

POP CULTURE CATALOG

INFOSPHERE SITES



STARFINDER
COMPATIBLE



POP CULTURE CATALOG

INFOSPHERE SERVICES

Author: Alexander Augunas and Owen K.C. Stephens

Cover Artist: Jacob Blackmon

Development: Owen K.C. Stephens

DESIGNATION OF PRODUCT IDENTITY

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

DECLARATION OF OPEN GAME CONTENT

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

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

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

POP CULTURE CATALOG: INFOSPHERE SITES © 2019 by Everyman Gaming, LLC.

ABOUT EVERYMAN GAMING, LLC

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

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

ACCESSING: CATALOG...

ACCESS: GRANTED.

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

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

~ Alexander Augunas

Publisher & Crunchmaster of Everyman Gaming LLC



FANDOM RULES

As you interact with popular culture, you'll no doubt begin to build a repertoire of your favorite brands, media, and entertainment, most of which possess a following of devoted and engaged individuals. Such followings are known as fandoms, and anyone belonging to a fandom is known as a fan. Belonging to a fandom grants you additional benefits and abilities, as described below.

JOINING A FANDOM

To join a fandom, you must engross yourself in the topics covered by the fandom. Most fandoms require that you engage with the fandom's topic for 24 hours. These hours don't need to be consecutive, but each session must be in 1-hour increments and cannot exceed 8 hours. Once you've accrued the necessary amount of engagement, you simply need to declare that you're a member of the fandom in order to join it.

You can belong to a total number of fandoms simultaneously equal to $1 + \text{your Charisma modifier}$ (minimum 1). In addition, for every 5 ranks you possess in any skill, you can join one additional fandom that lists that skill as an associated skill. For example, if you have 5 ranks in Computers, you can join one additional fandom that lists Computers as one of its associated skills. Detailed below is a list of several fandom categories and their associated skills:

- » Athletes or Sports Teams (Athletics, Culture)
- » Cruise Lines (Culture, Piloting, Survival)
- » Infosphere Series (Culture, Profession [actor])
- » Infosphere Sites (Computers, Culture)
- » Movies (Culture, Profession [actor])
- » Musicians (Culture, Profession [musician])
- » Wellness Services (Culture, Diplomacy)

LEAVING A FANDOM

You can leave any fandom that you belong to whenever you want simply declaring that you've left it. Once you leave a fandom, you immediately lose access to its fandom perk (see below). You can rejoin any fandom that you previously belonged to whenever you want, using the rules for joining a fandom as outlined above. When rejoining a fandom, you only need to engage with its topic for 12 hours instead of the usual 24.

FANDOM PERKS

Each fandom possesses a unique benefit that you gain for having engrossed yourself in the fandom's topic. This benefit is known as a fandom perk. Although you can have one fandom perk per fandom you belong to, you may only have one fandom perk active at a time. Each time you take a 10-minute rest to regain Stamina Points, you can choose one of your fandom perks to be your active fandom perk. This causes any previously chosen fandom perks to become inactive until chosen again. Additionally, you can spend 2 Resolve Points as a full action to swap your active fandom perk for a different fandom perk.

INFOSPHERE SITES

Infosphere sites are the primary form of content experienced on the infosphere, a planetary network of information that can be accessed by all computers within the infosphere's region. Often shortened to spheresite, infosphere sites are written for numerous purposes—they provide information to the public in an easy-to-access space, facilitate instantaneous communication across vast distances, allow users to access goods and services, and much more. Today there are an innumerable number of infosphere sites spread across hundreds—if not thousands—of disparate infosphere networks, most unable to interact due to the sheer vastness of space.

This section details a number of popular spheresites providers in the Xa-Osoro System as well as in nearby star systems. Each spheresite notes the treatments it improves, their price markup compared to the average values given on page 08, and the planets in the Xa-Osoro System where the provider can be located.

3KUN

Price Modifier ×0; **Location** Tor, Xa-Osoro System; **Type** community, social media

DESCRIPTION



Equal parts a lawless utopia and a hive of scum and villainy, 3Kun is an imageboard social media site where users can share thoughts and ideas using a combination of graphics and text. Throughout the spheresite's long history only admins have

been traditionally able to register to 3Kun—all other users post anonymously. The site's anonymous culture provides 3Kun users with a safe space for sharing ideas that could potentially get them mocked or slandered if shared with an identity, even a pseudonym, attached. Originally 3Kun was an imageboard dedicated to animation fandoms wherein users would discuss their favorite animated shows and post pictures alongside them. The site quickly became popular and expanded to feature a wide variety of topics and interests.

Because of its lawlessness, 3Kun is a place where users can interact truthfully without needing to worry about tarnishing their reputations or status. While this can result in earnest feedback and dialogue, the policy quickly lead to the spheresite becoming overrun with antisocial, bigoted, fringe, and actively harmful social movements. 3Kun is heavily associated with radical racial supremacy movements, as well as collateral trafficking and terrorist activity. One such group is known as The Veiled, a decentralized activist hacker group that keep their meetings and identities secret using a signature brand of faceless veils similar to those worn during pre-Nova Age weddings. Known for using direct denial of service attacks and dozens of kinds of malware against their marks, The Veiled has successfully lead a number of protest attacks against numerous corporations, institutions, and religious factions, including the likes of 1010 Robotics, Re: Nufriend, and even the governments of Tor, Eogawa, and Bantosian. Most recently, Veiled took credit for an attack that crippled the Radiant Imperium's state bank for two weeks, preventing citizens from accessing their bank accounts and issuing a system-wide state of emergency that almost resulted in an economic collapse. The

Veiled's machinations and motives aren't well understood by outsiders, but they seemingly choose their targets as a means to promote their own social agendas that fluctuate between far-right and far-left in motivation and range from cyber activism to terrorism. As a whole, The Veiled are best described as an attention-seeking anarchist organization that acts in pursuit of fame, glory, and "lols".

FANDOM PERK

You can use Computers to change a creature's attitude as if using Diplomacy or to bully a creature as if using Intimidate. You can only use this ability if you are communicating with a creature anonymously using a social media website. So long as the creature you're attempting to influence doesn't know your identity, there are no consequences for you if you reduce the creature's attitude to unfriendly or hostile.

BLATHER

Price Modifier ×0; **Location** all infospheres in the Xa-Osoro System; **Type** social media (live-chat, social networking)

DESCRIPTION



A popular venue for extremely short-form messages, Blather is used both as a means to have public conversations and to push specific marketing ideas. Messages posted to the site are called "blats", a term coined first by Blather's users and eventually adopted by the site admins themselves. Unlike other social media spheresites, Blather allows anyone to comment on anyone else's Blather profile page. Although users can mute or block other users, Blather doesn't have any settings to screen from interacting with one another or unlist people from searches. Many icons and leaders use Blather to send messages directly to their fans and constituents that can be viewed by the general public.

Because of the site's public nature, there is currently a large debate amongst officials in the Radiant Imperium regarding whether or not blats sent on Blather constitute public speech following several inappropriate blats posted by Roksharp Tinderpaw, a gnoll populist politician active on Tor. In his blats, Roksharp downplays the gnoll "salvager" practice of taking

children and adolescent from starship wrecks and selling them as collateral. Roksharp claimed that captured children were “going to die from asphyxiation anyway” and needed to “learn from a young age that you don’t get nothin’ for free in the Xa-Osoro System”. Sapients’ rights activists throughout the system were appalled by the emissary’s words and, believing him an agent of the Howling Esir, unsuccessfully petitioned to have him ousted from his position. So far no action has been taken and Blather’s admins have banned anyone calling for the suspension of Roksharp’s Blather account, a practice that Blather’s current board of directors is infamous for despite public outcry.

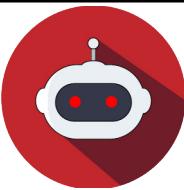
FANDOM PERK

You can gather information (as the Diplomacy task) with a Computers or Culture check. The first gather information check you make each day takes no time, as it represents your general knowledge gained from being up to date on Blather.

CHEKKIT

Price Modifier ×0; **Location** all infospheres, the Terros and Xa-Osoro Systems; **Type** social media (forum)

DESCRIPTION



Chekkit is a distributed messageboard wherein chekkit users can discuss a multitude of topics. Chekkit topics are typically subdivided into sectioned boards called subchekkits so that conversations can be categorized effectively and kept on topic, while multiple messages replying to a single user-entered topic are called threads. Chekkit is unique among social media sites in that it is largely free of corporate control on account of the fact that the site is technically owned by a coalition of companies rather than one single entity. Chekkit threads are self-monitored by community members through a simple system of up-voting and down-voting, and public-appointed moderators also exist when faster moderation is needed. Overall Chekkit’s freedom allows the site to be used as a populist place for discussion, researching obscure information, and crowdsourcing.

That having been said, Chekkit’s freedom also allows the promotion and organization of antisocial, bigoted, fringe, and actively harmful social movements. A recent example occurred on the planet Terros, where a coalition of xenophobic nashi (see *Star Log.EM-039: Nashi*) used Chekkit to spread the political ideology of Nodal Rumpst (NE nashi envoy 7) throughout countless nashi social circles. Over the course of a single year, Rumpst’s movement garnered enough influence to make a successful bid for the nashi’s highest political office, which resulted in the exile or forced incarceration of all non-nashi from nashi lands among other travesties and war crimes. Thankfully Rumpst’s reign lasted only a mere two years, but the dictator fled Terros following his impeachment and was never captured. He is presumably in hiding to date, nearly 12 years later.

FANDOM PERK

You can attempt Diplomacy and Intimidate checks with individuals connected to an infosphere by driving campaigns

of popular opinion in the appropriate subchekkits. This takes a minimum of 1d6 days, and you can’t have more than one pending skill check of this type at a time.

INFOCEDIA

Price Modifier ×0; **Location** all known infospheres; **Type** reference site (wiki)

DESCRIPTION



A user-driven digital encyclopedia, Infocedia is a wiki consisting of millions of articles written and edited by the general public. Despite suspicions by some, Infocedia’s articles tend to produce articles with considerable accuracy because anyone, upon noticing an error, is capable of fixing it. In some cases, many of the Xa-Osoro System’s greatest scholars and experts actively monitor articles pertaining to their fields in order to keep them up-to-date and accurate. This practice allows subjects that wouldn’t ordinarily draw notice to be thoroughly covered in detail, both in regards to entertainment and esoteric lore. However, Infocedia’s openness can also be exploited. Infocedia is prone to slander and both accidental and intentional falsification of facts, the most famous of cases being when a human Radiant Imperium senator, after refusing to cast a deciding vote in favor of socialized health care for the system due to outside interests, was heinously slandered on his Infocedia page in several dozen ways, the most creative of which was his inclusion as an example of an invertebrate species.

Creating an editing a page on Infocedia is relatively simple, and anyone can do so provided the information they post on their page is accurate. Each new Infocedia page is screened before it is posted, but as noted above edits to existing page are sometimes left alone for days, as so many edits happen simultaneously that falsifications are significantly harder to detect when they’re small edits to existing pages.

FANDOM PERK

You can take 20 on skill checks attempted with any skill, even skills you have no ranks in or that are trained-only. Taking 20 on skill checks that you normally couldn’t take 20 on takes twice as long (4 minutes instead of 2 for most skills). In addition, you can attempt a Bluff check to create a forgery instead of Computers check, but only when you’re forging an Infocedia page. This allows you to forge an entirely new Infocedia page or tweak an existing page with falsehoods. Anyone reading your forged Infocedia page can attempt an opposed skill check with a relevant skill (such as a Mysticism check on an Infocedia page about magic or religion, or a Profession (dancer) check on a page about kasathan battle dances). If the result of the opposed check equals or exceeds your result, they determine that the information has been falsified. If the result fails by 5 or less, the observer has a hunch that the information is false but cannot confirm this. If the result fails by more than 5, the observer believes that the information on the forged Infocedia page is true. Regardless of whether you forge an Infocedia

SYNCHRONIZING INFOSPHERES

Every infosphere is an isolated network of content, created by the unique individuals interacting with that specific infosphere. While some spheresites exist on multiple infospheres, the content on those sites is often unique for a time, growing and developing in response to unique events surrounding that infosphere. Recently, a real effort to upload the galaxy's infospheres with information from their neighbors is underway. Spearheaded by the Galactic Infosphere Synchronization Initiative, or GISI, the initiative possesses a fleet of several dozen starships whose primary duties are to travel between infospheres, collecting new information from each infosphere and cross-pollinating it to each infosphere they travel to like digital bees to flowers. Though the vast distance between infospheres means that synchronization takes anywhere from a week to a month on average, GISI's work facilitates the spread of information between stars and civilizations alike, and the galaxy collectively is better for it.

page using the Bluff or Computers skill, your skill check is modified by its believability as if you had told a lie using Bluff. Additionally, the result of your initial check takes a -5 penalty each day as the general public slowly realizes your falsification and makes incremental changes to your falsified page. When your DC reaches 0, the page has been completely rectified and no further checks to detect your falsehoods are needed.

MYFACE

Price Modifier ×0; **Location** all known infospheres; **Type** blog, social media (forum, social networking)

DESCRIPTION



A social media site designed specifically to connect individuals with their friends and loved ones, MyFace is by far the most popular and commonly used site on the infosphere throughout the discovered galaxy. Each user is given a profile wherein they can provide extensive personal information about themselves and post content related to their daily activities. This includes thoughts, pictures, and video ranging from political beliefs to what the user ate for breakfast.

Although primarily used for keeping in touch with faraway friends, MyFace is also a potent tool for corporate opinion-shaping and data-mining, and the site's board of directors have been authorized policies that increasingly encroach on the rights and privacies of its users, as any public event can be broadcast publicly on MyFace and mined for data.

FANDOM PERK

You can establish a falsified social media presence to disguise your online activity. The DC to research information about you using an information network by increases to 10 + your total bonus in the Computers or Culture skill (whichever is higher). A creature that fails its check learns all the information that

you've posted on your falsified social media presence instead of any truthful information about you. In addition, you gain a +2 circumstance bonus to Diplomacy checks against creatures that you've successfully identified the true MyFace accounts of.

SKULK

Price Modifier ×0; **Location** all Xa-Osoro System infospheres; **Type** search engine

DESCRIPTION



Currently the dominant search engine in Xa-Osoro's infosphere, Skulk is a spheresite with a simple interface that allows users to designate keywords that they're interested in and Skulk handles the rest, compiling a list of the top 100 most relevant spheresites given the information imputed. Skulk's name and logo is an anagram of the five search engine corporations that combined together: SearchUs, Kling, Undersphere Navigator, Livefox, and KO Search. Despite nearly 80 years having past since that merger, Skulk has had few noteworthy rivals and has even managed to push its way into other technological manufacturing sectors with varying levels of success.

Many consider Skulk one of the most individually impacting corporations in the Xa-Osoro System, as the company's focus on ease of access in regards to information is widely believed to have led to a generally more educated population across the system. Skulk is even exceptionally impacting from a cultural standpoint. For example, in addition to its traditional meaning the word 'skulk' is a commonly used slang term in the Xa-Osoro System that means "to search information regarding a topic on the infosphere, specifically on the Skulk search engine".

FANDOM PERK

You can use Computers to recall information about any topic, provided you have a computer with access to Skulk. You take a -5 penalty to Computers checks to recall information in this manner, and doing so takes 1d4 hours – 10 minutes for every 1 by which your result beat the skill check's DC.

SPAZ

Price Modifier ×0; **Location** Hyperspace Station, Terros, and Xa-Osoro Systems; **Type** entertainment (vidgame streaming)

DESCRIPTION



Vidgaming's most popular broadcasting spheresite, Spaz is named for "spaz gaming", a slang term for button mashing during a vidgame. Spaz is essentially a do-it-yourself video broadcasting spheresite, as it allows virtually anyone with a camera and microphone to broadcast themselves to the infosphere. Compared to other spheresites, it's relatively easy to monetize yourself on Spaz, and the site features a number of tools that allow live viewers to donate credits to their favorite broadcasters. Although the site is formally devoted to vidgaming, professional artists, parkour runners, and thrill-

seekers also make up Spaz's diverse broadcasting community.

Videos on Spaz are subdivided by topic. Historically, vidgames possess the most bountiful and diverse categorizations and it's possible to search for videos of professionals playing your favorite vidgame down to the subgenre. That having been said, Spaz's board of directors have been somewhat reluctant to embrace their growing role as a public broadcasting service as opposed to their image as a vidgame broadcaster. As a result, it often takes pastimes that aren't related to vidgaming (such as tabletop roleplaying and painting) significantly longer to gain categorization support on the spheresite.

FANDOM PERK

You gain the celebrity icon theme power, except the chance that you'll find a fan with a friendly or helpful attitude in a given region is equal to 10% per character level you possess (maximum 100%). If you have the celebrity icon theme power or a similar theme power, this ability reduces the time required to find a fan by 1 hour.

SPHEREFILIX

Price Modifier ×2; **Location** all Xa-Osoro System infospheres; **Type** entertainment (holotube streaming)

DESCRIPTION



Both the best-known and the original video-streaming site on the infosphere, Sphereflix is a spheresite that allows users to stream video data to the user's computer without needing to interface with another entity. In Sphereflix's case, users log into the site,

select a video they want to watch, and are provided with that video without interruption. Since its conception nearly two hundred years ago, Sphereflix has cemented itself as a cultural mainstay for its ability to provide access to individual's favorite holotube and cinematic programs and is part of several noteworthy sayings, particularly "Sphereflix and chill", which is less about video viewership and more an invitation for romantic relations.

Sphereflix does feature several shortcomings, as far as the people are concerned. Although Sphereflix has its own publishing studio and creates high-quality content for its users, many holotube shows and videos require several months or longer before they make the jump to Sphereflix's archives. Moreover, Sphereflix has a tendency to screen its archives on a planetary basis, so that some programming available on one planet is unavailable on others based on market research. This can make streaming your favorite content difficult if Sphereflix has decided that said content isn't popular enough on your planet or you travel outside of a planetary system often as Sphereflix's viewable catalog is extremely limited outside of the Xa-Osoro System.

FANDOM PERK

Choose one planet whose Sphereflix you've spent at least 8 hours watching in 1-week period. You can use Culture to identify aberrations, animals, humanoids, monstrous humanoids, oozes, planet creatures, and vermin native to

that planet, as if you were using the Life Science skill. At the GM's decision, this ability might also apply to other kinds of creatures native to the chosen planet if they are featured heavily in the planet's Sphereflix shows. You can change which planet this focus applies to by spending 8 hours in a 1-week period watching a new planet's Sphereflix programming.

YOUSPHERE

Price Modifier ×0; **Location** all known infospheres; **Type** community (media-sharing), entertainment (streaming)

DESCRIPTION



The largest video-sharing site on the infosphere, Yousphere is a platform where anyone can create their own videos, upload them, and share them with anyone. Yousphere was originally something of a digital catalog, a place where friends and family could upload videos to share with one another. In time, filmmakers began creating custom content for their Yousphere profiles (called "channels") whilst many companies began offering the admins credits to run adds before their videos. In time, Yousphere evolved into a corporate beast where anyone can share their own videos and find high quality content to enjoy whenever they want. People in the Xa-Osoro System come to Yousphere for a plethora of reasons. The site hosts plenty of high-quality custom content, particularly in the form of "vlogs" and "spherecasts", the former of which refers to a blog where the medium is video rather than text, while the latter refers to a video broadcast that is shared over the infosphere.

Yousphere is the spheresite of choice for spherecasters, people who broadcast exclusively and independently over the infosphere. Spherecasting is an incredibly popular form of content for people from all walks of life, especially spherecasts that explain how to do something (called "How-Tos") or provide news on a niche topic not normally covered by a professional newscast. Yet despite Yousphere's popularity and success, the site is used somewhat begrudgingly because it lacks a reliable means of screening content and its admin staff tends to jump the gun with banning spherecasters and removing their content. It's relatively common for small groups of individuals to go on bigoted or misguided crusades against specific spherecasters and watch their work rewarded with a 30-day ban for the targeted spherecaster. Worse, wealthy individuals and corporations often use their influence to get spherecasters who parody or criticize their brands targeted for bans as well.

FANDOM PERK

You can learn to do almost anything by watching a Yousphere video about it. You can spend 10 minutes researching any Profession, Dexterity-based, or Intelligence-based skill in order to gain the ability to attempt checks with that skill untrained, even if they're normally trained-only. You can only have one skill studied with this ability at a time, and once you've studied a skill using this ability you cannot attempt to study another skill until you've taken 10 minutes and spent 1 Resolve Point to regain Stamina Points.

OTHER PURCHASES

Infosphere sites are an essential part of everyday life in the *STARFINDER* RPG, as virtually all aspects of life require access to online databases in some form or another. Whether using social media to keep track of friends in far-off places, e-mail to send important missives from one corporation to another, or simply settling down to watch your favorite holotube program on your *spheresite* account, *spheresite* products and services are a crucial element of nearly every campaign setting.

This section describes numerous types of websites found throughout the Xa-Osoro System and beyond. Table 1: Other Purchases lists several common online services that characters can buy or subscribe to and the price for those services. When determining the price to purchase products related to one of the named *spheresites* detailed in the previous section, determine the total price of all goods or services purchased and multiply the cost by the *spheresite*'s price modifier to determine the final price.

BLOG

A blog is an online diary where one or more authors express their idea on a range of topics. Blogs can be amateur or professional in nature, and are often incorporated into other types of *spheresites*. For example, it's relatively common for e-commerce *spheresites* to have market blogs that advertise newly released products by having authors write briefly about some of the new product's highlights or selling points. Blogs are remarkably easy to acquire online; most infospheres have several free options for individuals looking to start out, but the quality is relatively low. Higher-quality blogs usually have an annual fee that users pay monthly.

BROCHURE SITE

The simplest type of website, a brochure *spheresite*'s primary function is to posit an online presence for an entity, be it an individual or a small business. In some regards, a brochure site is like an online business card, allowing the owner to advertise their contact information and services provided to current and potential customers.

CORPORATE SPHERESITE

A corporate *spheresite* is a brochure site designed to provide background information about a specific business, organization, or service. They often serve as an information nexus for all things involving the corporate entity running the site and their affiliated goods and services.

GALLERY SPHERESITE

A gallery *spheresite* is a brochure site that is designed to be a gallery of visual media, often that of the site's owner. Images range from photographs, artwork, animations, short GIF images, or video recordings up to an hour in length.

ICON SPHERESITE

An icon *spheresite* is a brochure site whose content revolves around a specific icon—be they a celebrity, a public figure, or someone else with a similar level of public renown. To qualify as an icon *spheresite*, the site must be publicly endorsed by the *spheresite* who the site describes.

PERSONAL SPHERESITE

A personal *spheresite* is a brochure site dedicated to the content of an individual or small group (such as a family or group of close friends) that contains whatever information that the individual wishes to include. Personal *spheresites* differ from icon *spheresites* in that a personal *spheresite* is not endorsed by a publicly known figure or entity and they do not concern themselves with the individual as a "brand".

SCHOOL SPHERESITE

A school *spheresite* is a brochure site designed to promote the virtues of a specific educational institution. Although they're often designed to attempt to attract potential students to the institution, school *spheresites* also serve as a nexus for a variety of education-related services for students, such as payment portals, transcript publishing services, course registration, and access to school-funded tools and resources.

COMMUNITY SITE

A community site is a pillar of a community of individuals with similar interests. Most community sites use message boards or chat rooms to keep members in direct communication with one another. Community sites are sometimes run by goods or service providers, but they're more commonly owned and operated by community members.

FAN SPHERESITE

A fan *spheresite* is a community site run by the community itself. Fan *spheresites* typically emerge around commercial goods or products, especially various forms of media entertainment such as vidgames, movies, and holotube series. Fan *spheresites* are often cornerstones of their respective fandoms—communities of individuals who self-identify as fanatics of a particular topic.

MEDIA-SHARING SPHERESITE

A media-sharing *spheresite* is a community site built around the sharing of user-created media, such as artwork or podcasts. Most media-sharing *spheresites* emphasize a particular media, such as digital art or video blogging. They allow self-promotion

of one's work and provide a nexus of active content creators for those looking to hire such individuals.

RELIGIOUS SPHERESITE

A religious spheresite is dedicated to the promotion of a specific deity, entity, or philosophy and the religious groups that surround them. Most religious spheresites are tied to specific groups or places of worship, and serve to advertise those entities as a means of growing the faith.

E-COMMERCE SPHERESITE

An e-commerce spheresite is designed around providing financial services to users. This can take the form of online shopping or retail, banking, stock market investment, or any similar service involving buying or selling goods or services.

AFFILIATE SPHERESITE

Affiliate spheresites are e-commerce sites designed to sell products that are produced by one or more third parties. The affiliate site receives a commission from the third party for facilitating this sale.

BANKING SPHERESITE

A banking spheresite is an e-commerce site whose primary functions relate to banking transactions with a single entity, typically a bank that the user is a member of. Banking spheresites allow users to conduct transactions at a distance, such as checking their account's balance, approving and managing transactions, or applying for loans. Access to one's personal banking information on a banking spheresite is typically included as a perk of being a member at a given bank, and banking spheresites tend to be extremely encrypted for client production (though the same can't always be said for every app the bank is affiliated with).

CLASSIFIED ADS SPHERESITE

Classified ads spheresites are e-commerce site that primarily deal in advertising for things that their users want to purchase or sell. A lister details an item that they wish to sell and the price they wish to sell it for on a short advertisement and uploads the ad to the website for a small listing fee. Users browsing the site who are interested in purchasing a listed item are free to reach out and contact the seller, setting terms upon which the transaction will occur. Although classified ads usually deal in second-hand sales, employers sometimes list ads on classified ad spheresites with employment opportunities they're looking to fill.

CONTENT SPHERESITE

Content sites are e-commerce sites built around the creation of custom digital content that is consumed by fans of the content site. Oftentimes content sites are built around blogs, news reporting, or simple vidgames and fund themselves through advertising placed upon every page.

TABLE 1: OTHER PURCHASES

Service	Item Level	Price
Infosphere Site Membership		
Affiliate	5 per year	
Classified Ads	10% of asking price	
Fan	1 per year	
Media-sharing	1 per year	
Religious	0	
School	0	
Social media	0	
Infosphere Site Ownership*		
Blog, common	1	—
Blog, good	6	600
Blog, premium	11	3,500
Corporate, common	3	225
Corporate, good	8	1,300
Corporate, premium	13	6,850
E-mail, common	1	—
E-mail, good	8	1,250
E-mail, premium	15	14,500
Icon, common	5	400
Icon, good	10	3,000
Icon, premium	15	15,000
Personal, common	2	—
Personal, good	7	800
Personal, premium	12	4,750
Wiki, common	4	—
Wiki, good	9	2,000
Wiki, premium	14	9,500
Other, common	1–6	level ² × 50
Other, good	7–12	level ² × 75
Other, premium	13+	level ² × 100
Infosphere Site Subscriptions		
Content, common	5 per month	
Content, good	10 per month	
Content, premium	15 per month	
Streaming, common	3 per month	
Streaming, good	7 per month	
Streaming, premium	15 per month	
Webcomic, common	0 per month	
Webcomic, good	5 per month	
Webcomic, premium	25 per month	

* In order to retain ownership of the spheresite, the indicated price must be paid annually. This can take the form of one lump payment, 12 monthly payments, 6 bimonthly payments, or four quarterly payments.

SPHERESITE PURCHASE AND DESIGN

Once you've purchased a spheresite, designing it takes 1d6 hours per site feature × the site's item level, as well as a successful Computers check (DC = 10 + 2 × the spheresite's item level). You can hire a professional freelancer to do this for you.

CROWDFUNDING SPHERESITE

Crowdfunding sites are spheresites devoted to funding of specific projects that have not been created or purchased yet. Most crowdfunding sites involve the creation of new goods or services based on prepurchase—consumers interested in the posited product invest money into the project and that money is used to make the project happen. Most crowdfunding sites require that each project have a specific time frame and description of their goals, but don't guarantee that any of the projects that are uploaded to their site will ever come to fruition—the consumer takes that risk when spending their money on a crowdfunding project. In addition to goods and services, some crowdfunding projects ultimately amount to requests for donations rather than promises for a good or service.

E-MAIL CLIENTS

An e-mail client's primary function is to allow users to send and receive electric messages, or e-mails. Many e-mail clients have additional web applications and services built-in, such as word processing tools, social media platform integration, blog functionality, and more. E-mail is considered a necessity for most modern citizens, and as a result it's relatively easy to obtain a quality e-mail address absolutely free. To offset their free cost, however, many e-mail clients place their users on universal e-mailing lists that they sell to various corporations for advertisement purposes. Premium e-mail clients don't engage in such transactions, but they typically charge their clients for keeping their e-mail address confidential.

ENTERTAINMENT SITE

An entertainment spheresite's primary function is to entertain the consumer. Most entertainment spheresites involve media—music and videos mostly, but live broadcasts are also immensely popular.

GAMBLING SPHERESITE

A gambling spheresite is an entertainment spheresite designed to allow users to place bets on a number of different gambling activities. This can take the form of betting on races or athletic competitions, a user interface designed to allow users to purchase lottery tickets, vidgames akin to digital slot machines, and other similar services.

STREAMING SPHERESITE

A streaming spheresite is an entertainment spheresite that functions by constantly sending and presenting images, videos, and similar media to a computer during the presentation. In effect, users don't have to wait for streamed content to be fully downloaded before viewing it; they are able to enjoy the content as it arrives to their device. Streaming spheresites commonly offer holotube and cinema programing to their customers, but services that offer other types of media—most notably music streaming and live vidgame streaming—also exist. Most spheresites require a subscription, but a few

subsidize their costs by running ads at regular intervals on the stream's spheresite page, often to the client's annoyance.

VIDGAMING SPHERESITE

A vidgaming spheresite is designed to allow the user to play online vidgames. These games are usually of relatively low-quality and are known as "browser vidgames" because they use infosphere browsers as their medium of choice, rather than a vidgaming console or hardware.

WEBCOMIC

A webcomic is an entertainment spheresite whose primary content revolves around an online comic series. Webcomics typically have styles and genres that are unique to their online platforms and sometimes incorporate music files and animation.

GOVERNMENT SITES

A government site is designed by a governing entity to provide services to its citizens, detail local policy and procedure, and to support tourism in the governed region. Government sites usually have a special handle to make their legitimacy and security clear to the user.

GOVERNMENT SERVICE SPHERESITE

A government service spheresite is a government site designed around facilitating the acquisition of government services for the government's citizens. Common service spheresites involve healthcare, government-funded loans, national banking, and tax information and collection.

TOURIST SPHERESITE

A tourist spheresite is a government site designed to highlight interesting locations within the governed area with a focus on attracting tourists to that region. Tourist spheresites commonly possess a nexus of helpful spheresite links that allow potential tourists to contact local lodging services, learn more about interesting landmarks and corporations in the area, book passage to the region, and similarly enhance their vacation experience within the region.

NEWS SITE

A news spheresite effectively acts as an online version of a newspaper, either as a stand-alone publication or as a digital version of a printed work. News spheresites are able to report on events almost instantly, posting summaries of important events mere minutes after they occur.

REFERENCE SITES

A reference spheresite's primary function is to provide information to the consumer, whether it be regarding a specific topic or a multitude of topics. The most common type of reference site is the wiki, a spheresite designed to allow collaborative editing in an attempt to create a comprehensive treatise on a topic, but digital libraries and similar reference documents also exist.

SEARCH ENGINES

A search engine's primary function is to sort through the infosphere at a user's behest in order to provide said user with the content or information they desire.

SOCIAL MEDIA SITES

A social media spheresite's primary function is the sharing of information, ideas, interests, and other forms of expression using virtual communities and social networking services.

DATING SPHERESITE

A dating spheresite is a social media spheresite formed with the intention of facilitating relationships between individuals. Dating spheresites are most commonly associated with the facilitation of long-term romantic relationships, but they are also used by those seeking temporary arrangements or friendships. Dating spheresites are often pay per service, but a rare few are free (or partially free) to use.

FORUM SPHERESITE

A forum spheresite is a social media platform that facilitates conversation between spheresite members in the form of posted messages. Users write their thoughts in posts ranging from 10 characters to several paragraphs and upload them as new threads or add them onto existing threads. Unlike other types of social media, forums are often archived at least temporarily.

LIVE-CHAT CLIENT

A live-chat client is a social media platform that allows users to communicate with one another in real-time. Live-chat clients accomplish this using direct calls (similar to personal comm units), image sharing, text messaging, or a combination of the three.

REVIEW SPHERESITE

A review spheresite is a social media platform that allows users to post reviews of specific goods, products, businesses, or similar entities with the intent of informing readers regarding the individual's experience with the reviewed entity. Review spheresites are commonly review topics like dining, lodging, and various media.

SOCIAL NETWORKING SPHERESITE

A social networking spheresite is a social media platform where users are able to communicate and share media with one another in real time. Social networking sites often have several dozen other social medias integrated within them, and commonly include games and other web applications.

HOW DO INFOSPHERES WORK?

An infosphere is a planetary database accessible by computer systems within range of that infosphere, typically about 5,000,000 miles from the planet's surface. Their hardware consists of dozens of satellites that orbit the planet in ownership of that infosphere. Because of the extensiveness of the infosphere's range, most planetary infospheres can also be accessed by computers on their planet's moons; for example, in the Xa-Osoro System Bantosian, Eogawa, and Uramesh are all able to access Ulo's infosphere.

Infospheres are seldom able to interact with one another due to the vast distances between worlds. Cross-infosphere communication relies on paper mailing or physical travel as a result, although corporations like 1010 Robotics are hard at work attempting to construct hopper pylons that use quantum computing that could theoretically allow infospheres to instantaneously communicate between one another across multiple galaxies, though the algorithms needed to perform quantum computing on such a massive scale are in their infancy.



OPEN GAME LICENSE VERSION 1.0A

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

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

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

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

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

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

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

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

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

A Transforming Experience...

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

Now Available

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

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

Pop Culture Catalog: Infosphere Sites © 2019, Everyman Gaming LLC; Authors: Alexander Augunas and Owen K.C. Stephens.

Pop Culture in the Palm of your Hand!

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

Now Available

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