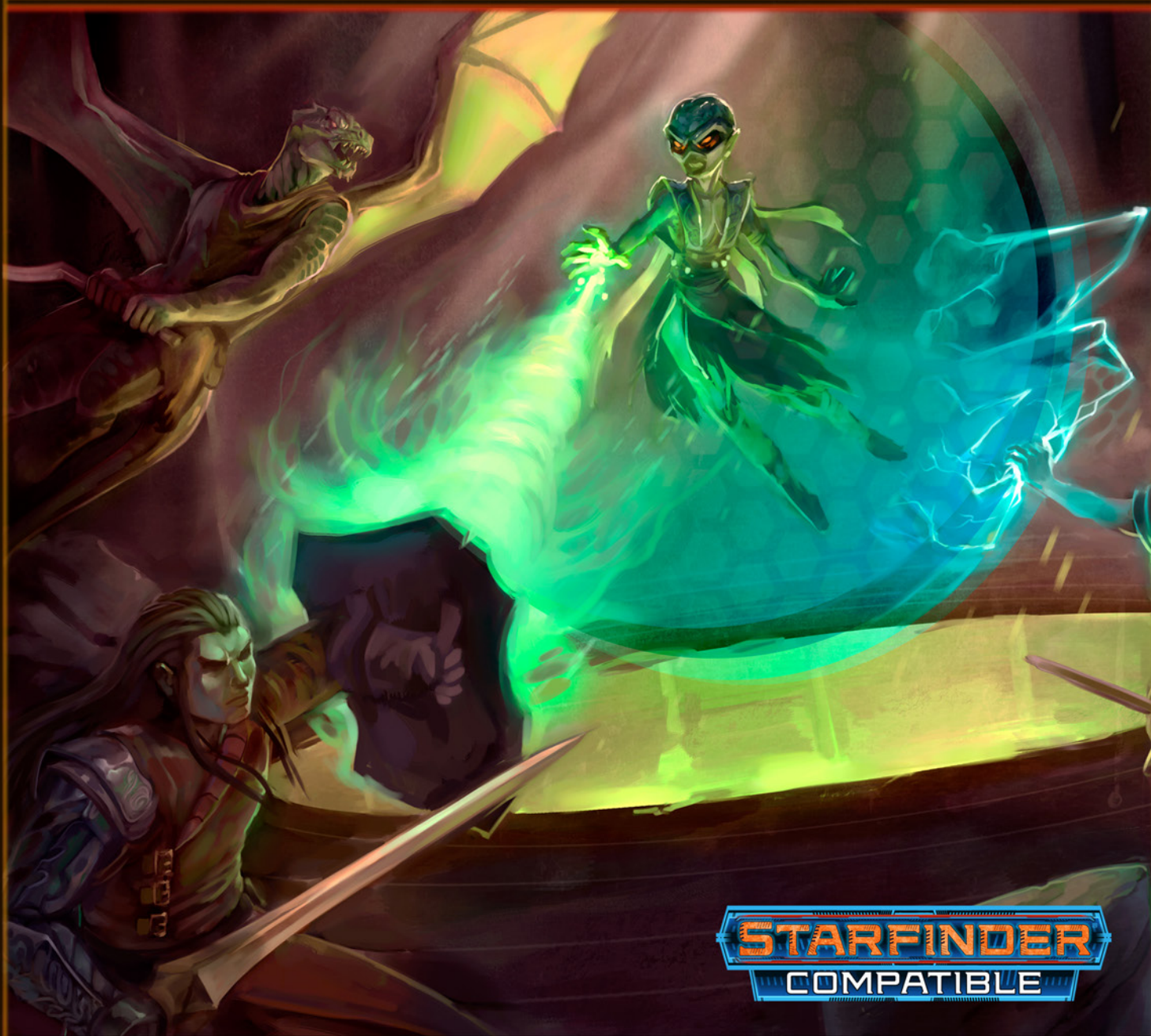


LEGENDARY PLANET



STARFINDER
COMPATIBLE

PLAYER'S GUIDE



LEGENDARY PLANET PLAYER'S GUIDE

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WHAT YOU WILL FIND INSIDE THE LEGENDARY PLANET PLAYER'S GUIDE

An adventure path is a major undertaking for everyone involved, from the publisher and creative team that puts it together to the GMs and players who devote their gaming time to actually playing it. With nearly 700 pages of adventures and support material, it can be easy to get lost in a sea of options, especially when it comes to players who will be coming to this saga without the benefit of studying the setting and back story like the GM can. The ***Legendary Planet Player's Guide*** helps bridge that divide by offering up an array of advice on races, religion, and characters in the Legendary Planet universe, including rules for 4 brand-new playable races: the clockwork-cybernetic auttaine, the chlorvian plant people, the four-armed tretharri, and the mischievous winged reptilian zvarr. We also present nearly a dozen campaign traits to help tailor your character's background and motivation to blend seamlessly with the overarching themes of the adventure path, but without giving too much away. If your players are preparing for Legendary Planet, this product will give them a terrific roadmap to guide their path to adventure among the stars!

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- Jason Nelson





WELCOME TO THE LEGENDARY PLANET ADVENTURE PATH

This product is a part of our line of sword-and-planet adventure products blending science fiction and traditional fantasy in an interplanetary epic that will take your characters to whole new worlds of adventure. Drawing from the pulp sci-fi tradition of Edgar Rice Burroughs, Jack Vance, and their contemporaries, this adventure saga spans exotic worlds filled with alien races and ancient secrets, as the heroes must confront interstellar conspiracies and unravel long-lost mysteries if they are to save the galaxy from annihilation, or even just find a way home. Whether you favor the *Starfinder Roleplaying Game*, *Pathfinder Roleplaying Game*, or the 5th edition of the world's most famous RPG, when you see the Legendary Planet logo you'll know you are getting an adventure that is quite literally out of this world.

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LEGENDARY PLANET PLAYER'S GUIDE

Welcome to the Legendary Planet Adventure Path, set in the Legendary Worlds Campaign Setting. The goal of this guide is to prepare players for the upcoming campaign, giving them a general idea of what to expect, whetting their appetites and imaginations, and to also ensure they avoid creating characters thematically at odds with the core concepts of a sword-and-planet multiverse. Usually, the title of an adventure path provides a strong indicator of what to expect. If the players were preparing for an adventure path called *Abyssal Depths*, they could reasonably expect it to take place underwater, possibly involving themes of long forgotten threats and the rise of deep sea aboleths. But, most of the time, the name alone fails to convey the proper context to the players, and this is where a player's guide can come in handy—both for GMs and their players.

The Legendary Planet Adventure Path firmly grounds itself in the sword-and-planet genre. For those unfamiliar with the history and connotations of this term, sword-and-planet storytelling usually takes the fantastical swashbuckling tales of old and places them on unfamiliar worlds, often those with differing levels of technology from what the transplanted protagonist has experienced on his or her homeworld. When applied to a roleplaying game, players can expect fantastical magic, exotic planets, alien cultures, and strange technology. Because of the overall emphasis on fantasy norms and the use of swords and other melee weapons, the genre is referred to as *sword-and-planet* rather than *gun-and-planet*, despite the technological differences that often encompass the genre. As such, melee weapons and less technological ranged weapons, such as longbows, crossbows, and spears still have their place in the game.

In many adventure paths, certain races and classes prove better suited for a sword-and-planet storyline given the themes, locations, and creatures encountered during a campaign. Your characters start the game as abductees of an unknown entity in an unknown location, finding themselves quickly thrown into chaos and a mad dash to return home. Because of the myriad points of origin in the setting itself—and the ensuing differences in philosophies, cultures, and needs that such locations would engender—almost any race and class combination can fit very well in this adventure path, subject to GM approval. Given this setting, lashuntas and ysoki will be just as out of place as contemplatives, dwarves, and haans. Thus, players should be encouraged to explore the myriad races available to them—including *Starfinder*'s core races and legacy races and the new playable races presented in *Starfinder: First Contact* and the forthcoming archive of alien races and monsters for the *Starfinder Roleplaying Game*. The new alien races described here in this Player's Guide are particularly suited for the Legendary Planet Adventure Path. While the adventure path assumes every PC comes from a separate planet, players may also enjoy connecting the backstories of their characters so that some or all of them come from the same planet, as well.

One additional important feature worth noting is that unless the campaign starts with the optional prequel

The Assimilation Strain, characters start at level 2. Even if the campaign does start with *The Assimilation Strain*, it is recommended that the GM allow players to hold off on selecting their campaign trait until the start of the first adventure, *To Worlds Unknown*, as some of the traits' defining events can occur between the adventures.

NEW ALIEN RACES

AUTTAINE

The auttaine present a peculiar circumstance even in a multiverse full of strangeness. Many years ago, they existed as an isolated human population on a desert planet ravaged by millennia-spanning magical storms. For survival, they initiated a program to graft clockwork implants into their bodies—an unusually complex combination of magic and technology. Though this assured their adaptation to the rapidly changing environment of their homeworld, over time, the eldritch energies of the storms began to alter the magic of these devices. This caused auttaine parents to naturally pass such gears and prosthetics to their offspring, many of them born with replacement implants already attached. And, with the passing of centuries, we eventually arrive at the self-made auttaine of the current day.

Physical Description: Amalgamations of man and machine, it is rare for one auttaine to look strikingly similar to another. Their human ancestry still runs the full gamut of ethnicity, and follows much the same rules of nature prior to receiving their implants. Their gear, however—the term they use to describe their clockwork augmentations—is much more highly personal and stylized, uniquely grown and tailored to their environmental needs. Auttaine also further customize this gear with adaptations of their own design, and their coming of age is usually marked by the moment they install the final piece to see them through the rest of their lives.

Society: Free from the need for sustenance or sleep, the auttaine thrive in situations where other races would wither and die. They left their original homeworld many centuries ago, and, while they've explored and settled many planets over the years, their largest strongholds lie in the Shattered Zone. This broken planet represented by a string of asteroids plays home to many different factions of auttaine, all vying for valuable resources. A Geargiver rules over their well-organized cities, elected from the auttaine's master technicians and clockworkers. In addition to overseeing the needs of each city and its controlling faction, a Geargiver administers the creation of customized gear for auttaine still coming of age.

Relations: While they have slightly longer life cycles than their human ancestors, auttaine still remain keenly aware of irrevocability of death, and they place high value in life. Most feel a certain kinship with shorter lived races such as humans and ysoki. Androids and auttaine also share a strong respect for one another due to the constructed nature of both, and androids can often be found within the safer environmental districts of auttaine cities.

Alignment and Religion: Owing to their mechanical aspects, auttaine have strong tendencies towards lawful alignments. The majority of auttaine fall along the neutral axis, however, with respect to good or evil, with outliers leaning more towards evil due to the superiority some feel their implants grant them. Their patron deity is Haymot Steel-Arm, an ascended auttaine who proved instrumental in leading the auttaine from their magical hazards of their original homeworld and into the greater multiverse. Worship services generally focus on industriousness and the exploration of new frontiers, always celebrating the many aspects of transformation which technology can bring.

Male Names: Aruk, Stret, Rukrer, Trybur, Nill, Draum

Female Names: Siz, Ytis, Aurk, Kal, Kethas, Rele

AUTTAIN RACIAL TRAITS

Ability Adjustments: +2 to any one ability score. Auttaine vary widely from one individual to another.

Hit Points: 4

Size and Type: Auttaine are Medium humanoids with the half-construct and human subtypes.

Build Points: Auttaine receive a number of component points equal to 3 + their initial Constitution modifier, which they can use to customize the artificial components comprising their half-construct nature.

Breath Weapon (1 CP): Choose one of the following energy types: acid, cold, electricity, or fire, and then pick either a 15-foot cone or a 20-foot line. Once per day, as a standard action, the auttaine can make a supernatural breath weapon attack that deals 1d6 damage of the type chosen in the chosen area. All creatures within the affected area must attempt a Reflex saving throw to avoid taking damage. The save DC against this breath weapon is 10 + 1/2 the auttaine's character level + his Constitution modifier. Creatures that succeed at the save take no damage from the attack.

Concealed Weapon (2 CP): This artificial component acts as a quickdraw hideaway limb (*Starfinder Core Rulebook*) except that it can only include a one-handed melee weapon of light bulk, and this weapon cannot be made from any special materials. While internalized, the auttaine receives a +4 bonus on Sleight of Hand checks to conceal this weapon. The starting weapon must be 1st-level, but the weapon can be changed out with 4 hours of work and a new qualifying weapon.

Desert Runner (2 CP): Auttaine with this component receive a +4 racial bonus to Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Energy Resistance (1 CP): Pick one of the following energy types: acid, cold, electricity, fire, or sonic. The auttaine has resistance 5 to the corresponding energy type.

Fleet-Footed (3 CP): When taking the run action, an auttaine with this enhancement moves five times their normal speed and doesn't gain the flat-footed condition from running. When making a jump after a running start, they gain a +4 bonus to the Athletics check to jump. They also gain a +2 racial bonus on initiative checks.

Gifted Linguist (2 CP): This neural component grants a +4 bonus on Culture checks involving languages, and the auttaine learns one additional language every time they put a rank in the Culture skill.

Hidden Storage Compartment (1 CP): This artificial component acts as a standard hideaway limb. Access is secured with a simple combination lock (DC 20 Engineering to open).

Integrated Spell Cache (1 CP): This artificial component provides an internal component in one of the auttaine's hands which acts as a mechanic's custom rig or a technomancer's spell cache. Such a tool can't be broken, damaged, disarmed, lost, or stolen, and the auttaine can access the tool even when they have no free hands.

Integrated Toolset (2 CP): This artificial component provides a customized toolset for granting a +2 circumstance bonus on one of the following skills, chosen when the toolset is installed: Acrobatics (to escape from restraints), Athletics (to climb), Computers (counts as a hacking kit), Engineering (to disable devices), Medicine, Perception, Profession.



Integrated Upgrade Slot (2 CP): This artificial component allows the auttaine to install any one armor upgrade that could be installed into light armor into their body, which functions regardless of whether they are wearing physical armor.

Jumper (2 CP): Auttaine with this artificial component are always considered to have a running start when attempting Athletics checks to jump.

Natural Armor (2 CP): Artificial dermal plating grants a +1 racial bonus to AC when wearing no armor or light armor.

Skill Bonus (2 CP): Pick a single skill. Auttaine with this component gain a +2 racial bonus to skill checks with this skill. Alternatively, pick two related skills, and the auttaine gains a +1 racial bonus to these skills.

Skill Training (1 CP): Pick up to two skills; these are always considered class skills for the auttaine with this component.

Sprinter (1 CP): Auttaine with this artificial component gain a +10-foot racial bonus to their speed when using the charge, run, and withdraw actions.

Stability (1 CP): This artificial component grants a +4 to KAC to resist bull rush and trip attempts.

Languages: Auttaine begin play speaking Common. Auttaine with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Kasatha, Orc, Shirren, Undercommon, Vesk, Ysoki.

CHLORVIAN

Chlorvians are a race of humanoid plants known for their diplomatic grace and easy charm. Most have vibrant personalities and impressive analytical abilities, particularly when assessing emotions and influencing those around them. As such, chlorvians often adjust their outward demeanor based on present circumstances to become more socially acceptable and comforting, just as a flower bends its stem to follow the sun's movements across the sky. Chlorvians make fast friends and loyal companions, always seeking ways to cultivate new social bonds and personal experiences.

Physical Description: Chlorvians live in constant harmony and symbiosis with a seedling plant called a chlorva. Though humanoid at birth, they quickly manifest plant-like qualities as the chlorva seed grows within them, soon covering their skin with tree-like bark, and their heads with leafy, hair-like tendrils. Aside from these outwardly plant-like characteristics, chlorvians appear strikingly similar to humans, save their eyes glisten like amber in shades of green, orange, and yellow, and their ears are more pointed. Chlorvian skin coloration may also display a wide array of shades as varied as a forest grove.

Society: Chlorvian society seeks harmony first and foremost; harmony within, harmony without, and harmony with nature. They keep their cities neat and organized, like well-cultivated gardens seamlessly connected to the natural world. As such, senselessly damaging nature holds the same significance to a chlorvian as the wanton destruction of property, and chlorvians are known to punish outsiders who break this code. Chlorvian

leaders strive to cultivate diplomacy with neighboring cultures to head off conflicts, and often send emissaries to foster peace, trade, and the preservation of local ecologies.

Relations: Just as flowers sprout across the world, so too do chlorvians thrive upon social interaction. Due to their efforts in cultivating workable relationships, they have few qualms with other races and tend to take newcomers at face value. They do, however, seek to better those around them, carefully nourishing aspects of their friends which they like and diligently working to prune those they don't. As a result, members of more perceptive races may see chlorvians as manipulative or self-serving. They tend to maintain strong relationships with elves, half-elves, gnomes, and lashunta, while clashing more often with dwarves, half-orcs, vesk, and sometimes humans.

Alignment and Religion: With a strong preference for societal order and a need to cultivate others to suit their ends, most chlorvians tend towards lawful alignments, though some take a more neutral outlook on such activity. The majority of chlorvians are also good, and typically want what's best for others so all may thrive with equal vigor. Chlorvian religions generally revere community, healing, nature, and sunlight in some capacity, but may also explore more fey-like principles of magic and trickery. They celebrate the natural cycles of day-and-night, life-and-death, and the renewal and rebirth of every season.



Male Names: Auvaygno, Claudeigo, Fersalvo, Jorvi, Kalcinden, Mathelo, Pernuo, Rigote.

Female Names: Batrize, Izaiza, Leticula, Lucida, Medressa, Nayara, Thesales, Yazaella

CHLORVIAN RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Cha, -2 Str. Chlorvians are vigorous and outgoing, but their symbiotic relationship leaves them physically weak.

Hit Points: 4

Size and Type: Chlorvians are Medium humanoids with the chlorvian subtype.

Low-Light Vision: Chlorvians can see twice as far as humans in conditions of dim light.

Camouflage: Chlorvians gain a +4 racial bonus on Stealth checks while in forest, jungle, or swamp terrain.

Tough Skin: Chlorvians' woody skin grants a +1 racial bonus to AC when wearing no armor or armor of light bulk.

Sociable: When a Chlorvian attempts to change a creature's attitude with a Diplomacy check and fails by 5 or more, she can try to influence the creature a second time, even if 24 hours have not passed.

Symbiotic (Ex): A chlorvian is permanently bonded to a symbiotic chlorva seed, and counts as both a humanoid and a plant for effects related to race or type. In addition, a chlorvian gains a +2 racial bonus on saving throws against mind-affecting effects as well as paralysis, poison, and sleep effects. A chlorvian and her symbiotic plant are considered the same creature for all effects.

Verdant Heart: Chlorvian mystics with the xenodruid connection treat their Wisdom score as 2 points higher for mystic spells and class abilities, and cast their connection spells with an effective caster level 1 higher than their mystic level.

Languages: Chlorvians begin playspeaking Common and Sylvan. Chlorvians with high Intelligence scores can choose from the following: Aklo, Draconic, Elven, Gnome, Halfling, Kasatha, Lashunta, Terran, Treant.

TRETHARRI

Stoic philosophers, seekers of self-perfection, and devout worshippers, the tretharri are a humanoid race seeking balance both internal and external. Members of the race are known for their calm, understanding demeanor, but those who raise a tretharri's ire soon discover their incredible strength and rage first-hand. The cultural mores of tretharri inclines many towards professions that focus on the acquisition of knowledge, practice, and self-perfection. A sense of community is also important for the tretharri, as they believe it's the best way to share knowledge and mutual support. Most adventuring tretharri seek to create small communities among their companions, driven by desires for exploration and shared life experiences as a means of gauging their progress towards self-perfection.

Physical Description: A tretharri's four arms present their most striking feature, the use of which can create a mesmerizing grace to onlookers. Tall and sleek, they possess very little body fat and ample muscle mass. Their ears and noses are mostly flush with their heads, and they possess angular facial features, including slanted eye sockets and nearly triangular noses. Their skin coloration almost always is a ruddy brown or red. Tretharri clothing tends towards simpler clothes which allow a full range of movement.

Society: Tretharri generally travel in small groups which meet several times a year with surrounding communities at events called syyrqs to discuss matters concerning mutual protection, breakthroughs in meditation and healing, newfound knowledge and lore, and so on. In this fashion, enlightenment results as a network of connections between all settlements in a given region, even as the tretharri wander further afield. The most prominent areas in any tretharri settlement are its martial training grounds and library, the latter often doubling as a temple to Nimsharu, as well. Tretharri also thrive in the cities of other races, often taking teaching roles in multicultural societies, championing the virtues of self-reliance over technological advancements.



Relations: Tretharri get along well with most races, but maintain particularly good terms with those who share their sense of community and inner enlightenment. They have an obvious appreciation for kasathas, with most theories suggesting the two races share a common ancestor in their long-forgotten history. They appreciate the philosophy and art of elves, while simultaneously appreciating the strength and decisiveness of half-orcs and vesk. Friction occasionally arises between tretharri and more frivolous or materialistic races, such as gnomes, ysoki, and zvarr. They remain well aware, however, of the advantages granted them—both physically and spiritually—compared to other races, and most tretharri strive to offer patient assistance to others, with only a few using such advantages to strong-arm others for their own needs.

Alignment and Religion: Tretharri often maintain a neutral outlook until they can establish an assured alliance with another culture, but individuals exhibit every possible alignment. Their patron deity is Nimsharu, but they often worship any deity focused on the preservation of knowledge, serving such divine entities as active practitioners, historians, and evangelists. More so than other races, tretharri prove willing to work with members of diametrically opposed alignments when a community is at risk. And, no matter their ethos, tretharri work hard to instill a desire for self-improvement in others, with their individual alignment dictating the specific tenets and beliefs they teach.

Male Names: Gabin, Trett, Amltral, Neroft, Althano, Wythul

Female Names: Ixtryn, Hipal, Ohierr, Pelal, Olaera

TRETHARRI RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Wis, -2 Cha. Tretharri are strong and wise, but their innate stoicism makes them emotionally distant.

Hit Points: 4

Size and Type: Tretharri are Medium humanoids with the tretharri subtype.

Athletic Build: Tretharri receive a +2 racial bonus on Athletics checks.

Multi-Armed: Tretharri have four arms. This allows them to hold and wield up to four hands' worth of weapons and equipment, but it doesn't increase the number of attacks they can make during combat. A tretharri can use any of its hands for tasks that require free hands.

Languages: Tretharri begin play speaking Common and Tretharri. Tretharri with high Intelligence scores can choose from the following: Aklo, Celestial, Draconic, Dwarven, Elven, Kasatha, Giant, Halfling, Orc, Vesk.

ZVARR

Zvarr are a race of winged, saurian humanoids with an eclectic range of ethnic distinctions displaying traits and similarities with salamanders, dinosaurs, and even dragons. Renowned for their cunning, greed, and subterfuge, zvarr enjoy longer than average lifespans and incubation periods

but much to their chagrin, their vestigial wings do not grant them the ability of true flight, leading them to more of an opportunistic society rather than a truly dominant one.

Physical Description: As bipedal, reptilian humanoids, zvarr display a mixture of dinosaur and dragon-like facial structures, usually with longer jawbones and snouts. Their scales maintain a more limber, flexible quality similar to salamanders and true lizards, with their legs ending in small talons, each too small to deal significant damage, but which allow them to excel at climbing. A zvarr's skin almost always runs a shade of mottled gray or dark blue, featuring different-colored striations along each limb. They often use these color variations—a carryover effect of their eggs—to tell one another apart.

Society: The egg-clutch of a zvarr, and the order in which it hatches, heavily influences its ranking in society. Similar to a clan structure, egg-clutches foment competition between siblings and one another. These fierce rivalries can last even through adulthood—a purposeful construct designed to drive the innovation and elevation of the entire species. Differences get temporarily put aside, however, when external forces threaten multiple clutches at the same time. And, given the long incubation period of their species, any act which interferes with the eggs of another clutch amounts to a declaration of war. As zvarr age, their intra-family conflicts slowly diminish and the success of the entire clutch takes priority over individual achievement, allowing them to act more like a merchant guild with united goals.

Relations: The zvarr rarely earn the trust of other species, having a reputation—rightly or wrongly—for stealing anything they covet. Their frequent attempts to trick others into trusting them only further damages their reputation. And, while they do sometimes live as outsiders in the cities of



other races, it almost always means shady activity has drawn them there. Adventurous zvarr often need to reassure others of their sincerity and goodwill, and even so, most still never entirely let their guard down around the zvarr, especially when more than one is present.

Alignment and Religion: Zvarr tend towards neutral and evil alignments, but even chaotic evil zvarr are more inclined towards greed than murder. Good-aligned zvarr also exist, but they typically shirk the laws of the land, tending towards chaotic good and living a life exiled from their clutch, self-imposed or otherwise. Their patron deity is Macalatu the Sly, who they believe perfectly stole the divinity of another god. They worship other deities, as well, but prefer those who favor stealth, community, and cleverness.

Male Names: Dirkub, Razz, Karg, Ordak, Rikt, Gint

Female Names: Agmre, Orba, Dokt, Fexka, Ikru, Rin

ZVARR RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Int, -2 Wis. Zvarr are nimble and clever, but often lack common sense.

Hit Points: 2

Size and Type: Zvarr are Medium humanoids with the reptilian subtype.

Climber: Zvarr have a climb speed of 30 feet.

Darkvision: Zvarr can see in the dark up to 60 feet.

Agile: Zvarr receive a +1 racial bonus on Acrobatics checks.

Armored Scales: A zvarr's scales grant a +1 racial bonus to AC when wearing no armor or armor of light bulk.

Bite: Zvarr gain a natural bite attack dealing 1d3 points of damage; this attack deals lethal damage and doesn't count as archaic. They gain a unique weapon specialization with this bite attack at 3rd level, allowing them to add 1-1/2 times their character level to their damage rolls for this bite attack (instead of just adding their character level, as usual).

Greed: Zvarr always treat Profession (trader) as a class skill, and can attempt a special DC 13 Profession (trader) check with a +2 racial bonus to identify the most valuable nonmagic item in a group of goods (such as a shop or a fallen opponent's gear).

Vestigial Wings: Zvarr can use their wings to glide; if they succeed at a DC 15 Acrobatics check to fly, they fall safely from any height without taking falling damage, as if using a 1st-level casting of *flight*. When falling safely, a zvarr can attempt an additional DC 15 Acrobatics check to glide, moving 5 feet in any horizontal direction for every 1 foot he falls, at a speed of 60 feet per round. A zvarr cannot gain height with these wings alone; it can merely coast in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, a zvarr can take advantage of the updraft to increase the distance it can glide.

Languages: Zvarr begin play speaking Common and Draconic. Zvarr with high Intelligence scores can choose from the following: Auran, Dwarven, Elven, Gnome, Orc, Undercommon, Veski, Ysoki.

AGE, HEIGHT, AND WEIGHT

Although the new alien races of the Legendary Planet multiverse are fundamentally similar to those presented in the Pathfinder Roleplaying Game Core Rulebook and other campaign settings, there are some slight differences in age, height, and weight. The details for each are presented here for ease of reference:

Race	Adulthood	Intuitive	Self-Taught	Trained
Auttaine	15 years	+1d4	+1d6	+2d6
Chlorvian	40 years	+2d6	+4d6	+6d6
Tretharri	20 years	+1d6	+2d6	+3d6
Zvarr	60 years	+4d6	+6d6	+8d6

Race	Middle Age	Old	Venerable	Maximum Age
Auttaine	35 years	54 years	75 years	75+3d12 years
Chlorvian	80 years	120 years	180 years	180+2d20 years
Tretharri	60 years	90 years	120 years	120+3d20 years
Zvarr	100 years	150 years	200 years	200+5d20 years

Race	Base Height	Base Weight	Weight Modifier
Auttaine, male	4 ft. 10 in.	140 lbs.	2d10 x5 lbs.
Auttaine, female	4 ft. 5 in.	110 lbs.	2d10 x5 lbs.
Chlorvian, male	5 ft. 2 in.	110 lbs.	2d8 x4 lbs.
Chlorvian, female	5 ft. 0 in.	90 lbs.	2d8 x4 lbs.
Tretharri, male	5 ft. 4 in.	150 lbs.	2d8 x6 lbs.
Tretharri, female	5 ft. 4 in.	130 lbs.	2d6 x6 lbs.
Zvarr, male	4 ft. 5 in.	120 lbs.	2d6 x3 lbs.
Zvarr, female	4 ft. 2 in.	105 lbs.	2d6 x3 lbs.



CHARACTER OPTIONS

The following sections provide insight on how players can create characters with a greater thematic and mechanical fit for the overall campaign. Offered as suggestions rather than requirements, almost any selection will work well in the Legendary Planet Adventure Path. For players who may have already created a character from a prior campaign, this section also serves as a primer for some of the more common pieces of lore, helping to frame the setting in the player's mind.

LEVEL RANGE AND CHARACTER FOCUS

Unlike other campaigns, the Legendary Planet Adventure Path spans the earliest of levels of game play all the way to level 20. While many players enjoy planning out their characters from start to finish, one thing to keep in mind is that the environment and situations they the PCs will encounter will likely change many times over the course of the interplanetary storyline. So, focusing intensely on a single aspect or creating a “one trick pony” with an affinity for a single terrain or culture may not work as well as focusing on a character's versatility and adaptability. Specialization is, after all, for insects and insectoid, spacefaring races. This isn't to say that classes which only know a limited number of spells—such as a sorcerer or oracle—won't work well in this adventure path, but rather that focusing intently on just illusion or fire magic may limit your character's ability to actively participate in some encounters and scenarios.

COMBATANTS AND ARMAMENTS

The technological advancements and equipment in the Legendary Planet Adventure Path differs from that presented in the *Starfinder Core Rulebook* mostly in flavor. In most cases, more powerful weaponry exists as surviving specimens of lostech or experimental builds by individual scientists or researchers. In game terms, this simply means that you are unlikely to obtain gear with an item level greater than your character level, and your items trend toward unique aesthetic styles rather than corporate-issue stock models.

New characters should still focus their martial capabilities on the same types of weapons they'd select for any other campaign world, whether melee weapons or ranged small arms or longarms. If an advantage exists for any particular type of weapon, it would most likely involve those which allow more versatility in their usage, such as a one-handed melee weapon so the other hand remains free to operate a small arm or additional gear, or a weapon which can be wielded with two hands when pure, raw might provides a greater benefit. At the same time, hyper-focusing on a single weapon may face certain difficulties. Situations may change drastically in any given adventure and planetary environment, so the ability to handle different situations with the right weapon at hand will assure your character's survival and ability to always contribute to the fight.

In addition, while the sword-and-planet genre often involves swashbuckling heroes bravely fighting in piecemeal armor which keeps them mobile, any type of armor has the potential to work well for the Legendary Planet Adventure Path. Many creatures in the setting wear exotic armors—most of which player characters from other worlds will have never seen before—but these armors are usually fundamentally equivalent to the protections available in the game, and they’ll have the same statistics, capabilities, and other features as existing armor.

SKILLS

In-game skills provide reliable ways of overcoming obstacles in a sword-and-planet multiverse, and will therefore play a key role in this adventure path. These adventures necessitate that characters overcome both the physical and mental challenges imposed by entirely new worlds, technologies, and adversaries. Thus, spending skill ranks on skills which aid in exploration, such as Athletics, Perception, and Survival, will provide ample opportunities for a PC to shine. Similarly, social skills (including Culture alongside Bluff, Diplomacy, Intimidate and Sense Motive) will prove an absolute “must” in interacting with other cultures—either by placating them, winning them over to the PCs’ cause, or perhaps just aggravating and stymieing them on the battlefield in order to impress or inspire potential allies.

Given the wide range of locations characters will visit and explore, PCs may want to learn or know the intricate details of other technologies, creatures, and regions beyond those they call home. Many skills can be used to recall knowledge, including Culture, Life Science, Mysticism, and Physical Science. A relevant Profession skill can be used to access information about a specific profession and topics related to it.

The Legendary Planet adventure path does not include much in the way of vehicle or starship combat; the PCs will largely be acting on the surface of the various worlds they visit, and any vehicles they encounter are most likely to be ancient lostech. Thus, Piloting is a skill that won’t see much use in this game, and Engineering will see far more use in disabling and repairing devices than in maintaining a starship. Likewise, as most technology trends toward the analog, the Computers skill will see little utility.

LANGUAGES AND COMMUNICATIONS

Traveling to exotic locations and interacting with strange cultures will be a key element of this adventure path, and this will clearly raise questions on how best to communicate with alien cultures and races encountered along the way. In order to get the most from these encounters, it’s recommended to have some members of the party eventually secure ranks in the Culture skill. Though the campaign will facilitate an easier way of learning the local Common tongue on each new world, there’s still value in also learning a given species native language to better understand things they may be communicating among themselves, or when they lack a capable understanding of Common altogether. In addition, because of the ruins left behind by ancient cultures in the Legendary Planet multiverse, Culture can still aid in

deciphering old records, pictographs, and texts. Therefore, the following additional languages may prove useful in the campaign, even though most of them may not manifest until later in the adventure path:

Bahgra	Krang
Bil’djooli	Onaryx
Divymm	Tretharri
Elali	Ultari
Hetzuud	Yllosan
Jagladine	Zor’ess

Options that ease the need for communication will continue to have value throughout this adventure path, including spellcasters selecting *comprehend languages*, *share language*, or *tongues* as available spells, the xenoseeker theme, or certain class abilities that either grant bonus languages or an ability to speak with other creatures regardless of language. Additionally, each planet will have its own local Common tongue used as a trade language. While you PCs will begin the game speaking Common, this will only address the spoken tongue of their homeworld (and perhaps a few others), but knowing this version of Common will not mean a PC can speak or understand all the Common tongues they encounter on other worlds. Instead, you should mark down your Common language and its planetary origin, and additional ranks in Culture may be spent to permanently learn Common on other planets.

ALIGNMENT AND DEITIES

Alignments along the good or neutral axes (or, perhaps lawful evil) work best for Legendary Planet. Chaotic evil and neutral evil alignments can potentially cause issues above and beyond those normally encountered during a group’s gameplay, and so we don’t recommend them. A significant element of the campaign arc’s storyline hinges on the active spread of evil, and as such, pits the PCs against this backdrop.

A list of the campaign’s new deities, their portfolios and what mystic connections each deity typically grants appears below. However, since the PCs start out the adventure path as alien abductees, any deity from an existing campaign setting should also work. PC mystics or characters with the priest theme should continue to receive their deity’s blessing the same as they would on their home planet. The Legendary Worlds campaign setting is, after all, all-encompassing.

CHARACTER CLASSES AND OPTIONS

This section provides a few examples of classes and character options in the Starfinder Roleplaying Game which may be particularly well-suited to the Legendary Planet Adventure Path. The overall plotline of the campaign will whisk PCs to many unknown places, and any character capable of shedding light on the unknown will secure a significant role in helping others adapt to their situation.

Name	Alignment	Domains	Portfolio	Favored Weapon
Gar-Peru	LG	Artifice, Community, Good, Law, Protection, Strength	crafting, defense, loyalty, perseverance	warhammer
Rarmezarn	LG	Glory, Good, Law, Nobility, Strength, War	armor, honor, honorable combat, strength	morningstar
Lianthus	NG	Charm, Community, Earth, Good, Plant, Weather	nature, plants, renewal, symbiosis	spear
Olalis	NG	Fire, Good, Knowledge, Luck, Magic, Rune	fate, knowledge, psionics, stars, will	quarterstaff
Alrenjae	CG	Animal, Chaos, Charm, Community, Good, Liberation	cleverness, exploration, kinship, survival	scimitar
Kytheklo	CG	Chaos, Good, Knowledge, Repose, Sun, Trickery	ancestors, deception, light, love, spirits	longsword
Eroneinem	LN	Knowledge, Law, Magic, Protection, Rune, Travel	art, language, magic, trade, travel	quarterstaff
Haymot Steel-Arm	LN	Artifice, Law, Magic, Strength, War	metal, industry, transformation	crossbow
Idniskow	N	Air, Earth, Fire, Protection, Water	adaptability, air, earth, fire, survival, water	shortbow
Nimsharu	N	Artifice, Community, Healing, Knowledge, Protection	creation, preservation, wisdom, reflection	mace
Qarn the Twice-Eternal	N	Death, Healing, Knowledge, Protection, Repose	life, death, undeath, secrets	trident
Sioraattu	N	Animal, Destruction, Plant, Sun, Weather	ecology, extinction, nature	sickle
Maculatu the Sly	CN	Air, Chaos, Charm, Darkness, Trickery	stealth, survival, thievery	shortsword
Yajaan the World-Dreamer	CN	Artifice, Chaos, Glory, Madness, Travel, Trickery	cycles of life, stars, space travel	scythe
Dakorian Rooth	LE	Artifice, Evil, Healing, Knowledge, Law, Trickery	crafting, mutation, science, technology	dagger
Thraxes the Warlord	LE	Air, Evil, Nobility, Law, Strength, War	conquest, invention, rulership, warfare	longsword
Cyshrn the Gentle	NE	Charm, Evil, Knowledge, Magic, Protection, Rune	dominance, persuasion, psionics	quarterstaff
Niloticus the Explorer	NE	Evil, Nobility, Strength, Travel, Trickery, War	ambition, colonization/conquest, pride	battleaxe
Lurn Shadowhand	CE	Chaos, Darkness, Death, Evil, Madness, Rune	murder, night, rage, terror	shortsword
Wol'Pi'lo Five-Shells	CE	Chaos, Destruction, Evil, Fire, Protection, Water	armor/protection, fear, oceans, volcanos	spear

Starfinder Roleplaying Game Classes: Most of the Starfinder Roleplaying Game classes have a home in the Legendary Planet adventure path. Those with options that involve Knowledge and the pursuit of it, such as a mystic with the Akashic connection, will find plenty to engage their curiosity. The Legendary Planet Adventure Path also deals with planet-hopping and should prove a natural fit for characters who ponder and have connections to the stars, giving them much to ruminate about and play up the angle of being far from home. Thus, solarians should feel right at home, as would a mystic with the star shaman connection. Given the need for interacting with a variety of different societies, envoys will find their talents put to good use alongside mystics with the empath connection—for players who enjoy telling stories, this adventure path will present many opportunities for roleplay in winning over such inhabitants.

Given the themes of the sword-and-planet genre, soldiers and technomancers should fit very well with this campaign. Mechanics with an exocortex will find plenty of opportunities to shine; those with a drone may be distressed by the initial separation from that companion, but the drone adds significant value in the long run.

Pathfinder Roleplaying Game Classes in Starfinder: Several classes from the *Pathfinder Roleplaying Game* can fit thematically into the Legendary Planet adventure path, including (but certainly not limited to) alchemists, clerics, investigators, oracles, shamans, sorcerers, and swashbucklers. Instructions for converting Pathfinder Roleplaying Game classes for use in a *Starfinder Roleplaying Game* game can be found in Chapter 13 of the *Starfinder Core Rulebook*. Legendary Games and other 3rd-party publishers have released a number of classes which would also fit well within this adventure path if converted.

Godlings, especially **adept** and **clever** godlings, will work better in this adventure path than most other campaigns. Suffice to say, the themes of the **Legendary Planet Adventure Path** should indicate greater things are coming, and such

characters could definitely play a significant role in moving the storyline forward.

Cyborgs can also feel at home in this adventure path, though some of their more advanced technology may remain out of reach to most other characters. Modifications such as vivid sight and dermal refractors could prove exceptionally useful in this campaign.

Generals would be wise to choose an archetype which replaces some or all of the class's kingdom building abilities, such as the Rallier. Extraordinary tactics such as crossbow tactic and fluid tactics will be useful in this campaign, and able fighters willing to join the cause can be found in almost any location the adventure path visits.

The **luckbringer** can also find their talents useful through the entire campaign, and could provide an intriguing alternative to other rogue-like classes.

In addition, players who wish to focus on the technology aspects of the sword-and-planet genre can certainly do so with the **machinesmith**. Any of the greatworks will work well in this campaign, and all allow intriguing capabilities.

THEMES & ARCHETYPES

While any character can choose to be themeless, a few themes are particularly applicable. The scholar theme, with its emphasis on knowledge, can help a character unravel the mysteries presented by the adventure path. Mercenaries, priests, spacefarers, and xenoseekers also bring a full suite of relevant benefits to the table. Given the planet-hopping nature of the adventure, though, themes like icon and outlaw will be less relevant, and the ace pilot theme is a poor fit for this campaign.

Given the nigh innumerable planets and cultures that exist in this campaign setting, it's likely that psionics could come to bear. The phrenic adept archetype is a suitable way to represent such mental prowess regardless of the character's class and race.

FEATS

No one feat available in the *Starfinder Roleplaying Game* is better suited than another for this adventure path, though, in time, feats like Adaptive Fighting, the various weapon proficiency feats, Versatile Focus, and other feats designed to facilitate or enable interaction with alien technologies and weapons could help better immerse characters in the setting. Regardless, when choosing a character's overall feats, the main piece of advice, as with most other character options, is to maximize your character's flexibility so they can excel in a variety of environments and situations—not just a single planet or terrain.

CAMPAIGN TRAITS

Though traits are not a normal component of building a character in the *Starfinder Roleplaying Game*, GMs running the **Legendary Planet Adventure Path** should consider allowing players to choose one of the following campaign traits as an added bonus and as a way to connect characters into the larger story arc. The opening chapter assumes the PCs have been abducted by off-world alien invaders and meet for the first time during the initial, panicked moments of *To Worlds Unknown*. Thus, these traits focus on a few of the possible backgrounds available for such characters.

Far-flung Gladiator: You've always been a bit quicker than others at learning new things, especially weapons, regardless of how strange they may be. Whether you were an actual gladiator, you studied the unusual weaponry of ancient cultures, or just an extremely martial talent, the end effect is that the use of strange weaponry come more easily for you. You take only a –2 penalty when using a weapon with which you are not proficient, instead of the normal –4 penalty.

Jagladine Experiment #14073: Long ago, the insidious alien bioengineers known as jagladine abducted you and kept you around for routine experimentation, lacing the jagladine script for the number 14073 into the flesh of your shoulder. Most of your captivity has been a blur to you, with long periods of nightmares interspersed with brief moments of lucidity. The jagladine experiments you endured were designed to enhance the agility of your race, possibly in ways to enhance any Klaven thralls they intended to craft from your species. However, the experiments did not go entirely as planned. While you now possess more agility than most others of your race, it lasts only for a limited duration. A number of times per day equal to 1 + your Constitution bonus (minimum 2), you can increase your move speed by 5 feet for 1 round. This is a free action.

Klaven Survivor: The klaven are known on many planets as the horrific shocktroops of the jagladine, sent to clear a path for interplanetary domination. Tales of klaven brutality have spread far and wide, and are almost as effective as the klaven themselves at causing panic in the communities they assault. While most know to run when the klaven approach, at one point you found yourself within reach of such a creature due to bravery, poor luck, or foolhardiness. Looking past the horrifically misshapen body modifications imposed by the jagladine on the unfortunate creature, you saw the tortured look of a once sentient being which now only knows pain and

hatred. Since then, you've felt pity for the klaven, and, while you know they must be destroyed, you are able to defeat them in more gentle ways than most. Whenever you deal nonlethal damage to a klaven creature, you deal an additional 2 points of nonlethal damage.

Patron of the Stars: You come from a culture which revered the stars as holy entities, learning how to meditate upon them and later bless others with the stars' benefaction. By meditating for 30 minutes under a clear nighttime sky, you can attempt a DC 13 Wisdom check. If successful, you can add a +1 luck bonus to any single d20 roll in the next 24 hours, but only before the roll is made. Applying this bonus is an immediate action, and you cannot apply it more than once per day, regardless of how many times you meditate under the stars.

Principle of the Stars: You come from a culture which saw the stars and starlight as revealing the flaws in others, and you learned how to call upon them to jinx those who wrong you. By meditating for 30 minutes under a clear nighttime sky, you can attempt a DC 13 Wisdom check. If successful, you can apply a –1 penalty to any single d20 roll which occurs within 30 feet of you during the next 24 hours, but you must declare the use of this ability before the roll is made. Applying this penalty is an immediate action, and you cannot apply it more than once per day, regardless of how many times you meditate under the stars.

Resilient Peculiarity: Throughout the multiverse various traditions exist for harnessing energy for a wielder's purpose, such as the abilities granted by a mystic connection, a technomancer's magic, innate spell-like abilities, a solarian's stellar revelations, technology, or other similar effects. Whether born under auspicious stars, experimented upon as a child, or caught in an influx of energy which left you permanently altered, your mind has become particularly resilient to one of these methods. Pick one of the above traditions. Against effects of that type, you receive a +2 insight bonus to Will saving throws.

Ruin Delver: Your home planet held a number of ruins from an ancient, long lost civilization dotting its landscape. At some point, you explored them and, during one such foray, you found a small trinket with curious properties, keeping it with you ever since. You gain a +2 insight bonus to Mysticism checks to identify a magic item. In addition, you gain a small bauble of your choice worth 100 gp. If sold, the bonus to Mysticism checks is reduced to +1. Examples of such objects include:

- A fist-sized, solid black sphere which can hover up to 6 feet off the ground, but cannot otherwise move. The sphere has a button flush with the curvature that when pressed reveals a small indentation which can hold a tiny object of negligible bulk.
- A small, clear pyramid that houses a smaller black spindle which always points towards a specific, unchangeable star.
- A cracked mirror which can capture the reflection of the last creature to look at it, holding such an image for up to 8 hours.

The GM has the final discretion on what sort of baubles might qualify for this trait.

Seeker of the Stars: You've always been drawn to the stars – but one star in particular holds your primary interest. You always know the direction to one single, unchangeable star. When you've asked astronomers about it, none have any information on it, and it seems that as far as anyone else can tell, it doesn't actually exist. Some astronomers have heard the same question from others, and they suspect those asking about it are asking about the same one, if it exists. By spending 10 minutes in meditation, you can mentally visualize a star chart for your location, regardless of where you are and the time of day. The star you're drawn to always appears in this visualization, even if it wouldn't appear in your current location. In addition, once per day you can, as a standard action, focus to instantly determine the direction of north from your current position, assuming you are in an environment in which "north" exists; it may not work in space or extraplanar settings.

Smuggler: You made a name for yourself as a smuggler on your home planet. Whether transporting alcohol, psionically-charged crystals, weapons, or more insidious things, you excelled at hiding objects from those searching for contraband. As such, you've learned a number of tricks related to body positioning, loose clothing, and misdirection which aid you in hiding these goods. Sleight of Hand is a class skill for you. In addition, at the beginning of each day, you can select one small object in your possession. You gain a +5 insight bonus on Sleight of Hand checks to hide that object until you choose another object to hide instead.

Stranger In A Strange Land: Unlike many, you are already aware of the larger multiverse and the politics which abound within it. You've intentionally traveled to other worlds, and gained exposure to a variety of alien cultures. As a result, Culture is always a class skill for you, and you receive a +1 insight bonus on Culture checks. In addition, you receive no penalties on Culture checks to ascertain the rules and peculiarities of any culture you encounter. In addition, your GM may share any additional information with you about the current political situation affecting the Legendary Planet multiverse.

Xenobiologist: You've devoured every unusual bestiary you could acquire, and your voracious appetite for such knowledge has better informed your ability to determine facts about unfamiliar creatures, drawing parallels to other beasts you already know. As such, you gain a +1 insight bonus on all Life Science skill checks to identify creatures and their abilities. In addition, the base DC to identify creatures from a planet other than your own is treated as if you were from the location or planet spawned it. For example, if an auroch is normally a very rare creature on your home planet, but common on the planet Argosa, the DC of the Life Science check to identify the auroch would be 10 + its CR.

Xenopidgin: While many people dabble in a wide range of hobbies, you've explored a wide range of languages and dialects. When exposed to a new language, you can attempt a DC 15 Culture check. If successful, you gain a very rough understanding of the nuances of such conversation. This understanding only amounts to an informed hunch, but is usually enough to give the same level of understanding as a human toddler would be capable.



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