

STAR RELATIONSHIPS



STARFINDER
COMPATIBLE



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STAR RELATIONSHIPS



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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to online resources like starjammersrd.com where applicable. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE *STAR RELATIONSHIPS*

Star Relationships brings you a richly developed system for building relationships in your *Starfinder Roleplaying Game* campaign! It provides a meaningful progression and story for the significant NPCs your PCs might encounter in the course of their adventures, building romances and rivalries, alliances and affinities, and more! Set up secrets to uncover as the relationship progresses and hurdles for the PC and the NPC to overcome together. Unlike other relationship systems that bottleneck on specific social skills, *Star Relationships* allows characters of every kind to nurture and grow their relationships with the significant characters they meet at their own pace!

Star Relationships contains not only the core relationship rules for making these kinds of interactions between PCs and NPCs a rich and vibrant part of your campaign, but also a set of iconic sample NPC roles with detailed relationship builds to show off the possibilities of the rules. Make first contact with the **Estranged Inhuman**, show the **Noble Heir** a grand tour of the galaxy, or be on your guard with the volatile **Zealous Renegade**! You'll find an awesome array of options for making your *Starfinder Roleplaying Game* campaign deeper and more engaging for you and your players, so open a hailing frequency and start making some **Star Relationships**!

The Legendary Games tradition is to combine rich story and background with innovative and exciting crunch to enhance your campaign, along with lovely layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!

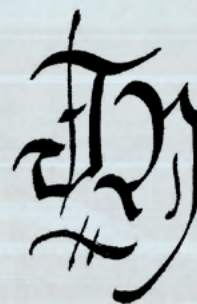


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The six of them huddled together under the corpse of their massive opponent, the smokey scent of cooking hive-beast flanks heavy in the air. It had taken Mivin less than five minutes to convert Alicia's plasma cannon into a functional grill, and what impressed Lawton even more was the fact that it would take less than two minutes for her to change it back. He stared longingly at the engineer as she worked to reattach Gemi's mechanical arm, frustrated over his inability to tell his old academy friend how he had really felt about her for all these years. With the way she looked at Geric, maybe Lawton had already missed his chance.

Finally, Alicia got the stubborn lock on her case open, producing the vibrantly-colored "guitar" instrument which still baffled Lawton with its strange design. She plucked the strings a few times, getting the whole group's attention.

"Path of Renewal, eh?" Wulf chimed in. "I haven't heard that song since I left the homeworld. Of course, I still know every word."

"Can't say I've heard that human piece before," Geric confessed, leaning in.

"Well then," Alicia responded, smiling, "I guess Wulf and I have something special for you tonight."

INTRODUCTION

Building relationships with NPCs can be done organically in the course of any role-playing game, with the players and GM honing their individual improvisational skills to play off one another in an ongoing give and take. This can work well if the players and GM are naturally inclined to that kind of riffing and if everyone at the table is on board with spontaneous diversions into roleplay as the opportunity arises. However, players are not their characters and vice versa, and just as playing a mighty sword-swinger doesn't require the player to take fencing lessons so too being able to develop relationships with NPCs shouldn't fall solely on the social agility of the player, or on the chance encounter when the GM and players both happen to hit the same spark at the same time with a particular interaction.

This book provides you a system for weaving PC-NPC relationships intentionally and purposefully into your campaign, so that rather than trying to catch lightning in a bottle you can both plan and prepare to facilitate PCs and NPCs being able to build meaningful connections. It allows you to create NPCs that are more than just information dispensers, quest-givers, or obstacles to be overcome. They can become real characters with personalities of their own, giving opportunities for PC and NPC alike to become more than just numbers on a page.

Whether it's romance, rivalry, revenge, friendship, faith, flirtation, or any other point of connection, you can use these rules to create a variety of relationship opportunities in the campaign. Not every player will invest in building relationships and that's perfectly okay; everyone has fun in the game in their own way. For many players, though, you can use these rules to create a far richer, more vibrant, and more engaging fantasy world and fantasy campaign where they can build their character's story in new and exciting ways beyond dragging home the trophies of their latest adventure to sleep and then head back to the dungeon.

RELATIONSHIP RULES

Relationship Ranks

Each character begins play at rank 0 with most NPCs. A PC can rise from ranks 1 through 10, learning more about that NPC's personality, goals, troubles, and secrets. Rank 1 represents establishing a relationship, and Rank 4, Rank 7, and Rank 10 are significant ranks that each represent a major breakthrough. To advance through relationship ranks, a PC must gain enough Camaraderie Points to achieve the next rank and then succeed at ranking up.



Camaraderie Points (CaP)

PCs can gain camaraderie points in several ways. First, when a PC performs a significant action aligned with the NPC's interest, that PC gains a number of camaraderie points (typically 1 or 2). Second, whenever a PC levels up, the player can assign 2 camaraderie points each to an NPC they have encountered, whether in the course of an ongoing home campaign or a chapter of a published adventure path or series, to represent the PC spending extra time with that NPC (for example, a PC in Book 3 could assign 2 camaraderie points each to one NPC from Book 1, another NPC from Book 2, and another from Book 3). At the GM's discretion, an NPC might not be available as a choice if that NPC was unavailable for the entirety of the level (for example, if that NPC was in a coma or kidnapped). Lastly, once per milestone, each PC can attempt to gain favor with each NPC available by spending a bit of time with them, offering a gift, a story, a witticism, or anything else the player can think of. In addition to the three standard ways of gaining Camaraderie Points, the GM should feel free to award or subtract Camaraderie Points whenever she feels it is appropriate based on a PC's actions or decisions. For instance, a PC who executes prisoners would likely meet with disapproval from good NPCs and lose Camaraderie Points. That

same PC might gain Camaraderie Points with a brutal, efficient NPC who admires the character's willingness to do what is necessary to succeed. If a PC ever gains more than enough Camaraderie Points to rank up, the extra Camaraderie Points never apply to future ranks. Instead, they grant a bonus equal to the number of points to all checks made while ranking up.

Table 1.1: Base Required Camaraderie Points to Rank Up

Rank	Book 1 or 2 NPC	Book 3 or 4 NPC	Book 5 or 6 NPC
Rank 1	0	0	0
Rank 2	2	2	1
Rank 3	4	3	2
Rank 4	6	4	2
Rank 5	4	3	2
Rank 6	6	4	2
Rank 7	8	6	3
Rank 8	6	4	2
Rank 9	8	6	3
Rank 10	10	7	4

For shorter campaigns or those comprised of only three adventure paths, the following alternative chart is suggested to accelerate the progression of relationship development. Characters will not level up as many times, after all, so adjustments should be considered to accommodate the full arc of a relationship within a shorter affair.

Table 1.1: Base Required Camaraderie Points to Rank Up in Abridged Campaign

Rank	Book 1 NPC	Book 2 NPC	Book 3 NPC
Rank 1	0	0	0
Rank 2	1	1	1
Rank 3	2	2	1
Rank 4	3	2	1
Rank 5	2	2	1
Rank 6	3	2	1
Rank 7	4	3	2
Rank 8	3	2	1
Rank 9	4	3	2
Rank 10	5	3	2

Ranking Up

Once a PC is ready to rank up with an NPC, they can choose to engage in a rank-up conversation with that NPC once per milestone. These conversations can be as short or long as the GM prefers, ranging from simply rolling some dice to lengthy conversations about the NPC's ongoing story. The friendly relationships presented in this book each include a topic description to help guide you in roleplaying each of the ten rank-ups for each NPC. Each rank-up also requires a certain check to succeed at ranking up, possibly more than one. Significant breakthroughs often require three or more successes to complete. A PC may never Take 10 on the checks required to rank up, even if that PC has Specialization Skill Mastery or a similar ability.

As usual, if you roleplay the rank-up conversation, award circumstance bonuses or penalties based on the way the PC interacts with the NPC and remember to apply any excess Camaraderie Points as an additional bonus to all checks made while ranking up.

Creating Your Own Relationship Links

When making your own new Relationship Links and when using this book, the base DC for a check to reach a certain rank is generally $10 + \text{twice the rank in question for skill checks and saving throws}$. In the case of a skill check, the PC can also roll a flat ability check using the key ability associated with that skill with a DC of $10 + \text{the rank in question}$ if that would be more likely to succeed. However, if the skill is trained only, the DC of the flat ability check increases by 5. So for example, a certain NPC might require a DC 20 Culture check ($10 + 2 * 5$) to reach Rank 5, but a PC could substitute a DC 15 Intelligence check ($10 + 5$) instead if it would be easier. However, another NPC might require a DC 22 Mysticism check to reach Rank 6, and a PC could substitute a DC 16 Wisdom check ($10 + 6$). Feel free to mix up this base DC in your own Relationship Links by increasing or decreasing the base DC at certain levels (or across the board) when you feel it is appropriate. For instance, an NPC might be easy to get along with on a superficial level (-5 to all DCs for early ranks) but extremely guarded with their inner thoughts (+5 to all DCs for later ranks).

Success: If a PC succeeds at all of the required checks, the PC immediately gains a rank with that NPC, potentially gaining experience points or new abilities. No matter how many excess Camaraderie Points the PC had acquired before success, they do not affect the number of points required to reach the next rank. For example, if a particularly unlucky PC fails to rank up to 5 with an NPC several times, gathering 6 excess Camaraderie Points, when the PC finally succeeds, those extra points disappear, and the PC still needs 6 more Camaraderie Points to reach Rank 6.

Failure: If a PC fails to rank up, they need not despair. The act of attempting to rank up provides two Camaraderie Points (and since these are always in excess of the number needed to rank up, they provide a +2 bonus on all future attempts). These points stack, so eventually a persistent enough PC will succeed. If a rank up requires multiple checks in a progression, and you fail a later check, you can start from the check you failed instead of the first check (unless stated otherwise specifically). For instance, if you needed a Sense Motive to figure

out that something is bothering the NPC followed by a Diplomacy to get them to talk about it, and you make the Sense Motive and fail the Diplomacy, you can start with the Diplomacy next time.

Affinities: Some NPCs have particularly good or bad affinities with certain PCs. Affinities range from Great to Terrible (see Table 2). Most NPCs have Average affinity for any given PC. However, if the PC has selected a campaign trait tied to an NPC or if the PC has the same card as the NPC, the PC automatically has one step better affinity with that NPC (or two steps better if both are true). Otherwise, if an NPC is attracted to the PC, is related to the PC, or any other reason that leads to a particular affinity, the GM can decide that the NPC and PC have a better than Average affinity, and if the NPC and PC are strongly at odds in ethos or worldview, the GM can decide that the NPC and PC have worse than Average affinity.



Because affinities only change the number of Camaraderie Points required for each rank, the GM can fluidly change affinities if the PCs and NPCs evolve to be better or worse suited to each other. If a PC ever has more than enough Camaraderie Points to rank up due to affinity, as usual these extra points provide an additional bonus to all checks made to rank up.

MILESTONES

Setting the pace for milestones allows you to decide how often you want to include relationship elements in the context of your greater storyline. In general, it is best to have at least one or two milestones each level; if you are playing an extended adventure path, plan for at least 5 milestones in each adventure chapter, with a maximum that is often significantly more but depends on the scope of that book. For instance, a book about a long journey through space might have more milestones than a book with a tense but quickly-building sting operation on an enemy warship. Each milestone gives a chance to rank up if the PC is ready as well as a chance to mingle with the NPC and possibly gain Camaraderie Points.

To gain Camaraderie Points at a milestone, the PC should describe how they are interacting with the NPC, for instance a gift they are giving, a joke they are telling, or an activity they are performing. The GM decides how well the interaction suits that particular NPC, from Terrible/Perfunctory (either something generic or unsuited for the NPC) to Perfect (something that is an amazing match for the NPC, like a strange new plant for the Noble Heir or an

Table 2: Effects of Affinity

Affinity	Effect	Example
Terrible	2 extra Camaraderie Points required for each rank, -5 to all checks to rank up	The PC pledges loyalty to the nation which the Zealous Renegade fights against.
Bad	1 extra Camaraderie Point required for each rank, -2 to all checks to rank up	The PC's plans generally have a high risk of collateral damage, to the chagrin of the Noble Heir.
Average	No Effect	The PC and the Zealous Renegade are of the same race.
Good	1 fewer Camaraderie Point required for each rank, +2 to all checks to rank up	The PC and the Noble Heir grew up on the same planet and have a common cultural background.
Great	2 fewer Camaraderie Points required for each rank, +5 to all checks to rank up	The PC has studied the Estranged Inhuman's race for an extended period.

evocative relic for the Zealous Renegade). Sample relationships contain tips about what sorts of interactions and gifts they prefer. Remember that Perfunctory is the worst category of gift, so a PC who doesn't stop to think about the NPCs or pay attention to what they like and instead buys the same gift for everyone will likely be working with a Perfunctory or Poor gift.

Milestones and Personal Brand

If you are using the Personal Brand system from Star Intrigue, a PC can spend one trending phase interacting with a single NPC to make a single attempt to gain camaraderie points as if a milestone had passed. These trending phases cannot be used to rank up with the NPC.

Craftsmanship: Sometimes, craftsmanship is important. Whether a PC is creating a picture or writing a poem, the quality of the gift depends on the level of performance or craftsmanship. In general, anything worse than a DC 10 profession check (or other skill check, as appropriate to the creation process) is an automatic failure, 10-14 is two categories worse than normal, 15-19 is one category worse than normal, 20-29 is standard, 30-39 is one category better than normal, and 40-49 is two categories better. For instance, the Estranged Inhuman loves hearing about myths and legends (a Good gift for them), so one of the PCs decides to orate the legendary history of his proud people. Unfortunately, he only manages a 13 on that Culture check, producing a rather ineffectual tale. The Estranged Inhuman is still impressed, so the gift counts as Poor (two steps worse than Good). Meanwhile, another PC attempts to cook

up a unique and exotic meal which the Estranged Inhuman (due to their non-biological physiology) is unable to partake in. Normally this would be a terrible gift for them, but somehow, he manages a 42 on the Profession check, creating something that the Estranged Inhuman is unable to experience but still appreciates the effort and artistry of. Thus, it counts as an Average gift (two steps better than Terrible).

Repetition: If you feel that a PC is just doing the same thing over and over again, perhaps simply attempting to use their best skill because it has the highest bonus, feel free to count the interaction or gift as one category worse after some amount of repetition, two categories worse after more repetition, and so on. If this brings the quality below Terrible/Perfunctory, levy a -5 penalty for each quality level below. If the PC comes up with a good rationale for using the same skill, then do not levy this penalty. As an example of a good rationale, suppose one of the PCs wishes to become the personal painter to the Noble Heir, although he begins with no painting talent. He starts by giving the Noble Heir a framed copy of the best painting he has ever made (DC 15), and then later, as he improves, he also gives them paintings of higher and higher quality (perhaps DC 20, DC 30, and DC 40). Since each of these paintings represents a progression in the painter's journey to becoming a master painter, you might decide as a GM that this would not count as repetitive.

Once you have determined the quality of the gift or interaction given the NPC's preferences and the other factors above, the PC should roll a check to

Table 3: Quality of Interactions and Gifts

Quality	Effect	Example
Terrible/ Perfunctory	DC 25+2*next rank gains 1 CaP, succeed by 10 for 2 CaP	Performing the national anthem for the Zealous Renegade
Poor	DC 20+2*next rank gains 1 CaP, succeed by 10 for 2 CaP	Creating a lewd and low-brow movie for the Noble Heir
Average	DC 15+2*next rank gains 1 CaP, succeed by 5 for 2 CaP	Building a robotic companion for the Noble Heir
Good	DC 10+2*next rank gains 1 CaP, succeed by 5 for 2 CaP	Building a new Grenade Launcher for the Zealous Renegade
Great	Automatically gain 1 CaP. DC 5+2*next rank gains 2 CaP, succeed by 10 for 3	A song you've written for the Estranged Inhuman to perform alongside you

determine how well the NPC receives this interaction or gift. These checks are usually Diplomacy checks, but in some cases other skill checks would be appropriate. The DC of the check and its results are listed in Table 3. As with rank ups, whenever it is an advantage for the PC, allow them to roll an untrained ability check at the standard reduced DC (lower by an amount equal to the next rank).

RIVALRIES

Misaligned relationships, or rivalries, are a common trope in tales involving heroes from different backgrounds and clashing values. A rivalry works similarly to a friendly relationship except that Rivalry Points are earned through actions that challenge the NPC's competence or taunt the NPC in some way (for example, one-upping the Zealous Renegade in a daring maneuver mid-fight). Rivalries generally rank up by a show of competence rather than a specific rank-up event, as NPCs are unlikely to share their secrets and weaknesses with their rivals. Breakthroughs for a rivalry should always involve a significant competition between the two rivals, whether it's a starship race, a debate, or a duel to unconsciousness.

Affinities are typically reversed for rivalries, so for instance, even if they are on the same side, a warmonger and a pacifist would not make easy friends, but they could make strong rivals.

AUTOMATIC RANK-UPS

Certain relationships exist between PCs and NPCs that are either abstract or take place from afar, such as a rivalry between the PCs and the villain they have heard of but never met. In these cases, the relationship will rank up when the PCs perform major actions in or against the interests of these NPCs.

EXAMPLE MILESTONES

The characters talk over drinks after a successful heist

The characters take a break during an extended hyperspace trip

The characters plot an escape from prison together following capture

The characters prepare to attend a party together

The characters work to soothe each other while hiding out from a powerful enemy

THE BENEFITS OF BUILDING A RELATIONSHIP

In addition to the innate benefit of getting to know the NPCs better and take part in their ongoing story, this book presents mechanical perks from developing connections to NPCs that can enrich the game and encourage some of the more hesitant roleplayers as their characters "rank up" by building their relationship with an NPC.

Experience: One simple way to reward PCs for engaging is to give an experience value to ranking up. Table 4 presents some sample values that, when combined with a Slow advancement, can lead to advancement about halfway between the normal rates for Slow and Standard experience advancement (dependent on the PCs' level of interaction with relationships). The GM should choose whether to divide this experience evenly among all PCs to keep it balanced or to give Relationship XP to individual PCs to reward engagement. In either case, the NPC should earn an equal amount of experience as well for the advancing relationship—this will naturally keep the PCs' favorite NPCs a little higher in level than the rest, ready to bring along for adventures.

Boons: Each NPC has a particular set of boons that they grant to PCs who reach certain ranks with them, tied to the NPC's abilities and personality. These boons, granted at tiers 7 and 10, depend on the NPC. At GM discretion, the nature of the relationship may alter which boons they grant to a specific PC.

Participation: Sometimes the players want to bring along NPCs to help them on their adventures. Each NPC in this book has a rank at which they will usually agree to come along. If an NPC comes along, they will typically receive a share of experience and treasure. If the PCs routinely bring along plenty of NPCs, it may be a good idea to increase the challenge level of the opposition (increasing the CR of all monsters by 1 or multiplying by 1.5 on multiple minions is a simple way to adjust for 6 characters instead of 4).

Generally, NPCs should be of the same level as the party, or their CR should equal the party's average level if the NPC is created as a creature rather than as a PC.



Romance: Each NPC has a certain rank above which they might be receptive to romance, although NPCs have different ideas about intimacy and relationships. Entering a long-term relationship generally improves your affinity by one step, while breaking up typically removes that benefit and reduces your affinity by an additional step. Keep in mind that not all characters might not be compatible with all romantic pairings, but if players wish to engage in the romantic pursuit of an npc it is advised that GMs adjust the attraction of the npc in whatever manner they feel best suits the story.

Redemption/Corruption: The Relationship system in this book represents a great way to measure the long-term process of altering a character's alignment, as a strong relationship may be utilized as a way to make a character change their ways. When they reach Rank 3, and every odd-numbered rank thereafter, a PC may move an NPC's alignment one step closer to their own. At GM Discretion, this may increase the DC of skill checks needed to rank up by any number from 1 to 5, depending on how firmly the NPC's moral convictions are grounded.

SAMPLE TIER 7 BOONS

Ace in the Hole: The NPC reveals a special piece of equipment they've been saving for a special occasion. This piece of equipment is worth up to their CR times 2000 credits. Alternatively, the piece of equipment may be a hoard of money or an expensive favor.

Table 4: Relationship XP

Rank Achieved	BXP Reward
1	90
2	180
3	375
4	750 (750 extra for first Rank 4 breakthrough)
5	1500
6	3000
7	6000 (6000 extra for first Rank 7 breakthrough)
8	12000
9	24000
10	48000 (48000 extra for first Rank 10 breakthrough)

Caregiver: When the PC or NPC attempts to heal someone through magical or mundane means, they may roll twice and take the higher result when determining how many hit points are recovered

Coordinated Maneuvers: So long as the PC and NPC can perceive each other, both gain a +1 bonus on the first attack roll they make each round.

Friends in High Places: The NPC uses their connections or general presentability to improve the reputation of the PC. When the PC and the NPC are together, the DC of Diplomacy checks to improve the disposition of others towards the two is reduced by 5.

Furious Retribution: So long as the PC and NPC can perceive each other and either takes significant damage from an enemy, the other rolls twice on all damage rolls and takes the higher result for 1 round.

Got your Back: So long as the PC and NPC are adjacent to each other, one can suffer up to ½ the damage the other takes when they are attacked

Heads Up: So long as the PC and NPC can perceive each other, both gain a +1 bonus to AC

How it's Done: So long as the PC and NPC can perceive each other, both gain a +2 bonus on damage for all attacks.

Magical Synchronicity: Whenever the PC or NPC casts a spell with a non-instantaneous duration on the other, it's duration is doubled.

Never Let Go: Both the PC and the NPC gain Great Fortitude as a Bonus Feat

On Your Feet: Both the PC and the NPC gain Lightning Reflexes as a Bonus Feat

Trade Secrets: The PC and the NPC have exchanged techniques. Both gain Skill Focus as a bonus feat for one skill that the other is trained in.

Words of Wisdom: Both the PC and the NPC gain Iron Will as a Bonus Feat

SAMPLE TIER 10 BOONS

Always in my Heart: Once per day, the PC and NPC can call upon memories of the other as a swift action, gaining the ability to roll twice on all die rolls and taking the higher result for 1 minute.

Endurance Through Unity: So long as the PC and NPC can perceive each other, both increase any DR or Energy Resistance they have by 5

Fight as One: Enemies that provoke attacks of opportunity from either the PC and the NPC also provoke attacks of opportunity from the other so

long as they threaten the provoking creature (even if the situation or an ability would normally deny one the attack of opportunity). This does not allow one to take more than one attack of opportunity against a creature for a given action. In addition, any bonuses the PC and NPC receive for flanking with each other increase by 2, which improves to 4 for attacks of opportunity. Finally, the PC and NPC can take an additional reaction each round.

Gratitude of the Nation: In any location where the NPC is well-known, the PC will find friends and allies. These allies can perform various generic actions subject to GM discretion (such as treating them for disease, finding them shelter for the night, or buying/selling goods to them), or mya fight alongside the PCs, acting as an encounter with a total CR of the NPC's level -1.

Inspired Dream: Once per day, the PC and the NPC may choose to treat a single skill check they make as if it was a natural 20 on the die.

Power Through: Once per day, while the PC and NPC can perceive each other, each may end one of the following conditions on themself as a move action: Asleep, Bleeding, Blinded, Burning, Confused, Cowering, Dazed, Dazzled, Deafened, Entangled, Exhausted, Fascinated, Fatigued, Frightened, Nauseated, Off-Kilter, Off-Target, Panicked, Paralyzed, Shaken, Sickened, Staggered, or Stunned. They may do this even if they could not normally take an action.

Saving Grace: Three times per day, both the PC and the NPC can reroll a failed saving throw after seeing the result.

Second Wind: Once per day, while the PC and NPC can perceive each other, each may spend 3 Resolve Points as a swift action to regain hit points and stamina points until they are at half their maximum.

So That They Might Live: So long as the PC and NPC can perceive each other, they may swap places with each other as an immediate action. They need not be adjacent or even close to each other. This can be done twice per day

Soul Bond: The PC and NPC possess a mystical bond that allows them to live on through each other. So long as one is alive, the other suffers no negative levels when returning to life from Raise Dead and can be raised even if it is a construct, elemental, or outsider.

Unified Resolve: The PC and the NPC both gain 2 additional Resolve Points. So long as the PC and NPC can perceive each other, they may transfer Resolve Points between each other as a free action even when it is not their turn.

Ways of the World: So long as the PC and NPC can perceive each other, both gain a +2 bonus on Perception checks, Stealth checks, and Initiative checks

SAMPLE NPCs

The following sample NPCs are presented both to provide several ready-to-use characters but also to show off different ways of constructing relationship-building opportunities for NPCs native to your campaign. The sample NPCs here are presented as narrative archetypes rather than specific characters. While they may have suggested races and classes, these can easily be adjusted to fit the specifics of your Starfinder Roleplaying Game campaign, tailoring their statistics, level, and so on to match the characters and the setting.

The Estranged Inhuman

Description: Hailing from a far-off world of creatures who have left all but the most basic shreds of mortality behind, the Estranged Inhuman was exiled from their people for showing excessive and potentially corrupting interest in the emotionally unstable, short-lived races of other spheres. What the Estranged Inhuman sought was answers, answers to why the mortals felt so passionately about their loves, fears, and woes that these emotions became the totality of their being, driving them to chase, to protect, and to kill in defiance of all logic. The Estranged Human simply wanted answers to these questions but asking them was enough for the Inhuman to be declared a corrupt being by their fellow Contemplatives.

Their own dangerous thoughts severed from the Contemplatives' vast psychic network, the Estranged Inhuman was forced to leave their homeworld behind and find meaning elsewhere in the universe. Given all that they already knew about the tainted minds of mortals, re-induction into the



Contemplative collective is exceedingly unlikely. At the very least, this exile has given the Estranged Inhuman the freedom to finally answer their many questions about mortal life, and the bizarre being's boundless passion and curiosity propels them in a search for new meaning amongst this new company.

The Estranged Inhuman fits into pretty much any campaign environment where alien races are involved, although they work best in campaigns with overarching themes of diplomacy, interaction, and mystical transcendence. The Estranged Inhuman may serve as a spiritual guide, an expert on cosmic lore, or simply a personal companion who works alongside the PCs to better understand them.

Affinity Notes: The Estranged Inhuman came to the PC's leg of the galaxy because they believe that the emotional and artistic content of other races is worth something, something that their own so-called "enlightened" people left behind ages ago. The Estranged Inhuman enjoys the company of passionate, energetic individuals regardless of their beliefs, and especially likes talking with those who are socially active.

Preferred Gifts and Interactions: Humanistic events, be they rituals, gatherings, or just personal conversations, are of great interest to the Estranged Inhuman. They are likely to be quite awkward at first, having never been able to share their feelings in this way before, but they take great enthusiasm in these social customs. Expressions of intimacy conveyed through art or performance are also fascinating to the Inhuman.

Joining the Party: The Estranged Inhuman's entrance is likely to be rather spontaneous, as the concept of introductions and greetings is unfamiliar to them. Their presence may be foreshadowed by strange dreams or bizarre telepathic messages, but the Inhuman's bodily arrival should come at an unexpected and awkward time to denote their lack of social understanding. This abruptness should be offset by some sort of usefulness in the scenario, as while the Inhuman is poorly equipped as a negotiator it is quite an adept spellcaster and a very practical survivalist. Most likely, they will quickly find some way to make themselves useful.

Staying with the Party: If the Estranged Inhuman finds any sort of acceptance among the party, they are likely to stay with the PCs and learn more about mortal life through their interactions

and adventures with them. Given the Inhuman's millennia-long lifespan, they aren't likely to leave the party unless they are pushed away or feel like their research has hit some sort of impassable roadblock. Given their limited perception of mortals, the Estranged Inhuman may eventually realize that there is nothing more which can be learned about mortal behavior. In such a case, a PC of at least Rank 4 can try to convince the Inhuman to stay with them using a DC 20 Diplomacy or Culture check. Such a player receives a +5 bonus if they understand and empathize with the Inhuman's goals. They also receive a cumulative +5 bonus for every rank they have reached beyond 4.

Advancement: The Estranged Inhuman is a contemplative who advances as a mystic. Most selected abilities and spells are tied to understanding, supporting, or controlling others.

Participation: The Estranged Inhuman, despite their initial lack of knowledge about mortals, knows that people tend to like it when somebody helps them. Hence, in order to win their trust, the Estranged Inhuman is likely to adventure and fight alongside the PCs from the get-go. The Inhuman is not particularly comfortable in the heat of a fight, however, and may take on more of a background role if they feel threatened regularly. If any of the PCs are at least Rank 4 with the Inhuman, they develop enough trust to battle alongside the party even in extreme circumstances, and at Rank 7 will adventure with them for the duration of their time amongst mortals (or at least until the PCs end their own journey).

Romance: The Estranged Inhuman, being a psychic creature without any concept of romance, sexuality, or gender, is rather difficult to form any sort of non-platonic bond with. That said, the Estranged Inhuman is fascinated by the alien idea of emotional intimacy, and can potentially form an unorthodox romance with PCs of at least Rank 4. At Rank 6, the trust between the Estranged Inhuman and the PC is deep enough that the Inhuman may experiment with their psychic abilities to attempt to stimulate pleasure in a manner similar to a physical relationship for a willing PC.

BOONS

Magical Synchronicity (7th)

Soul Bond (10th)

RANK-UPS

Rank 1

The Estranged Inhuman attempts to explain their strange predicament to the PC they feel would be most receptive. This clumsy attempt at negotiation is best navigated through analytical means, seeing as the Estranged Inhuman is much more accustomed to such practice.

DC 12 Culture or Sense Motive. On a failure, the Estranged Inhuman decides that they must study more to better convey their feelings.

Rank 2

The Estranged Inhuman, in an attempt to emulate the superficial interactions common amongst mortals, engages in small talk with the PC, commenting on the action at hand.

DC 14 Bluff or Diplomacy. On a failure, the Estranged Inhuman simply waits for another time to articulate themselves better.

Rank 3

Somewhat confident in their ability to articulate, the Estranged Inhuman engages a PC in a discussion involving the cosmos and the metaphysical nature of Contemplatives such as themselves.

DC 16 Culture or Mysticism. On a failure, the Estranged Inhuman will retreat, thinking of how to explain things from a different angle.

Rank 4 (Breakthrough)

Having established adequate camaraderie with the PC, the Estranged Inhuman invites them to a more complex series of interactions, asking for a sort of tutorial on how communication among mortals works.

DC 18 Culture or Diplomacy. On a success, the Estranged Inhuman starts to develop a better sense of how mortals think and asks the PC to attempt a more organic conversation with them.

DC 18 Bluff or Sense Motive. On a success, the Estranged Inhuman feels that they can carry a detailed conversation with you, and attempts to explain some of the greater nuances of their existence and how they came to the PC.

DC 18 Life Science or Mysticism. On a success, the Estranged Inhuman feels that they have successfully accomplished the task of learning mortal communication. They proceed to thank the PC for their patience and willingness to teach them.

Future PCs use the next version of Rank 4 instead.

Rank 4

The Estranged Inhuman attempts to convey their personal history to the PC, drawing upon the skills acquired from previous interactions

DC 18 Culture or Mysticism. On a failure, the Estranged Inhuman simply ponders how it can be clearer in conversation next time.

Rank 5

The Estranged Inhuman inquires about the PC's feelings of purpose in the universe, with the PC discussing where they sit and how they understand the surrounding world

DC 20 Perception or Physical Science. On a failure, the Estranged Inhuman is temporarily discouraged but remains curious.

Rank 6

The Estranged Inhuman asks the PC more broadly why mortals fight amongst each other with such fervor, why they feel so strongly when these emotions so often lead to ruin.

DC 22 Life Science or Sense Motive. On a failure, the Estranged Inhuman asks the PC to mull the question over further.

Rank 7 (Breakthrough)

Having developed a reasonably strong understanding of how mortals work, the Estranged Inhuman seeks to share with the PC a taste of how they as a Contemplative perceive and interact with others. They attempt a ritual of temporary telepathic mind-melding with the PC.

DC 24 Mysticism check or Will save. On a success, the PC's mind merges with the Estranged Inhuman's allowing them to share experiences. The Inhuman shares many of their memories with the PC.

DC 24 Culture or Life Science. On a success, the PC recognizes the powerful psychic presences they sense in the mind as Contemplatives locked in an all-consuming trance as they ponder the mysteries of the multiverse. More memories enter,

contextualizing the encounter in a manner that a mortal can comprehend.

DC 24 Diplomacy or Sense Motive. On a success, the PC is able to understand the sense of emptiness which has permeated the Estranged Inhuman for their entire existence, an emptiness which could not be filled by life among Contemplatives.

Future PCs use the next version of Rank 7 instead.

Rank 7

The Estranged Inhuman presents a clearer and more focused version of the mind-meld they performed earlier, benefitting from their experience with the first PC.

DC 24 Sense Motive check or Will save. On a success, the PC learns of the Inhuman's existential emptiness.

Rank 8

The Estranged Inhuman, assured that the PC trusts and understands their existence, attempts to educate them on the finer and more complex points of the Contemplative philosophy

DC 26 Culture or Mysticism. On a failure, the Contemplative re-evaluates how they are presenting the information.

Rank 9

The Estranged Inhuman sees the PC as a gateway to achieving true understanding of mortality and creating a philosophy that transcends the isolation of the Contemplatives and delves into an immensely complex personal discussion with them.

DC 28 Diplomacy or Sense Motive. On a failure, the Contemplative decides that the finer points need to be ironed out a bit more.

Rank 10 (Breakthrough)

The Estranged Inhuman attempts to bond with the PC on a metaphysical level, merging their souls so that they might fully understand each other.

DC 30 Life Science or Sense Motive. On a success, the PC and the Estranged Inhuman acquire a powerful grounding in their own cosmic positions as well as in the position of the other. From here, the total merging can begin

DC 30 Culture check or Will save. On a success, the Estranged Inhuman is able to guide the PC's soul through the complex pathways of the multiverse to reach their own.

DC 30 Diplomacy or Mysticism. On a success, the PC and the Estranged Inhuman are able to intertwine their souls, becoming bonded in an eternal, cosmic manner.

The Noble Heir

Description: The most valuable lessons one can learn are obtained not in the library but in the heat of the moment. At the very least, this is the methodology that inspired the Noble Heir to venture beyond their orderly and secure life as the eldest child of an old and wealthy family. Though it took a great deal of persuading, the esteemed house eventually gave its chosen heir the blessing to explore the world on their own, hoping that the experience would teach the youth some important facts that they will apply in their future as a leader.

The Noble Heir, for their part, is primarily excited to see the universe from an unfiltered perspective, seeking to breathe deep the joys and woes of everyday people. More importantly, they seek authentic companionship and understanding which simply cannot be found among the ivory towers in which they were raised. For the first time in their life, the Noble Heir is free to think and act as they please without any sort of puppeteering by their parents. Nonetheless, the Heir's importance to their family and people weighs heavily upon them at all times, and a profound awareness of consequences guides their every action.

The Noble Heir fits into a variety of campaigns, although they work best in a high society game or a frontier exploration game. In both cases, the social manipulation and scholarly expertise of the Noble Heir may prove useful in handling the less combat-oriented aspects of adventuring. The Noble Heir isn't exactly helpless, although they demonstrate much greater acumen with their wit and education than with their weaponry.

Affinity Notes: The Noble Heir is a person of culture, a lover of beauty both natural and created. They have a natural affinity for passionate and knowledgeable individuals who have stories or discoveries to share. In addition, their courtly upbringing has instilled within them a strong appreciation for honor and tradition, giving them a positive affinity to those who conduct themselves nobly and fairly.

Preferred Gifts and Interactions: As they are hungry for knowledge, the best gifts for the Noble

Heir are intellectual ones. An exotic plant, a detail of a great historical event, or a lesson in how to craft a unique object would all be fantastic gifts for the Noble Heir. The Noble Heir also enjoys validation of proper conduct and appreciation of the culture they seek to uphold, so discussions of their family's history can greatly please the Heir.

Joining the Party: The Noble Heir likely seeks the party out, either because they have heard stories of the PCs' exploits or recognizes them as kind/desperate enough to take on a relatively inexperienced member. If the party tries to reject, the Noble Heir will deploy their well-honed bargaining skills, revealing their wealthy



background if they think that such an act will increase the odds of obtaining the PCs' cooperation. Uncouth and violent PCs will likely draw the Noble Heir's ire, and they are likely to leave in a huff if the party makes them feel unwelcome.

Staying with the Party: The Noble Heir will likely work with the party so long as they continue to provide new experiences but is likely to eventually leave them behind to return to the life which they left behind (now armed with whatever skills and experiences were acquired alongside the PCs, of course). What's more, the Noble Heir might even be inclined to abandon the PCs for another more interesting set of adventures (they might even go so far as to betray the party, especially if the PCs start to act in ways that would hurt the Noble Heir's family, fortune, or reputation). In such a case, a PC of at least Rank 4 can try to convince the Heir to stay with them using a DC 20 Diplomacy or Sense Motive check. Such a player receives a +5 bonus if they understand and empathize with the Heir's goals. They also receive a cumulative +5 bonus for every rank they have reached beyond 4. When the Noble Heir has declared their adventuring career finished and themselves ready for the duties of leading the family, they will leave the party unless a PC of Rank 10 makes a DC 40 Diplomacy or Sense Motive check to convince them to stay (such a departure should not be incorporated until quite late in a campaign).

Advancement: The Noble Heir is a Human Envoy who continues to advance as an Envoy, usually selecting abilities tied to intelligence-based skills or those that allow them to improve the abilities of allies.

Participation: If the Noble Heir sees a learning or prestige opportunity in the PCs' actions, they are likely to join the PCs in adventuring. They dislike violence, however, and aren't likely to go on exceedingly dangerous or bellicose expeditions until they develop a certain degree of trust in the PCs' loyalty and expertise (Rank 4, usually). At Rank 7, the Noble Heir develops a close affinity to the party, working with them for the rest of the Heir's adventuring career.

Romance: The Heir is accustomed to attention and is likely to plunge into a physical engagement with PCs starting at Rank 2 or 3. Anyone who is at least somewhat friendly or attractive will likely

be approached by the Heir; they aren't picky, so long as the relationship is kept quiet. They don't see such interactions as much more than entertainment, however, and aren't likely to form any sort of emotional commitment to a PC until at least Rank 8. After a life of endless passing faces and manufactured relationships, truly giving their heart to somebody else is an immensely difficult task for the Heir, but one that they may find deeply powerful and rewarding.

BOONS

Friends in High Places (7th)

Gratitude of the Nation (10th)

RANK-UPS

Rank 1

A skilled manipulator, the Noble Heir first begins with a sort of soft interrogation to see if the PC is worthy of trust.

DC 12 Bluff or Sense Motive. On a failure, the Noble Heir watches the PC warily from a slight distance, keeping said distance until circumstances change.

Rank 2

The Noble Heir, hoping to find someone conversant in finer things, discusses the PC's history, work, and aspirations with them.

DC 14 Culture or Profession. On a failure, the Noble Heir views the PC as boring and rather base unless they later prove otherwise.

Rank 3

The Noble Heir seeks the PC's input on a scientific query, a challenge which they won't admit has baffled them since childhood but which they hope the PC can aid them on.

DC 16 Computers or Physical Science. On a failure, the Heir scoffs at the PC's ignorance while trying to hide the fact that they themselves are stumped.

Rank 4 (Breakthrough)

The Noble Heir challenges the PC to a duel of wits, hoping to match them as an equal or potentially emerge as a superior. The first questions deal with history

DC 18 Bluff or Culture. On a success, the Noble Heir becomes frustrated and challenges the PC's understanding of the natural sciences

DC 18 Life Science or Survival. On a success, the Noble Heir takes the ultimate gamble, testing to see if the PC is a superior philosopher to them (a subject the Heir never excelled at)

DC 18 Diplomacy or Mysticism. On a success, the humbled Noble Heir admits defeat, having gained a newfound respect for the PC's abilities.

Future PCs use the next version of Rank 4 instead.

Rank 4

The Noble Heir once again challenges the PC but is less committed to trumping them.

DC 18 Culture or Diplomacy. On a failure, the Noble Heir remarks that the PC has much to learn from any PC which has beaten the Heir.

Rank 5

The Noble Heir consults the PC with aid in some scientific research, trusting that their assistance is at least somewhat reliable

DC 20 Bluff or Life Science. On a failure, the Noble Heir simply dismisses the PC and returns to their work.

Rank 6

The Noble Heir asks about the PC's thoughts regarding leadership and capability, and how they think a person with power should act.

DC 22 Culture or Diplomacy. On a success, the Noble Heir starts to consider the PC's advice, modeling their actions after the PC's ideal perception of a leader.

Rank 7 (Breakthrough)

The Noble Heir opens up their story and ambitions to the PC, explaining how they wish not only to continue their family's honorable history but also to improve upon it.

DC 24 Culture or Sense Motive. On a success, the Noble Heir feels that the PC understands the pressure they are under and asks the PC if they think the Noble Heir has what it takes.

DC 24 Diplomacy or Life Science. On a success, the PC's words get through, and the Noble Heir is invigorated either by the PC's optimism or a need to surpass their expectations. They then ask the PC on what grounds they can make such a decision

DC 24 Mysticism or Intimidate. On a success, the Noble Heir goes beyond seeing the PC as an

equal, realizing that they themselves are but a small part in the vast scheme of history.

Future PCs use the next version of Rank 7 instead.

Rank 7

The Noble Heir once again explains their pressures to the PC, hoping that they can offer some insight into their predicament

DC 24 Culture or Sense Motive. On a failure, the Noble Heir barely considers the PC's views and position.

Rank 8

The Noble Heir attempts to discuss the nature of authenticity, life, and one's pursuit of meaning in the universe with the PC.

DC 26 Life Science or Mysticism. On a failure, the Noble Heir struggles to come to terms with their own beliefs and goals in relation to their inheritance

Rank 9

The Noble Heir, troubled by the powerful bond they possess with the PC, asks them how such strong feelings can be reconciled with a rigid and unforgiving social world.

DC 28 Culture or Diplomacy. On a failure, the Noble Heir fails to find validation for their bond.

Rank 10 (Breakthrough)

The Noble Heir, finally casting off the shackles of expectation which have defined them since birth, asks the PC what they think of them not as a leader or scientist but as a person.

DC 30 Diplomacy or Sense Motive. On a success, the Noble Heir asks the PC how such a distinct person can exist apart from the one they present to the world

DC 30 Culture of Mysticism. On a success, the Noble Heir asks how they can maneuver in a world and achieve fulfillment when so much expectation and duplicity permeates their life.

DC 30 Bluff or Life Science. On a success, the Noble Heir is suitably impressed and invigorated to make their own way in the universe using their logic and the wisdom they have acquired with the PC.

The Zealous Renegade

Description: Once a respected soldier and model imperial citizen, the Zealous Renegade has acquired an impressive reputation for their devotion to their comrades and willingness to go above and beyond the call of duty. Numerous medals adorn the inner lining of their coat, a hidden testament to the astonishing and frantic life the Renegade has led. In spite of their loyalty, however, the Renegade was always a bit of a loose cannon, regularly defying orders and utilizing bizarre strategies and weaponry. The one rule the Renegade never broke was “protect your fellow soldiers with your life”, and although their military days are long behind them the Renegade still holds fast to this principle.

The Renegade’s military career came to an end when their unit was trapped behind enemy lines as opponents came closing in. The Renegade’s higher-ups, seeing a rescue as not worthwhile, opened fire on their location with a massive array of warships. The Renegade watched as his entire squad was annihilated by allied crossfire, narrowly escaping the situation alive. It was then that the Zealous Renegade turned on the state they once served, launching a solo guerilla war using cobbled-together weaponry and years of experience. Having failed their mission to defend those close to them, the Zealous Renegade is fueled by a total loathing for the uncaring hierarchies that condemned them to die.

The Zealous Renegade fits into any campaign in which there is a powerful, established force which serves as an antagonist (or even just a neutral party). The Renegade’s tenacity,

determination, creativity, and experience will serve the party well against a variety of powerful foes. The Zealous Renegade’s relationship link is focused on helping the PC better understand the Renegade’s jaded perspective and to allow both the Renegade and the PC to reach a new level of understanding regarding the state of the universe

Affinity Notes: The Zealous Renegade takes a liking to creatives and craftspeople, especially those whose creations serve both aesthetic and practical purposes. They also possess a positive affinity for



passionate, firmly-held beliefs regarding justice or how the world should be. The Zealous Renegade has a negative affinity for those who place blind faith in superiors, following orders or adhering to dogma without question.

Preferred Gifts and Interactions: As a politically-minded individual, the Zealous Renegade is fond of conversations regarding the current course of the universe and its peoples. As for gifts, the Renegade is fond of unique or unusual artistic creations (especially equipment), with a particular liking for creations the PC has made themselves.

Joining the Party: The Zealous Renegade has their own agenda and ambitions, which primarily center on them stopping the organization they betrayed. If the players are involved in some sort of conflict against the force, the Renegade might see them as an ally and offer to cooperate with them. Elsewise, the Renegade or the party might turn to the other for a favor, such as passage off of a planet or some extra firepower in an important fight (such a deal might even be struck mid-combat). The Renegade is used to butting heads with others, and so won't balk if the PCs insult or reject them. Free thought, independence, and tenacity are traits that they value, and the Renegade will gladly lend aid to admirably spunky PCs. If the players come off as boring or as stooges to some higher authority, the Renegade is likely to ditch them. However, willful, determined, or otherwise inventive characters may draw the Renegade's attention enough for them to try and set up a more permanent alliance.

Staying with the Party: Once the necessity for a short-term alliance is over, the Unrepentant Exile will likely stay with the party if they feel that there are things to be learned from them, that the Renegade can teach the party some new tricks, or that the party shares the Renegade's goal of bringing down the opposed organization. Once this common enemy is out of the way or the players don't wish to fighting it, the Renegade is likely to part ways with them unless someone in the party has reached at least Rank 4 with them and is able to make a DC 20 Diplomacy check (to convince the Renegade that staying with the party is in both their best interests) or DC 20 Engineering check (to convince the Renegade of the party's mechanical passion or skill) to convince the Renegade to stay.

Such a PC receives a +5 bonus if they understand and empathize with the Renegade's goals. They also receive a cumulative +5 bonus for every rank they have reached beyond 4.

Advancement: The Zealous Renegade is a Shirren Mechanic who continues to advance as a Mechanic, oftentimes picking up abilities related to piloting or equipment modification.

Participation: Although the Zealous Renegade is not usually excited about violence, their thrill-seeking nature and sense of justice continue to drive them into heated conflicts. If there is an opportunity to battle the Zealous Renegade's former masters, the Renegade will likely fight alongside the PCs starting at Rank 1 and may even get involved in other situations if asked. At Rank 4, the Renegade will fight alongside PCs as a token of respect to them. At Rank 7, the Zealous Renegade may decide to permanently accompany the party.

Romance: The Renegade doesn't like bringing others into his tumultuous life, as they've had to cut off too many relationships for them to believe the heartbreak is worth it. They have a great admiration for courage and ingenuity, however, and as a romantic at heart they will likely accept overtures starting at rank 5. If a romantic partner is willing to work through the Renegade's struggles regarding their fallen comrades, this is reduced to rank 4. Starting at rank 8, the Renegade may attempt to initiate a romantic relationship themselves.

BOONS

Ace in the Hole (7th)

Inspired Dream (10th)

RANK-UPS

Rank 1

The Zealous Renegade offers the PC a bit of advice, remarking how they could have talked through their negotiations better or how to make better use of the equipment they are carrying. This is, in part, to test their resolve under fire.

DC 12 Engineering or Intimidate. On a failure, the Renegade isn't impressed with the PC, but suspects there is still hope for them.

Rank 2

The Zealous Renegade decides to have a conversation about their values with a PC. The Renegade doesn't explain much of his own beliefs, but is mostly aiming to see how the PC understands the people and society they reside in.

DC 14 Bluff or Culture. On a failure, the Renegade pushes them away and goes to think alone. On a success, the Renegade is an attentive listener, not entirely willing to divulge his own opinions but happy to explore political subjects with the PC

Rank 3

The Zealous Renegade introduces the PC to some mechanical tricks learned over the years, asking for their help in building or repairing some equipment.

DC 16 Engineering or Computers. On a failure, the Renegade quietly judges the PC's mechanical ineptitude but doesn't hold it too much against them.

Rank 4 (Breakthrough)

The Zealous Renegade decides to test the PC on how much they've learned, setting up an ambush to test their abilities. Iconography and equipment from previous interactions is utilized.

DC 18 Sense Motive or Culture. On a failure, the PC fails to realize that the ambush is a test, nor do they realize that the Renegade is behind it.

DC 18 attack roll or Engineering check. On a failure, the Renegade is not impressed with the PC's performance, refusing to discuss or even acknowledge the incident until they decide to try it again. On a success, the Renegade reveals that they watched the ambush, asking the PC why they suspect that they were tested in this way.

DC 18 Intimidate or Diplomacy. On a success, the Renegade grows confident enough in the PC's determination to begin unveiling their true views and worries.

Future PCs use the next version of Rank 4 instead.

Rank 4

The Zealous Renegade gives the PC a bit of a history lesson, discussing their former organization but neglecting to mention their own involvement

DC 18 Culture or Sense Motive. On a failure, the PC fails to pick up on the Zealous Renegade's own role and perspective regarding the events.

Rank 5

The Zealous Renegade offers the PC some unique combat training involving some strange technology they've acquired.

DC 20 Engineering or Athletics. On a success, the Renegade begins to accept the PC as an equal in battle, earning enough respect to open up to them.

Rank 6

The Zealous Renegade, satisfied with the PC's martial abilities, engages with them to create a work of art reflecting the PC's own perspectives on life, justice, and society.

DC 22 Culture or Profession. On a failure, the Renegade advises that the piece be thrown out, given that it doesn't reflect anything novel.

Rank 7 (Breakthrough)

The Zealous Renegade finally begins to open up about their past and what they've done, why they view the universe with contempt and how they seek to change it for the better. The PC discovers the atrocities committed against the Renegade and their companion and the brutal retribution invoked by the Renegade in turn.

DC 24 Bluff or Perception. On a success, the Renegade suspects that the PC is able to understand and sympathize with their experiences and uses this opportunity as a vector to spill out their grim view of the universe and their inability to trust people in an environment where such crimes go unpunished.

DC 24 Sense Motive or Culture. On a success, the PC begins to realize the self-destructive path the Renegade is willing to pursue for the sake of vindication, a path that, given time, may lead to the Renegade becoming a villain just as brutal as the foes they condemn.

DC 24 Diplomacy or Engineering. On a success, the PC is able to reignite some sense of hope in the Renegade's soul, potentially steering them at least a little bit further from the path to ruin. The Renegade begins to reconstruct themselves at least somewhat, pinning their optimism on the continued aid of the PC. At this point, if the PC ever betrays the Renegade's trust, such as by divulging dangerous info on the Renegade's activities, the relationship link becomes permanently misaligned.

Future PCs use the next version of Rank 7 instead.

Rank 7

The Zealous Renegade once again reveals their personal history in all its gory detail

DC 24 Sense Motive or Culture. On a success, the PC understands what led to the Renegade's current state of being and can help to work through it with them.

Rank 8

The Zealous Renegade discusses their fallen comrades with the PC, asking them for either historical context on how they are viewed or some sort of personal expression of empathy for how to move forward.

DC 26 Culture or Diplomacy. On a failure, the Renegade asks to be left alone with their thoughts so that they can try to work through the tragedy.

Rank 9

The Zealous Renegade dedicates themselves to creating a special piece of equipment for the PC, befitting their unique fighting style and personality. The PC works alongside them to determine what the creation is.

DC 28 Engineering or Profession. On a failure, the Zealous Renegade remarks that the gear isn't truly reflective of the PC and continues to work on it further with them.

Rank 10 (Breakthrough)

The Zealous Renegade goes to the PC with one final test of their tenacity and resolve, which involves meeting with them one-on-one and having the PC explain to the Renegade how they believe that the universe can be salvaged when life has demonstrated so often to be so cruel.

DC 30 Culture or Diplomacy. On a success, the PC delivers a convincing, thorough argument for why there is some path forward after the atrocities the Renegade has endured have scarred history. On a success, the Zealous Renegade asks the PC if there is room for a scarred individual like them along this path.

DC 30 Profession or Sense Motive. On a success, the Zealous Renegade is convinced that their goals and ambitions can coincide and that the PC's ideals may be worth fighting for. The Renegade then asks what the PC's ultimate vision of the future might look like.

DC 30 Engineering or Bluff. On a success, the PC creates a powerful image of what the universe might be like if they and the Renegade could fight together to change in a more positive manner. For the first time in a long time, the Renegade is propelled by something beyond ego and spite. When the campaign is finished, the Renegade will likely go adventuring with the PC to enact their vision together.

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