

STAR LOG.DELUXE

UPLIFTED ANIMALS



STAR LOG.DELUXE UPLIFTED ANIMALS

Author: Alexander Augunas

Cover Artist: Jacob Blackmon

Development: Owen K.C. Stephens

DESIGNATION OF PRODUCT IDENTITY

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

DECLARATION OF OPEN GAME CONTENT

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

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

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

STAR LOG.DELUXE: UPLIFTED ANIMALS © 2018 by Everyman Gaming, LLC.

ABOUT EVERYMAN GAMING, LLC

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

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

ACCESSING: CATALOG... ACCESS: GRANTED.

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

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

~ Alexander Augunas

Publisher & Crunchmaster of Everyman Gaming LLC



ACCESSING ARCHIVES QUERY: UPLIFTED ANIMALS

Hello, and thank you for purchasing *STAR LOG.DELUXE: UPLIFTED ANIMALS*! Somewhat of an enigma across the galaxy, no one is entirely certain where uplifted animals came from or why they apparently arise from virtually all animal species, from massive prehistoric dinosaurs to tiny mice. Their bodies heavily augmented and restructured by nanite technology similar to what can be found within androids, some see uplifted animals as marvels of scientific processes lost to the Nova Age while others seem them as abominable mockeries of civilized life and natural evolution.

In the Xa-Osoro System, the majority of uplifted animals can be found on Bantosian and Eogawa, where the hazardous effects of blood space on those worlds pose little danger to uplifted animals. In fact, there is a theory that blood space, and by extension the Nova Age, might be the reason that uplifted animals exist at all in the first place, as plenty of species of otherwise nonsentient plants awakened with humanlike intelligence after Bantosian was engulfed by Osoro's viscera. Such theories don't explain the highly advanced nanites located within every uplifted animal's body or why blood space has seemingly lost this property, as new animals brought to the Menagerie do not miraculously become uplifted, nor do animals that are born or conceived on the planet. Despite any potential links that may exist, most uplifted animals simply choose to settle on these moons simply because humans can't.

NEW CREATURE SUBTYPE GRAFT

Use the following creature subtype graft to create uplifted animal NPCs.

UPLIFTED ANIMAL

This subtype is applied to uplifted animals and creatures related to uplifted animals.

Traits: Limited augmentation, limited telepathy, low-light vision; if the creature is of the uplifted animal race, it also gains the beastlike and progenitor species racial traits. The uplifted animal gains the species traits associated with its progenitor species racial traits. Each time they choose the wild skills species trait, they gain one additional good skill that must be chosen from among the skills listed by that species trait.

UPLIFTED ANIMAL

Blessed by science with far greater knowledge than their kin, uplifted animals are exactly as their name implies—ordinary animals whose intelligence has been greatly enhanced via a combination of high science, technology, and magic. Possessing slight modifications to their bodies that allow them the ability to stand upright and manipulate held items, uplifted animals are able to participate in modern society with a degree of normalcy.



VITAL STATISTICS

Hit Points See progenitor species racial trait.

Ability Adjustments See progenitor species racial trait.

Size See progenitor species racial trait.

Type Magical beast

BEASTLIKE

For effects targeting creatures by type, uplifted animals count as both animals and magical beasts. If an effect or rule treats animals and magical beasts differently, uplifted animals receive the least beneficial effect.

LIMITED AUGMENTATION

The only augments that can be installed in an uplifted animal's brain are datajacks and those gained as class features, such as the mechanic's custom rig.

LIMITED TELEPATHY

Uplifted animals have limited telepathy with a range of 30 feet.

LOW-LIGHT VISION

Uplifted animals have low-light vision.

PROGENITOR SPECIES

All uplifted animals originate from a specific species of animal, whether familiar or alien. At character creation, an uplifted animal chooses their size, locomotive abilities, and food type. These choices determine the uplifted animal's ability bonuses and size category, as well as provide them with one major species trait and two minor species traits. A full list of these options begins on page 08.

Additionally, the nanite technology imperfectly enhances an uplifted animal's brain, providing both an ability bonus and an ability penalty. At character creation, an uplifted animal gains +2 to any one ability score and -2 to Charisma, Intelligence, or Wisdom. If the same ability score is chosen for both, they cancel each other out.

If You're an Uplifted Animal, You Likely...

- » Prefer a blend of natural settings and civilized comfort.
- » Feel like a freak or a crime against nature and suffer from anxiety or chronic depression.
- » Value intelligence, temperance, and a willingness to consider new possibilities and change one's own mind.
- » Enjoy life's simple pleasures, especially food and drink.
- » Can easily pass for a human thanks to your intimate understanding of their culture and psychology.
- » Display a surprising aptitude for science and learning.

Others Probably...

- » Confuse you for a member of another, similar species, such as an uplifted rat being confused for a ysoki.
- » Suspect that you're one bad decision from a rampage.
- » Expect you to engage in behaviors stereotypic of your progenitor species, such as an uplifted cat coughing hairballs.
- » Believe you're just an animal and that you're inferior because of it.
- » Assume that you're primitive and speak to you as if you were a young child or incapable of understanding them.
- » Bombard you with questions about yourself that you can't answer.

PHYSICAL DESCRIPTION

As their species' name implies, uplifted animals closely resemble a specific species of animal—their progenitor species—with minor adjustments that adjust the animal's skeletal structure to that of a bipedal stance and that outfit one or more sets of appendages with humanoid hands. These adjustments provide an uplifted animal with the ability to manipulate items and objects with finesse similar to that of humans. Although uplifted animals closely resemble similar bestial species at first glance, such as an uplifted rat resembling a ysoki or an uplifted fox resembling a kitsune, a number of obvious differences persist. Specifically, uplifted animals retain the same body proportions to that of their progenitor species. In the case of an uplifted rat, their legs are shorter and thinner than those of a ysoki's. To compensate, an uplifted animal's body is teeming with self-replicating nanites that strengthen and enhance every tissue and organ in their bodies, the key to their unusual forms functioning at all.

Uplifted animals possess nearly all the abilities that their progenitor species possess and their appearance is indistinguishable save for their bipedal bodies and humanoid hands. Uplifted animals possess similar genetic variation and subspecies, as well, ranging from environmental differences to entirely different subpopulations. Yet despite the similarities, genealogists have noted fundamental differences in uplifted animal DNA compared to their progenitor counterparts, differences that seem to be propagated by the ever-active community of nanites present within their bodies. These nanites have been observed restructuring DNA and RNA, repairing damaged tissue, and assisting synaptic cells in carrying electronic impulses throughout an uplifted animal's

brain. As a result, it's theorized that the nanites that call each uplifted animal's body home are the key to their usual biologies as well as the essential element that keeps their otherwise bestial brains operating at humanoid capacities.

LIFE CYCLE

Uplifted animals birth their young identically to their progenitor species, and all scientific observations agree that young uplifted animals are physically and genetically identical to young of their progenitor species. Shortly after birth, however, stark changes begin to occur within the infant's body as its nanites roar to life, activated by the presence of breathable air (or water, in the case of amphibious or aquatic animals). Over the first year of the child's life, the infant's body is completely and utterly reshaped by their nanites, their skeletal structure reformed into that of a biped, several limbs forming humanoid hands, and their brain dramatically developing in a short while. During this transformation the young animal displays mental and physical capabilities consistent with that of a human infant as opposed to an infant of their progenitor species' kind. For example, while an infant horse is capable of walking moments from birth, an infant uplifted horse is as immobile and dependant upon its parents as a human babe. By the child's first birthday, their nanite system has completely restructured the child's body into that of an uplifted animal. From this point forward, the young uplifted animal ages and progresses at a rate between that of a human and an animal of their kind.

Uplifted animals are physically mature after 7 years regardless of species, living to an average of 70 years. Despite being classified as a single race, uplifted animals of different progenitor species cannot reproduce with one another unless their progenitor species are capable of crossbreeding, often with similar results (namely sterility).

PHYSIOLOGY

Uplifted animals have similar physiologies as their progenitor species and have similar average heights and weights. All uplifted animals have similar physiology to their progenitor species; for example, an uplifted fox has a digitigrade gait just as a standard fox would and both creatures have similar metabolisms despite uplifted animals being able to eat and digest the same foods as humans thanks to modifications performed on their digestive tracks by their nanite systems. Uplifted animals generally have better nightvision than humans do and many have extraordinary senses such as a powerful sense of smell or the ability to sense vibrations in the air or water via echolocation.

From a biological standpoint, uplifted animals should be incapable of movement or sapient thought. Their body's skeletal structures are only barely capable of supporting bipedal movement and their brains appear unchanged compared to samples taken from their progenitor species, meaning they should be ill-suited for higher-functioning thought. The key to all uplifted animals' functionality is the nanite systems that dwell within their bodies, a complex hive of hybrid

TABLE: UPLIFTED ANIMAL VITAL STATISTICS

Age Category	Minimum Age	Maximum Age	Average Height	Average Weight
Infant	0 years	0 years	Varies by progenitor	Varies by progenitor
Toddler	1 year	2 years	Varies by progenitor	Varies by progenitor
Child	2 years	4 years	Varies by progenitor	Varies by progenitor
Adolescent	5 years	6 years	Varies by progenitor	Varies by progenitor
Young Adult	7 years	27 years	Varies by progenitor	Varies by progenitor
Mature Adult	28 years	44 years	Varies by progenitor	Varies by progenitor
Old Adult	45 years	59 years	Varies by progenitor	Varies by progenitor
Venerable Adult	60 years	+1d20	Varies by progenitor	Varies by progenitor

machinery smaller than any of their cells. Not only do these nanites rearrange a young animal's body into the bipedal form associated with an uplifted animal, but they also augment the individual's muscles and serve as additional synapses and data repositories within the animal's brain, achieving humanoid functionality from a bestial brain. Each uplifted animal's nanite system is uniquely attuned to that individual's genetic code, and when two uplifted animals conceive a child, their parents' nanite systems likewise join together and form a new system from each others that grows and develops as the zygote forms, only roaring to life once the child is born.

Uplifted animals of every progenitor species have their own ethnic subgroups based around different varieties of animal; for example, uplifted bears akin to grizzly bears would consist of one uplifted bear ethnic group while those more akin to polar bears would comprise another. Uplifted animals of different progenitor groups cannot crossbreed, though those of different ethnic groups (such as uplifted grizzly bears and uplifted polar bears) can.

HOME WORLD

Exactly where uplifted animals came from is unknown; some report that they are the result of scientific experimentation gone horribly wrong while others posit that they were born from a union of technology and nature, creatures intended to serve as ambassadors of nature to civilizations across the cosmos. Most historians agree that uplifted animals likely arose during the mysterious Nova Age, however, as no records of their existence prior to this tumultuous era can be found. In the Xa-Osoro System, most uplifted animals seem to represent species native to lost Azan, leaving their kind without a true home world. Even in systems where an uplifted animal's planet still exists, however, many feel ostracized and unwelcome by creatures whose sapience evolved naturally and often choose to sojourn to secluded regions as a result. It's relatively common for uplifted animals to take to the stars as a result, exploring new places and exploring uncharted regions in tightly-knit groups of trusted friends or family members. Recently, however, a group of uplifted bears from the Hyperspace Alliance reported the discovery of an uninhabited world with trees the size of skyscrapers, and since then uplifted animals of every species have discussed setting out to this world and colonizing it as a haven for uplifted animals of all progenitors, a place they could truly call home.

CULTURE

Uplifted animal culture is wild and free, the whims and appetites of a people unburdened by untold centuries of tradition. Although uplifted animals occasionally take on the cultures of other races for themselves, especially those they contact frequently, most are content to do as they would without any concern for the past. Forward thinking and scientific in their approaches, uplifted animals are quick to posit the most logical and empirical solutions to problems and engage in what they enjoy without much concern for the ire of society. To an uplifted animal, there is only the present and one should spend every fleeting moment making their ultimately temporary existence as enjoyable as possible.

LIFE MILESTONES

As a race with very few life milestones, uplifted animals tend to celebration rites of passage that they can see. Of particular importance is a child's first attempts at standing upright. Far more symbolic to uplifted animals than their child's first steps, the act of standing upright is a direct sign of their transition from an ordinary animal into something far more, proof of the child's heritage as one of the uplifted. This occasion is typically celebrated merrily with a grand party thrown in the child's name, during which the parents present their young to friends and family. This occasion is viewed similar to a birthday party, and uplifted animals count their age from their Upright day as opposed to their birthday for the simple reason that not all young born to uplifted animals ever manage it. In very rare occasions, glitches in a young uplifted animal's nanite system cause the child to never fully develop hands or a bipedal stance, leaving them awakened but not bipedal. Worse still is an incredibly rare condition where a child's nanite system shuts down entirely, leaving the child as a confused, feral animal unable to match its parents intellectually at all. Viewed as something of a disability, the child's parents are usually encouraged to give the child to a feral animal of their progenitor species to raise as if they were feral, a tearful event accompanied by a period of mourning despite the child undoubtedly being happier under such circumstance.

CLOTHING

Uplifted animal clothing is simple and practical, often following the styles of whatever civilization that the uplifted animal

interacts with most frequently. Such preferences belie how much enjoyment that uplifted animals get from their clothes, however, viewing them as tools to not only present their individuality but undeniably distinguish them from members of their progenitor species. As a result, most uplifted animals are meticulous in caring for their clothing, repairing even the smallest tear with an almost frantic zeal. They usually don clothing that complements their natural coloration and appearance without clashing with it, playing heavily to color theory and other scientific principles to create stunning outfits.

CUISINE

Uplifted animals have a palette similar to that of their progenitor species, but they are capable of eating a much wider variety of foods and scoff at the idea that they avoid particular flavors or fares simply because their progenitor species wouldn't eat it. In fact, the nanites that reconfigured their bodies in youth likewise work to help uplifted beasts metabolize foods that they otherwise couldn't. For example, such modifications allow uplifted dogs to eat chocolate despite the food being incredibly toxic to ordinary hounds. Although uplifted animals are capable of eating food raw without suffering illness, most prefer cooked food to uncooked food and use plenty of spices and food combinations to enhance the food's taste. In fact, uplifted animal fare tends to be even more savory than the fare of other races thanks to enhanced senses of smell and taste.

FAMILY

Uplifted animals form tightly-knit units of family and friends on account of their relative isolation on most planets and their lack of a home world. The size of these extended families somewhat reflects the social behaviors of their progenitor species—uplifted lions and wolves congregate in prides and packs of roughly a dozen families, respectfully, while uplifted animals of more solitary species tend to keep smaller units of friends and family. Additionally, uplifted animals of different species sometimes form symbiotic communities for their own protection and survival, each seeing the other as being in a similar position despite obvious differences in species.

LANGUAGE

Uplifted animals speak the Common language of the region where their species hails from, partially because their race has no true language of its own and partially because uplifted animals often don't speak in the way other races do. Despite heavily modification to an uplifted animal's body during infancy, the nanite systems within their body are ill-equipped to upgrade the uplifted animal's throat with proper vocal chords, giving each uplifted animal a heavily accented, somewhat feral voice that is either difficult or painful to listen to (sometimes both). To adapt to this challenge, the nanites within each uplifted animal's brain are outfitted with thought transmitters, giving each uplifted animal short-range telepathy, but only in languages that the uplifted animal knows. For this reason

uplifted animals seldom speak physically, instead relying on their nanite systems to convey their thoughts for them.

Uplifted animals tend to have simple names that are reflective of nature or some feature of the individual or their personality. Other times uplifted animals simply take the names of other civilizations as their own or allow their comrades or friends to give them a name, a symbol of great loyalty and trust. Some examples of uplifted animal names include Ace, Angel, Bolt, Bristle, Dov, Fyu, Iszee, Jet, Rayso, Rocket, Peril, Snatch, Tank, and Twinkle

RELATIONS

Uplifted animals are commonly othered by society, viewed as something not quite beast but also not quite civilized. It's unfortunately common for members of other races to shun uplifted animals, especially those who already appear animalistic themselves as many subconsciously wonder whether uplifted animals were created as a means of mocking their appearance. Understandably, uplifted animals often find the best friends in alien races that have had little to no contact with their progenitor species, and therefore have little reason to hold such thoughts against them. Regardless of who ultimately befriends them, uplifted animals tend to be protective of their friends and sensitive towards any perceived betrayals.

SOCIETY

Uplifted animals spend much of their time roaming the galaxy in search of adventure and new experiences, seldom settling down for long. They're used to wide eyes and embarrassing questions when traveling amongst strangers that are familiar with their progenitor species and often wave them off when able, quickly looking for an out from the conversation. Despite this, uplifted animals have had little need for emancipation from society as a whole despite their artificial heritages. Most foreigners try to get to know an uplifted animal better by the time the initial shock has passed, but by that point most uplifted animals are duly jaded and unwilling to interact with the individual. Recent decades have seen various groups of uplifted animals attempt to educate members of other races in proper etiquette when socializing with an uplifted animal, and most generally agree that these efforts have dramatically improved conditions for uplifted animals in most societies.

ADVENTURERS

Uplifted animals are deeply interested in science and civilization, and commonly become envoys, mechanics, and technomancers as a result. Soldiers are likewise common among all species of uplifted animal, though smaller uplifted animals tend to become marksmen and sharpshooters while larger ones favor melee weapons. Many uplifted animals become solarians for its philosophic roots, and those devoted to protecting nature take on the path of the mystic as xenowardens. Uplifted animal operatives are usually members of smaller progenitor species, as larger uplifted animals have very little in the way of stealth given their size.

PROGENITOR SPECIES OPTIONS

At character creation, an uplifted animal chooses their size, their locomotive abilities, one major species trait, and two minor species traits. Together, these decisions reflect the kind of animal that the uplifted animal would be were it not for the nanites coursing through their body. That having been said, the *STARFINDER RPG* allows for oversized or miniaturized versions of most animals in the form of megafauna and microfauna, so the GM ultimately has the final say what combination of traits an uplifted animal can possess—if it exists as a mundane animal, it generally can exist as an uplifted animal too.

SIZE

An uplifted animal's size determines their physical ability adjustments and size category. All uplifted animals have a reach of 5 feet. For Tiny and Diminutive uplifted animals, this represents the uplifted animal's ability to dart into a nearby foe's space, attack, and return to their own space before their foe is any wiser. For Large, Huge, and Gargantuan uplifted animals, this represents the difficulty that these creatures have in coordinating their massive limbs, which often are ill suited for bipedal movement despite the uplifting process.

DIMINUTIVE

Diminutive uplifted animals are extremely weak due to their small size, but it likewise affords them unmatched agility.

Ability Adjustment: +6 Dex, -2 Str, -2 Con

Hit Points: 2

Size: The uplifted animal is a Diminutive magical beast with a space of 1/2 feet and a reach of 5 feet.

TINY

Tiny uplifted animals are noticeably weak on account of their size, but their small speed allows them to react quickly. Examples include uplifted house cats, foxes, and vipers.

Ability Adjustment: +4 Dex, -2 Str

Hit Points: 2

Size: The uplifted animal is a Tiny magical beast with a space of 1/2 feet and a reach of 5 feet.

SMALL

Small uplifted animals are quick and agile.

Ability Adjustment: +2 Dex

Hit Points: 2

Size: The uplifted animal is a Small magical beast with a space and a reach of 5 feet.

MEDIUM

Medium uplifted animals are versatile and can be strong, fast, or durable depending on the species.

Ability Adjustment: +2 to Con, Dex, or Str

Hit Points: 4

Size: The uplifted animal is a Medium magical beast with a space and a reach of 5 feet.

LARGE

Large uplifted animals are extremely strong.

Ability Adjustment: +2 Str

Hit Points: 6

Size: The uplifted animal is a Large magical beast with a space of 10 feet and a reach of 5 feet.

HUGE

Huge uplifted animals are physically imposing but slow-moving due to the colossal weight of their limbs.

Ability Adjustment: +4 Str, -2 Dex

Hit Points: 6

Size: The uplifted animal is a Huge magical beast with a space of 15 feet and a reach of 5 feet.

GARGANTUAN

Gargantuan uplifted animals are physically imposing but slow-moving both mentally and physically due to their massive size.

Ability Adjustment: +4 Str, +2 Con, -2 Dex, -2 Int

Size: The uplifted animal is a Gargantuan magical beast with a space of 20 feet and a reach of 5 feet.

LOCOMOTIVE ABILITIES

An uplifted animal's locomotive abilities determine what movement types they have and their speed for each type.

AIRBORNE

The uplifted animal has a base speed of 15 feet and an extraordinary flight speed of 30 feet with average maneuverability. At 5th level, the uplifted animal's flight speed increases to 40 feet.

ALL-TERRAIN

The uplifted animal has a base speed of 20 feet, a climb speed of 20 feet, and a swim speed of 20 feet.

AMPHIBIOUS

The uplifted animal has a base speed of 30 feet and a swim speed of 30 feet.

AQUATIC

The uplifted animal has a base speed of 15 feet and a swim speed of 60 feet. The uplifted animal can breathe water but not air.

BURROWER

The uplifted animal has a base speed of 20 feet and a burrow speed of 20 feet.

CLIMBER

The uplifted animal has a base speed of 40 feet and a climb speed of 20 feet.

GLIDER

The uplifted animal has a base speed of 40 feet. In addition,

the uplifted animal is able to fly with the aid of skin membranes stretching between their arms and legs, traveling 5 feet horizontally for every 1 foot of vertical descent, with an extraordinary fly speed of 60 feet and average maneuverability. An uplifted animal can't gain altitude using only this flight, so they can't fly if they can't descend. If falling, an uplifted animal can use this ability as a reaction to avoid falling damage. An uplifted animal can charge while flying but can't run, and they can't glide while carrying more weight than their normal bulk limit. At the GM's discretion, wind or another effect can cause an uplifted animal to gain altitude, increasing the distance they can glide.

JUMPER

The uplifted animal has a base speed of 30 feet and an extraordinary flight speed of 30 feet with average maneuverability. The uplifted animal must end their movement on the ground at the end of each turn or fall. At 5th level, the uplifted animal's base speed increases to 40 feet.

SOARER

The uplifted animal has a base speed of 30 feet and an extraordinary flight speed of 30 feet with average maneuverability. Until 5th level the uplifted animal must end their movement on the ground at the end of each turn or fall.

SLOW-MOVING

The uplifted animal has a base speed of 20 feet, which is never modified when they are encumbered or wearing heavy armor.

SPRINTER

The uplifted animal has a base speed of 40 feet and gains Jet Dash as a bonus feat.

MAJOR SPECIES TRAITS

A major species trait is an extremely potent ability that an uplifted animal possesses. They are typically equivalent in potency to a human's bonus feat, a shirren's blindsense, or a similarly powerful racial trait. At the GM's decision, if an uplifted animal's progenitor species has a unique special ability, they can allow the uplifted animal to gain that ability as their major species trait, adjusting that ability as appropriate for the uplifted animal's level or CR.

Some major species traits have prerequisites. An uplifted animal must meet a major species trait's prerequisites in order to select it.

BLINDSENSE

The uplifted animal gains the blindsense (scent or sound) universal creature rule (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*) with a range of 30 feet.

COMPRESSION

The uplifted animal gains the compression universal creature rule (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*).

The uplifted animal must have the flexible minor species

trait to choose this species trait.

CRUSH

The uplifted animal gains the crush universal creature rule (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*).

The uplifted animal must have the airborne, glider, jumper, or soarer locomotive ability to choose this species trait.

FEROCIOUS CHARGE

The uplifted animal gains the ferocious charge universal creature rule (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*).

FEROCITY

When the uplifted animal is brought to 0 Hit Points, they can spend 1 Resolve Point to fight on for 1 more round. They can act normally until the end of their next turn; if they have 0 Hit Points at that point, they fall unconscious and begin dying normally. If they would lose further Hit Points before this, they cease to be able to act and begin dying.

GRAB

The uplifted animal gains the grab universal creature rule (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*) tied to their natural weapons.

The uplifted animal must have the natural weapons minor species trait to choose this species trait.

MULTIARMED

The uplifted animal gains the multiarmed (+) universal creature rule (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*).

NATURAL DEFENSE

The uplifted animal gains a +1 racial bonus to AC.

NIMBLE

An off-kilter uplifted animal doesn't gain the flat-footed condition or take the normal penalty to attacks, and they can steady themselves as a swift action instead of a move action.

POUNCE

The uplifted animal gains the pounce universal creature rule, which functions as ferocious charge (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*) except the uplifted animal can make a grapple combat maneuver in place of the normal melee attack instead of a trip combat maneuver.

RADIATION IMMUNITY

The uplifted animal gains immunity to low radiation. This improves to immunity to medium radiation at 7th level and immunity to high radiation at 13th level.

SLIME

As a swift action, the uplifted animal can excrete slime into an empty adjacent square, causing that square to become difficult terrain. The uplifted animal can use this ability 1d4 times per day before she

must rest for at least 8 hours to replenish her slime stores.

SPIDER CLIMB

The uplifted animal can climb as though affected by the spell *spider climb*.

The uplifted animal must have the climber or all-terrain locomotive ability to choose this species trait.

TRAMPLE

The uplifted animal gains the trample universal creature rule (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*).

MINOR SPECIES TRAITS

A minor species trait is a lesser ability that an uplifted animal possesses. They are typically equivalent to a lashunta's student a kasatha's natural grace, or a similar racial trait. Each minor species trait can only be chosen once unless noted otherwise in the species trait's description.

Some minor species traits have prerequisites. An uplifted animal must meet a minor species trait's prerequisites in order to select it.

ADDITIONAL ARMS

The uplifted animal adds 2 additional arms to their multiarmed racial trait, for a total of 6.

The uplifted animal must have the multiarmed major species trait to choose this species trait.

AFFLICTION RESISTANCE

At character creation, the uplifted animal chooses disease or poisons. They gain a +2 racial bonus to saving throws against the chosen type of affliction.

This minor species trait can be chosen twice.

AMPHIBIOUS

The uplifted animal gains the amphibious universal creature rule (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*).

CAMOUFLAGAGE

Choose one type of terrain from among the following: aerial, aquatic, desert, forest, hills and mountains, marsh, plains, subterranean, urban, or vacuum. The terrain chosen must match the type of terrain that your progenitor species is native to. You gain a +4 racial bonus to Stealth checks to hide in the chosen type of terrain and reduce the penalty to Stealth checks to snipe to -10 instead of the usual -20.

COLD-BLOODED

The uplifted animal gains a +2 racial bonus to saving throws against mind-affecting effects and poison.

COLD INURED

The uplifted animal is always protected from cold conditions (40° to 1°) and treats the environment as being 40° warmer when

determining the effects of cold exposure and heat exposure.

An uplifted animal cannot have both the cold inured and the heat inured minor species traits.

DARKVISION

The uplifted animal gains darkvision with a range of 60 feet.

DEFENSIVE BALL

As a move action, the uplifted animal can roll its body into a nearly impenetrable defensive ball. While rolled up this way, an uplifted animal can only uncurl itself as a move action, take the total defense action, or use the rolling charge ability (if they have this ability). If the uplifted animal takes the total defense action, their bonus to AC is increased to +5.

DESERT SURVIVOR

The uplifted animal gains a +2 racial bonus to Survival checks and can go without water for as long as it can go without food. In addition, the uplifted animal ignores difficult terrain caused by sand, dust, or parched soil.

DIVERGENT FORM

You gain Bestial Body or Talking Animal as a bonus feat (see page 13).

FLEXIBLE

The uplifted animal can move through an area as small as one-half their space without squeezing or one-quarter their space when squeezing.

HEAT INURED

The uplifted animal is always protected from very hot conditions (90° to 109°) and treats the environment as being 40° colder when determining the effects of cold exposure and heat exposure.

An uplifted animal cannot have both the cold inured and the heat inured minor species traits.

HOLD BREATH

The uplifted animal can hold their breath for 10 minutes before they risk asphyxiation.

MANEUVER MASTER

The uplifted animal gains Improved Combat Maneuver as a bonus feat.

MULTI-LEGGED

The uplifted animal has four or more legs, which makes them particularly stable in areas of normal or higher gravity. The uplifted animal gains a +2 bonus to its KAC against combat maneuvers to trip or move it from its position.

NATURAL WEAPONS

The uplifted animal gains the natural weapons racial trait, as a vesk. At character creation, the uplifted animal chooses whether

their claws deal bludgeoning, piercing, or slashing damage.

POUCH

The uplifted animal gains the cheek pouches racial trait, as a ysoki, except it can take the form of either cheek pouches or a marsupial pouch, chosen at character creation. If the uplifted animal is Diminutive or Fine, their cheek pouches can only hold 1 lb. or light bulk. If the uplifted animal is Medium or larger, their cheek pouches can hold the following amount: Medium (20 lbs. or 2 bulk), Large (40 lbs. or 4 bulk), Huge (90 lbs. or 9 bulk), Gargantuan (160 lbs. or 16 bulk).

PREHENSILE TAIL

The uplifted animal has a prehensile tail that is as effective as a hand at manipulating objects, which allows them to wield and hold up to three hands' worth of weapons and equipment. This does not increase the number of attacks they can make during combat.

RAKE

Whenever the uplifted animal uses a grapple combat maneuver as a standard action or as part of a charge using the pounce major species trait and the result of the attack roll is equal to the opponent's KAC + 10 or higher, they can make one melee attack using a natural weapon or an unarmed strike with a -4 penalty to the attack roll as a move action. If the uplifted animal's base attack bonus is +11 or higher, they can instead make two melee attacks using an natural weapon or an unarmed strike with a -6 penalty.

RESISTANT

The uplifted animal gains resistance equal to their level against one of the following types of energy damage: acid, cold, fire, electricity, or sonic.

This minor species trait can be chosen twice.

ROAR

An uplifted animal can unleash a mighty roar as a full action, allowing them to attempt an Intimidate check to demoralize all opponents within 30 feet who can hear them. The uplifted animal rolls one Intimidate check with a -4 penalty to the check and compares the result to the demoralize DC of all affected opponents. Regardless of their result, an opponent cannot be Intimidated for more than 1 round by this ability, and whether or not the Intimidate check succeeds once an opponent is affected by this ability they cannot be affected again until the uplifted animal spends 1 Resolve Point to take a 10-minute rest and successfully regains Stamina Points.

ROLLING CHARGE

An uplifted animal that is rolled up in a defensive ball can charge without taking the normal charge penalties to the attack roll or its AC, and they gains a +5 circumstance bonus to AC against attacks of opportunity during its movement. They can't make a melee attack at the end of their movement, but they

can instead attempt either a bull rush or reposition combat maneuver against its target with a +4 circumstance bonus to the attack roll. An uplifted animal can't use this ability again until it takes a 10-minute rest to recover Stamina Points.

The uplifted animal must have the defensive ball minor species trait to choose this species trait.

SHED SKIN

As part of the action to attempt the check, an uplifted animal can shed a portion of their skin to gain a +4 bonus to Acrobatics checks to escape from grapples, pins, and restraints.

SWALLOW WHOLE

The uplifted animal gains the swallow whole universal creature rule (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*).

The uplifted animal must have the grab major species trait to choose this species trait.

STEADY

The uplifted animal gains a +4 racial bonus to their KAC against bull rush and trip attempts.

TRACKING

The uplifted animal gains the tracking (scent) universal creature rule (see *APPENDIX 4 IN STARFINDER ALIEN ARCHIVE 2*).

WILD SKILLS

At character creation, the uplifted animal chooses two of the following skills: Acrobatics, Athletics, Intimidate, Life Science, Perception, Sense Motive, Sleight of Hand, Stealth, or Survival. The uplifted animal either adds the chosen skill to their list of class skills or gains a +2 racial bonus to skill checks with the chosen skill. An uplifted animal can choose the same skill twice to gain both benefits.

This minor species trait can be chosen twice.



SAMPLE PROGENITORS

While the uplifted animal racial traits are designed to allow GMs and players the flexibility to craft their own alien animals if they so choose, it is likewise useful to have common configurations available to serve as benchmarks for the progenitor species racial trait. The following section describes common animals from the Starfinder universe, with the majority heralding from the Xa-Osoro System's lost planet, Azan, many reminiscent of creatures found on Earth.

Note that some of the sample progenitors listed below have species traits not detailed on pages 09 through 11. Such traits are described in each progenitor species' description and serve as guidelines to help inspire GMs to create their own species traits as desired, or they can be swapped for the standard abilities described in previous sections at the GM's preference.

UPLIFTED BEAR

Ability Adjustments: +2 Str, +2 Int, -2 Wis

Hit Points: 6

Size: An uplifted bear is a Large magical beast with a space of 10 feet and a reach of 5 feet.

Locomotive Abilities: Climber

Major Species Trait: Ferocious charge; **Minor Species Traits:** Natural weapons (S), wild skills (Life Science, Survival)

UPLIFTED CAT

Ability Adjustments: +4 Dex, +2 Cha, -2 Str, -2 Wis

Hit Points: 2

Size: An uplifted cat is a Tiny magical beast with a space of 1/2 feet and a reach of 5 feet.

Locomotive Abilities: Climber

Major Species Trait: Nimble; **Minor Species Traits:** tracking, wild skills (Athletics, Stealth)

UPLIFTED DOG

Ability Adjustments: +2 Con, +2 Int, -2 Wis

Hit Points: 4

Size: An uplifted dog is a Medium magical beast with a space and reach of 5 feet.

Locomotive Abilities: Sprinter

Major Species Trait: blindsense (scent) 30 ft.; **Minor Species Traits:** Tracking, wild skills (Perception, Sense Motive)

UPLIFTED ELEPHANT

Ability Adjustments: +4 Str, +2 Int, -2 Dex, -2 Cha

Hit Points: 6

Size: An uplifted elephant is a Huge magical beast with a space of 15 feet and a reach of 5 feet.

Locomotive Abilities: Sprinter

Major Species Trait: Trample; **Minor Species Traits:** Natural weapons (P), wild skills (Life Science, Perception)

UPLIFTED FOX

Ability Adjustments: +4 Dex, +2 Int, -2 Str, -2 Wis

Hit Points: 2

Size: An uplifted fox is a Tiny magical beast with a space of 1/2 feet and a reach of 5 feet.

Locomotive Abilities: Jumper

Major Species Trait: Pounce; **Minor Species Traits:** Natural weapons (P), tracking

UPLIFTED GORILLA

Ability Adjustments: +4 Str, +2 Int, -2 Dex, -2 Wis

Hit Points: 6

Size: An uplifted gorilla is a Large magical beast with a space of 10 feet and a reach of 5 feet.

Locomotive Abilities: Climber

Major Species Trait: Ferocious charge; **Minor Species Traits:** Natural weapons (B), wild skills (Athletics, Life Science)

UPLIFTED HAGFISH

Ability Adjustments: +6 Dex, -2 Con, -2 Str

Hit Points: 2

Size: An uplifted hagfish is a Diminutive magical beast with a space of 1/4 feet and a reach of 5 feet.

Locomotive Abilities: Aquatic

Major Species Trait: Slime; **Minor Species Traits:** Darkvision 60 ft., flexible.

UPLIFTED HAMSTER

Ability Adjustments: +6 Dex, +2 Int, -2 Str, -2 Con, -2 Wis

Hit Points: 2

Size: An uplifted hamster is a Diminutive magical beast with a space of 1/4 feet and a reach of 5 feet

Locomotive Abilities: Burrower

Major Species Trait: Blindsense (scent); **Minor Species Traits:** pouch (cheek pouches), wild skills (Athletics, Life Science)

UPLIFTED HEDGEHOG

Ability Adjustments: +6 Dex, +2 Cha, -2 Str, -2 Con, -2 Wis
Hit Points: 2

Size: An uplifted hedgehog is a Diminutive magical beast with a space of 1/4 feet and a reach of 5 feet

Locomotive Abilities: Burrower

Major Species Trait: Spines; **Minor Species Traits:** defensive ball, natural weapons (P)

Spines (Ex): Whenever an opponent attacks an uplifted hedgehog that is fighting defensively and misses, they take damage equal to a successful hit from the uplifted hedgehog's natural weapons.

UPLIFTED HIPPOPOTAMUS

Ability Adjustments: +2 Str, +2 Wis, -2 Int

Hit Points: 6

Size: An uplifted hippopotamus is a Large magical beast with a space of 10 feet and a reach of 5 feet.

Locomotive Abilities: Amphibious

Major Species Trait: Natural defense; **Minor Species Traits:** Heat injured, natural weapons (P).

UPLIFTED LION

Ability Adjustments: +2 Str, +2 Cha, -2 Wis

Hit Points: 6

Size: An uplifted lion is a Large magical beast with a space of 10 feet and a reach of 5 feet.

Locomotive Abilities: Sprinter

Major Species Trait: Pounce; **Minor Species Traits:** Natural weapons (P), roar

UPLIFTED PENGUIN

Ability Adjustments: +2 Dex, +2 Cha, -2 Wis

Hit Points: 2

Size: An uplifted penguin is a Small magical beast with a space of 10 feet and a reach of 5 feet.

Locomotive Abilities: Amphibious

Major Species Trait: Toboggan; **Minor Species Traits:** Cold injured, hold breath.

Toboggan (Ex): An uplifted penguin ignores difficult terrain caused by snow or ice and automatically succeeds at Acrobatics checks to balance on such surfaces. An uplifted penguin takes no penalty to attack rolls or AC while prone and can stand from prone as a swift action. Whenever an uplifted penguin is prone on snow- or ice-covered terrain, their crawling speed is equal to their swim speed.

UPLIFTED RACCOON

Ability Adjustments:

Hit Points: X

Size: An uplifted raccoon is a Tiny magical beast with a space of 1/2 feet and a reach of 5 feet.

Locomotive Abilities: Climber

Major Species Trait: Tactile precision; **Minor Species Traits:**

Wild skills (Athletics, Perception, Sleight of Hand, Stealth)

Tactile Precision: An uplifted raccoon's sense of touch is so sensitive that it acts as an imprecise sense, functioning as blindsense (touch) with a range equal to their reach (5 feet for most nashi). Effects that increase or diminish an uplifted raccoon's reach do not affect the range of their blindsense unless those increases last at least 1 round and apply to their unarmed strikes. For example, the range of an uplifted raccoon's blindsense doesn't increase from wielding a melee weapon with the reach weapon special property or from using the Lunge feat.

UPLIFTED RAT

Ability Adjustments: +6 Dex, +2 Int, -2 Str, -2 Con, -2 Cha

Hit Points: 2

Size: An uplifted rat is a Diminutive magical beast with a space of 1/4 feet and a reach of 5 feet.

Locomotive Abilities: All-terrain

Major Species Trait: Blindsense (scent) 30 ft.; **Minor Species Traits:** Affliction resistant (disease), camouflage (choose one: forest, hills and mountains, marsh, plains, subterranean, or urban)

UPLIFTED SHARK

Ability Adjustments:

Hit Points: 6

Size: An uplifted shark is a Large magical beast with a space of 10 feet and a reach of 5 feet.

Locomotive Abilities: Aquatic

Major Species Trait: Blindsense (scent) 30 ft.; **Minor Species Traits:** Natural weapons (P), tracking.

UPLIFTED SQUOX

Ability Adjustments: +4 Dex, +2 Int, -2 Str, -2 Wis

Hit Points: 2

Size: An uplifted squox is a Tiny magical beast with a space of 1/2 feet and a reach of 5 feet.

Locomotive Abilities: Climber

Major Species Trait: Squox tricks; **Minor Species Traits:** Prehensile tail, wild skills (Acrobatics, Stealth)

Squox Tricks (Ex): An uplifted squox can use Acrobatics to jump instead of Athletics. In addition, when an uplifted squox uses a dirty trick, disarm, or trip combat maneuver, they substitute their ranks in Acrobatics for their base attack bonus if doing so is advantageous to them. An uplifted squox's tail and mouth count as hands for a disarm attempt.

UPLIFTED TYRANNOSAURUS

Ability Adjustments: +6 Str, -2 Dex, -2 Wis

Hit Points: 6

Size: An uplifted tyrannosaurus is a Gargantuan magical beast with a space of 20 feet and a reach of 5 feet.

Locomotive Abilities: Sprinter

Major Species Trait: Grab; **Minor Species Traits:** Natural weapons (P), swallow whole

UPLIFTED PARAGON

Uplifted paragons are uplifted animals that fully embody their race's unique duality of civilization and nature. Able to combine their natural instincts with the very nanite system responsible for their uplifting, they are able to both tap into forgotten tactics and primal urges lost to their species while simultaneously calling upon the nanites that permeate their body for additional assistance when in danger.

SPECIAL

You must be an uplifted animal to add the uplifted paragon archetype to a class.

ALTERNATE CLASS FEATURES

The uplifted paragon grants alternate class features at 2nd level.

INNOVATIVE INSTINCT (EX); 2ND-LEVEL

You gain one additional major species trait or two additional minor species traits of your choice, chosen from among those available to uplifted animals (see pages 08 through 11). The chosen trait must be one that an animal of your species could possess based upon its physiology alone, as determined by the GM.

In addition, you can gain one additional major species trait or two additional minor species traits as a replacement class feature at 4th, 6th, 12th, or 18th level. These species traits must be appropriate for a creature of your progenitor species, as determined by the GM. Alternatively, you can gain one of the following feats as a bonus feat as if it were a major species trait: Great Fortitude, Improved Combat Maneuver, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Versatile Weapon Focus, Weapon Focus, Weapon Specialization, or any feat that lists the uplifted animal race as a prerequisite. You must meet the chosen feat's prerequisites, if any.



NEW FEATS

The following feats are available to characters who meet their prerequisites, but are notably more common among uplifted animals.

BESTIAL BODY

You have the body of your progenitor species and the torso, head, and arms of a bideal uplifted animal, similar to a centaur.

Prerequisites: Uplifted animal, must be 1st level.

Benefit: You gain the multi-legged universal creature rule (see *STARFINDER: ALIEN ARCHIVE 2*). Add 4 to the total amount of bulk you can carry before becoming encumbered and overburdened.

CORNERED ANIMAL (COMBAT)

Your survival instincts allow you to fight fiercer when cornered.

Benefit: Whenever you attempt an attack roll against a foe and you are the only creature threatening that foe, you gain a +1 racial bonus to attack rolls against that foe. In addition, if you attack such an opponent and the result of your attack roll equals the opponent's KAC + 8 or higher, you can roll your weapon damage dice twice and use the higher result.

INTERNALIZED TRANSLATOR

You possess an internal translation unit that allows you to comprehend languages you don't know.

Prerequisites: Construct, constructed racial trait, or uplifted animal.

Benefit: Whenever you encounter a language that you don't know (including raw computer code or foreign programming languages), you can attempt a DC 20 Computers or Culture check. If you succeed, you gain the benefits of a *comprehend languages* spell for 10 minutes per level you possess. Once you use this ability you can't use it again until you spend 1 Resolve Point to rest for 10 minutes and regain Stamina Points.

NATURE'S WEAPONS

You have potent natural weapons that you can use against foes.

Prerequisites: Uplifted animal.

Benefit: You gain the natural weapons racial trait, as a vesk. The type of damage dealt by your natural weapons is determined by the type of natural weapon you gain, based on your progenitor species' body. For instance, a bite deals piercing damage, claws deal slashing damage, and so on.

Special: If you also have the natural weapons minor species trait, this feat increases the unique weapon specialization you gain from that species trait to equal twice your level instead of $1-1/2 \times$ your level.

PRIMAL RAGE

You enter a bestial fury fueled by your internalized nanites.

Prerequisites: Str 13, uplifted animal.

Benefit: As a swift action, you can enter a primal rage for a number of rounds equal to your key ability score modifier.

CUSTOMIZING YOUR CHARACTER

When designing an uplifted animal character, it's important to keep in mind that every uplifted animal is physiologically unique on account of every individual having its own unique bodily changes resulting from its nanite system. As a result, the progenitor species described on pages 12 and 13 should be seen as guidelines rather than mandates. For example, if your PC wants to play an uplifted species of space fox that has the roar minor species trait instead of the natural weapons minor species trait, then it's okay to make that change as long as the animal itself fits into your campaign setting. Complement these tools with creativity, not rigidity.

While raging, you gain a +2 enhancement bonus to melee attack rolls, melee damage rolls, thrown weapon attack rolls, thrown weapon damage rolls, Strength checks, and Athletics checks. In addition, your natural weapons and unarmed strikes gain the knockback critical effect. If your natural weapons or unarmed strikes already have a critical effect, you must choose which critical effect to use each time you critically hit an opponent.

After your primal rage ends you are fatigued until you spend 1 Resolve Point to rest for 10 minutes to regain Stamina Points. You cannot use this ability while you are fatigued or exhausted.

TALKING ANIMAL

You appear identical to a mundane member of your progenitor species due to a nanite system malfunction or similar effect.

Prerequisites: Uplifted animal, must be 1st level.

Benefit: You gain a +10 bonus to Disguise checks to disguise yourself as a member of your progenitor species and you don't take penalties to your Disguise checks for disguising yourself as a creature of a different type or subtype when doing so. You also gain a +2 bonus to Bluff checks to convince others that you're a member of your progenitor species, though at the GM's decision you may lose these benefits if you engage in behavior that deviates significantly from an ordinary member of your progenitor species.

Additionally, you are able to use armor, weapons, and equipment as if you had the same number of hands as an uplifted animal of your progenitor species would despite physically lacking hands or a bipedal stance. You can also speak normally, though your speech is slurred more so than a typical uplifted animal.

WILD AND FREE

Your bestial body allows you to take more punishment than you would otherwise be capable of handling without armor.

Prerequisites: Base attack bonus +2, uplifted animal.

Benefit: Whenever you are unarmored, you gain a bonus to your KAC equal to your base attack bonus and a bonus to your EAC equal to your base attack bonus -2. This doesn't provide you with any other benefits of armor, such as upgrade slots or environmental protections.

OPEN GAME LICENSE VERSION 1.0A

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

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

logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

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

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

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

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

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

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent

A Transforming Experience...

Unleash ancient magics forgotten to the Nova Age with **Occult Skill Guide: Rituals of Transformation**. In addition to five transmogrifying rituals, this product includes a detailed rules set for casting rituals as well as guidelines for helping GMs create their own rituals.

Now Available

<http://www.everymangaming.com/occult-skill-guide-rituals-of-transformation>

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

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

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

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

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

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such

provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

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

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

Starfinder Alien Archive 2 © 2018, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, John Compton, Adam Daigle, Brian Duckwitz, Eleanor Ferron, Amanda Hamon Kunz, James Jacobs, Mikko Kallio, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Mark Moreland, Matt Morris, Adrian Ng, Joe Pasini, Lacy Pellazar, David N. Ross, Stephen Rowe, Chris Sims, Owen K.C. Stephens, James L. Sutter, and Russ Taylor.

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

Star Log: Deluxe: Uplifted Animals © 2019, Everyman Gaming LLC; Authors: Alexander Augunas.

Pop Culture in the Palm of your Hand!

Make your Starfinder characters feel at home in your campaign with the **Pop Culture Catalog** series! This innovative product line by Everyman Gaming gives GMs and players alike everything they need to help campaign worlds feel alive, from clothing brands to vidgames and more.

Now Available

<http://www.everymangaming.com/pop-culture-catalog>