

# STAR LOG.EM-046

## MORE ALIEN FEATS





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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC

## ACCESSING ARCHIVES QUERY: ENIGMALICE

Hello, and thank you for purchasing *STAR LOG.EM046: MORE ALIEN FEATS!* Not an official name by any stretch of the imagination, the Enigmalice is a term given to a wide variety of alien lifeforms that exist in the shadows, seeking to pervert and corrupt everyday life in the Xa-Osoro System by conspiracy theorists. According to these individuals, the Enigmalice aren't any one individual race or even government seeking to topple the Radiant Imperium—they're unique entities each with their own goals and ends that accomplish those objectives using similar means, primarily infiltration and sabotage. Races commonly included under the umbrella of the Enigmalice include grays, reptoids, mi-go, and others. Although the existence of these entities have been documented in other systems throughout the galaxy, especially in darker regions that are poorly explored by the Radiant Imperium and other starfaring peoples, no formal contact has ever been confirmed by any governing body in the Xa-Osoro System, a fact that many conspiracy theorists believe proves their hunches rather than discredit them. Countless important persons have been accused as being members of the Enigmalice, from popular figures like vidgame designer Satorou Yamawata, inventor of the Okami Entertainment System, to the current acting Radiant Emperor, but to no date the existence of hostile entities hasn't been confirmed or denied. Unfortunately, the majority of the Xa-Osoro System's citizens see assertions of the Enigmalice's existence as little more than a hoax, which some warn leaves the system all the more vulnerable to invasion and infiltration.



## MORE ALIEN FEATS

The following feats are appropriate for species found in the *STARFINDER ALIEN ARCHIVE*. A PC of the appropriate race can take these feats if it meets the prerequisites.

Feats marked with an asterisk (\*) can be found in *STAR LOG-EM-019: ALIEN RACIAL FEATS*. All universal monster rules described below can be found in *STARFINDER ALIEN ARCHIVE*.

### ALIEN PRESENCE

You are able to telepathically sow fear into the minds of others.

**Prerequisites:** Gray Telepathy, character level 5th, gray subtype.

**Benefit:** You gain the frightful presence universal creature rule. Your save DC for this ability is equal to  $10 + 1/2$  your total character level + your Intelligence modifier. You must spend 1 Resolve Point as part of the action used to activate this ability.

### CONTEMPLATIVE TELEPATHY

You have perfected the ability to communicate telepathically.

**Prerequisites:** Contemplative.

**Benefit:** You gain limited telepathy, as a lashunta.

**Special:** You can gain this feat three times. The second time you gain this feat, you gain telepathy with a range of 30 feet, as described in the special abilities section of Chapter 8 in the *STARFINDER CORE RULEBOOK*. The third time you gain this feat, your telepathy's range improves to 100 feet.

### CREATE DARKNESS

You have unlocked innate power over darkness.

**Prerequisites:** Character level 7th, drow.

**Benefit:** You gain the create darkness universal creature rule, usable once per day. Any magical darkness created using this ability lasts a number of minutes equal to your total character level or your Challenge Rating.

**Special:** You can gain this feat twice. The second time you gain this feat, whenever you have already used your daily use of this feat, you can spend 1 Resolve Point to use it again without having to rest first.

### ENHANCED BARATHU BRAWLING

Your barathu adaptations allow you to deal additional damage when unarmed.

**Prerequisites:** Improved Unarmed Strike, barathu.

**Benefit:** Whenever you use your early stage adaptation racial trait to gain a bonus to melee attacks, your unarmed strikes do not count as archaic weapons and gain a special weapon specialization equal to  $1-1/2 \times$  your character level.

### ENHANCED BARATHU RESISTANCE

Your barathu adaptations provide you with additional resistance to energy damage.

**Prerequisites:** Barathu, base attack bonus +4.

**Benefit:** Whenever you use your early stage adaptation racial trait to gain resistance against an energy type, the resistance you gain is equal to your base attack bonus.

### EXTENDED ELECTROCONDUCTOR

You can channel your body's natural electricity into your attacks longer than most urogs.

**Prerequisites:** Urog.

**Benefit:** Whenever you use your semiconductive racial trait, its effects last for 1 minute. You can end the effects of this racial trait at any point during your turn as a free action.

### EXTENDED FEROCITY

Your ferocity is enduring, even among your race.

**Prerequisites:** Con 12, shobhad.

**Benefit:** Whenever you use your ferocity racial trait, you can act normally while at 0 HP for a number of rounds equal to  $1 +$  your Constitution modifier (minimum 0). You fall unconscious normally at the end of your turn on the final round.

**Normal:** After using the ferocity racial trait, you fall unconscious at the end of your next turn.

### EXTENDED REPTOID SHAPECHANGE

You can remain transformed for long periods of time.

**Prerequisites:** Disguise 1 rank, reptoid subtype.

**Benefit:** You can use your change shape racial trait at will, and its duration is indefinite.

### FORCE BOLT AMPLIFICATION

You can amplify the kinetic force of your force bolts.

**Prerequisites:** Character level 5th, witchwyrd.

**Benefit:** Whenever you use your force bolt racial trait, you can spend 1 Resolve Point in order to increase the damage of each missile that you fire from  $1d4+1$  to  $1d6 + 1 +$  your Charisma modifier (minimum 1). The damage dice of each missile further increases to  $1d8$  at 8th level,  $1d10$  at 12th level,  $1d12$  at 15th level, and  $1d20$  at 20th level.

### GRAY TELEPATHY

You can force your thoughts into the minds of others.

**Prerequisites:** Gray subtype.

**Benefit:** You gain limited telepathy, as a lashunta.

**Special:** You can gain this feat three times. The second time you gain this feat, you gain telepathy with a range of 30 feet, as described in the special abilities section of Chapter 8 in the *STARFINDER CORE RULEBOOK*. The third time you gain this feat, your telepathy's range improves to 100 feet.

### HONCHOHEAD SCREECH

Your voice reaches extraordinary frequencies.

**Prerequisites:** Character level 7th, goblin.

**Benefit:** You gain the disturbing screech universal creature rule. The save DC is  $10 +$  half your character level + your key ability modifier.

### IMPROVED ABSORB FORCE

You efficiently absorb force energy and convert it into force bolts.

**Prerequisites:** Character level 5th, witchwyrd.



**Benefit:** You can attempt to absorb force energy from any force effect that deals force damage and either targets a creature within 20 feet of you (including yourself) or an area that you are included in as a reaction. If the force effect requires an attack roll, the attack is resolved against you instead of its normal target and you absorb the effect if the attack misses. If the force effect allows a saving throw, you attempt your saving throw before all other targets and you absorb the effect if you succeed at your saving throw. If the force effect automatically hits (such as with *magic missile*), you automatically absorb it. If you successfully absorb the effect, you generate a glowing nimbus in a number of hands equal to the spell level of the absorbed effect; if the effect isn't a spell, its effective spell level is equal to 1/3 of the level of the creature using the effect or 1/3 of the item level of the item that produced the effect (maximum 6). This functions exactly as described by the witchwyrds' absorb force special ability, and can be used to cast its force bolt racial trait additional times per day, as described by that racial trait.

If you attempted to absorb a force effect and it either hits you or you fail your saving throw, that force effect resolves normally.

#### GREATER BARATHU ADAPTATION

You have developed mature adaptations through prolonged.

**Prerequisites:** Improved Barathu Adaptation, barathu, character level 7th.

**Benefit:** Choose one of the following adaptations. Whenever you use the early stage adaptation racial trait, you can select the chosen adaptation instead of one of the standard adaptations described by that racial trait.

- » Barbed quills sprout across your body, dealing 1d6 piercing damage + your Strength modifier to any creature that hits you with a melee attack. In addition, you can launch these quills as a natural ranged attack that deals 1d6 piercing damage, has a range increment of 60 feet, and gains a special weapon specialization equal to  $1-1/2 \times$  your character level.
- » Bony plates erupt across your body, granting you DR/adamantine equal to your base attack bonus.
- » Echolocation receptors on your body grant you blindsense (hearing) out to 30 feet.
- » Muscular locomotive limbs increase your base speed from 0 feet to 30 feet.

**Special:** You can gain this feat three times. Each time you gain this feat, choose a different adaptation. If you've taken this feat at least once, you can gain it as an alternate class feature at 4th, 6th, 9th, 12th, or 16th level, as if the feat were granted by an archetype. (See the archetypes section in Chapter 4 of the *STARFINDER CORE RULEBOOK*). You cannot replace a replacement class feature gained from an actual archetype with the Greater Barathu Adaptation feat.

#### RESOLUTE BREATH WEAPON

You quickly recover your breath weapon in a pinch.

**Prerequisites:** Character level 6th, dragonkin.

**Benefit:** Immediately after using your breath weapon racial trait, you can roll 1d4. After the d4's result has been

revealed, you can spend 1 Resolve Point to use your breath weapon again after a number of rounds equal to the d4's result have passed.

**Normal:** After using your breath weapon, you can't use it again until you take a 10-minute rest to recover Stamina Points.

#### RESOLUTE SQUIRT BLOOD

You squirt blood from one of your eyes more often than most ikeshti.

**Prerequisites:** Character level 3rd, ikeshti.

**Benefit:** Whenever you have already used your daily use of your squirt blood racial trait, you can spend 1 Resolve Point to use it against without having to rest first.

#### SLEEP PARALYSIS

You can utilize your psychic powers to paralyze slumbering creatures and modify their memories.

**Prerequisites:** Must have learned the Improved Gray Magic\* feat at least three times, gray subtype, character level 6th.

**Benefit:** You gain the sleep paralysis supernatural ability, as a gray (see the gray entry in *STARFINDER ALIEN ARCHIVE*).

#### UNSTABLE TINKER

You can tinker with fully operational weapons, causing them to deal increased damage but eventually break.

**Prerequisite:** Goblin subtype.

**Benefit:** Whenever you're wielding a heavy, longarms, small arms, or sniper weapon that you crafted or repaired and that doesn't have the broken condition, you can tinker with its structural stability as a move action in order to overclock the weapon. You must attempt an Engineering check with a DC equal to  $15 + 1-1/2 \times$  the weapon's item level. If you succeed, the weapon becomes overcharged for 1d12 rounds, plus 1 round for every 5 by which your result exceeded the DC. While overcharged, the weapon deals an additional +1 damage. This increases to +1d4 at 8th level, +1d6 at 12th level, +1d8 at 15th level, and +1d12 at 20th level. After this ability expires, the overcharged weapon gains the broken condition. In addition, if you roll a natural 1 on an attack roll with an overcharged weapon, it loses this additional damage for the ability's remaining condition, gains the broken condition, and is destroyed when the ability ends.

#### VOID SOARING

You are able to soar quickly through vacuums and persist without air for long periods of time.

**Prerequisites:** Character level 3rd, sarcesian subtype.

**Benefit:** You can spend 1 Resolve Point whenever you're in a vacuum to increase the amount of time that your void flyer racial trait allows you to exist in a vacuum without breathing to a number of hours equal to your level. You can double this time by spending 2 Resolve Points.

In addition, the fly speed that you gain from the void flyer racial trait increases by 5 feet at 3rd level, plus an additional 5 feet for every 2 character levels you possess thereafter, up to a maximum fly speed of 120 feet while in a vacuum.

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