

# STAR LOG.EM-035

## ARICH



**STARFINDER**  
COMPATIBLE





# STAR LOG.EM-035

## ARICH

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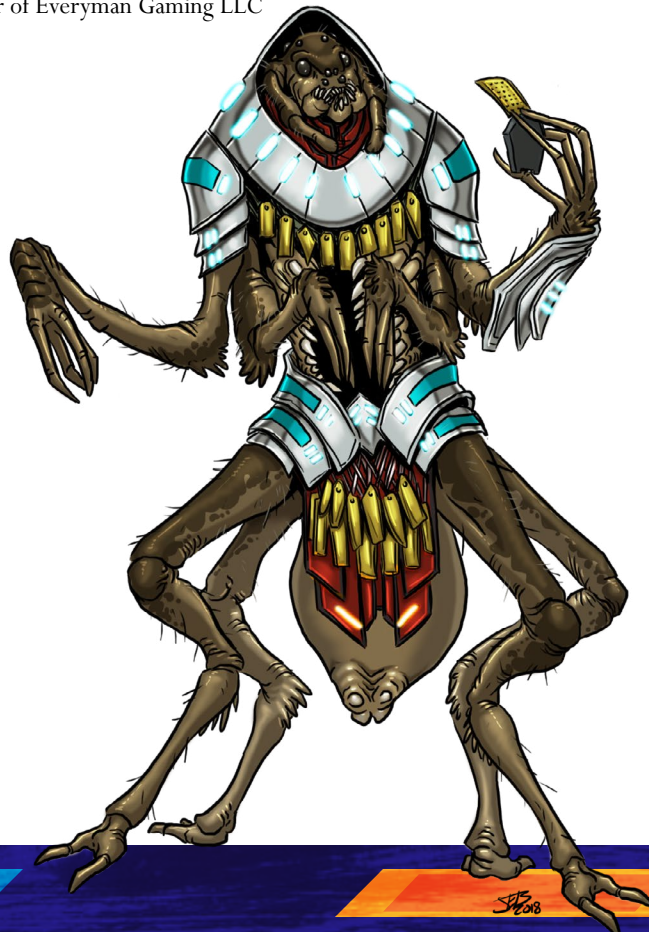
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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC

## ACCESSING ARCHIVES QUERY: ARICH

Hello, and thank you for purchasing *STAR LOG.EM035: ARICH!* The arich are a sapient race of arachnid-like creatures whose interactions with the Radiant Imperium have steadily increased over the past two centuries. Among the first races "discovered" in a faraway star system following the Imperium's acquisition of Hyperspace technology from the denizens of Hyperspace Station, the arich have proved to be an invaluable ally to the Xa-Osoro System in both peoples' quest to recover from the devastation of the Nova Age. Although the vast majority of the species dwells in the Solvani System on Aracavor, they frequent nearly all the planets and moons of the Xa-Osoro System that feature major holdings of the Reclamation, an organization dedicated to rediscovering the lost history of the Xa-Osoro System. The reason for this partnership is practical—as the descendants of individuals who watched their world disappear during the Nova Age, the arich have a surprisingly thorough body of eye-witness accounts of the tragedy that took their home that appears untouched by the mnemonic altering properties of the Nova Age itself, leading many to believe that great revelations regarding the Nova Age's cause may be hidden within the archives and data logs of these arachnid creatures. The arich hold a similar thought process—knowing that interplanetary teleportation existed prior to the Nova Age, the arich scour the ancient texts of the Radiant Imperium and beyond in hopes of some mention of their people and potentially a clue to their beloved home's ultimate fate.



## ARICH

Calm and thoughtful beings, the arich are a species of aliens that resemble a large spider with several humanoid traits. The species is long-lived and through countless generations, Arich have learned to peacefully coexist with starfaring species throughout the universe.

### PHYSICAL DESCRIPTION

Sizeable and imposing, arich are typically 5 to 7 feet long and weigh anywhere from 150 to 250 pounds. They typically appear as a large spider that stands on its four hind legs. Their cephalothorax and abdomen are farther separated than a typical spider's body, allowing an arich to "stand" more visibly than a traditional spider. An arich's four front legs end in four opposable split tips that allow them to function similar to hands. Despite their arachnoid appearance they lack fully developed spinnerets, and most cannot produce webbing of any kind. Their bodies are usually covered in a thin layer of hair with various colorations, ranging anywhere from simple earthen colors like blacks, browns, and grays to more ostentatious displays of bright reds, greens, and yellows. An arich's patterns sometimes coalesce in interesting shapes on patterns on an arich's abdomen. These can appear in the form of star clusters, faces, or other interesting geometric shape. Arich are unsure as to exact process for this coloration and coalescence, but most believe it is a subconscious process that is tied to a particular arich's personality and mood. These colorations can change multiple times throughout the two hundred years of an arich's life. Their pedipalps resemble that of a typical spider, though many Arich tend to decorate their pedipalps with dyes, ribbons, or tattoos.

### HOME WORLD

The arich are the sole survivors of a planet called Oznirado, the fourth planet of a yellow star that comprised of the vanished Mulnav System, which disappeared during the Nova Age. Arich records of their home world are tragically sparse—documents surviving the information loss associated with the Nova Age indicate that Oznirado was a tropical planet with low gravity that was covered in lush jungles. A prosperous people of thinkers and inventors, arich records indicate that the species toiled to create their kind's first starfaring vessel, *Rlek'Chatal*, which translates to Nunravi's Reach in their native Arich. Unbeknownst to the crew of the *Rlek'Chatal*, their maiden voyage seemingly coincided perfectly with the onset of the Nova Age, for hundreds of arich accounts recount watching in horror of Oznirado and the entire Mulnav System vanished before their very eyes mere moments after the ship left Oznirado's orbit. Through sheer fortune alone, the *Rlek'Chatal* happened to wander into the Solvani System and settled upon the desert moon of Aracanvor before the ships supplies were fully depleted. While the *Rlek'Chatal* remains in use today and makes frequent trade visits to the nearby Xa-Osoro System, most surviving arich—a mere 10% of their

numbers prior to the Nova Age—dwell upon Aracanvor, scouring the cosmos for clues regarding what became of their beloved home and the family they left behind upon it.

### SOCIETY AND ALIGNMENT

Arich culture is unique in that all known culture stems from the small group of Arich that were able to escape Oznirado's disappearance during the Nova Age. This group included athletes, scholars, and other that were considered the best Oznirado had to offer. Together, these individuals created an ideal microcosm of the arich, resembling an almost utopian representation of the species which was intended as first to be the first ambassadors to the stars, but stands now as the species' successors. Modern Arich double-down on the idealization of their people and learned to work together even more, developing strong bonds that live to this day. They tend to be optimistic, believing that hard work and cooperation are enough to overcome any challenge. Arich are prone to succumbing to their emotions as most species are but have learned to communicate and share their thoughts to help each other through trying times. Arich are typically non-chaotic in alignment, due to their cooperative natures, and even evil Arich generally have the well-being of all their own kind as a primary goal.

### RELATIONS

After settling and resupplying on Aracanvor, the arich traveled where they could and did their best to establish relations with other species in search or help. The arich reach out to all species whenever possible, hoping to learn and understand them, believing that learning from others is the best way to improve and potentially rescue their people. Any species, regardless of their original nature, is another possible set of allies and friends, though Arich are careful to first observe species that are known as dangerous before approaching. If reaching out to such a species would prove unsafe, Arich will leave and search elsewhere. Arich are quick to trust but they are not fools. They are quick to recognize when others attempt wish to deceive or harm them and are more than happy to end a relationship if it could lead to danger. Once a good relationship is in place, however, Arich are loyal friends and companions.

### ADVENTURERS

Although most arich are believed to be searching for a means to return to their home, that is no longer the sole driving goal of the species' majority. Over the centuries since the Arich began this tasks, countless generations have come and gone, branching out to span the stars. Since then, many Arich choose to just travel the stars and find a place for themselves. This can include life as a mercenary, performer, priest, thief, or any other life typical to a star-faring species. Most Arich take on the lives of envoys, operatives, and technomancers. Though they may be living life for themselves now, Arich are always



on the lookout on any crucial information that can help their people. Even a thief would report back to Nunravi's Reach if she stole a piece of technology she believed would help return to Oznirado, for the right price, of course.

### NAMES

Arich communicate among themselves with chirps, clicks, and hisses. Most other species are off-put by Arich language and so many Arich have learned to communicate in more common languages. Their voices are airy and emphasize hard consonants when they speak. Arich names are usually ported over from the original Arich and can include great achievements, such as the Spire Climber or Master of the Lost Song, as part of the name. Some example arich names are Akhil, Assir, Bappa, Emi, Essie, Hummar, Huss, Kauli, Karn, Kimoss, Kraann, Monni, Mu, Niss, Nupp, Poppab, Ressi, Rinno, Sekkan, Sommas, and Sussem.

### ARICH RACIAL TRAITS

+2 Dex, +2 Int, -2 Con

#### 4 Hit Points

Arich are monstrous humanoids with the arich subtype and are Medium. They have a base speed of 20 feet and a climb speed of 30 feet.

**Exceptional Vision:** Arich have low-light vision and darkvision. As a result, they can see in dim light as if it were normal light, and they can see with no light source at all to a range of 60 feet in black and white only. For more details, see the darkvision and low-light vision sections in Chapter 8 in the *STARFINDER CORE RULEBOOK*.

**Spider Climb:** Arich can climb and travel on vertical surfaces and ceilings as if under the effects of *spider climb*, though this is an extraordinary ability.

**Stellar Ambassadors:** Arich gain a +2 racial bonus to Diplomacy and Sense Motive checks.

**Thread Walkers:** An arich gains a +2 racial bonus to saving throws against the *slow* spell and effects that cause the staggered condition. In addition, whenever an arich is under the effects of the *haste* spell or a similar effect, the duration of that effect increases by 1 round.

### NEW FEATS

The following feats are available to arich characters.

#### ARICH BITE

Your fangs are developed enough that they act as a deadly weapon.

**Prerequisites:** Con 13, arich.

**Benefit:** You are always considered armed. You can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as arachic. You gain a unique weapon specialization with their natural weapons at 3rd level, allowing you to add 1-1/2 × your character level to your damage rolls for your natural weapons (instead of just adding your character level, as usual).

### NEW CREATURE SUBTYPE GRAFT

Use the following creature subtype graft to create arich NPCs.

#### ARICH

This subtype is applied to arichs and creatures related to arichs.

**Traits:** Darkvision 60 ft., base speed of 20 ft., climb speed of 30 feet, and low-light vision; if the creature is of the arich race, it also gains the thread walker racial traits and Diplomacy and Sense Motive as either good or master skills.

#### ARICH WEB

Your spinnerets have developed more than others of your species, allowing you to use them offensively.

**Prerequisites:** Con 13, arich.

**Benefit:** Once per day as a standard action, you can spray webbing at a creature or a 10-foot square within 30 feet. If you spray at a creature, you must make a ranged attack against that creature's EAC. On a hit, the creature becomes entangled. The creature can break free with a successful Strength check (DC = 15 + your Constitution modifier). If you spray the webbing in a 10-foot square, that area becomes difficult terrain. Webbing created in this manner remains for a number of rounds equal to your Constitution modifier (minimum 1). Webbing created by this ability has a total number of Hit Points equal to 10 + your level and is vulnerable to fire damage (fire damage deals +50% damage to the webbing). If the webbing is reduced to 0 Hit Points, it is destroyed, ending the entangled condition or removing the difficult terrain as appropriate.

#### RESOLUTE WEB

Your spinnerets can be used multiple times per day.

**Prerequisites:** Con 13, Arich Web, arich, character level 3rd.

**Benefit:** Whenever you have already used your daily use of the Arich Web feat, you can spend 1 Resolve Point to use it again without having to rest first.

#### WEB GRAPPLER (COMBAT)

You can secret sticky webbing from your spinnerets to allow you to grapple foes.

**Prerequisites:** Con 13, Arich Web, Improved Maneuver (grapple), arich.

**Benefit:** You gain a +2 racial bonus to grapple attempts. If you are at least 6th level, whenever you successfully pin an opponent using the grapple combat maneuver, you can spend 1 Resolve Point as a swift action to cocoon your opponent. Once an opponent has been cocooned, the pinned condition last until the grappled creature successfully uses the Acrobatics skill or a grapple attempt to escape or the webbing is destroyed, as described by the Arich Web feat. You no longer need to attempt checks to maintain the grapple, and the KAC for your opponent to escape your cocoon is equal to 10 + your KAC.



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