-017**

Gnoll music consists mostly of simple, dreary notes that are held for a half-dozen beats or more and altered in tone and pitch, giving the music an undulating quality as though it were being performed in slow motion. Gnoll singers train for years to hone and master the art of extending their syllables while maintaining richness of tone, so that a ten-minute song might only consist of fifteen words or so. Slow tempos and a lack of fixed rhythms are the norm for gnoll music, and many listeners note that gnoll music has an almost hypnotizing sound that often leaves listeners in a stupor.

Sound Frame drum, gong, hammered dulcimer, horsehead fiddle, frame drum, mountain horn, and vocals.

GOBLIN, SPACE**AA1**

While goblin songs are known for their simple sing-songy verses consisting of four to five lines in A-B format, their instrumentalism is perhaps as well-known, akin an explosion in a trombone factory, though some argue that such a description is too kind. Raucous, discordant, and chaotic, there are very few besides the goblins themselves who tolerate goblin music. Most traditional goblin songs are crude melodies designed for intimidating foes in battle or passing time while working.

Sound Unknown; space goblins usually craft "instruments" as needed from whatever scrap they have on-hand.

GRIPLI**SFC**

Gripli singers are legendary throughout the Xa-Osoro System and affiliated worlds, as their trilling vocalizations have a distinctive vibrato that lends itself to everything from love songs to murderous operas. Gripli music is usually accompanied by sparse percussion or strings on the rare occasions it is not performed a cappella.

Sound Hand Drums, harps, and vocals.

HAAN**AA1**

Light and reedy with bouncing melodies and smooth harmonies, haan music is surprisingly infectious and considered highly danceable. Traditional haan music is exclusively instrumental, but this has changed as increased contact with foreign species has intrigued haan musicians with the concept of singing.

Sound Haan music is created by modulating the release of their buoyancy gasses from their throats, creating sounds that are similar to traditional brass and woodwind instruments.

HALFLING**CRB**

Bright and earthy, halfling music favors natural acoustics over electric amplification, emphasizing raw singing accompanied by stringed instruments. Bawdy and comical lyrics designed to be sung along to are a mainstay in halfling music, and many halflings have favorite songs that they've heard since childhood. Despite the wholesome nature of halfling music, murder ballads are surprisingly common fare.

Sound Banjo, electropaizo dulcimer, guitar, and violin.

HUMAN**CRB**

Human music encompasses a staggering spectrum of styles and genres due to the vast number of star systems, governments, and societies that humans have pioneered across the galaxy. Even in the Xa-Osoro System, numerous pre-Imperium cultures live on in traditional human music, oftentimes borrowing from that of other species. That humans are constantly inventing new instruments and borrowing elements from other species only adds to the versatility of human music.

Sound Varies wildly.

IKESHTI**AA1**

Based on the Ikosha musical tuning system, ikeshiti music emphasizes melody and rhythm rather than harmony. Though once believed to be a simple matter to teach to others, the entirety of the Ikosha system's interval structure, which refers to the harmonic distance between two tones, is reliant upon a prime number. Which prime number, however, has been lost to the Nova Age. As a result, ikeshiti attempting to play their people's traditional songs try everything from 1 tone to 13 tones or more is correct, resulting in virtually every traditional ikeshiti song having dozens of variants using different intervals that their creator insists is the correct one.

Sound Ikeshiti fiddle, oud, and various percussion.

KALO**AA1**

Well-known for their rich artistic traditions, music is an integral part of kalo culture. Similar to humanity's own, kalo music possesses a staggering array of variability due to kalo artists' tendency to eschewing tradition in favor of creativity and innovation. Many foreigners joke that the only thing that unifies all kalo music is the simple fact that every kalo song is designed to be performed underwater.

Sound Shell rattles, sonar modulators, vocals, and wave sieves.

KASATHA**CRB**

Music is an integral part of kasatha culture, and the four-armed humanoids count many of the galaxy's most skilled percussionists, and their four-handed drumming techniques are legendary. Kasatha drummers train for decades learning to enter a trance-like state that allow them to play their traditional drums without fatigue or need of sustenance, and many of the species' finest performances are attributed to this master-level technique. Drumming is so essential to kasatha

music that most of their traditional instruments are designed to be played with the kasatha's topmost hands and drummed with the bottommost ones.

Sound Kasathan quadradrums.

KITSUNE**SFC**

Like many aspects of kitsune culture, it's difficult to distinguish traditional kitsune music from traditional human music simply because prior to the legalization of the Kitsune Rights Act, kitsune were often marginalized by humanity. Music historians debate constantly regarding whether specific classical artists were actually kitsune in disguise, as there are a number chords signature to traditional kitsune music that were used as tells so that traveling kitsune hearing the melody would know they were among friends. Such chords remain popular in kitsune music today.

Sound Bamboo flutes, bells, clappers and hand drums.

KOBOLD**SFC**

Kobold music rivals the chaotic crashes and explosions of goblin music, and is often considered to be one of the progenitors of the xaos genre alongside goblin music. Where the two styles differ, however, is in purpose. Where goblin music is often chaos for chaos's sake, kobold music is traditionally used during festivals and community gatherings and usually possesses melodic harmony where goblin music does not. When kobold music has lyrics, it often focuses on pro-community and anti-establishment themes, and includes murder ballads designed to make the singer sound like a roaring dragon. Kobolds are particularly well-known for using the bones of once-living creatures as instruments, an instrument that they humorously call the xylobone.

Sound Bells, chimes, vocals, and xylobones.

LASHUNTA**CRB**

As natives of the same home world, lashunta music is heavily influenced by traditional elven music, possessing a similar dream-like quality. Unlike that of elves, lashunta music usually incorporates mild telepathic elements to their performances.

Sound Bodhrán, bouzouki, cittern, dulcimer, fiddle, flute, guitar, harp, hammered, mandolin, telepathic vocals, tin whistle, and Uilleann pipes.

MARAQUOI**AA1**

Despite having only recently discovered the universe beyond their home planet, the maraquoi developed a sophisticated system of music relying on a bewildering array of percussion instruments believed to have gone back thousands of years before the Nova Age. Bucking the trends of most other developed civilizations, maraquoi music is octatonic, using eight pitches per octave rather than the seven pitches per octave favored by others. Rather than drums, maraquoi music usually keeps its beat using rattles played using the maraquoi's prehensile tail.

Sound Bells, drums, rattles, and vocals.



NAGAJI

SFC

Traditional nagaji music is believed to be intended to please the naga more so than nagaji themselves, relying mostly on otherworldly instrumental sounds that are hypnotically beautiful to hear. Nagaji music favors the use of string and wind instruments, especially the sitar, and uses almost no vocals; when singing is used, it's always inarticulate.

Sound Flutes, pan pipes, piccolos, and sitars.

NASHI

SLEM-039

Eternally inventive, nashi are true experimentalists in the world of music, constantly innovating on prior instruments and inventing entirely new ones. Utilizing both acoustic and electronic sounds in their music, nashi consider any music played by a nashi to be traditionally nashi and include everything from elements of nature and industry to fretted stringed instruments and mellifluous vocals.

Sound Kassada (nashi banjo), spring-coil string (acoustic string synthesizer), ukulele, vocals, and miscellaneous sounds.

NUAR

AA1

Despite their hulking bodies and physical bulk implying that they might prefer the crashing, thrashing sound of metal or hard rock, nuar have beautiful singing voices that they primarily use to perform traditional cappella that strongly

resembles human opera in theme and sound. Masters of nuar opera sing sweetly, able to hit both high and low notes regardless of biology, producing an angelic sound with a power and clarity that's rarely rivaled.

Sound Full ensemble orchestra and a capella choir.

RYPHORAN

AA1

Ryphoran music keeps the emphasis on the secondary off-beat, usually featuring soloists who improvise on the melody over the composition's arrangement. Although ryphoran has a similar sound across generations, music written by summerborn tends to emphasize high notes and pitches performed by string and wind instruments while winterborn music emphasizing base and percussion instruments performing low, crashing notes in minor key. Transitional music combines these elements into a satisfying cacophony of sound with hopeful themes as winter turns to summer and melancholy ones as summer becomes winter. Since the advent of space flight, however, most ryphoran music is transitional and medleys blending winterborn and summerborn styles are popular.

Sound Dizta (ryphoran shell rattles), tympani, xylophone, varied horns, and wind instruments.

SAMSRAN

SFC

Thanks to the influence of their past lives, samsaran music

PURCHASING MUSIC

Music is among the most beloved aspect of popular culture, and many people seek to own their own copies of music tracks for personal use. Instruments are similarly widespread throughout most cultures, and are often a part of a youngster's basic education. Musicians, podcasters, and vidstreamers similarly make heavy use of recording equipment in order to capture their content quickly and effectively, allowing them to offer high-quality video and sound to their fans.

ITEM NAME	PRICE
Album, standard	25
Album, deluxe	50
Instrument, cheap	Bulk × 25
Instrument, standard	Bulk × 500
Instrument, intermediate	Bulk × 1,250
Instrument, mastercraft	Bulk × 2,500
Recording equipment, standard	450
Recording equipment, intermediate	1,350
Recording equipment, mastercraft	4,100

ALBUM

An album is a collection of physical or digital music recordings. Most albums are loaded with 10 to 15 songs; deluxe albums usually have twice as many songs, are collector's editions, or are available on a legacy format (such as a vinyl record). Any computer (including a personal comm unit) can play a digital album.

INSTRUMENTS

Despite differences in their construction, most instruments are mass produced using UBPs. Instruments are usually priced based on their quality and are marketed towards increasingly skilled musicians; a beginner instrument is designed to be cheaply made for a student while a mastercraft instrument features precision-crafting perfect for a master musician. A cheap instrument is usually designed for novelty use. When determining an instrument's cost, the bulk minimum is 1, even for instruments with light or negligible bulk.

RECORDING EQUIPMENT

Standard recording equipment includes the basic equipment needed to record music, podcasts, and similar audio-based content. The set includes a digital camera, microphone with pop filter, and rudimentary audio editing tools. Standard recording equipment has lower-quality tools that work for casual or beginner-level use, intermediate equipment has solid equipment perfect for an enthusiast or small business, and mastercraft equipment is top-of-the-line equipment intended for professional use. All recording equipment is designed to interface with any kind of computer, even personal comm units, although computers of tier 3 or lower are preferred by most professionals.

often sounds like a medley of traditional music from across different species and time periods. As samsarans reincarnate into new incarnations of themselves, memories of the music they once loved reincarnates with them, haunting chords and precious tunes that reverberate with that individual across lifetimes. As a result samsaran music's one overarching trait is that it is always different.

Sound Almost every known instrument.

SARCESIAN

AA1

As a people whose civilization was decimated millennia before the Nova Age, sarcesian music tends towards performances that those with very little professional training can perform, making their traditional style and sound more akin to that of country music than folk music. Sarcesians use music as a means of releasing pent-up frustrations and expressing their emotions, and as a result their music tends to include poetic lyrics accompanied by the occasional murder ballad.

Sound Guitars, ukuleles, banjos, plasma harps, upright basses, vocals, and washboards.

SHIRREN

CRB

Shirren descend from numerous insectoid races that banded together into a world-consuming swarm long before the Nova Age. As a side effect of this unification, however, most of the original cultures of these once-disparate species was lost. Having only recently broken away from the swarm, shirren have very little music tradition of their own and their adoration for the culture of others and their own ability to choose means that shirren have never been able to cobble together a species-wide tradition of music, instead encouraging themselves to dabble in whatever strikes their fancy—be it the serenades of other species or entirely new melodies they themselves created.

Sound Drums and various verbal and telepathic vocalizations.

SHOBHAD

AA1

Distinctive for its complex melodies and arpeggiations, shobhad music relies on simple wind instruments that create beautiful, haunting melodies across the desert wastes of their red home world. Rather than rely on complex instruments that require all four of their hands to play, most shobhad practice a musical style called strumhum, wherein the shobhad uses their topmost arms to hum into a wind instrument and their lower arms to strum a stringed instrument, usually a harp or a lute. The exception to this rule is the shobhad multiharp; harp with a built-in recorder that rests in the musicians lap while they perform.

Sound Shobhad multiharp.

SKITTERMANDER

AA1

Every bit as lively and energetic as the skittermanders themselves, skittermander music is plucky and upbeat, trending towards frantic jigs with rapid meters; rarely does a skittermander melody use a time signature slower than 8/4, and their tunes are often arranged to have a pleasant bobbing

from full-sounding high notes to squat sounding low-notes, giving the impression of constant motion and movement. That skittermander music mostly consists of notes in major key adds to its jovial sound, which is designed to get listeners up off of their feet and dancing.

Sound Cellos, drum kits, quadritars, rattles vocals,

UROG**AA1**

Among the most alien of the sapient creatures that call the Hyperspace Station System home, urogs are essentially silicon-based insectoids, and as a result their version of music is as alien as their appearance. Best described as psychic humming combined with rhythmic chittering of their carapaces, urog music is traditionally made exclusively with the musician's own body and includes both audible and telepathic elements. Vocals are unheard of in urog music despite their psychic powers, however, and they don't use manufactured instruments of any variety when playing their traditional songs.

Sound Chitin clanking, mandible clanking and sputtering, and inarticulate telepathic vocals.

VANARA**SFC**

Traditional vanara music makes heavy use of chanting vocals utilizing both Vanara lyrics and inarticulate, often guttural grunts and bellows. Vanara music is a critical element of their people's oral traditions, and favored chants and songs accompany famous recounts of vanara history. Aside from intricate drumwork or droning notes from a bansuri or shehnai, few instruments accompany traditional vanara performances.

Sound Capella vocals plus drums or traditional woodwind instruments such as the bansuri, sringa, or shehnai.

VESK**CRB**

Nearly all traditional vesk music is martial in nature, as befitting a species best known for their imperialistic aspirations and drive for battle. Traditional vesk music with lyrics typically exalts their empire's accomplishments or keeps time while marching, although opera is a favored form of civilian entertainment. Vesk vocals are characterized by throat singing, the skill of singing whole chords rather than single notes.

Sound Drums, piccolo, trumpets, vesk screamer (a loud, screeching horn instrument), and vocals, often sung using traditional throat singing techniques.

WAYANG**SFC**

Eerie and otherworldly, wayang music features several gloomy, intertwined instrumentals performed in minor key. Although wayang music rarely uses vocals, wayang singing is unearthly in tone and pitch and it's slow cadence and soft pitch leaves many foreigners agreeing that for all its eeriness, wayang ballads are surprisingly soothing.

Sound Bass clarinets, dan tranhs (traditionally with 14 strings), flutes, oboes, monochord zinthars, vocals, and the t'rung (a xylophone that's suspended vertically while played).

WITCHWYRD**AA1**

Like the witchwyrd themselves, witchwyrd music is closely related to that of kasathas and features oscillating tonalities that lie just outside of most species' audible range. Outside of the witchwyrd themselves and people descending from them like kasatha and shobhads, uramae (as well as their deoxyan offshoots) as well as elves, lashunta, insectoid species like shirren and formians, and, puzzlingly, kitsune are capable of hearing it. Those capable of perceiving witchwyrd music describe it as atonal, often inducing mild feelings of unease or in some extreme cases nausea.

Sound Traditional witchwyrd music consists only of vocals.

WRIKREECHEE**AA1**

Wrikreechee music is expressed primarily through vibrations felt only over short distances through the water, combined with various vocal chirps. As a result, wrikreechee music can be felt physically as well as heard.

Sound Aquatic drum kits, seaweed piccolo, and vocals.

WYVARAN**SLEM-034**

Traditional wyvaran music closely resembles that of kobolds, save that wyvarans are better known for their acapella songs that exalt the deeds of folk heroes and personal triumphs. It's practically expected for a wyvaran, upon completing some great challenge, to attempt to write their own song about it.

Sound Bells, chimes, vocals, and xylobones.

YROOMETJI**SLEM-023**

Yroometji music is characterized by highly sung notes that serve as an introduction to each song, accompanied by rhythmic percussion and a sudden shift to lower tones. Known for its intense lyrics featuring stories of epic journeys, yroometji music is a crucial element of the oral history of their species. It's common for songs to last 15 minutes or more, with the lyrics themselves continuing or repeating long after the instrumental sound has stopped or quieted.

Sound Bull-roarer (a simple wooden slat whirled in a circle on the end of a cord producing a pulsating low-pitched roar), didjeridu (a simple wooden tube blown with the lips like a trumpet), and roo-leaf (a tree leaf, held against the lips and blown so as to act as a simple woodwind instrument).

YSOKI**CRB**

Traditional ysoki music is as disparate as the ysoki themselves, as the modern ysoki people consists of several ratlike species that convergently evolved on separate worlds due to similar environmental pressures. As a result, ysoki music is incredibly varied, although strangely enough several trends exist. Ysoki music favors unamplified string instruments and simple percussion, as well as intricate melody lines that serve as background for lyrics of an often ribald nature.

Sound Cymbals, drums, lutes, guitars, lutes, rattles, tin whistles, triangles, and vocals.

MUSICIANS

In most cultures music and song are invented before the discovery of fire. There is something primal in the way most sentients react to rhythms and melodies and to those who create them. Many draw a correlation with the soul or the divine, recognizing the primal nature of our relationship with music. Others obsess over particular musicians creating personality cults. In the infosphere age popular music is now infused with the traditions of hundreds of species and cultures. More importantly most of it is easily accessible from any data connection. As a result there has never been a more fertile medium for cultivating performers.

This section details a number of popular bands and musicians in the Xa-Osoro System as well as in nearby star systems. Each entry notes the type or genre of the music, the location the band comes from, how far their fame has spread, and their greatest hit to date.

3RR0R

ORIGIN	Tor, Xa-Osoro System
GENRE	Xaos
LABEL	ToeHold Studios
YEARS ACTIVE	315 AN to present
MEMBERS	Badaboom (male kobold musician) Gaz (male goblin musician) Between three and thirty goblin and kobold xaos musicians
GREATEST HIT	"Carrier Wave", <i>An Explosion You Can't Look Away From</i> (320 AN)

Described by Xa-Osoro Today as "a goblin firefight taking place in an exploding chemlab," 3rr0r is a Xaos band consisting of somewhere between three and thirty goblins and kobolds, the most famous of which are founders Badaboom and his lifebond companion, Gaz. 3rr0r began as many bands do, playing for illegal raves and off-the-books junk races in the lower decks of Hyperspace Station. At one such party, the band caught the attention of a mid-level line producer and the rest, as they say, is history. Thanks to the agent's efforts, 3rr0r's first commercial gig followed shortly thereafter, wherein the band contributed several background tracks for holovid feature sensation, *Deisauryu vs. Monster Null*. The commercial success of the holovid combined with 3rr0r's unique sound ignited their careers, thrusting the band into the public eye and earning them a surprisingly receptive audience.

Currently sitting at number 1205 on the charts with their single, *Carrier Wave*, 3rr0r has gotten closer to mainstream popularity than any other xaos band to date. Fans lament the difficulty in catching the band's live shows since making the jump from underground to mainstream sensation, due in part to the difficulty the band has in acquiring venues willing to host their shows. From stadiums to concern halls, 3rr0r has been outright banned from countless locales due to the high structural damage that nearly all of their hosts have suffered from rowdy crowds to their literally explosive stage shows.

FANDOM PERK

Rather than blow out your ear drums like your guardians likely warned, your attendance at many an explosive 3rr0r show has helped you develop a knack for hearing things amidst aloud

noises. Reduce the DC of hearing-based Perception checks by 5. This doesn't apply to opposed Perception checks.

AKARI

ORIGIN	The Lovers, Xa-Osoro System
GENRE	Pop
LABEL	Direhorn Productions
YEARS ACTIVE	300 AN to present
MEMBERS	Akari (female vanara vocalist)
GREATEST HIT	"Let's Tie the Lover's Knot", <i>Far-Out Love</i> (310 AN)

Romantics and pop music fans across the Xa-Osoro System adore the dulcet tones of Akari, a slender vanara woman known for her slinky chrome sheath dresses and sultry soprano voice. A sensation across the system, Akari's songs are in heavy rotation in Imperial spaces both public and private, and most people can expect to hear her newest hit single, *Let's Tie the Lover's Knot*, at least a few times if they spend any amount of time outside of their homes. Akari came from humble beginnings, a songstress singing out of a small tavern on her home world of Eogawa before gaining the patronage of Nimota, a wealthy and secretive nuar known throughout the music industry for his impeccable ear. With Nimota's funding and promotional weight, Akari's career exploded overnight; she began her first tour of the Xa-Osoro System as a nobody and by its end, was number 150 on the charts.

Akari is known for her sentimentalism; songs about lost or unrequited love are frequent topics of her music and many a broken heart across the galaxy has popped in a copy of one of Akari's requiems, cranked up the volume, and sang their heart out along with the *Queen of Love and Love Lost*. In addition to her music she is known for being extremely active in children's causes throughout the system, most recently the plight of worker's children in the mining cities of Tor. Reasonably credible sources say that a good bit of her income goes toward research on way to counteract the effects of Blood Space. Gossip sites across the infosphere speculate wildly about her ongoing battle with lycanthropy and assert that Nimota's money, and her backing, comes from investment in the Howling Essir slave trade.

FANDOM PERK

By peppering your speech with sappy lines picked up from Akari's greatest hits, you've learned to sway even the coldest of hearts. You gain a +2 bonus to Diplomacy checks to Make an Impression whenever both you and your target can hear one of Akari's songs.

BANNER NOIR

ORIGIN	Tor, Xa-Osoro System
GENRE	T-Punk
LABEL	Independent
YEARS ACTIVE	315 to 318 AN (as Anxiety); 318 AN to present (as Banner Noir)
MEMBERS	Roll Xen (male human vocalist) Angel Enmournin (female human guitarist) Dak Flare (female nuar drummer) Jae "Paws" Firefellow (male kitsune bass)
GREATEST HIT	"A Grand Old Time", <i>Guns and Grenades</i> (319 AN)

Described as the precursor of the modern generation of punk bands, Banner Noir came out of the Hyperspace Station's lower level club scene. Originally called Anxiety, Banner Noir's specializes in anti-authoritarian and nonconformist lyrics that constantly punctuated with elements of social isolation, space madness, poverty, and paranoia. Through perseverance and incredible social media skills, they gained an underground, system-wide following. Not only have they never broken the top 500, but lead vocalist Roll Xen has stated in interviews that they abhor the idea of being on the pop charts at all. Even so, anyone with a familiarity with punk recognizes their trademark black, wordless banners.

Fans—called the Banner Brigade—are known for adoring the band's anti establishment message as much as their heavy sound. Among Banner Noir's greatest claims to fame is that during a career spanning hundreds of gigs, they have never gone on tour with the same drummer twice. Their current drummer, Dak, replaced former drummer Blaze Thunderholler after Roll kicked him out of the ban for "selling out" by making a public, solo appearance on *The Bortath Skex Show*.

FANDOM PERK

Hours spent head banging to Banner Noir tracks have given you the courage to stand up to corrupt law enforcement and politicians alike. You gain a +2 bonus to Intimidate checks against law enforcement and government leaders and employees.

CHORUS OF THE 13TH HEAVEN

ORIGIN	Hyperspace Station, Hyperspace Station System
GENRE	Classical opera
LABEL	Independent
YEARS ACTIVE	116 AN to present
MEMBERS	Hundreds of singers and instrumental performers of classical instruments.
GREATEST HIT	"Rapture Ode 23:42", <i>Serendipitous Serenades</i> (245 AN)

Famous within the Hyperspace Station System, Chorus of the 13th Heaven is a staggeringly old organization that has produced secular music—specifically opera—for over a two centuries. According to the opera's mythos, original founder Sevarian Solaris, a human opera singer, formed the Chorus of the 13th Heaven in order to uplift the spirits of those still crushed by the recently-ended Nova Age with praise to the deities. Members of a variety of Hyperspace Station species joined Sevarian in his jubilation, and today the Chorus stands as testimony to the resiliency of his vision.

Although the Chorus regularly takes new members into its fold, the bulk of its singers and instrumentalists are related by blood, the Chorus itself boasting six generations of family within the organization. Those born to troupe members often begin apprenticing long before puberty, honing their skills over their entire lives. The oldest currently performing member is the 104 year old baritone Sulla Solaris, great granddaughter to the Chorus's founder, while the youngest is the seven year old contralto Cru, a female kasatha singing prodigy.

The Chorus entered the Top 500 at number 348 two years ago as part of the trending nostalgia craze for pre-Nova Age classical music. While they haven't risen far past that, they have consistently had singles in the mid 350s since then. Their ethereal sound, that of 123 voices from multiple species raised together in staggering and indescribable harmonics and tri-tones, combined with their unfailing positive lyrics has kept them in the public eye when other nostalgia acts have gone by the wayside.

FANDOM PERK

The Chorus of the 13th Heaven's opera lyrics include many references to the planes and magical theory, and your knowledge of the Chorus's lyrics provides you a bit of magical insight. You gain a +1 enhancement bonus to Mysticism checks.

CONFIGURATION 9

ORIGIN	Vesk-71, Xa-Osoro System
GENRE	Psycho disco
LABEL	Imperial Warcry, Sunsound Records
YEARS ACTIVE	301 AN to present
MEMBERS	Noxa (female skittermander quadritarist and lead vocalist) Draxa (female half-elf wave plate player) Heikazeyre (female vesk vocalist) Jareth (male human keyboard player) Rexmar (nonbinary vesk vocalist) Xynthane (agender vesk vocalist)
GREATEST HIT	"Photon Boogie", <i>Songs of the Slaughter</i> (312 AN)

Located in the Xa-Osoro System in orbit around Ulo, Vesk-71 has always been a melting pot for Vesk Empire and Xa-Osoran culture, and in now case is that more true than with the psychic disco sensation Configuration 9. Influenced greatly by the Vesk Empire home world's dance club culture, Configuration's signature sound combines unearthly lyrics performed by lead singer Noxa and her vesk backup singers, supported by pulsing beats and sound duels between Draxa

and Jareth, two of the band's better-known instrumentalists. These elements and more have built Configuration 9 into the face of the psycho disco genre across three systems.

Configuration 9 blasted into the public eye after they made a guest appearance as the bar band in an episode of the popular infosphere show *As the Asteroid Turns*. Their amazingly vibrant performances and visual presence immediately resonated with the listening public and they have been climbing the charts ever since, and their current single, *Photon Boogie*, has sat at number 18 on the charts for several weeks—an unprecedented feat for a psycho disco band. The media and infosphere love Configuration 9 because of their constant misadventures. Few bands have managed to accrue the mountain of legal peccadillos that Configuration 9 currently holds under their belts, ranging from drug possession to intoxicated and disorderly conduct and worse. Several years ago, Noxa famously was arrested for smuggling sixty doses of dreamshiver into the Xa-Osoro System, her mug shot flipping off Radiant Imperium officials with all six of her hands. That would have been the end of the tour had their recording company not paid an obscene amount of money in legal fees to waive the charges, though economists note that the publicity generated by the fiasco likely helped that concert to be among the highest-selling of all time, bringing in nearly twelve times the 125,000 credits spent in bailing Noxa out from prison.

FANDOM PERK

Your love of Configuration 9 gives you common ground with many members of the two largest species groups in the Vesk Empire, skittermanders and the vesk themselves. You gain a +2 bonus to Diplomacy checks with vesk or skittermanders. Once you've used this perk, you can't use it again until you spend 1 Resolve Point to rest for 10 minutes and regain Stamina Points.

DJ FOXPAWZ

ORIGIN	Terros, Terros System
GENRE	Pop
LABEL	Independent
YEARS ACTIVE	315 AN to present
MEMBERS	Hiro Shinjur, aka "DJ Foxpawz" (nonbinary kitsune disc jockey)
GREATEST HIT	"Adrenaline Remix", <i>Far-Out Love</i> (318 AN)

Among the greatest actively performing disc jockeys across three systems, Hiro Shinjur was originally a 1010 Robotics mechanic working on the SuperRing. In interviews, Hiro has stated that they used to unwind after long days of stressful work tinkering with MIDIs, noise generators, drum machines, electropiazo synthesisers, and other electronic music making devices, creating custom mash-ups of popular songs. Everything changed for Hiro after he agreed to perform at a birthday party for his boss's 16 year old son. The adolescent nuar—as well as everyone else in attendance—were completely blown away by Hiro's performance, and it came as no surprise to anyone when Hiro retired from 1010

Robotics in order to pursue a career in music. Shortly after, Hiro took the Xa-Osoro System by storm after his debut at Metrostock 315, where he performed alongside legendary astrofunk band Hyperdelic Senate.

On stage, Hiro Shinjur is DJ Foxpawz—a figure almost unrecognizable from the mild-mannered mechanic who once worked the flight decks of Cryptozaria. To sell his stage appearance, Hiro made the early decision to perform solely in his original form, spiking his raven hair into a mohawk with frosted violet tips and dying his orange fur emerald green to match his eyes. Famous for performing shirtless with black leather pants and boots, fingerless gloves, dozens of etch-a-apelage tattoos and piercings, and a chrome visor, DJ Foxpawz is a sight to behold on stage, performing in a complete zen as they blend disparate sources ranging from drow death metal to lashunta folk music. DJ Foxpawz is known to blend up to 20 source tracks at a time, backed by synched and programmed autohorns and their own kitbashed drum machines, creating a unique and high energy sound.

FANDOM PERK

Dancing to the sick beats of DJ Foxpawz has made you lighter on your feet than most. You gain a +2 enhancement bonus to Acrobatics checks. Once you've used this perk, you can't use it again until you spend 1 Resolve Point to rest for 10 minutes and regain Stamina Points.

EVITOP STARSPAN

ORIGIN	Eogawa, Xa-Osoro System
GENRE	Dark country
LABEL	Sunsound Records
YEARS ACTIVE	313 AN to present
MEMBERS	Evitop Starspan (female xal xaursi vocalist)
GREATEST HIT	"Tears for Lost Azan", <i>Eclipsed</i> (315 AN)

Born and raised on Eogawa, one of Ulo's moons, Evitop Starspan took the country world by storm when she first hit the charts with her first smash-hit single, "Empty Nest." While dark country had been a popular subgenre in the Xa-Osoro System, it had largely been an underground movement. Evitop's hit propelled dark country onto the charts for the first time. She is the face of subgenre, affording it mainstream prominence beyond what any could have possibly expected and the talented young woman is quickly becoming a living legend for her sultry singing voice and poignant lyrics, which consistently feature themes of love, loss, and mourning.

Evitop is likewise the most famous of the owl-like xaursi, one of only a handful of their species that has attained enough fame to be considered a pop culture icon. Her best-known song, "Tears for Lost Azan," is a dark country rendition of a traditional xaursi hymn mourning the death of Osoro and Azan, the xaursi's destroyed home world (as well as the former home world of humans, kitsune, kobolds, tengu, and other well-known Xa-Osoro species). A particularly aggressive media marketing campaign combined with a brutal schedule of non-stop tours across the nearby systems has cemented

Evitop's standing as one of the greats of her generation, and while she hasn't reached the popularity of intragalactic pop sensation Mitsuko Hane, she is catching up rapidly. Even as she is riding high at number 23 on the Hyperspace Station Top 500, Evitpop is preparing for her biggest tour yet—a three system extravaganza across the Xa-Osoro, Terros, and Hyperspace Station systems,—her first since the death of her plasma harp player in a shuttle accident a year ago.

FANDOM PERK

Starspan's historical tragedies are not only lyrical masterpieces but are also very educational about xaursi history and world view. You gain a +2 to diplomacy checks made against xaursi. Once you've used this perk, you can't use it again until you spend 1 Resolve Point to rest for 10 minutes and regain Stamina Points.

EYE IN THE HAND

ORIGIN	Bantosian, Xa-Osoro System
GENRE	Electronic
LABEL	Sunsound Records
YEARS ACTIVE	313 AN to present
MEMBERS	Aberdalys (female nuar drummer and vocalist) Hatchet (agender ysoki synthesizer player and vocalist) Mitursurgi Vex (male kitsune guitarist and vocalist) Rekitekit (male kobold keyboard player and vocalist) Tess Everhail (female human synthesizer player and vocalist)
GREATEST HIT	"Secret Handshake", <i>Two in the Skull</i> (310 AN)

Eye in the Hand is an electronic comedy band known for their gregarious stage dress and poignant, political lyrics that mock the concept of capitalism and those who abide by it, comparing the latter to cultists of an outer god like Nyarlathotep. The band came together completely by accident after its five founding members—several of whom were former members of sensations like OneZeroOne, Configuration 9, and Chocolate Laser—were each contracted to perform at a private concert held by XinLong Galactic higher-ups for a solstice party on Tor. Disgusted by the lavish excess the quintet experienced and inspired by each other's sound, the group donned their signature scarlet robes decorated with runes and sigils parodying corporate logos, comical masks, and clown shoes.

Hard-edged, yet highly danceable, Eye in the Hand's live performances are famous for their use of silly prop and comedy interludes between songs. Their acts mock "mindless cultists" of capitalism and traditional religion alike, strongly insinuating that both entities require ordinary people more than the people benefit from their presence. This sentiment, coupled with on-brand marketing and an endorsement from Xa-Osoro Today that called the band "a comedy supergroup," has afforded Eye in the Hand a surprisingly robust fandom and renown across the Xa-Osoro System and beyond. While they've never broken the Top 500 on the charts, they are a

constant in mid-level clubs and festivals. Unfortunately, these Eye in the Hand has had to bring in hired security for their gigs due to threats from actual cultists who take offense to the band's mockeries.

FANDOM PERK

Despite the satirical nature of the group's music, Eye In The Hand is accurate in their mockery. A lot of real information about the various cults makes it into their music. When attempting Mysticism checks to recall knowledge about topics related to cults or outer gods, reduce the DC by 5. This stacks with your theme's knowledge benefit, if any.

HUMAN DRAG

ORIGIN	Eogawa, Xa-Osoro System
GENRE	Glitterpunk
LABEL	Nova Sounds
YEARS ACTIVE	313 AN to present
MEMBERS	MC Bloodmoon (male dwarf werebear vocalist) Moon Shredder (male human wereraptor guitarist) Shred23 (agender android weretiger guitarist) Tiny G (male nuar werewolf wave plate player "Blood Rampage", <i>Sparkledeath</i> (320 AN)
GREATEST HIT	

Known for their frantic, pulse-pounding sound accompanied by ringing harmonics and Shred23's bright, hard-edged yet jazzy guitar work, Human Drag is the best-known glitterpunk band in the Xa-Osoro System, owed in part to their amazing sound as well as their unique stage gimmick—all members of the band are afflicted with therianthropy and perform exclusively under the light of the full moon, treating their therianthropic forms as stage costumes that the band adorn. The band's manager has confirmed on numerous occasions that the band consume moonsbane serums daily in order to keep their mental facilities intact when they transform, a costly but effective part of their performances.

Considered by many to be the hardest working band on the planet, Human Drag seems to always be on tour or in the studio. Their popularity is well earned and the ringing harmonics of their sound is starting to catch on offworld. Infosphere rumors saying they were on the cusp of closing a distribution deal with Nova Sounds were recently confirmed, making them the first for an Eogawan band under that level. Their current single, "Blood Frenzy," looks like it will be their first to break into the Hyperspace Station's Top 500. Perhaps because of their fame, however, Human Drag has recently found itself the victim of protest groups demanding that the band be shut down and its members imprisoned or worse for their work promoting the "filthy" spread of therianthropy. About a month ago, these protests turned violent when a protestor open fired on Tiny G, hospitalizing the nuar wave plate player for two weeks.

FANDOM PERK

The primal rhythms of Human Drag resonate with your animal nature, bringing you more in tune with it and the abilities it brings you. If you are corrupted by therianthropy, you gain a

+1 bonus to ability checks, saving throws, and skill checks to cure the corruption as well as to resist its effects.

HYPERDELIC SENATE

ORIGIN	Belt of Azan, Xa-Osoro System
GENRE	Astrofunk
LABEL	Nova Sounds
YEARS ACTIVE	310 AN to present
MEMBERS	Blotter (male dwarf percussionist) GlitterShoes (female android harpist) MC Analog (female human rapper and vocalist) Two or three “guest” performers, varying by song or act
GREATEST HIT	“Graviton Cat”, <i>Funky Fresh</i> (310 AN)

An astrofund music collective, Hyperdelic Senate is the best-known astrofunk bad in the Xa-Osoro System, their smash hit single “Graviton Cat” a staple on public broadcasts everywhere after having reached number 13 on the Hyperspace Station Top 500 a decade ago with their hit single “Graviton Cat.” Formed primarily of musicians migrating away from the psychodisco scene, it’s tradition for the band to invite guest performers with them wherever they play, including when they’re recording new albums and singles. Detractors cite this practice as one of the leading reasons why Hyperdelic Senate has never managed to recapture its prior successes, though diehard fans insist that the band’s true genius is in their uncanny ability to perfectly incorporate their guests into a sound that’s wholly unique yet easily relatable to the band’s prior discography.

Hyperdelic Senate is considered one of the inspirations for most of the current generation of astrofunk, despite their lack of commercial success. MC Analog is known throughout the music industry as having an eye for up-and-coming talent, and performing artists throughout three systems regular sample the band’s beats while vying for a coveted guest appearance slot on the next Hyperdelic Senate album live performance. Even superstars like Akari or Evitop Starspan consider it an honor to be invited to perform alongside Hyperdelic Senate, and in one particularly famous example, MC Analog invited a no-name kitsune disc jockey by the name of Hiro Shinjur on stage to perform with Hyperdelic Senate at Metrostock. Although her manager questioned the decision, Hiro’s explosive performance blew audiences and talent agents alike away, directly leading to him becoming the famous personality DJ Foxpawz. While Hyperdelic Senate hasn’t again approached the success of “Graviton Cat,” the group has maintained a consistent following across three systems and effortlessly fill clubs of up to 1500 person capacity.

FANDOM PERK

Watching the on stage collaboration of Hyperdelic Senate’s rotating array of musicians has inspired you to work better with your fellow. When making a skill check to aid another you provide a +3 bonus rather than the normal +2. Once you’ve used this perk, you can’t use it again until you spend 1 Resolve Point to rest for 10 minutes and regain Stamina Points.

INDIGO DREAM

ORIGIN	Barathu Home World, Hyperspace Station System
GENRE	Instrumental electronic
LABEL	Idoru Music
YEARS ACTIVE	215 AN to present
MEMBERS	The Indigo Dream (genderless collective of over 75 barathu musicians)
GREATEST HIT	“Axiomatic Atmospheres”, <i>Sound of Space</i> (315 AN)

Less a band and more an orchestra, Indigo Dream is unusual among instrumental orchestras in that it is comprised of a single barathu collective whose pulsating tunes and soundscapes that seemingly surge and swell with the energies of the cosmos has landed them at Number 62 on Hyperspace Station’s Top 500, a feat that no other ambient orchestra has ever come close to matching. Soaring across the skies of their gas giant home world, The Indigo Dream’s components work in perfect psychic harmony during every performance, playing dozens of custom rigs comprised of networked psychic wave plates, amplitude modulators, digital percussion and harp machines, and autohorns built into spherical riggings. The Indigo Dream’s original components, a quintet of early-stage barathu who left their home world and discovered the wonders of instrumentalism, toured as Indigo Dream for nearly a decade before deciding to return to their home world and amalgamate themselves into a single entity. Over time, others have joined The Indigo Dream’s collective, each new member expanding the capacities for the collective’s performances.

The Indigo Dream seldom tours off their home world on account of the collective’s tremendous size, but in person the barathus float themselves gently into the sky, utilizing fog machines, scent distributors, holographic displaces and strategically placed hover pads to create a breathtaking ambience that washes all consciousness away into the ethereal sounds of their music. Some attendees become so enraptured by the soothing effect of Indigo Dream’s performance that they become exceptionally sluggish and susceptible for a time as their minds struggle to process anything that isn’t the delicious sights, sounds, smells, and experiences of Indigo Dream’s performance. The sheer brilliance of the act attracts audiences from across the galaxy, and the Indigo Dream has amassed so much popularity that show runners in the Xa-Osoro System have recently announced plans to build a thick atmosphere stadium large enough to house the collective as it performs, allowing them to tour off their home world for the first time in over a century.

FANDOM PERK

The meditative aspects of Indigo Dream’s compositions resolves you against outside impulses. Whenever you attempt a Will saving throw against compulsion effects, you can roll twice and use the higher result. You must declare that you are using this perk before attempting the saving throw. Once you’ve used this perk, you can’t use it again until you spend 1 Resolve Point to rest for 10 minutes and regain Stamina Points.

THE KITA'RROWL TRIO

ORIGIN	Bantosian, Xa-Osoro System
GENRE	Traditional catfolk
LABEL	Sunsound Records
YEARS ACTIVE	312 AN to present
MEMBERS	Katya Kita (female catfolk vocalist) Marya Kita (female catfolk vocalist) Venya Kita (female catfolk vocalist)
GREATEST HIT	"Mau", <i>Eclipsed</i> (315 AN)

Known for the spellbinding sounds of sisters Marya, Katya, and Venya, the Kita'rrawl Trio is a singing sensation on their home world of Bantosian whose fire has quickly set the Xa-Osoro System and beyond ablaze. Known for singing exclusively in Bantosian (sometimes called Catfolk in the Xa-Osoro System), their lyrics range from gentle ballads to roaring songs of the hunt. While their lyrics are always accompanied by smooth instrumentals, none of the sisters perform with anything but their voices. Although Sunsound Records supplies a company bad for their recordings, whenever the Kita'rrawl Trio performs at a venue they're known for hiring their instrumentalists from the communities they visit as a way of giving forward and respecting their own roots on Bantosian. This approach has solidified their following and "local cred" in numerous settlements, helping to build the Kita'rrawl Trio a system-wide following and landing them the role of official spokespeople for the Bantosian-based cosmetic brand Approu.

Katya, Marya, and Venya have come a long way since their humble beginnings, homeless and singing acapella on the streets of Evalli after their father passed away just three years after they lost their mother to hemihigh addiction. After being discovered by Ylvis Gerranrae, the nephew of of Approu's founder, he convinced the sisters to underwrite their first tour. Far from playing for tips, they're now booked for their first dual system tour of the Terros and Xa-Osoro Systems, both of which can't get enough of the bewitching tones of the three sisters. The Kita'rrawl Trio's songs are constant backbeat to many romantic liaisons among mammalian species, considered by many to be an "audio aphrodisiac" and played in frequent rotation at venues that cater to romantic or intimate interests. Their current single, Mau, is the highest they have climbed the charts so far—number 42 on the Hyperspace Station's Top 500.

FANDOM PERK

The sultry, sensuous vocals of the Kita'rrawl Trio makes you feel sexy and confident. You gain a +2 to Charisma based checks made against creatures that could view you as a viable romantic or intimate interest. Once you've used this perk, you can't use it again until you spend 1 Resolve Point to rest for 10 minutes and regain Stamina Points.

MC ANVIL

ORIGIN	Ravnipolis, Xa-Osoro System
GENRE	Delve-hop
LABEL	Nova Sounds
YEARS ACTIVE	297 AN to present

MEMBERS

GREATEST HIT

Dretorth Duurn (male dwarf disc jockey)

"Mining the Rhythmvein", *Hi-Yo!* (315 AN)

Exceedingly popular among adolescent and young adult dwarves, Dretorth Duurn aka MC Anvil has become a mainstay of dwarf culture in the Xa-Osoro System despite the mumbling of many a senior dwarf. An avid melophile, especially of his people's traditional folk music, Dretorth takes great pride in dwarf music and culture and got his start sampling traditional dwarf songs and ritual chants with astrojazz refrains hung upon a skeleton of fat bass beats, record scratching, and numerous electronic filters and MIDI effects. Despite this, many an ossified old guard of dwarf music has spoken against Dretorth's works publicly, calling them disrespectful towards the prideful works of dwarf musicians who came before him. Despite such sentiments, MC Anvil is insanely popular with young people of all species and has gained broad support across the Xa-Osoro System, even going as far as to inspire an interest in dwarf culture amongst other species.

When performing, MC Anvil is known for his purple garb specked with gleams of gold, golden chains and jewelry, and mirrored shades. Surprisingly short even for a dwarf, Dretorth's extravagance is largely at the expense of his family, as Dretorth is the third son of a third son in an extremely well-to-do clan. Despite this, the Duurn clan is among Dretorth's biggest supporters; dwarf clans traditionally expect a percentage of each member's income as a tithe to bolster the family's wealth, and ever since MC Anvil's popularity exploded following MC Anvil's discovery at the hands of legendary promoter King Comric while playing a bar gig on a Dragonheir Concordance mining asteroid, Dretorth's tithes have become considerably larger, further enriching the already wealthy clan. MC Anvil had many near misses with the pop charts until his single "Arkenstar" hit number 196 of the Hyperspace Station's Top 500 two years ago. He is currently riding high with his biggest hit yet, "Mining the Rhythmvein."

FANDOM PERK

You've learned to incorporate MC Anvil's hammering beats into your melee weapon swings. Whenever you hit a foe with a melee attack or a thrown weapon attack that deals piercing or sonic damage, the next such attack you make against that foe before the end of your next turn gains a +1 bonus to its damage roll.

MITSUKU HANE

ORIGIN	Hyperspace Station, Hyperspace Station System
GENRE	X-Pop
LABEL	Hyperspace Studios, Imperial Warcry, Sunsound Studios
YEARS ACTIVE	316 AN to present
MEMBERS	Mitsuku Hane (female android singer, songwriter, therapist, and adventurer)
GREATEST HIT	"Pneumatic Erratic Lovechild", <i>The Hane Experience</i> (319 AN)

A sensation like no other and perhaps the one true interstellar pop sensation, Mitsuku Hane is a woman of seemingly endless

talents. Originally a therapist working out of Hyperspace Station, Mitsuku Hane rapidly rose to stardom after dabbling in audiotherapy, the use music and song for therapeutic purposes. Singing up-beat electro-pop rhythms and tunes specifically designed to delight her clients, often using samplings from their species' traditional music, Hane's music inspires and reinvigorates her audiences, helping them to forget their troubles if only for a short while. At her clients' suggestions, Mitsuku began uploading her songs to her YouSphere channel to give them easy access to her audiotherapy outside of session, but those tracks quickly caught fire and catapulted the android's career as a pop sensation, her videos quickly shared billions of times in a matter of weeks. Devoting herself to helping others through the power of music, Hane took several corporate sponsorships and entered a partnership as an agent with an adventurer's company based out of Hyperspace Station in order to see the galaxy and spread her message and songs around it.

When performing on stage, Mitsuku Hane is known for incorporating flashing strobes, swirls of psychedelic holograms, and electric instruments alongside the likes of electropop synthesizers and MIDI audio tunes. Her outfits are tasteful but make no effort to hide Mitsuku's android origins; in fact, some might say that they're strategically placed to draw attention to her heritage. A household name throughout nearly all known systems, Mitsuku Hane spends considerable time performing on-tour for her billions of fans, traveling about in her tour bus (which she insists upon driving personally). Mitsuku Hane her tickets often selling out in a matter of days once they're available. Ever modest and grateful of her fans, however, Mitsuku Hane has been known to sneak guests into her shows and give free live performances whenever she fancies. Branded merchandise with her image is ubiquitous across hundreds of worlds.

FANDOM PERK

Your love of this trendy music gives you a common point of reference with the youth subculture surrounding it. You gain a +2 enhancement bonus to Diplomacy checks made against teenagers or children of any species.

MORTAKU

ORIGIN	Tor, Xa-Osoro System
GENRE	X-Pop
LABEL	Nova Sounds
YEARS ACTIVE	312 AN to present
MEMBERS	Mortaku (female nuar drummer and vocalist) Relys (female nuar guitarist) Telsie (female nuar keyboard player) Ynnahein (female nuar guitarist)
GREATEST HIT	"Stampede the Dance Floor", <i>Stampede the Dance Floor EP</i> (315 AN)

Discovered by the legendary kobold producer King Comric near the end of her third year of performing at small gigs in mid-tier gigs across Tor, Mortaku is a rising pop star native to the Xa-Osoro System. Easily identified by her rainbow

braids and white jumpsuit, the beige-speckled nuar is known for her sick drum rifts and is one of only a handful of pop singers able to play the hover drums and sing simultaneously. Accompanied by her three wives who perform alongside her and biologically augmented with an enhanced vocal box that allows her to sing an impressive 16 octave range, Mortaku's sound is known for is slow buildup that ascends into a fast-paced, pounding tempo that's infectiously easy to dance to. The band's newest albums sell out quickly, and live performances feature so much holographic enhancement that most become just as famous as the artist herself.

Now that she's made it big and can be choosier about her venues, Mortaku largely performs in snazzy, upscale establishments that include fine dining. Favoring starship cruises and private clubs, Mortaku is known for her passion for food and explores the culinary offerings of every world she visits, sparing no expense in her pursuits. Rumor says that Mortaku and her wives are exploring the potential of hosting an infosphere fine dining show, but no announcements have been made public about it yet.

FANDOM PERK

To be a fan of Mortaku usually means being a fan of celebrity drama. When attempting Culture checks to recall knowledge about celebrity gossip, including anyone with a theme that reduces the DC to recall information about them (such as the icon theme), reduce the DC by 5. This stacks with adjustments from other themes.

NUFIEND

ORIGIN	Skittermander Home World, Vesk Empire
GENRE	Skitterpunk
LABEL	Imperial Warcry
YEARS ACTIVE	319 AN to present
MEMBERS	Jox (female skittermander guitarist and vocalist) Gron (male skittermander percussionist) Priss (agender skittermander guitarist) Vorg (male skittermander lead guitarist)
GREATEST HIT	"God of Blood", <i>Help You to Pieces</i> (315 AN)

Dressed in black leather, titanium alloy chains, and chrome spikes with their fur dyed various shades of crimson the skittermander skitterpunk band NuFiend runs almost laughably counterculture to the skittermanders themselves. Inspired by the Hyperspace Station and Xa-Osoro Systems' punk and death metal scenes, NuFiend's signature sound relies on its guitarists' ability to play impossibly fast rifts on their monofilament quadritars, a stringed lute instrument with four necks invented by witchwyrd musicians and adopted by skittermanders across the galaxy. NuFiend's lead guitarist, Vorg, is generally knowledgeable as the most talented living master of the instrument despite being just shy of 14 years old.

After they were discovered by vesk talent agent and music mogul Ytrez, the crafty vesk immediately marked his new skittermander stars to peoples of the Xa-Osoro System and the Hyperspace Station System, for in the Vesk

Empire, the skitterpunk scene is heavily regulated for its tendencies to incite feelings of civic disobedience in pahtras and skittermanders. Ytrez's gambit paid off, and NuFiend gathered an almost immediate fanbase with its faster, sharper form of punk. Shortly after, an in-studio performance on Xa-Osoro Today garnered the band immediate attention, sending their single "God of Blood" to Number 7 in the Hyperspace Station's Top 500 due to tsunami-like hyper-speed sound.

FANDOM PERK

NuFiend shows have infamously energetic mosh pits, and attending many of their shows has necessitated that you learned to deal with close quarters. You take only half the usual penalties for squeezing. If another ability would allow you to take no penalties, you instead gain a +1 circumstance bonus to your AC and to Reflex saves while squeezing.

ONEZEROONE

ORIGIN	Ulo, Xa-Osoro System
GENRE	Electronic dance music
LABEL	Idoru Music
YEARS ACTIVE	316 AN to present
MEMBERS	Blex Redfield (male human percussionist) Jax (genderfluid elf vocalist) Marsha Hitachi (female kitsune synth player) FM Minos (male nuar percussionist) Shard (female nuar percussionist)
GREATEST HIT	"Attitude Adjustment", <i>Altitude</i> (319 AN)

Often called "the sound of the lower decks" OneZeroOne exploded onto the scene last year with a whirr of turbines and pulsating synth dance grooves. Visually striking on stage, the band's talented percussionists wring music their signature sound from industrial percussion objects such as plasma generators, power tools, and plumbing fixtures to synthesized sounds and sultry vocalists. After they were discovered by a scout for Iidoru Music playing a small-time show in the members' home town of Skytop, one Ulo's floating cities, they quickly rocketed up the Hyperspace Station Top 500, eventually reaching Number 54 several months ago. In celebration, the band is making plans to engage in a tour of the Terros System.

Despite the vast difference in genres, there is a persistent (perhaps willful) insistence that OneZeroOne isn't a true EDM band due to its heavy use of "found sound" instruments, the latter of which is a instrumental choice more typical of the newly emerged kaos genre. Lead singer Jax is very persistent in dispelling these rumors, as she believes that OneZeroOne's use of daily objects in their performances is deliberate and intentional; nothing like the cacophonous chaos of kaos music. These comments ultimately led to a feud with Gaz of 3rr03.

FANDOM PERK

Attending OneZeroOne shows, which are notorious for their strobing lights and intense holoivid spectacles, has given you a better tolerance for sudden flashes of light. You gain a +2 bonus to Reflex saves against a senses-dependent effects that temporarily grant you the dazzled or blinded condition.

SATO-SATO

ORIGIN	1010 SuperRing, Xa-Osoro System
GENRE	Pop rock
LABEL	Idoru Music
YEARS ACTIVE	301 AN to present
MEMBERS	Sato Satori (male four-tailed kitsune vocalist and psychic wave plate player)
GREATEST HIT	"Nine Tails", <i>Slice of Sato</i> (319 AN)

Among the best-known kyubi, the term for a kitsune with multiple tails, Sato Satori cuts an unmistakable figure on stage; a marble-furred kitsune with four tails, surrounded by multiple banks of psychic wave plates. Born and raised aboard 1010 Robotics' SuperRing, writing songs and playing the wave plates was originally a hobby for the system-wide sensation—originally he was a hapless 20 year-old college graduate with a music degree he was unable to use to support himself. After working several at a job as a pencil pusher for 1010 Robotics, Sato's musical genius was discovered after he pitched custom-made music for use in a series of commercials for 1010 Robotics vids. After being scouted by Iidoru Music, Sato stylized himself as Sato-Sato—a nickname his childhood friends gave him—and wears simple outfits consisting of button-up shirts and denim jeans as he sings songs about everyday life, a style that his fans have affectionately dubbed "slice of Sato;" Sato-Sato reciprocated this observation by naming his latest album thusly.

When on stage, Sato Satori is a wonder to behold. Intricate melody lines snake around and through each other, built on a foundation of ever shifting basslines as the kitsune's hands flash in and out of the triggering fields of his instruments. Many note Sato-Sato's high energy, polyrhythms, and predominately major key compositions that define Satori's style, but occultologists favor the kyubi's work because of the intricacies of its composition, incorporating many chords and rhythms evocative of Celestia and its component planes: Heaven, Elysium, and Nirvanha. When asked about these connections by an observant fan, Sato simply noted that the style was based on chords his mother used to sing to him as a babe, leaving some wondering whether Sato's rapid kyubi ascension—four tails in the span of as many years—was from something more than his own self-actualization. Conspiracy theorists and diehard fans alike speculate that Sato wasn't just being a doting son when, in a recent interview, he noted that his mother was angel. According to the tabloids, Satori is actually an aasimar and his ascension fueled by divine patronage.

FANDOM PERK

The uplifting, positive feelings you gain from listening to Sato-Sato helps keep you grounded, even during great duress. Whenever you attempt a Will save against an emotion effect (including fear effects), you can roll twice and use the higher result. You must declare that you are using this perk before attempting the saving throw. Once you've used this perk, you can't use it again until you spend 1 Resolve Point to rest for 10 minutes and regain Stamina Points.

TANJ [THERE AIN'T NO JUSTICE]

ORIGIN	Tor, Xa-Osoro System
GENRE	Emoticon
LABEL	Direhorn Productions
YEARS ACTIVE	311 AN to present
MEMBERS	Akira Fujukara (agender kitsune vocalist) Heppate Red (female human guitarist) Jaz Ruson (female human guitarist) Tem Rain (male human keyboard player) Lun Denore (male human drummer)
GREATEST HIT	"I Wanna Be Augmented", <i>Laments of a Lonely Kid</i> (319 AN)

Founded by erratic and charismatic kitsune singer Akira Fujukara, There Ain't No Justice (more commonly abbreviated as TANJ) is the darling of anti-corporatists around the Xa-Osoro System. Still manned by all of the band's original members, Akira, Heppate, Jaz, Tem, and Lun started TANJ as adolescents, ditching school for their secret club house where the quintet could listen to their favorite albums and practice creating their own music away from the establishment's prying eyes. Flunking out of high school and failing to get their diploma didn't deter Akira any, however; they worked part-time at a crummy hyperspace fuel dock at one of Metroheim's many space elevators for several years, skipping meals to save as many credits as possible to buy tickets for themselves and their friends off of the Anvil, destined for Tenguholme where they landed TANJ a gig playing at a folksy music festival. Unknown to Heppate and the rest, Akira had discovered the famous nuar talent agent Nimota would be present at the show, and after TANJ opened to a sea of cheers, Akira's dreams of stardom became real as Nimota offered to sign TANJ on to their label.

TANJ's sound is slow and choppy, characterized by distorted guitar rifts that form a wall of sound augmented by staccato, rapid-fire drumming, and the minor key screech of a synched battery of autohorns. Akira is a master of angstful screeching, and while he sings beautifully one might say that a TANJ song isn't over until the lanky kitsune lets loose a long, low, howl that rattles the very cages around the souls of his audience. TANJ members are strong proponents of DIY culture, polymorph encryption, and just about anything that "throws a spanner into the gears of the capitalist murder machine," and sing about such themes in nearly every song. Perhaps most unusual, however, TANJ is famous for eschewing regular distribution channels in favor of giving away their music freely on the infosphere. The band regularly uploads full albums onto their YouSphere channel and on Blather, reaching over 25 million subscribers weekly. Counter to what one might think, this online audience supports TANJ feverishly, selling out most of their shows and buying large amounts of merch that often include cartoon depictions of band members' faces with favorite anti-corporate lyrics from their souls superimposed upon them. TANJ's online audience has successfully organized several social media pushes that have driven the band as high as Number 230 on the charts, with "I Wanna Be Augmented."

FANDOM PERK

Attending packed shows in tiny venues to see TANJ has helped you develop excellent crowd navigation skills. You can move through up to 10 feet of difficult terrain created by crowds as if it were normal terrain. This allows you to take a guarded step into difficult terrain. If you also have Nimble Moves, you can effectively move through up to 30 feet of difficult terrain created by crowds, or 10 feet of difficult terrain created by crowds and 20 feet of difficult terrain created by something else.

TARBOK

ORIGIN	Kasatha World Ship, Hyperspace Station System
GENRE	Neoclassical
LABEL	Idoru Music
YEARS ACTIVE	289 AN to present
MEMBERS	Tarbok (agender kasatha guitarist and vocalist)
GREATEST HIT	"Rule the School", <i>#Mutant School Season 4 Soundtrack</i> (319 AN)

A kasatha guitarist of incredible talent, Tarbok is something of a legendary figure among musicians. A relative unknown for most of their decades-long career, Tarbok was suddenly thrown into the interstellar spotlight after being hired to work on the soundtrack for the hit show *#MutantSchool!*. Tarbok's work on this infosphere show, which included instrumentals, several performances for the series' musical 200th episode including himself as a guest performer for an episode, quickly launched the otherwise uninspiring kasatha into the public eye. Today, Tarbok is acknowledged by the musical world as a master of the neoclassical guitar, able to play two monofilament guitars simultaneously. Since their breakout debut on *#MutantSchool!*, seven of Tarbok's older songs as well as a handful of newer ones have found themselves on the Hyperspace Station Top 500 list, with "Rule the School" maintaining a strong presence in the top 200.

Like most kasatha, Tarbok takes great care to keep their jaw and the lower half of their face covered in public at all times. After a particularly rude tabloid journalist attempted to rip off Tarbok's mask during an interview, Tarbok has maintained a healthy amount of distance from the limelight, a personal policy that infuriates journalists to no end. Perhaps more infuriating is Tarbok's skill at avoiding such individuals; despite the efforts of bloggers and journalists, Tarbok seems to disappear immediately after each gig or recording session. This impenetrable wall of privacy is utterly fascinating to both their fans and their detractors, providing endless content for the rumor mills of the infosphere.

FANDOM PERK

Like many of Tarbok's biggest fans, you're insatiably curious about the kasatha performer. Hours spent looking for clues to Tarbok's identity have given you a better than average insight into disguise techniques. You gain a +1 enhancement bonus to Perception checks to pierce disguises. Once per day, when you attempt a Perception check to pierce a disguise you can spend 1 Resolve Point to roll twice and use the higher result.

VISSIK & ICKLIK

ORIGIN	Hyperspace Station, Hyperspace Station System
GENRE	Ion jazz
LABEL	Hyperspace Studios
YEARS ACTIVE	289 AN to present
MEMBERS	Icklik (male shirren instrumentalist and vocalist) Vissik (female shirren instrumentalist and vocalist)
GREATEST HIT	"Don't You Wanna Be My Host?", <i>All the Colorful Choices</i> (317 AN)

Known for their trademark formal wear counterpointed by outlandish hats that differ from performance to performance, Vissik & Icklik are a duo of multi-instrumental shirren who attracted the attentions of legendary producer King Comric five years ago during a brief visit to Hyperspace Station for an interview. At the time, the pair were small-time performers working gigs out of local cantinas on the station's middle-class docks, and King Comric happened to hear their groovy sound while meandering back to his hotel following a particularly rambunctious night of partying. In short order, they went from playing coffee shop gigs for tips to headlining mid-sized clubs on the upper levels. The recent announcement that they will be playing an opening spot on *King Comric's Hour of Flowers* practically guarantees they will be headlining major venues soon; currently Vissik and Icklik are at number 504 on the Hyperspace Station Top 500 and rising.

Lovers of music in all its forms, perhaps the most impressive part of a Vissik & Icklik performance is how quickly the pair dance from instrument to instrument. Famous for seamless changing between a multitude of string, woodwind, percussion and psychic wave plate instruments during each number, the two put on a visually stunning as well as musically brilliant show. Even without the pair's colorful antics, their music is astounding—intricate, emotional, evocative, and seeming to channel the spirits of the jazz greats that preceded them. Hyperspace Station Today calls them "An exercise in musical Acrobatics," and their range is such that infosphere chatter speculating that Vissik & Icklik's newest album, due for release in several months, will be a radical departure from their debut. It seems unlikely that the pair will confine themselves to a single genre of music, given their extreme instrumental talent and the fact that the pair have been rumored entering reocording studios with the likes of MC Anvil, DJ Foxpawz, Evitop Starspun, and other big-name musicians from genres outside of ion jazz. Tabloids love to gossip about Vissik & Icklik's romantic life, frequently asking if there's a "special host" in their lives. So far the two have declined to comment.

FANDOM PERK

Hours of absorbing the complex interplay of Vissik & Icklik has given you an understanding of the underpinnings of their intuitive collaboration. When attempting a skill check to aid another, reduce the DC by 5. Once you've used this perk, you can't use it again until you spend 1 Resolve Point to rest for 10 minutes and regain Stamina Points.

RECORD LABELS

Sometimes called a record company, a record label is a corporation that specializes in the publishing, manufacturing, distribution, marketing, promotion, and protection of sound recordings and music videos. In most systems, musicians traditionally needed the backing of a record label in order to make it big in the music industry, but since rise of the digital age artists have found increasing success in self-publishing their own music, and since the end of the Nova Age several of these independent artists have found widespread success, most notably DJ Foxpawz.

DIREHORN PRODUCTIONS

The personal imprint of nuar musician and talent scout Nimota, Direhorn Productions is a small but esteemed label known for only publishing artists who manage to meet Nimota's infamously high standards for performance.

HYPERSPACE STUDIOS

Established long before the start of the Nova Age, Hyperspace Studios is a powerhouse record label and is by far the leading voice of big music in the Hyperspace Station System.

IDURO MUSIC

Established in 47 AN, Iduro Music is a kitsune record label originally founded to help kitsune communities stay in contact amidst rampant racism. Although far from the largest record label, they're notable for their many charitable works.

IMPERIAL WARCRY

The largest record label in the Vesk Empire, Imperial Warcry is officially sanctioned by the Vesk Empire to handle the import of new music to the Vesk Empire System. All musicians looking to sell their works in the Vesk Empire must submit to Imperial Warcry or face steep fines and systemic resistance.

NOVA SOUNDS

Established in 273 AN, Nova Sounds is an interstellar record label that seeks to bridge the musical gap between civilizations across the galaxy. So far, they're mostly based in the Hyperspace Station and Xa-Osoro Systems.

SUNSOUND STUDIOS

Founded pre-Nova Age on lost Azan in the Xa-Osoro System, Sunsound Studios is the largest corporation in Big Music. Some accuse the company of dabbling in many a shady, exploitative deal but their army of lawyers denies such allegations.

TOEHOLD STUDIOS

The smallest among the seven labels comprising Big Music, Toehold Studios is a Terros-based imprint famous for its work in producing music for infosphere shows and films.

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