

TRANSHUMANISM



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TRANSHUMANISM

CREDITS

PRODUCER

SCOTT GLADSTEIN

DESIGNERS

SCOTT GLADSTEIN, IAN SISSON

EDITORS

IAN SISSON

ART

Jorge Zapata

(<https://www.deviantart.com/vagocool>)

Marek Rakucak

(<https://www.deviantart.com/markus-art-design>)

Juno Viinikka

(<https://www.deviantart.com/junowski>)

Aldo Ojeda

(<https://www.deviantart.com/maledictus>)

Blackie Maiden

(<https://www.deviantart.com/lblackie-maidenl>)

GRAPHIC DESIGN/ LAYOUT

SCOTT GLADSTEIN



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Questions? Comments? Contact us at:

ScottGladstein@littleredgoblingames.com

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TRANSHUMANISM

Step by step we crawl from our limited forms towards absolute control of our form. It starts small with peripheral modifications: glasses to correct poor vision, pacemakers to regulate arrhythmias, etc. But in time all species, not just humans, explore in-vitro modifications like genetic tampering, cognitive growth procedures and more. Compelled jointly by the fear of death and by the compulsion to test the limits of what is possible, species strive towards complete control of their physical form.

Arthur C. Clarke, speaking on transhumanism, once suggested that *“It may be that our role on this planet is not to worship God - but to create him”*. The road to creating this godly form is filled with moral complications and compromises, simultaneous celebrations and rejections of one’s identity, and scientific rigor. The definition of transhumanism is, “the belief or theory that the human race can evolve beyond its current physical and mental limitations, especially by means of science and technology”.



At the end of the day it is impossible for anyone to objectively judge one’s worth by the qualities of their physical form; it merely informs the kinds of stories that can be told with such a character. A Vesk Übermensch may be the perfect candidate to tell a story about the perfect killing machine or, conversely, a mighty warrior who learns humility. On the other hand, a degenerate shirren who rises to become the king of the galaxy also draws a lot of its thematic/narrative strength from its morph.

NOMENCLATURE

The term “morphs” is used to describe variations caused by permanently synthetically altering the biology of a form *in a way outside of what is caused by natural evolution). A “neohuman” is a morph of human, a “drow noble” is a morph of a drow, and a “retrograde android” is a morph of an android.

When the phrase “-species” is part of a word in the general morph category, you can replace it with the race’s name. For example, a tier 2 morph for a shirren could be called a “neoshirren” and a tier 1 human could be a “transhuman”. The terms “transpecies” and “neospecies” are the general term for that category of creature. The term “baseline” refers to an unmodified member of the species (“Baseline Human”, “Baseline Vesk”, etc).

Certain species may have culturally specific titles for these terms.

RETROMORPHS

Morphs with a “-1” tier value are called “retromorphs” and represent a reversion to a more primitive state of their species. A retromorph of a human, for example, might resemble a neanderthal. Retromorphs are rare and their occurrence is generally an accident (much in the same way cursed magic items are most often created) when trying to achieve some higher level morph. Intentionally creating a retromorph is one of the most perverse and unforgivable crimes one can do.

MORPHS VS CYBORGS VS SUBSPECIES VS MUTATIONS

Morph: A morph is a creature that has had its genetic code (or equivalent) fundamentally altered by a synthetic process not stemming from normal environmental pressures or stimuli. Genetic tampering, accelerated evolution, designer babies, and breeding plans are examples of creatures who have created morphs of themselves. A drow noble is a morph of a drow.

Cyborg: Creatures that have augmented themselves with technology to grant themselves greater abilities or overcome some handicap are referred to as "cyborgs" (even if the process is not entirely cybernetic) or "augments".

A creature with a cybernetic hand or symbiote that increases their intelligence is an example of a "augment" or "cyborg".

Subspecies: Creatures that naturally evolve in response to stimuli or environmental pressures in a way that is different from the rest of their species, but can still interbreed, are referred to as a "subspecies". In game terms a subspecies share a subtype with a more populous species. Drow are a subspecies of elves for example.

Mutations: For the purpose of this book a mutation is an aberrant, undesired, or otherwise unexpected change to one's genetic code (or equivalent).

MORPHS

TABLE 1-1: MORPHS

| TIER | -1 RETROMORPH | 0 BASELINE | 1 | 2 | 3 |
|-----------------|------------------|----------------------|-----------------|----------------------|---------------|
| General Morphs | Degenerate | (Baseline Species) | Transpecies | Neospecies | Übermensch |
| Android Morphs | Retrograde | (Baseline Android) | v2.0 | v3.0 | Simulacrum |
| Elven Morphs | - | (Baseline Elf/ Drow) | - | Elf-Lord/ Drow Noble | - |
| Kasatha Morphs | - | (Baseline Kasatha) | - | Wyrdborn | - |
| Lashunta Morphs | - | (Baseline Lashunta) | - | Apotheon | - |
| Shirren Morphs | Grub / Drone | (Baseline Shirren) | - | - | Shirren Queen |
| Vesk Morphs | - | (Baseline Vesk) | - | - | Vesk Tyrant |
| Yoski Morphs | Scum Runner | (Baseline Yoski) | - | Rat King | - |
| Animals (Misc) | - | - | Uplifted Animal | - | - |

OBTAINING A MORPH

You can only take a morph that shares a subtype with the name of the morph. For example, only creatures with the elven subtype can take elven morphs and only creatures with the android subtype can take android morphs. General morphs may be taken by a creature of any race. The description of some morphs have additional requirements.

IMPLEMENTATION

Morphs are generally stronger versions of a base race, with the exception of the -1 tier category of morphs. There are two ways of implementing morphs in your game: adjusting the average party level or offsetting it.

AVERAGE PARTY LEVEL

The character adds their tier value to their level for the purpose of calculating the average party level. When building encounters this means the party will be facing higher CR encounters (as encounter CR should be within 3 of APL).

Example: If you were playing a neoshirren (a tier 2 morph) you'd add 2 to your level for the purpose of calculating APL.

Note: Reduce your level by 1 for the purpose of calculating APL if you take a -1 tier morph.

OFFSETTING

Rather than adjust the APL, a GM may ask you to take 1 of the following penalties per tier. A given penalty may not be taken more than once. A GM should consider how impactful a penalty is in relation to one's class (a mystic cares less about their proficiencies than a soldier does) when assigning them. Use these as guidelines to create your own fitting ones to balance a character.

- You start with half of your normal starting wealth.
- You give up 2 categories of weapon or armor proficiencies (example: heavy weapons, longarms, advanced melee weapons, heavy armor, etc) that your class grants you at 1st level.
- You give up 1 feat gained at 1st level.
- You give up 1 skill point per level.
- You give up both 1 hit point and 1 stamina per level.

- You reduce your total Resolve by 3.
- You take a permanent -1 on all saves
- Reduce the number of points you have for customizing your ability scores during character creation by 2.
- You gain $1d4-1$ mutations (minimum 1). For every 6 mutations you have, you take a -2 penalty on all appearance based skill checks.
- Example: If you were playing a neoshirren (a tier 2 morph) you might be asked to start with half the normal starting wealth and give up 1 skill point per level by your GM in exchange for being allowed to play the morph.

Note: If you take a -1 tier morph you can ask your GM for the inverse of one of the aforementioned penalties (an extra feat at 1st level, 1.5x starting wealth, 1 extra skill point per level, a permanent +1 on all saves, etc).

SIDE BAR: GAINING MORPHS IN GAME

While most morphs are taken during character creation a situation may arise in game where they can be obtained. When this happens discuss the implementation of such a thing with your GM. It is easiest to simply adjust the APL of the group rather than retroactively adjust things on your character sheet.

GENERAL MORPHS

Note: Morphs are always "in addition to" the normal racial traits and ability score modifiers, not "instead of", unless otherwise noted.

DEGENERATE

Race: Any

Tier: -1

Changes: Pick one of the bonuses you gain to an ability score adjustments and reduce it by 2.

Description: Horrible things have been done in the name of science. Degeneration is regression to an earlier or weaker state though forced and permanent de-evolution. It is a high crime on many worlds but everything done in the dark is "legal" (until a light is shined upon it). Victims of cruel gene-bombs, nano-viruses that rearrange one's genetic code, exposure to mutagens, and other cruel fates are the reasons

that people find themselves in a degenerate morph. Still, heroes are born from humble origins and rise to towering heights.

Note: While this was not designed to encompass genetic birth defects and other conditions similar to it, this may be an option to present them.

MUTANT

Race: Any*

Tier: Varies

Changes: You gain 1d6 mutations (see the mutations section later in this book).

Description: A “mutant” is someone with radical changes to their body due to artificially induced or naturally occurring random variance. Random mutations happen all the time: not all of them are useful, though some are, and plenty just harm one’s ability to survive.

Special: After rolling the mutations a GM can decide the tier value of this change.

Note: For every 6 mutations you have, you take a -2 penalty on all appearance based skill checks.

*SIDEBAR: MUTANT ANDROIDS

While androids are approximations of humanoids they are not biological and a lot of their mutations are biological aberrations. Sometimes physical mutation don’t really make sense as androids are built without the random genetic shuffling that occurs in most biological species. Some just don’t matter for an android; an android with chromatic eyes, for example, is just an android and one with an extra arm or two is just considered a “feature” rather than a bug.

There are a few ways to play this:

- They simply grow biological or technological mutations and you don’t worry about it. This can add a “weird science”, “wacky”, or “body horror” vibe to your game.
- You can say androids are immune to physical mutations.
- You can have mutations represent mental/digital/programming processes gone awry; telling the body to reorder itself in new and sometimes dangerous ways.

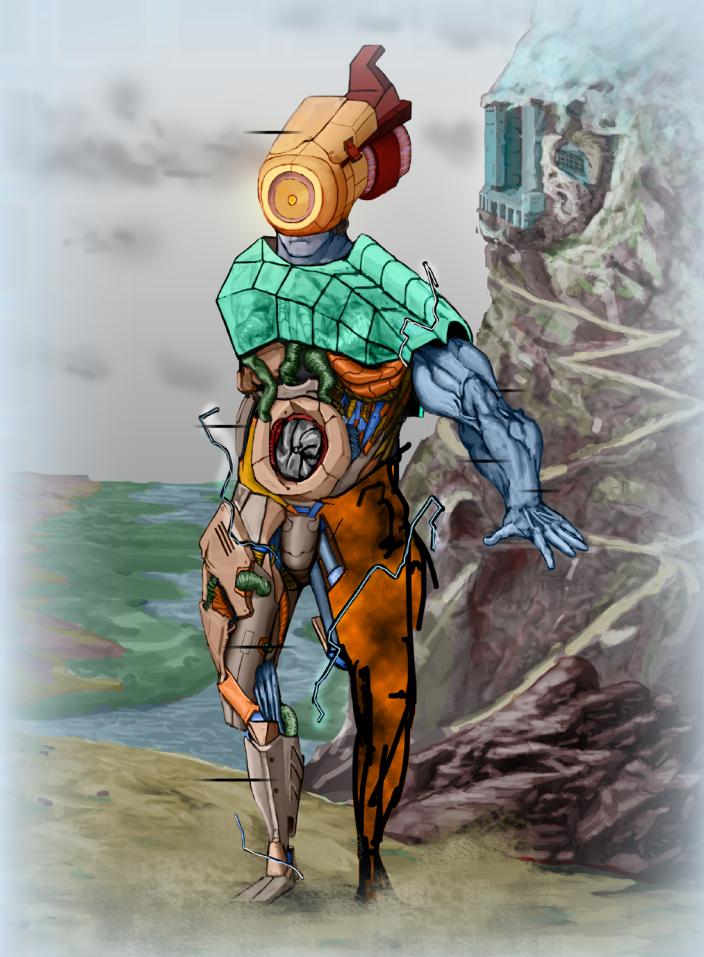
TRANSPECIES

Race: Any

Tier: 1

Changes: Pick one of the bonuses you gain to an ability score adjustments and increase it by a further 2. In addition, you gain a +1 racial bonus on all saves against diseases, toxins, chemicals, and poisons.

Description: A transpecies often represents the first steps in guided evolution by a species. They can be naturally occurring or even a triggered response to certain stimuli: like we see in insects like grasshoppers when they enter their “swarming” phase and become locusts. Sometimes they are simply common “upgrades” or natural biological changes that certain species undergo. Minor military augments, an older molt for a species, extensive medical modifications for quality of life adjustments, or a general system upgrade for an android can all be considered transpecies modifications.



NEOSPECIES

Race: Any

Tier: 2

Changes: Pick two of the bonuses you gain to an ability score adjustments and increase those bonuses by a further 2*. In addition, select one of the following:

- You gain a +2 racial bonus on all saves against diseases, toxins, chemicals, and poisons.
- You gain a +5 foot bonus to your movement speed
- You may treat 1 additional skill as a class skill.
- *If your race does not have 2 ability scores that gain a bonus, you may select one that does not have a penalty to gain the 2nd +2 bonus to.

Description: A neospecies is a substantial and often artificial change in a race that makes them easily distinguishable from their baseline species. While an outsider might mistake a transpecies as a member of the base species a neospecies is clearly another breed of creature. They are often larger, more fit, noticeably smarter, and exist in a class all their own. Neospecies regard their baseline species in the same way humans regard apes; they see them as a less developed cousin.



ÜBERMENSCH

Race: Any

Tier: 3

Changes: You gain a +2 to 3 ability scores (after racial adjustments). In addition, you never age past your prime and are deathless (you are immune to death via aging). Finally, select one of the following:

- You are immune to diseases, toxins, chemicals, and poisons.
- You gain a +10 foot bonus to your movement speed
- You gain 1 additional skill point per level.
- You gain 1 additional Hit Point and Stamina Point per level

Description: The fabled “übermensch” (literally “beyond-man”); a perfect biological specimen. You are the peak of what your species could be through generalized improvements. Your genes were extensively modified to remove any flaws and push your body to the absolute limit in terms of baseline abilities. You are naturally faster, smarter, stronger, and better than any baseline member of your race.

Now, the question you must ask yourself is- are you still part of your species or something entirely new? If you are, objectively and quantifiably, better than the rest of your species wouldn't it be benevolent to rule them? After all, you and the other übermensch are the most qualified candidates to do so. Will you play the protector, sheltering their feeble forms from the harshness of the universe by keeping them penned up, or will you play the wise parent and let them trip and fall, saving them only when things get too rough? Being a superman is a lot of responsibility and is ethically questionable.

SIDEBAR: SCIENTIFIC NAMES FOR RACES

The following are the scientific names that humans use for other races. Please keep in mind that these are largely written from a human-centric point of view.

Augments: Add “Maximums” for augmented variant.

Half: If a race is of mixed human heritage add the suffix “hybrida” to it. A half elf would be “*Homo Acuminatus Hybrida*”.

Space: Species that have evolved substantially enough to become their own species or subspecies often have “Astro” added on as a suffix. A human variant that evolved off their homeworld could be called “*Homo Sapien Astro*”.

Example: “*Homo Acuminatus Hybrida Astro Maximums*” would be a half-elf space-born variant with extensive augmentation.

CORE RACES

Androids: *Homo Simulacrum* (Simulated Man or a “Simulacrum of a Man”)

Humans: *Homo Sapien* (“Wise man”)

Kasatha: *Xeno Armati Quattuor* (“Alien with 4 Arms”)

Lashunta: *Xeno Telepathica* (“Telepathic Alien”)

Shirren: *Xeno Insecta* (“Alien Insect”)

Vesk: *Xeno Reptilia* (“Alien Reptile”)

Ysoki: *Xeno Rattus* (“Rat Alien”)

LEGACY RACES

Dwarves: *Homo Robustus* (“Stalwart Man”)

Elves: *Homo Acuminatus* (“Sharp, Tapered, Pointed Man”)

Gnomes: *Homo Pusillus* (“Little Man”)

Halflings: *Homo Domus* (“Man of the House”)

Orc: *Homo Viridi Porcos* (“Green Pig Man”)

Goblin: *Homo Viridi Parvus* (“Small Green Man”)

ANDROID MORPHS

Androids are an interesting case when it comes to morphs as there is very little difference between a “cyborg”, “subspecies”, and “morph” as their parts are synthetic. Androids, unlike robots, are presented in Starfinder as synthetic human analogs so while adding an upgrade slot to their form may be easy, it’s not so easy to change their bodies in a fundamental way.

The “cyborg” equivalent for an android might be an android who has lot of peripheral devices attached to them while their base form is still very much unchanged. A “subspecies” is likely a different model android or an android build to represent a different species. You can image that an android based on and built by a kasatha or even a dragon would look and act very differently than a human-type android. A true android “morph” represents a great divergence in its fundamental form from those who were designed to be similar. The change must be drastic, permanent, and affect all aspects of the android.

RETROGRADE

Homo Simulacrum Senex

Race: Androids

Tier: -1

Changes: -2 Int

Description: Old software doesn’t always get updated and worn-out parts don’t always get replaced. Androids, particularly those in isolated communities, find themselves using outdated software and hardware - most verging on the brink of non-sentience. It’s common for them to be referred to as “junkbots” or simply “robots” as insults.

V2.0

Homo Simulacrum Secundi

Race: Androids

Tier: 1

Changes: You gain 2 additional armor upgrade slots.

Description: Those androids that are running the latest software and hardware can support greater integration of 3rd party augments and software packages. This increased compatibility means they have an easier time adapting to new cultures and

exotic data packets they encounter when traveling. Androids of version 2.0 or higher are sent out as ambassadors and explorers, leaving the lower versions to do more plebeian work.

V3.0

Homo Simulacrum Tertium

Race: Androids

Tier: 2

Changes: You gain 2 additional armor upgrade slots and +2 Int

Description: Those lucky enough (or rich enough) to be upgraded to version 3.0 or higher are regarded as superior to the rest of their kind. They run self-updating evolutionary software that keeps them running ahead of the rest of the android pack. They employ a sort of quantum computing that seems to defy logic some of the time but forms a holistic and vastly intelligent network of sub-AI consciousness that congeal into a unified whole.

SIMULACRUM

Homo Simulacrum Simulacrum

Race: Androids

Tier: 3

Changes: You gain 3 additional upgrade slots, +2

Int, and lose the flat affect racial trait, and gain 1 skill point per level. Additionally, they gain a +8 racial bonus on checks to appear as a member of a single race chosen at the time of character creation.

Description: Simulacrum are the highest grade of androids in existence, surpassing even the version 3s in terms of processing power and complexity. They are indistinguishable from the race they are designed to fit in with and they themselves are often

unaware that they are simulacrum.

Simulacrum are used as sleeper agents, assassins, cultural observers, and envoys.

Inspiration: Replicants (Blade Runner), Skinjobs (Battlestar Galactica)



ELVEN MORPHS

ELF-LORD/DROW NOBLE

Homo Acuminatus Nobilis

Race: Any

Tier: 2

Changes: Select two of the following options:

- **Regal Bearing:** +2 Cha
- **Detect Magic:** You gain the benefit of a constant *detect magic* spell.
- **Limning Light (Su):** As a standard action that costs 1 RP, you can cause all creatures and objects in a 5-foot-radius burst to shed a pale glow. Creatures outlined by the limning light take a -20 penalty to Stealth checks and don't benefit from the concealment usually provided by darkness. If an affected creature is benefiting from an effect such as invisibility, all others within line of sight of it become aware of its location (see page 260 of the Starfinder Core Rulebook). This effect lasts for a number of minutes equal to your character level. This ability has a range of 100 feet.

Description: Elven species are a great example of a naturally occurring neospecies morph. They are a genetic leap forward and can be born to any elf (drow or otherwise) though they are often born to other elf-lords/drow nobles. In elven society the birth of an elf-lord (the term is unisex, though "elf-maiden" is an archaic term for it) is heralded as a good omen and they will be tutored to become great leaders, scholars, and teachers. Elf lords have an odd fascination with music and are renown for producing some of the most beautiful music and works of art in their empires. While many become proper nobility it is not a requirement for such a position. Drow nobles are different; they are the undisputed ruling class of the drow who silence all opposition with an quiet knife in the dark. The life of a drow noble is brutal and often short as they vie for power at the highest levels of drow society.

Red Sector: The grey elves known as the "Dökkálfar" of the Umber Worlds occasionally will have an elf-lord born in their midsts. They view them with both awe and suspicion as they are a marker of the elven heritage they fought so hard to retain in the twisted depths of Milliheim and of another potential fall. They do not exalt their elf-lords as leaders but instead

task them with great quests (often the recovery of star-hearts) for their communities as they are seen as fated beings.

SIDE BAR: EUGENICISM VS TRANSHUMANISM

Eugenics is defined as a "set of beliefs and practices that aim to improve the genetic quality of a human population by excluding certain genetic groups judged to be inferior, and promoting other genetic groups judged to be superior." While some see transhumanism is "the belief or theory that the human race can evolve beyond its current physical and mental limitations, especially by means of science and technology." Some see eugenics as a subtype of transhumanism, albeit using a racist ideology, and they are not totally wrong. However eugenics is more focused on improving a species though the exclusion of certain groups judged by race, class, religion, or other means. This is not in line with the ideals and goals of general transhumanism as it seeks to improve the entire species via scientific and technological means; not selective breeding and ethnocide. To put it another way, eugenics seeks to eliminate imagined impurities while transhumanism seeks to help all people overcome the limits we share.

KASATHA MORPHS

WYRDBORN

Xeno Armati Quattuor Malefica

Race: Kasatha

Tier: 2

Changes: You gain the following 2 abilities:

- **Absorb Force (Su):** As a reaction, you can use any number of its free hands to catch *magic missile* fired at it. Doing so absorbs the missile and manifests as a glowing nimbus around that hand (which is no longer considered free). The energy lasts 6 rounds or until it is used to create an additional force bolt (see below). To use this ability, you must be aware of the incoming *magic missile*.
- **Force Bolt:** You can cast **magic missile** as a spell-like ability once per day. For every two *magic missiles* caught using its absorb force ability, you can use this ability an additional time each day.

Description: The witchwyrd are the ancestors of the kasatha and on rare occasion a kasatha will be born with more of their genetic ancestry expressed. This only occurs if a kasatha is raised in close proximity to a witchwyrd and it is believed that this is a genetic trigger programmed into the kasatha somehow. They have blue-grey skin and their legs have an extra joint in them. Beyond the physical changes they have a deeper magical change; they can sustain themselves by eating magic and even gain the iconic ability to hurl bolts of force. Wyrdborn are mysterious and aloof from their kasatha kin, seeing them as “lesser” or at least “younger children” and pity or care for them. Most wyrdborn are servants of the witchwyrd and see it not as slavery but as a kind of ancient, sacred duty that their race “owes” to the witchwyrd.

LASHUNTA MORPHS

APOTHEON

Xeno Telepathica Unitas

Race: Lashunta

Tier: 2

Changes: Rather than the ability score change due to the dimorphic racial trait you gain the following: +2 Strength, +2 Intelligence, +4 Charisma. In addition you count as both korasha and damaya for the purpose of effects and prerequisites. Finally, you can use *detect thoughts* at will so long as you have an Intelligence score of 11 or higher (rather than 1/day).

Description: An apotheon is not a thing one is born as but something one *becomes*. During the changes that one undergoes during puberty a lashunta aesthetic can forestall their changes though deep meditation. If delayed long enough the lashunta will be able to guide their changes and reach a sort of “apotheosis” where both korasha and damaya are in perfect balance. They are neither sturdy nor lithe but possess a lean and muscular form that still does credit to their race’s natural beauty. Like beings carved of marble by the masters of old, they are flawless without regression or overexpression of their natural form.

In many ways they do not fit in anywhere in society and in other ways they are all-encompassing in their embrace of that very same society. They are neither korasha nor damaya but both at the same time, and maybe even something more. Most live secluded lives of study and reflection but some see themselves as the true path for all lashunta and strive to awaken all to the possibility of what they have become.

SHIRREN MORPHS

GRUB

Xeno Insecta Minimus

Race: Shirren

Tier: -1

Changes: -2 Intelligence, -4 on saves against mind-affecting effects.

Description: Shirren were once a hive race who grew away from their ancestors and now seek to express their individuality. Grubs are a throwback to the drones of that ancient hive race who crave control. They look even more insectoid and are about 20% smaller than your average shirren. They are docile and crave authority, seeking out strong-willed people to give them command. There are two ways a grub can be born: either as a random mutation or they can be intentionally born via a shirren queen. All grubs are born sterile, though medical science can help with this.

SHIRREN QUEEN

Xeno Insecta Maximus

Race: Shirren

Tier: 3

Changes: You gain two of the following benefits:

- **Ability Modifiers:** +4 Cha (When factored in with their other ability score modifiers they get: +2 Con, +2 Wis, +2 Cha)
- **Pheromones:** You gain a +4 racial bonus to the DC of mind affecting effects against shirren and a +4 racial bonus on checks to influence the attitude of them as well.
- **Hivemind:** You can telepathically communicate with any shirren within 1 lightyear who you have met for at least 1 minute regardless of if you share a language with them.

- **Large:** You are large sized. (There is no required ability score adjustment due to this)

Description: The birth of a shirren queen is occasion for fear as they are a sign of their old ways trying to genetically reassert themselves. Shirren queens are rare shirren who are born with one purpose: to rule the shirren. They are naturally charismatic, cunning, and imperious. When they are born they appear like any other child except they exude a small amount of pheromones that only increase in strength as they grow in size. By the time they mature they are more than twice the size of a normal shirren, with a set of non-functional gossamer wings and powerful pheromone glands that enslave shirren to their will. Shirren queens can give birth to grubs without a mate as they have all the genetic information required to produce them at birth.

Shirren society is divided on the issue of queens. On the one hand they were simply born that way and shouldn't be killed simply because of their birthright; after all, the shirren became more than their birthright. On the other hand they have the drive to enslave and subjugate their kin, and that suppresses the individuality of other shirren. For this reason they sometimes undergo pheromone gland removal surgery and many have become prominent members of shirren society.

There exist cults of the hivemind who genetically induce the transformation of shirren into queens so that they can return to the old ways. Such artificial queens rule vast criminal and political empires that threaten the shirren's very way of life.

VESK MORPHS

VESK TYRANT

Xeno Reptilia Rex

Race: Vesk

Tier: 3

Changes: You gain two of the following benefits:

- **Ability Modifiers:** +4 Str, +4 Con. This replaces the vesk's normal ability score modifiers.
- **Large:** You are large sized. (There is no required ability score adjustment due to this)
- **Immune to Fear:** You are immune to fear effects.

Description: A vesk tyrant is an earned privilege.

The greatest champions of the vesk race are able to demand the "Rite of the Tyrant" of their people. This is an expensive and ancient ritual that transforms the vesk both physically and spiritually into an unstoppable tyrant-king. Buried in the ancient soil of their homeworld they are killed and resurrected through a mysterious ancient ritual that is said to allow the souls of all those who the champion slew to flow into their body and empower them. The result is a tremendously feral-looking, hulking, vesk super



soldier with a large horn on their nose. Tyrants are warrior-kings who lead great vesk warbands and conquer worlds. A new tyrant is often crowned before an invasion and they are expected to serve as the spearhead of the most deadly attack. They are unique politically because of the “Rights of the Tyrant” which means they are beholden to no law, alliance, or custom they wish to disregard in the pursuit of their conquest. This right is bestowed upon them so that they may act unilaterally in times of war but also because the Rite of the Tyrant drains their life, reducing it to a mere sliver of what it could have been. Most tyrants don’t live more than a decade after the transformation and some only live as long as an additional year. For this reason most tyrants seek a glorious death in battle in the name of the Veskarium.

YOSKI MORPHS

SCUM RUNNER

Xeno Rattus Minimus

Race: Yoski

Tier: -1

Changes: -2 Int, gain 1 mutation (see the mutations section later in this book).

Description: Scum runners are, according to “civilized folk”, diseased little mongrel yoski who were born defective due to overcrowding in poor yoski warrens. In their own eyes they see themselves as consummate survivors made of tougher stuff than the rest of the galaxy. Scum runners resemble emaciated, mangy yoski with various mutations. They are the result of generations of yoski living on damaged space stations in hyper-cramped conditions. They have a code of ethics called the “scum runner’s bible” which includes such lovely axioms as:

- “Risk it all or die trying.”
- “Life is brutal and short so make it count.”
- “Kill whoever isn’t trying to kill you before they get a chance.”
- “Bite the hand that feeds you.”
- “If it won’t help you in the long run, helping will only hurt you.”

- “The only friend you have in life is your sidearm.”
- “Respect a bigger rat, but only until you’re bigger than them.”
- “Friends are only friends until they need more from you than you need from them.”
- “If you’re going to go down, take everyone with you.”

Despite their harsh outlook on life (or maybe because of it) scum runners have clawed their ways out of their overcrowded warrens and become fabulously wealthy. The term “scum money” has become a slur leveled against scum runners who made it big and started extravagant trading empires.

RAT KING

Xeno Rattus Rex

Race: Yoski

Tier: 2

Changes: When you are in the presence of other yoski they gain a +1 on all saves and a +2 on Initiative checks. In addition, you gain a +1 on all d20 rolls for every 4 yoski (other than yourself) who are within 100 feet of you (maximum of +3).

Description: A rat king is what happens when yoski triplets are born. Instead of all three being born a “rat king” is born. This is a larger than normal yoski with three eyes and three tails. The body is inhabited by three souls and its birth signifies great changes in yoski society. Rat kings are held in high esteem and are regarded as spiritual leaders among their kind with other yoski seeking to kiss their tails. Rat kings may or may not accept this role that was thrust upon them but they can’t ignore the great spiritual powers they possess. It is said that they are a “singular swarm” or a “a swarm in one body” who hold the essence of what it means to be a yoski in their very form and their presence can empower other yoski. Regardless of what the religious ones say rat kings do have a measurable impact on other yoski, something about their presence causes their body to go into overdrive. Those who live in the presence of a rat king for too long end up over stimulating their bodies which can lead to medical concerns.

MISCELLANEOUS MORPHS

UPLIFTED ANIMAL

Race: Any Animal

Tier: 1

Changes: The Intelligence, Wisdom, and Charisma of the animal is set to 10, rather than what they would normally be. After adjusting that you gain a +2 to one of those ability scores. In addition an uplifted animal gains the ability to manipulate tools/wield weapons in a manner similar to humans and are treated as having at least 2 arms and a base movement speed on land of at least 5 feet if they did not have these capacities beforehand. Finally, if they could not speak they gain the ability to do so.

Description: The decision to “uplift” a species is a hard one with many moral implications. Giving a creature sapience means fundamentally changing their relationship with the universe and introducing them to a great deal of both wonder and pain. Those that are given sapience are also given the means by which they can interact with the world (typically limbs, manipulators, speech processors) via synthetic means. This means most uplifted animals are cyborgs with extensive secondary systems. Because uplifted creatures require so much work to bring to sapience they cannot breed on their own. Most take ambassadorial or governmental roles, acting as the advocate for their species’ rights in the wider universe. Some organizations seek to harness the animal’s cunning and natural talents and uplift them so they can serve in the military, as assassins, or bodyguards.

Note: The tier of 1 should be considered in addition to the choice of the animal chosen for this morph. An uplifted T-Rex is a lot scarier than an uplifted dog.

SIDEBAR: WHAT DOES IT MEAN TO BE HUMAN?

The definition of “humanity” (or any species for that matter) is very hard to pin down. Are humans human? Almost assuredly. How about half humans? Humanoid androids? If so how about non-humanoid androids made by humans? Are mutants “human”? Are neohumans and transhumans human as well? Largely, the jury is still out on it and a lot of one’s definition of “humanity” will be informed by their views and biases (i.e it says more about you than it does about the actual definition of humanity).

One could make a good case that “humanity” exists as a state of mind, a set of declarations, and/or a cultural identifier more than a racial one. Likewise you could say that declaring yourself human is more akin to declaring your faith in a religion or national identity than about blood quantums and biological relationships. You can engage in the “no true Scotsman” fallacy (“appeal to purity”) all you want but at the end of the day perhaps the best definition for humanity was given to us by the philosopher Seneca the Younger when he said, “*Errare humanum est*” or, “To err is to be human”.



VAMPIRES

COLD SLEEP

Silence.

After sixteen days in hyperspace with that damn, constant, monotonous hum of the field compression engines the silence was a balm on Ruby's ears. They'd be at Irodis XI in a few hours and she had three things on her mind: normal G showers, a drink, and a meal that wasn't packaged and flash frozen two years ago. The captain was doing his post-stabilization checklist so she decided to check on the clients. Three hundred human popsicles from the New World Religious Institute on Vickmar, packaged, stabilized, and shipped via three different transports so they'd arrive in Irodis in time for the Irodisian syzygy event. They'd picked up a few dozen other popsicles at their last stop because The Thorny Shrike had a large cryo containment bay than the previous two ships that had been contracted by the NWRI.

"Rise and shine..." Ruby said tapping on the frosted glass faceplate of the upright cryo pod. The face within was tinged blue and covered in a light dusting of frozen condensation. She smirked to herself, another happy customer. She knew they wouldn't be awake for another hour or two, the awakening process took time to properly thaw them out, but she was giddy with the joy of a job well done.

"And how did you sleep?" She asked in a cooing voice as she turned the corner and smiled down the row of coffin-like hightech container. She stopped and furrowed her brow though. The readouts on two of them were red instead of the usual green. With a shrug she approached the instrumentation of the first and examined it.

"I swear to God, if those cut rate thermal regulator Jackson got on Diratos got one of these religious freaks dead I'll cut his..." She let the threat hang, unfulfilled. The door had been opened, from within and was empty. That wasn't possible, the system needed to register a patient as medically dead to be sealed and medically alive to open. It showed that-

A noise cut into Ruby's thoughts, the clanking of a bulkhead door. She spun around, looking from door to door and saw one had swung shut. The automated doors sometimes did that she told herself, they probably had encountered some kind of glitch while in hyperspace. It mucked with system settings more often than the manufacturer would admit. She hesitantly moved to the next malfunctioning containment pod and looked at it's display. When she'd reached out to touch the display she encountered something wet.

Ruby shreaked and jumped back, frantically wiping her hands on her coveralls. The scent of copper reached her nostrils and she gripped herself tightly both to warm herself and to physically hold herself together- this was no time for panic. The display hadn't been blinking red, this one had been covered in blood. She peered inside and slaw a corpse, strung up by its heel like so much meat by a rough edge of the interior of the pod. It looked like someone had tossed a hand grenade in the pod and set it off, viscera and twisted metal jutted out with equal regularity. The corpse was palid and its face contorted in a frozen mask of agony and final release.

"Jackson!" She barked, swallowing some bile that had threatened to come up, tapping the comm behind her ear.

"That's Captain Jackson Rube." His playful voice came back a moment later.

"I don't have time for your bullshit Jack. Something's lose in the cryo bay. Did you ok some kind of animal for transport?! It wasn't in the manifest." Ruby managed to blurt out in a panicky voice.

"Relax Rube. It's probably just a malfunction. You know what explosive decompression of a pod looks like. It was probably those cut rate thermal regulators we picked up back on Diratos station."

Ruby signed and shook her hands to try to get the stress leave her body. He was probably right. Sixteen days with a field compression engine manifold right next to your bunk space had made her jumpy. Pod decompression was plausible but something still gnawed at her insides telling her that wasn't what it was.

"Probably just decompression." An ominous voice mocked from behind her as the sound of another bulkhead door closed. It was deep and cruel, a voice long practiced in the art of temptation and command. She spun and was greeted by a tall, gaunt, man in his sixties; impossibly tall and impossibly thin. He had a smear of red dyed about his mouth and she might have missed it were it not for the sickly white skin, deeply lined with age, that he had. He looked fragile but his body's relaxed readiness told of a lifetime of violence.

"The hell are you?" She began but he caught her with his gaze. His eyes were white within white, no iris- just a pupil the color of space. She looked at him and found she could not slip away.

"Now Ruby, such a pretty name, you've seen my appetiser but to be quite honest... I'm still a bit parched." The malicious man said by way of a faux apology. He smiled then, revealing great fangs that reminded her of the kind snakes had. He leaned in, his breath stank like putrefaction, but she could do naught but let him. She felt the teeth pierce her skin like cold knives. They contrasted so beautifully with his hot, rancid, breath and she found herself loving it. Loving him. Loving the moment. She knew she was dead, dying, sleeping but she didn't care. She... was food.

"If only they'd bought better thermal regulators at Diratos, this wouldn't have happened." was her last

thought, "The good ones can detect galvanic skin responses. They are exceptionally good at detecting vampires. Common... problem. More common than you'd think in the cryo transport business... they can't cross... the waters of hyperspace outside a coffin..."

VAMPIRES

Becoming a vampire is one way to engage in transhumanism, in a manner of speaking. When bitten a creature has their being irrevocably altered on a fundamental level via a process that is most assuredly not natural. How you are changed is the key factor to determining the effects the transhumanist process has. Unlike other morphs in this book vampire morphs impart a template. We suggest using the level adjustment method if a player acquires a vampire morph.



TURNING

When one's blood is completely drained by a vampire the host can mentally decide to do one of three things to their victim:

- **Dead:** The creature is simply dead.
- **Ghoul:** The creature becomes a mindless undead and use the stat block for occult zombies in Starfinder Alien Archive. Vampiric ghouls differ from occult zombies in that they will always follow the spoken commands of their master via a magical compulsion. When trying to enact these orders they act as if they had 6 Intelligence and Wisdom for the purpose of following them. Ghouls look like their original form but rapidly decay into shambling messes of walking putrefaction in a matter of weeks (typically 1d4).
- **Vampire Spawn:** Spawns become a vampire in their own right, though they are enslaved to the one who made them by ancient and powerful magics. Once created, a vampire spawn can advance in power, following this progression:
 - **Vampire:** A vampire spawn whose master has willingly fed them some of their own blood becomes a vampire in their own right. They command a fantastic array of powers but must abide by an ancient set of laws that are connected to their cursed souls.
 - **Vampire Lord:** A vampire who has been fed blood by a willing vampire elder becomes a vampire lord. Vampire lords are no longer strictly physical creatures, more constructs of malicious occult power who drain the souls of creatures rather than merely their lifeforce.
 - **Elder Vampire:** A vampire lord who has lived 10,000 years becomes a vampire elder. As they age they take on more and more grotesque, fiendish, traits and resemble nothing so much as humanoid bat demons.

SIDEBAR: WHO WAS THE FIRST VAMPIRE?

Legends abound about the origins of vampires. Many religions attribute vampirism to a weakness of spirit and those first beings who grew fangs made pacts with fiends or malicious deities. More vampire-friendly lore says that vampires are an ancient species whose profane powers come from a blood god who blessed them with the means to grow powerful so that they might defend themselves.

A minor LE god named Camazotz claims the title of "The First Vampire" and his portfolios include vampires, blood, bats, night, wicked leaders, immortality, and torture. Some of the lore about his rise to power includes references to him being an elder vampire (possibly the first) who rose to godhood through pacts with evil powers. The term "Children of Camazotz" is sometimes used by vampires to describe themselves, though Camazotz himself doesn't claim them as his children. He is a wicked deity who delights in the torture of others and seeks to subjugate all vampires to his will.

VAMPIRIC ABILITIES

Vampires have many abilities that are unique to them. Not all vampires have all abilities but these abilities are unique to them:

BEASTS OF DARKNESS

A vampiric creature of sufficient power gain command over creatures of the night. Once per day per 4 HD they have they can cast *summon creature* as if they were an evil-aligned mystic of a level equal to their character level.

BITE

Vampiric creatures have predatory fangs that they can use to bite a creature. They are always considered armed and can deal lethal damage with unarmed strikes and the attack doesn't count as archaic, with the base damage dice of the attack varying based on the vampire morph (1d4 for vampires and spawns, 1d8 for vampire lords, and 2d6 for elder vampires). They gain a unique weapon specialization with their natural weapon at 3rd level, allowing them to add 1-1/2 x their HD to their damage rolls for their natural weapons.

BLOOD DRAIN (SU)

When a vampiric creature scores a critical hit or when they bite a creature while in a grapple they cause 1d4 points of Constitution damage. For every 1 point of Constitution damage a vampiric creature causes they recover 10 stamina.

CONSUME SOUL

A sufficiently powerful vampiric creature can consume the soul of a recently killed creature. This takes 1 minute and once the ritual is complete the soul is destroyed, added to the cursed soul of the vampire's own. This means the creature whose soul has been consumed cannot be resurrected.

DARK BAPTISM

When a creature is reduced to 0 Constitution by a vampiric creature they can potentially become vampires in their own right. The vampiric creature must decide mentally if the creature will die, become a ghoul, or become a vampire spawn (see above). After the creature dies they will assume that form in 24 hours. Vampire spawns can only create ghouls or kill the creature.

ENSLAVED

A vampire spawn is subject to their master's will and can't resist anything explicitly stated as a command. A spawn must make a DC 25 Will save to resist any command from the vampire who spawned them, henceforth referred to as their master. They receive a +5 bonus on this Will save if they command could reasonably be assumed to result in harm or death for them. They will follow an order doggedly (regarding it as a good idea, even if it is not) until they've either completed it, die (permanently), or their master rescinds the order. They must also make a DC 25 Will save any time they wish to take a hostile action against their master.

UNDEAD IMMUNITIES (REPRINT)

Undead are immune to:

- Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning. They
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

VAMPIRIC COFFIN

A vampiric creature may create a vampiric coffin. This is simply a coffin with dirt from a graveyard on

the world they are native to. They can then perform a profane ritual that takes 1 hour to designate that as their "resting place". While in this coffin they regenerate 2 hit points and all lost stamina every hour. If a vampiric creature is destroyed they teleport to their coffin so long as it is within 100 miles of them. They remain unconscious until they are fully restored to their maximum hit point and stamina values.

VAMPIRIC TRAITS

Vampiric creatures have odd prohibitions and qualities due to the profane curse that is upon their soul:

- **Bloodlust:** As an undead a vampiric creature does not need to eat or drink. A vampiric creature must, however, drink at least 2 liters of fresh blood or 12 liters of stored blood per week to sustain itself. If this condition is not met they are exhausted (even though they are normally immune to that condition) until they feed again.
- **Daylight Destruction:** A vampiric creature in direct sunlight is automatically staggered and takes 20 points of damage per round. Filtering out the UV light does not work- only dim light or darker (twilight conditions or later) suffices.
- **Destruction:** A vampiric creature reduced to 0 hit points is destroyed.
- **Lost Soul:** When destroyed the soul of a vampiric creature is always treated as if it were evil and sent to a profane afterlife.
- **Permission:** Vampiric creatures cannot enter a private home, dwelling, or ship (etc) unless invited in by someone with a degree of ownership over it over the premise.
- **Reflectionless:** Vampiric creatures do not show up in mirrors.
- **Cameras:** Vampire's don't appear correctly with old or low grade cameras. Cheap webcams and analog cameras either do not capture a vampiric creatures visually or do so with a great deal of blurring and artifacting. Any consumer grade camera doesn't have this issue.
- **Repulsion:** Vampiric creatures are spiritually repulsed by strongly presented holy symbols of good deities, the odor of garlic, or symbols of fertility/birth.

- **Resurrection Vulnerability:** If subject to a spell that resurrects them, a vampiric creature is destroyed.
- **Running Water:** Vampiric creatures cannot willingly cross running water or embark on a vessel that will do so. They may do so if unconscious or helpless. Pipes or other self-contained sources of running water don't impact them.
- **Hyperspace:** Due to some complication with this, a vampiric creature's curse seem to regard hyperspace as running water. Vampiric creatures must remain unconscious or in stasis while in hyperspace.
- **Shadowless:** Vampiric creatures do not cast a shadow.
- **Silver Vulnerability:** Silvered weapons automatically bypass any DR a vampire has.
- **Sleep:** While sleeping a vampire appears to be medically dead. A Medicine check won't reveal them to be just sleeping but a Mysticism check (DC 15) would.
- **Stake:** A vampiric creature who suffers a critical hit from a stake made of ash, hawthorn, oak, or other sacred wood or who is impaled while unconscious is immediately destroyed.

VAMPIRE MORPHS

VAMPIRE SPAWN

Race: Any

Tier: 0

Changes: Creature type becomes undead, Darkvision 60 ft., undead immunities, unliving; set Constitution modifier to -

Vampiric Abilities: Bite (1d4), blood drain, dark baptism, enslaved, vampiric traits

Description: A vampire spawn, also known as an apostolate or lesser vampire, is a newly turned vampire. They are totally subservient to the one who made them when commanded.

VAMPIRE

Race: Any

Tier: +1

Changes: Creature type becomes undead, Darkvision 60 ft., undead immunities, unliving; set Constitution modifier to -

Vampiric Abilities: Bite (1d4), blood drain, dark baptism, vampiric traits

Description: Vampires are what you think of when you heard the term "vampire". They are gaunt, pale-skinned, beings with piercing red eyes and dark features. There is something otherworldly about them and their presence feels naturally threatening to mortal creatures (maybe it's the hunger in their eyes when they see you). Their body's physical and resembles what they looked like in life. Despite what most think they do not necessarily become attractive after death, often it is the opposite as the trip through the veil of life is not an easy one. They still have a soul but it is a corrupted and cursed thing that clings to its flesh like a parasite rather than comparably inhabiting it.

VAMPIRE LORD

Race: Any (Vampire)

Tier: +2

Changes: Creature type becomes undead, Darkvision 60 ft., undead immunities, unliving; set Constitution modifier to -

Vampiric Abilities: Bite (1d8), blood drain, dark baptism, vampiric traits, beasts of darkness, vampiric coffin, consume soul

Description: A vampire lord is no longer a creature as we know it. It sheds its wretched mortal form and creates a new one from its profane soul (often some idealized version of their previous form). The difference between a vampire and a vampire lord is that a vampire lord's soul is no longer that of a once-mortal creature; it is identical to that of a fiend or demon's essence. The term "vampire lord" is gender neutral and, technically, as a constructed created by their own spirit they aren't biologically any gender (except as they define it). The other major change that comes from the transformation is that vampire lords do not feed on blood but instead on souls and need them to survive.

Sidebar: Alien Vampires

Earth history has produced many kinds of vampires in many cultures: jiangshi in China, alukah in Jewish folktales, vrykolakas in Greece, strigoi in Romania, asanbosam in Ghana, etc. Earth is just one planet so imagine the wide variety of vampires that are found throughout the cosmos: android vampires draining energy from other androids while they are in sleep mode, lashunta emotion-vampires, shirren with mosquito-like proboscises, and vesk blood-ragers. The possibilities are limitless and we have provided the framework for you to explore what that means. Please customize your vampires to suit your needs and your stories.

ELDER VAMPIRE

Race: Any (Vampire)

Tier: +3

Changes: Creature type becomes undead, Darkvision 60 ft., undead immunities, unliving; set Constitution modifier to -, can assume incorporeal form at will as a swift action, +2 to Charisma and Intelligence

Vampiric Abilities: Bite (2d6), blood drain, dark baptism, vampiric traits, beasts of darkness, vampiric coffin, consume soul

Description: An elder vampire is akin to a greater demon or Prince of Hell. They are immensely powerful beings who almost always have class levels (at least 10). The transformation from vampire lord to elder is not clearly defined. As vampire lords age they gain profane power and this twisted and mutates them into an increasingly fiendish creature. After 10,000 years of consuming souls and accumulating power they are more demon than man and are celebrated (and feared) as a creature that inspires dread across the stars.

Elders are the focal points for vampire courts and are regarded as sovereigns. Their wisdom is sought not only by vampires but scholars and historians due to their impressive lifespans. They guide vampire society and rule with a bloody fist. Elders often have pacts with one or more dark powers and many are agents or avatars of evil deities and serve their own masters with their immense political and personal powers.

DHAMPIR

+2 DEX, +2 CHA, -2 CON

4 HP

The offspring of a vampire and a mortal, dhampir occupy an odd place between the living and the dead. Eternally cursed by their association with their vampiric lineage they strive to either free themselves of it or embrace it fully.

SIZE AND TYPE

Dhampirs are Medium humanoids with the dhampir subtype.

ONE FOOT IN THE GRAVE

Though not truly undead, dhampir are “half dead” and, as such gain a +2 bonus on saves against things undead are typically immune to. This includes the following kinds of effects: bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, stunning, ability damage, ability drain, energy drain, exhaustion, fatigue, and negative levels.

DARKVISION

Dhampirs can see up to 60 feet in the dark.

LIGHT SENSITIVITY

Dhampirs are dazzled as long as they remain in areas of bright light.

VAMPIRIC SCION

During character creation select one of the following options:

- **Blood Feeder:** You gain the bite (1d4) and blood drain vampiric abilities. You cannot create other vampires in this fashion (only kill) as you lack the “dark baptism” ability.
- **Beasts of Darkness:** You gain the beasts of darkness vampiric ability.

In exchange the dhampir gains this ability but also gains 4 vampiric traits of the GM’s choice. (We suggest some mix of bloodlust, running water, repulsion, destruction, and/or daylight destruction)

PLAYING THE DHAMPIR

You likely...

- Either resent or embrace your vampiric heritage.
- Are grim and introspective.
- Have an odd relationship with your parents.
- Don't see death as an end.

Other races probably...

- Mistake you for a vampire.
- Are a little on edge around you due to your connection with death.
- Think you are evil.
- Got to you for parlay with undead.

PHYSICAL DESCRIPTION

Dhampirs look like their mortal parent's race but have pallid skin, dark features, a gaunt complexion, small fangs, and red eyes. It can be hard to tell a dhampir from a vampire when thinking about them in one's mind but in person the difference is night and day. While dhampirs are mortals with a corpse-like complexion and red eyes, vampires are predatory undead who have a necrotic vitality about them and piercing red eyes that haunt you.

HOMEWORLD

As a child of two worlds dhampir find themselves either living with their mortal parent or as a member of their vampiric parent's court. Those that spend time among mortals are often ostracized or exiled and end up wandering.

SOCIETY AND ALIGNMENT

Dhampirs settle in places where their race isn't a hinderance, commonly finding work as go-betweens with undead or as hunters. Some escape their destiny and forge new lives on fringe worlds where they can be judged not by their race but by their skill.

The stereotype of "evil dhampirs" does have legitimacy as many follow in their vampiric parents footsteps or their spirit is corrupted from birth. Even the nicest dhampirs have a nasty mean streak or, at the very least, a disregard for the value of life. Some learn to empathize with mortals and overcome this but others embrace their dark side fully.

RELATIONS

A dhampir's relationship with the two worlds they tread in defines them. Those who serve their vampiric parent dutifully and embrace their dark heritage will find great promise in those venues. They are turned young and many prominent elders began life as dhampirs.

Dhampirs that reject their vampiric side spend the rest of their mortal lives running from the circumstances of their birth. Many support groups exist and dhampiric rights groups have been helping combat the stigma in recent years. Still, it is very hard for mortals to overcome the fear of death and accept dhampirs into their lives without a questioning look at their fangs.

ADVENTURERS

Those that are employed by vampires adventure for the sake of their patron/parent in hopes of being turned into a vampire by them or out of a sense of duty. Those that reject it are just trying to make a living from

NAMES

Dhampirs inherit names from their parents.



MUTATIONS

Let's face it; adventurers get exposed to a lot of horrific and bizarre situations that can result in mutations. It's impossible to count the number of times that a space wizard has given a buff, laser-toting, lizard-man soldier 14 eyes, or that an unsuspecting henchman has accidentally spilled mutagen on themselves and grew a tail. These rules for mutations result in either no mechanical change or changes that balance out between their benefits and penalties.

Mechanical Implications

Mutations always count as polymorph effects. Anything that provides a bonus on saves against radiation effects also apply against mutation effects that allow for a save.

Sidebar: Too Many Mutations!

A mutation on an alien doesn't really look all that out of place to another species, but too many mutations and it starts to become unsettling to everyone. As an optional rule you can impose a -2 penalty on all appearance based skill checks for every 6 mutations a creature has.

LIST OF MUTATIONS

To determine what mutation is gained, roll 1d20 to determine where the mutation occurs. Then roll on the relevant table. A character may have multiple mutations in the same area. If a mutation wouldn't make sense, or already reflects their current appearance, disregard that roll, and roll again.

TABLE 2-1: MUTATED AREA

| 1d20 | Mutated Area |
|------|-------------------|
| 1 | Arms |
| 2 | Legs |
| 3 | Feet/Toes |
| 4 | Hands/Fingers |
| 5 | Tail |
| 6 | Face/Head |
| 7 | Mouth/Teeth |
| 8 | Nose |
| 9 | Wings |
| 10 | Eyes |
| 11 | Ears |
| 12 | Tongue/Throat |
| 13 | Hair |
| 14 | Skin |
| 15 | Size |
| 16 | Production |
| 17 | Other |
| 18 | Roll twice more* |
| 19 | Roll twice more** |
| 20 | Roll thrice more* |

*Re-roll any rolls of 18-20 for rerolls.

ARMS

TABLE 2-2: ARM MUTATIONS

| 2d4 | Mutation |
|-----|--------------------|
| 1 | - |
| 2 | Extra Arms |
| 3 | Ape Arms |
| 4 | T-Rex Arms |
| 5 | No Arms |
| 6 | Tentacle Arms |
| 7 | Extra Jointed Arms |
| 8 | No Elbows |

EXTRA ARMS

You gain $1d3$ extra arms. This allows you to wield and hold additional hands' worth of weapons and equipment. While their multiple arms increase the number of items you can have at the ready, it doesn't increase the number of attacks you can make during combat.

For each arm you gain you take a penalty on actions using your hands (attack rolls with weapons, etc) equal to the number of extra arms you have (3 arms, -3 on checks). See, the gods have blessed you with extra arms, but not extra nerves and proprioceptors- those are split between all your arms.

APE ARMS

You have freakishly long arms. Your knuckles probably drag on the ground.
This mutation has no mechanical impact.

T-REX ARMS

You have tiny arms that can't reach very far. It's very difficult for you to pick up dropped objects and it's a little awkward for you to shake hands but otherwise, this mutation has no mechanical impact.

NO ARMS

You lack all arms that your race normally has. Cybernetic enhancements are probably your best best. You may begin play with cybernetic arms that are comparable to the normal arms of your race for free if you wish.

TENTACLE ARMS

You have slimy tentacles for your arms and hands. They more or less function as normal limbs due to their dexterous nature and hundreds of tiny suction cups but they are still odd. They grant you a +2 bonus on attack rolls made to grapple or made to counter-grapple but take a -1 penalty on attack rolls with melee weapons.

EXTRA JOINTED ARMS

You have $1d3$ extra joints in your arms. They might be elbows or even ball-in-socket joints (like your shoulder or hip). You can slide your arms into places they normally can't go and gain a +2 bonus on escaping grapple attempts but gain a -1 on grapple attempts.

NO ELBOWS

Your arms have no elbows. You give very awkward hugs.
This mutation has no mechanical impact.



LEGS

TABLE 2-3: LEG MUTATIONS

| idio | Mutation |
|------|-------------------|
| 1 | Extra Legs |
| 2 | Stilt-Legs |
| 3 | Pegs |
| 4 | Tentacle Legs |
| 5 | Satyr Legs |
| 6 | Many-Jointed Legs |
| 7 | Slug Body |
| 8 | Bird Legs |
| 9 | Serpentine |
| 10 | Hover |

EXTRA LEGS

You find yourself with 1d6 additional legs. So long as you have 4 total legs you gain a +2 bonus to your KAC against trip attempts. You take a -2 bonus on all Acrobatics checks as your legs are not quite coordinated with each other; each seems to have a mind of its own.

STILT-LEGS

You have freakishly long legs, twice as large as your legs should be in proportion to your body.
This mutation has no mechanical impact.

PEGS

You lack knees and have to kind of shuffle/waddle around. Once you get the hang of it, you can move around pretty good.

This mutation has no mechanical impact.

TENTACLE LEGS

You don't so much have legs as you do a pair or more of slimy tentacles that allow you to ooze your way across a room.

This mutation has no mechanical impact.

SATYR LEGS

You have digitigrade faun legs covered in goat-fur.
This mutation has no mechanical impact.

MANY-JOINTED LEGS

Your legs seem to have way too many joints and those joints seem to work... wrong. You can do things like twist your knee totally sideways, touch the bottom of your foot with your nose, and itch your armpit with your big toe.

This mutation has no mechanical impact.

SLUG BODY

Below your torso is the gelatinous body of a slug or other single footed mollusk.

Reduce your movement speed by 10 feet (minimum 5 feet) but you become immune to being tripped.

BIRD LEGS

You have avian bone structures in your legs and tend to "strut" with your chest out over your legs for balance, moving a bit like a chicken or owl.

This mutation has no mechanical impact.

SERPENTINE

Your lower body has fused into a lengthy snake-like body. You reduce your base land speed by 10 feet (minimum 5 feet), but you gain a +2 bonus to attack rolls made to grapple or counter-grapple.

HOVER

You have some natural means of hovering. This could be a natural air bladder, some kind of electromagnetic repulsion, or even anti-gravity. This lets you hover directly above the ground and move without touching it but reduces your movement speed by 10 feet (minimum of 5 feet).

Sidebar: No Mechanical Impact

For many mutations we note that the mutation has no mechanical impact. A clever and inventive player will likely be able to come up with applications for many of the mutations we list here, and are encouraged to work with their GM to see if their mutations can apply some niche benefit. What we largely mean by 'no mechanical benefit' is the lack of an overarching universal mechanical use for the mutation.

FEET/TOES

EXTRA TOES

You have 1d10 extra toes. Roll separately for each foot. This mutation has no mechanical impact.

GIANT FEET

Your feet are comically oversized and it is impossible to find shoes that aren't specially made. Because of this you can go barefoot. If you choose this option you are treated as if you had heavy iron boots on even without wearing anything on them. Otherwise, this mutation has no mechanical impact.

BABY LEGS

The rest of your body may be grown but you have tiny baby legs. You putter around on your tiny child's legs. This mutation has no mechanical impact.

NO FEET

You walk around on stumps at the bottom of your leg. This mutation has no mechanical impact.

SUCTION TOES

Your toes end in suction cups or have adhesive pads on them.

You gain a +2 on Athletic checks made to climb but a -2 to Stealth checks as you tend to stick to things.

TABLE 2-4: FEET/TOE MUTATIONS

| 1d10 | Mutation |
|------|----------------|
| 1 | Extra toes |
| 2 | Giant feet |
| 3 | Baby legs |
| 4 | No feet |
| 5 | Suction toes |
| 6 | Digestion feet |
| 7 | Hooves |
| 8 | Webbed feet |
| 9 | Hand feet |
| 10 | Bird talons |

DIGESTION FEET

Your feet or toes have little mouths on them. That's right - your feet can digest things. These orifices can only perform basic chewing and swallowing; they cannot talk.

This mutation has no mechanical impact.

HOOVES

You have hooves rather than feet/toes. This mutation has no mechanical impact.

WEBBED FEET

You don't just have a little skin between your toes- you look like you've got fleshy scuba diving fins for feet or duck's feet.

You gain a +2 bonus on Athletics checks made to climb but a -2 to Stealth checks as your feet aren't exactly made for stealth as they flap about.

HAND FEET

Your feet are identical to your hands.

Your movement speed is reduced by 5 feet (minimum 5 feet) but you can use one as a hand (or multiple if seated). This allows you to wield and hold additional hands' worth of weapons and equipment. While their multiple arms increase the number of items you can have at the ready, it doesn't increase the number of attacks you can make during combat.

BIRD TALONS

You gain massive bird-like talons. These four-digit feet are great for perching but not so great for walking around. Your movement speed is reduced by 5 feet (minimum 5 feet) but you are always considered armed. You can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Additionally, you gain a unique weapon specialization with your natural weapon at 3rd level, allowing you to add 1-1/2 × your character level to your damage rolls for your natural weapons (instead of just adding their character level, as usual).

HANDS/FINGERS

TABLE 2-5: HAND/FINGER MUTATIONS

| 2d8 | Mutation |
|-----|------------------------|
| 2 | Extra Digits |
| 3 | Giant Hands |
| 4 | Baby Hands |
| 5 | Consuming Palm/Fingers |
| 6 | Wandering Hands |
| 7 | Flippers |
| 8 | Retractable Claws |
| 9 | Lobster Claws |
| 10 | Webbed Hands |
| 11 | Extra Knuckles |
| 12 | Sword Hands |
| 13 | Feet Hands |
| 14 | Grappling Hands |
| 15 | Hyperdigits |
| 16 | Gorilla Grip |

EXTRA DIGITS

You have 1d20 extra fingers (or equivalent). Roll separately for each hand.

This mutation has no mechanical impact.

GIANT HANDS

It looks like someone blew up a latex glove and shoved it on you - except your hands are actually that big. Other than being able to wield weapons designed for a creature of a size one category larger than you (which has no mechanical advantage in Starfinder), this mutation has no mechanical impact.

BABY HANDS

You have tiny baby hands with little pudgy fingers. This mutation has no mechanical impact.

CONSUMING PALM/FINGERS

You have a small mouth in your palm or at the tips of your fingers.

This mutation has no mechanical impact.

WANDERING HANDS

Your hands can be detached and wander on their own. You can't give them commands and they are largely just wandering on autonomic responses, clenching when something is put into their grip and flinching away when detecting pain. A detachable hand is pretty useful but you need to keep track of it; if detached for more than 1 hour the hand dies and must be regrown.

This mutation has no mechanical impact other than what is stated above.

FLIPPERS

You don't have hands but flippers. You can hold objects but not with any degree of dexterity and, as such, you take a -2 penalty on any rolls made to do tasks that require fine manipulation (such as attack rolls). You get a +2 bonus on athletics checks made to swim.

RETRACTABLE CLAWS

You have claws that can retract back into your body. These could be feline claws that slide out between the webbing of your fingers, a bone spur on your wrist, or claws that extend from your fingertips (etc). It is a free action to extend or retract them. You are always considered armed. You can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. These claws injure you each time you extend them, causing you to bleed for 1d2 damage each round they are out. You gain a +4 bonus on any check made to hide your claws. Additionally, you gain a unique weapon specialization with your natural weapon at 3rd level, allowing you to add 1-1/2x your character level to your damage rolls for your natural weapons (instead of just adding their character level, as usual).

LOBSTER CLAWS

Your hands are large pincers. You can hold objects but not with any degree of dexterity and, as such, you take a -2 penalty on any rolls made to do tasks that require fine manipulation (such as attack rolls). You are always considered armed. You can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon

specialization with your natural weapon at 3rd level, allowing you to add 1-1/2x your character level to your damage rolls for your natural weapons (instead of just adding their character level, as usual).

EXTRA KNUCKLES

Your digits have these weird extra joints in them. Most of the time they behave normally but sometimes they move in strange ways (for example, you may be surprised that what you thought was a hinge joint was actually a ball joint) or twitch on their own. Each digit gains 1d6 additional joints and may or may not cause your digits to lengthen.

This mutation has no mechanical impact.

SWORD HANDS

You were born without hands but with bony swords in their place. You count as if you were constantly wielding a basic, one-handed, analog, melee weapon whose item level doesn't exceed your character level that deals slashing damage of your choice in both hands. This means you can't do a lot of basic tasks and thus take a -2 penalty on any rolls made to do tasks that require fine manipulation (such as attack rolls made with weapons other than your sword hands). You are always considered armed and gain a +2 bonus on attack rolls made with your sword hands. You are always considered to be proficient in your sword arms and gain Weapon Specialization with them automatically at 3rd level.

FEET HANDS

Something's wrong! Your hands are where your feet should be! You get used to it but this lets you decide on a per-limb basis which limbs count as arms capable of wielding equipment and which are legs used for locomotion. Changing between modes for limbs is a swift action, though you may reassign all your limbs as part of the same action. You must have at least 2 limbs free to move at all. You are pretty good at climbing as a result, granting you a +2 bonus on checks made to climb, but aren't great at running and thus you reduce your land speed by 10 feet (minimum 5 feet) unless you dedicate all your limbs to moving (in which case you use your normal movement speed without penalty).

GRAPPLING HANDS

You have weird extendable arms that can be used like grappling hooks. They end in odd three-fingers pincers that bend outward to grab stuff. You always count as if you had 2 grapplers (see the technological items section in the Starfinder Core Rulebook) that you can use one handed. You can hold objects but not with any degree of dexterity and, as such, you take a -2 penalty on any rolls made to do tasks that require fine manipulation (such as attack rolls).

HYPERDIGITS

Your fingers are lengthy and precise, but lacking in muscular structure. You gain a +2 bonus on skill checks that require fine manipulation, such as Engineering checks to repair an engine or disable devices. However, it takes you an additional hand of effort to wield weapons (i.e. it takes 2 hands to wield a one-handed weapon).

GORILLA GRIP

You have thick, wide, hyper-muscular hands that can crush bones. You can wield two-handed melee weapons in one hand but can only do so one at a time (your main hand can wield a lengthy spear in one hand but your other hand would have to wield a normal sized weapon). Your hands are not made for delicate tasks and are too big for their own good; you take a -2 penalty to your Dexterity.

TAILS

Note: For races with a tail, this replaces/adjusts their existing tail. For races without a tail, these mutations add a tail.

MULTIPLE TAILS

You gain a whole slew of tails. Maybe they look like rat tails, maybe they look like fox tails, or maybe they are weird bug thoraxes. Whatever kind of abomination they resemble, they are short and have a mind of their own, though that mostly means they just kind of twitch and waggle when you are happy. This mutation has no mechanical impact.

TABLE 2-6: TAIL MUTATIONS

| 1d8 | Mutation |
|-----|--------------------|
| 1 | Multiple Tails |
| 2 | Absorption Tail |
| 3 | Cow Tail |
| 4 | Lizard Tail |
| 5 | Monkey Tail |
| 6 | Feline/Canine Tail |
| 7 | Tumor Tail |
| 8 | Plumage |

ABSORPTION TAIL

You've got a very large fleshy tail that can eat things and craves food all the time. It's really upsetting watching you eat a meal with it and it's not exactly sanitary. It has a mouth at the end of it with suction lips. However you can use this fleshy monstrosity hanging out of your posterior to help with grapples. It grants you a +2 bonus on attack rolls made to grapple or made to counter-grapple but you need to eat twice times as much food as normal. In addition, you take a -2 penalty on all saves against the off-kilter condition due to the odd proportions of the fleshy, carnivorous, tail-beast attached to your backside.

COW TAIL

You have a little cow tail that goes "swish-swish".

This mutation has no mechanical impact.

LIZARD TAIL

You have a stiff lizard tail that hangs out behind you as you walk, forcing you to push your torso out further over your hips as you make your way through the space station. This tail can be detached as a swift action which allows you to automatically escape a grapple but causes 1d6 points of bleeding for 1 minute. With your tail detached your land speed is reduced by 5 feet (minimum 5 feet) and you take a -4 penalty on checks made to balance until it grows back in 1 week. It can grow back as many times as needed.

MONKEY TAIL

You have a curly monkey tail. It's rather dexterous so it can hold objects for you but not wield weapons. It is assumed to have half your Strength score, can only holds items of light bulk, and only reaches as far as adjacent squares. However, it's also super expressive and often acts in tandem to your emotional state, inflicting a -2 to your Bluff checks.

FELINE/CANINE TAIL

You have a cat or dog tail and many people think it is not only cute but quite fashionable; all the cool mutants have one.

This mutation has no mechanical impact.

TUMOR TAIL

You've got a weird bulgy tumor that hangs off your backside.

This mutation has no mechanical impact.

PLUMAGE

You have bright plumage on your backside to attract mates, scare off predators, and look *amazing* in photographs. It may only be good for that last part, now that you think about it.

This mutation has no mechanical impact.

FACE/HEAD**EXTRA HEAD**

You have a second head that looks like your twin. This is either on a separate neck or you have a double face. You gain a +2 bonus on Perception checks and on saves against mind-affecting effects but a -2 to Intelligence because you have two heads with only half the normal amount of brain.

GIANT HEAD

Your head is twice as large as other members of your species, swollen up like someone pumped air into your skull and inflated it like a balloon.

This mutation has no mechanical impact.

TABLE 2-8: FACE/HEAD MUTATIONS

| 1d12 | Mutation |
|------|----------------------|
| 1 | Extra Head |
| 2 | Giant Head |
| 3 | Tiny Skull |
| 4 | Natural Face Tattoos |
| 5 | Rearranged Face |
| 6 | Putty Face |
| 7 | Blank Face |
| 8 | Cone Head |
| 9 | Geometric Head |
| 10 | Skull Face |
| 11 | Owl-Like Head |
| 12 | Telescoping Neck |

TINY SKULL

You have a full sized body but a head that's a quarter the size of normal on top of a normal size neck.

This mutation has no mechanical impact.

NATURAL FACE TATTOOS

You were born with some pretty sweet facial tattoos. They are often geometric in shape and symmetrical. This mutation has no mechanical impact.

REARRANGED FACE

Your nose is where your left eye should be, your right eye is where your left ear normally is, and the rest is kind of swapped around in the same fashion.

This mutation has no mechanical impact.

PUTTY FACE

Your face is extra elastic and can hold its shape if you press hard enough. You gain a +2 bonus on Disguise checks made to appear as another member of your own race, but the DCs of Sense Motive checks attempted against you are decreased by 2 as your face is way too expressive.

BLANK FACE

Your face literally looks like a flat surface covered in skin. You actually have small eye and ear nubs on your skull somewhere and you can consume food and speak through a hole under your chin. You take a -2 penalty to Sense Motive checks, but the DCs of Sense Motive checks attempted against you increase by 2.

CONE HEAD

The top of your head is conical and hairless. The height of the cone varies but is quite substantial. This mutation has no mechanical impact.

GEOMETRIC HEAD

Your head is a perfect 3D geometric shape: a cube, sphere, pyramid, etc. Your normal facial features (eyes, mouth, ears, etc) are distributed across the shape in roughly the same proportions as they would be on your normal face.

This mutation has no mechanical impact.

SKULL FACE

You have a fleshless exoskeleton over your face that is an exact match to your skull with all the important bits on the inside. This creates the illusion that your head is just a skull sitting on a fleshy neck. You gain a +2 on Intimidate checks for your just... disturbing visage, but this also imposes a -2 penalty on Diplomacy attempts.

OWL-LIKE HEAD

Your neck can rotate 180 degrees and your head can tilt at strange angles, rotating your face in a special socket.

This mutation has no mechanical impact.

TELESCOPING NECK

Your neck can extend much further than normal, even a full foot or more, so you can see over low walls. This mutation has no mechanical impact.

MOUTH/TEETH

TABLE 2-9: MOUTH/TEETH MUTATIONS

| 2d10 | Mutation |
|------|--------------------|
| 2 | Enlarged Mouth |
| 3 | Extra Mouths |
| 4 | Baby Lips |
| 5 | No Mouth |
| 6 | Zipper Lips |
| 7 | Extra Saliva |
| 8 | Maw |
| 9 | Snake Jaw |
| 10 | Spider Mandibles |
| 11 | Beak |
| 12 | Proboscis |
| 13 | External Digestion |
| 14 | Too Many Teeth! |
| 15 | Fangs |
| 16 | Tiny Teeth |
| 17 | Gums |
| 18 | Discolored Teeth |
| 19 | Tentateeth |
| 20 | Baleen |

ENLARGED MOUTH

Your mouth is twice the normal size, as are your teeth and tongue. This causes the bottom of your head to bulge to accommodate this.

This mutation has no mechanical impact.

EXTRA MOUTHS

You have 1d8 additional mouths all over your body. They can speak and eat just like any other mouths. This mutation has no mechanical impact.

BABY LIPS

You have extremely small and thin lips that hide a normal sized mouth. As a result your cheeks are enormous and it's quite difficult getting food in your tiny baby lips but makes you great at whistling.

This mutation has no mechanical impact.

NO MOUTH

You have no mouth but you must scream. Your lips are sealed shut but you have a fully formed mouth inside there. You can only sustain yourself by intravenous meals or meals consumed magically. You can speak by vibrating the skin over your mouth, though it is a little muffled.

This mutation has no mechanical impact.

ZIPPER LIPS

Your lips can be zipped closed or open. This mutation has no mechanical impact.

EXTRA SALIVA

You constantly salivate, slobbering all over everything.

This mutation has no mechanical impact.

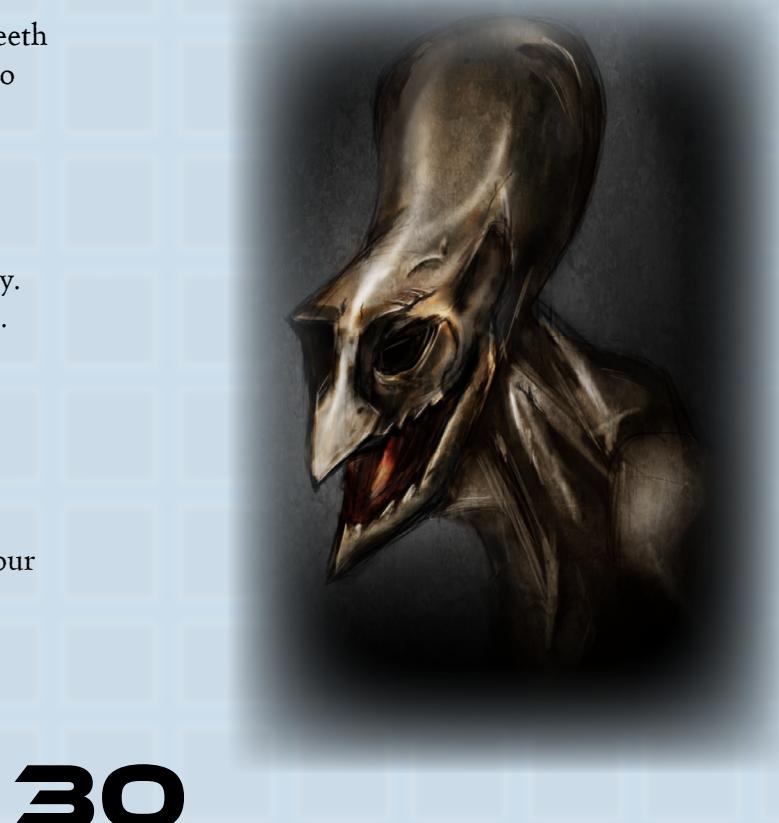
MAW

Your mouth is a ring of teeth, not unlike a lamprey's. This mutation has no mechanical impact.

SNAKE JAW

You can unhinge your jaw to swallow large objects. Your neck even has a pouch that can extend to accommodate them.

This mutation has no mechanical impact.



SPIDER MANDIBLES

You have hairy spider-like mandibles that twitch and fiddle about as if they had a mind of their own. This mutation has no mechanical impact.

BEAK

You have a bird-like beak. It's large enough to consume both your mouth and nose's normal location. It is brightly colored and great for eating fish or seeds.

This mutation has no mechanical impact.

PROBOSCIS

You have a long, stuff, straw-like proboscis that curls up and hangs under your chin.

This mutation has no mechanical impact.

EXTERNAL DIGESTION

You digest your food externally by barfing up digestive enzymes on whatever you are eating then slurping it up.

This mutation has no mechanical impact.

TOO MANY TEETH!

You have four times the normal teeth of your species. This might mean that you have tiny needle teeth or rows of teeth.

This mutation has no mechanical impact.

FANGS

You have predatory fangs that you can use to bite a creature that counts as a natural weapon. You are always considered armed and can deal $1d3$ lethal damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with your natural weapon at 3rd level, allowing you to add $1\text{-}1/2 \times$ your character level to your damage rolls for your natural weapons (instead of just adding your character level, as usual).

TINY TEETH

You have tiny teeth and far too few. There are large gaps in your smile.

This mutation has no mechanical impact.

GUMS

You have no teeth, just soft gums that refuse to accept implants or dentures.

This mutation has no mechanical impact.

DISCOLORED TEETH

Your teeth are permanently discolored and your breath smells rotten.

This mutation has no mechanical impact.

TENTATEETH

You have tiny tentacles in place of teeth that wave to and fro as they push food into your mouth.

This mutation has no mechanical impact.

BALEEN

You don't have teeth but instead great natural filters that you can use to filter-feed in plankton-rich water. Unfortunately... that's not a common way most creature feed so you need to eat mushy stuff and filter it through your baleen.

This mutation has no mechanical impact.

NOSE

EXTRA NOSE

You gain $1d6$ extra noses.

This mutation has no mechanical impact but you smell great.

NOSE FACE

The majority of your face is taken over by your great honking schnoz. It's so big it pushes your mouth to the bottom of your face and hangs over it. At its highest point the bridge of your nose reaches the top of your forehead.

This mutation has no mechanical impact.

BUTTON NOSE

You have a tiny nose that makes a high-pitched whistling noise when you breathe in and out. It's smaller than one of your eyes.

This mutation has no mechanical impact.

TABLE 2-10: NOSE MUTATIONS

| 1d12 | Mutation |
|-------------|-----------------|
| 1 | Extra Nose |
| 2 | Nose Face |
| 3 | Button Nose |
| 4 | Nose Slits |
| 5 | Snot Rockets |
| 6 | Piglet Nose |
| 7 | Feline Nose |
| 8 | Drill Nose |
| 9 | Axe Nose |
| 10 | Accordion Snout |
| 11 | Canine Nose |
| 12 | Trunk |

NOSE SLITS

You don't have a nose, just two flat vertical slits where one should be.

This mutation has no mechanical impact.

SNOT ROCKETS

You have an overproduction of mucus in your nose. As a standard action you can make a ranged attack against any creature within 30 feet of you, targeting their KAC. If you hit the creature must make a Fortitude save (DC 10 + 1/2 level + Constitution modifier) or be sickened for 1 round due to the sheer grossness of the boogery assault they suffered. However, you take a -4 penalty to your Charisma as you constantly leak nose goo and smell terrible.

PIGLET NOSE

You have the adorable nose of a baby pig. This mutation has no mechanical impact.

FELINE NOSE

You've got the tiny nose of a cat. This mutation has no mechanical impact.

DRILL NOSE

Your nose is a weird boney drill or horn that can rotate and it counts as a natural weapon. You are always considered armed and can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with your natural weapon at 3rd level, allowing you to add 1-1/2 x your character level to your damage rolls for your natural weapons (instead of just adding their character level, as usual).

AXE NOSE

Your face is shaped like a wedge and you've got a bony ridge where your nose should be; it counts as a natural weapon. You are always considered armed and can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with your natural weapon at 3rd level, allowing you to add 1-1/2x your character level to your damage rolls for your natural weapons (instead of just adding their character level, as usual).

ACCORDION SNOUT

Your nose can be extended if pulled. Pushing it back in causes air to escape though your nostrils, making a kind of musical melody. You are always considered to have an accordion with you but take a -4 penalty on skill checks that depend on people to enjoy its sound.

CANINE NOSE

You've got a big, wet dog's nose. This gives you blindsense (scent) 30 feet but also causes you to make a DC 20 Fortitude save or be shaken when in areas of intense smells.

TRUNK

Your nose hangs down low, taking the form of an elephant's trunk. It's rather dexterous so it can hold objects for you but not wield weapons. It is assumed to have half your Strength score, can only holds items of light bulk, and only reaches as far as adjacent squares. However, it's also super expressive and often acts in tandem to your emotional state, inflicting a -2 to your Bluff checks.

WINGS

Wing mutations always grant the following unless otherwise noted: You can fly up to 10 feet (average maneuverability) with a maximum height of 10 feet, or you can fly up to 5 feet straight up. You must land at the end of your move action. These wings don't work if you're encumbered. Your land speed is reduced by 10 (to a minimum of 5 feet) and you take a -4 on all Athletics checks made to balance as you must shuffle along with giant wings that are not made for your body.

Note: For races with wings, these mutations replace/adjust their existing wings. For races without wings, these mutations add wings.

TABLE 2-11: WING MUTATIONS

| 1d6 | Mutation |
|-----|-----------------|
| 1 | Insectoid Wings |
| 2 | Feather Wings |
| 3 | Leathery Wings |
| 4 | Skin Flap Wings |
| 5 | Wing Stumps |
| 6 | Vulture Wings |

INSECTOID WINGS

You have a set of 4 bugs wings between your shoulder blades.

FEATHER WINGS

You have 2 great feathery wings growing on your lower back.

LEATHERY WINGS

Like bats your hands have turned into freakish wing/hands that use the distended skin between your giant finger bones.

SKIN FLAP WINGS

You gain great flaps of skin between our arm and torso that you can use to fly.

WING STUMPS

You gain little sumps where wings could have grown. They are malformed and have no use. This mutation has no mechanical impact, and does not grant the normal benefits of a wing mutation.

VULTURE WINGS

Your arms turn into large vulture wings. These wings do not reduce your movement speed or give you a penalty on Athletics checks but does remove both of your hands. If you use both of your wings together they count as a single hand for the purpose of wielding items.

EYES

TABLE 2-12: EYE MUTATIONS

| 2d8 | Mutation |
|-----|------------------|
| 2 | Extra Eyes |
| 3 | Giant Eyes |
| 4 | Tiny Eyes |
| 5 | Echolocation |
| 6 | Wild Eye Design |
| 7 | Mouth Eyes |
| 8 | Held Eyes |
| 9 | Cat's Eyes |
| 10 | Goat Eyes |
| 11 | Glittery Eyes |
| 12 | Solid Color Eyes |
| 13 | Bloodshot Eyes |
| 14 | Reptilian Eyes |
| 15 | Compound Eyes |
| 16 | Luminescent Eyes |

EXTRA EYES

You gain 1d20 extra eyes. It's up to you where they end up, even outside your normal facial structure.

9 or Fewer Total Eyes: You gain a +2 on visual

Perception checks but you are dazzled in areas of bright light or an overabundance of stimuli (an arcade, a movie, a concert, a fight with lots of lasers, etc) if you fail a DC 20 Fortitude save.

10 or More Total Eyes: You gain a +2 on visual Perception checks and creatures that flank you don't get a +2 bonus on attack rolls from doing so but still count as flanking for the purpose of class features. You are automatically dazzled in areas of bright light or an overabundance of stimuli (an arcade, a movie, a concert, a fight with lots of lasers, etc).

GIANT EYES

You have eyes three times their normal size. You gain a +2 on visual Perception checks but you are dazzled in areas of bright light or an overabundance of stimuli (an arcade, a movie, a concert, a fight with lots of lasers, etc) if you fail a DC 20 Fortitude save.

TINY EYES

You have eyes only the size of pebbles. They are hard as stone and are heavily protected. You take a -4 on visual Perception checks and can't see in color but you gain immunity to gaze attacks and the blinded conditions.

ECHOLOCATION

You are blind but gain blindsense (vibration) up to 30 feet.

WILD EYE DESIGN

Your eyes are an unusual color or have an odd symbol or sigil in their pupil.
This mutation has no mechanical impact.

MOUTH EYES

Your eyes are mouths. You are blind but gain blindsense (scent) 30 feet as you "taste" the air.

HELD EYES

You have detached eyes that you can see through so long as they are within 30 feet of you. Your body doesn't have a place for your eyes to be stored so they must even have an artificial holder made for them or constantly be held. They must be kept moist and if they are not moistened once every 2 hours the eyeball will wither and die. If one eye dies the other goes blind. They can be re-grown in 24 hours in the palm of the hand.

CAT'S EYES

You gain the eyes of a cat. You gain darkvision 30 feet but you are dazzled in areas of bright light or an overabundance of stimuli (an arcade, a movie, a concert, a fight with lots of lasers, etc) if you fail a DC 20 Fortitude save.

GOAT EYES

You have weird goat eyes.
This mutation has no mechanical impact.

GLITTERY EYES

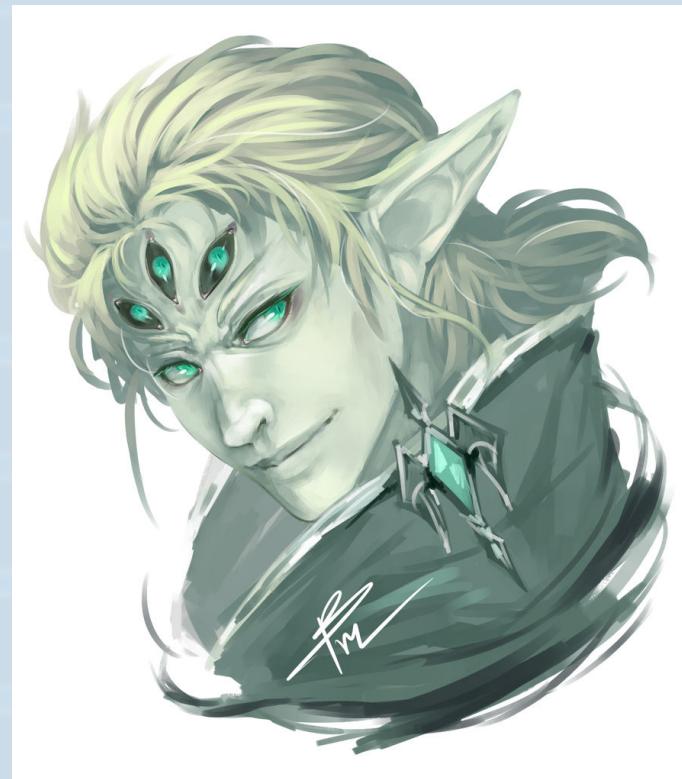
Your eyes glitter like gems or disco balls.
This mutation has no mechanical impact.

SOLID COLOR EYES

Your eyes are a solid color of the GM's choice.
This mutation has no mechanical impact.

BLOODSHOT EYES

Your eyes are constantly bloodshot.
This mutation has no mechanical impact.



REPTILIAN EYES

You have reptilian slits for eyes.
This mutation has no mechanical impact.

COMPOUND EYES

You have giant fly-like compound eyes. You gain a +2 bonus on visual Perception checks but a -4 penalties on all saves against gaze attacks.

MISPLACED EYES

Your eyes are in an inappropriate place (palms, chest, feet, etc).

This mutation has no mechanical impact.

LUMINESCENT EYES

Your eyes constantly produce a soft light. You increase the light level by 1 step in a 10-foot cone. You cannot suppress this effect except by closing your eyes tight.

EARs

TABLE 2-13: EAR MUTATIONS

| 1d6 | Mutation |
|-----|------------------|
| 1 | Extra Ears |
| 2 | Massive Ears |
| 3 | Deaf |
| 4 | Cute Animal Ears |
| 5 | Ear Lumps |
| 6 | Ear Holes |

EXTRA EARS

You gain 1d6 extra ears at random locations on you body. You gain a +2 on sound based Perception checks but a -4 penalty on saves against the deafened condition.

MASSIVE EARS

Your ears make an elephant jealous. You gain a +2 on sound based Perception checks but a -4 penalty on saves against the deafened condition.

DEAF

You are deaf but gain a +2 on visual Perception checks.

CUTE ANIMAL EARS

You have adorable ears on your head in addition to their own. They often come in the form of rabbit ears, kitty ears, or puppy ears. You gain a +2 on sound based Perception checks but a -4 penalty on saves against the deafened condition.

DOG EARS

You have puppy ears on your head. You gain a +2 on sound based Perception checks but a -4 penalty on saves against the deafened condition.

EAR LUMPS

Your ears are amorphous lumps.

This mutation has no mechanical impact.

EAR HOLES

You have ear holes rather than proper ears.
This mutation has no mechanical impact.

TONGUE/THROAT

TABLE 2-14: TONGUE/THROAT MUTATIONS

| 1d10 | Mutation |
|------|----------------------|
| 1 | Extra Tongues |
| 2 | Frog Tongue |
| 3 | Tiny Tongue |
| 4 | Tongue Tentacle |
| 5 | Snake Tongue |
| 6 | Venom Sacks |
| 7 | Mute |
| 8 | Booming Voice |
| 9 | High Pitched Voice |
| 10 | Sub/Hypersonic Voice |

EXTRA TONGUES

You gain 1d6 additional tongues in your mouth.

FROG TONGUE

You have a stretchy, sticky, projectile tongue that can reach out a few feet. It's rather dexterous so it can hold objects for you but not wield weapons. It is assumed to have half your Strength score, can only hold items of light bulk, and only reaches as far as adjacent squares. However, you are sickened while holding any item with your tongue.

TINY TONGUE

Your tongue is very tiny. Other than it being a little hard for you to say some words, this mutation has no mechanical impact.

TONGUE TENTACLE

Your tongue is a small prehensile tentacle with small suction cups.

This mutation has no mechanical impact.

SNAKE TONGUE

You have a forked tongue that darts in and out of your mouth, tasting the air. You gain blindsense (scent) with a range of 30 feet. However, you take a -1 penalty on all Charisma-based checks since you suddenly have difficulty pronouncing certain sounds.

VENOM SACKS

Your body produces a mild toxin in pouches near your throat. When you gain this select a poison with an item level equal of 5 or less. The DC of this poison is $10 + 1/2$ your character level. You produce one dose of it per day. Milking your poison glands takes 5 minutes. Your poison cannot be deployed without being milked out of you. You take a -1 penalty on Fortitude saves due to a frail constitution as your body is constantly fighting off its own poison.

MUTE

You are mute but gain a +2 on sound based Perception checks.

BOOMING VOICE

Your throat is deep and booming, two full octaves

lower than what a normal member of your race typically has.

This mutation has no mechanical impact.

HIGH PITCHED VOICE

You constantly sound like you've been sucking on helium.

This mutation has no mechanical impact.

SUB/HYPersonic VOICE

Your voice registers either just barely too low or just slightly too high for human hearing. Most creatures can't understand you without technological assistance, though they might catch a few words now and then.

This mutation has no mechanical impact (though some creatures may not be able to hear you).



HAIR

FUR BALL

You are very hirsute, covered head to toe in thick body hair.

This mutation has no mechanical impact.

FACIAL HAIR

You have elaborate and constantly growing facial hair. If you are shaved clean your face will grow a full beard (or equivalent) in 2 hours. If left untrimmed it will never stop growing.

This mutation has no mechanical impact.

TOTALLY HAIRLESS

You have no body hair except eyelashes.

This mutation has no mechanical impact.

WEIRD HAIR COLOR

You have a dramatic and unusual hair color and/or style.

This mutation has no mechanical impact.

MEDUSA HAIR

Your hair is literally made of snakes, eels, or other serpentine creatures.

This mutation has no mechanical impact.

SPIKE HAIR

Your hair is made of quills or spines. The first time per day that you are grapple or a creature grapples you the opposing creature automatically take $1d4$ points of damage from your hair quills.

CHIA HAIR

You have grass or other vegetation for hair. It must be regularly watered and tended.

This mutation has no mechanical impact.

FLAME HAIR

Your head is literally on fire at all times. This fire is harmless to the touch but you increase the light level by 1 step in a 15 foot area around you. You cannot suppress this effect except by covering all of your hair.

TABLE 2-15: HAIR MUTATIONS

| 2d8 | Mutation |
|-----|------------------|
| 2 | Fur Ball |
| 3 | Facial Hair |
| 4 | Totally Hairless |
| 5 | Weird Hair Color |
| 6 | Medusa Hair |
| 7 | Spike Hair |
| 8 | Chia Hair |
| 9 | Flame Hair |
| 10 | Blow Hole |
| 11 | Bony Ridge |
| 12 | Horns |
| 13 | Antlers |
| 14 | Grasping Hair |
| 15 | Biolight Hair |
| 16 | Rapunzel |

BLow HOLE

You have no hair on your head but you do have a blubbery blow hole. You can hold your breath for 3 times as long as a normal member of your race but must soak in water for at least 2 hours every day.

BONY RIDGE

You don't have hair but instead bony ridges on your head.

This mutation has no mechanical impact.

HORNS

You have small stubby, superficial horns on your head in addition to or in place of your hair.

This mutation has no mechanical impact.

ANTLERS

You have great antlers that you can use to show off to prospective mates, hang your jacket on or crush your foes with as they count as natural weapons. You are always considered armed and can deal $1d3$ lethal damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon

specialization with your natural weapon at 3rd level, allowing you to add 1-1/2 × your character level to your damage rolls for your natural weapons (instead of just adding your character level, as usual).

GRASPING HAIR

Your hair is animate enough to act as a limb and is strong enough to lift small objects. It's rather dexterous so it can hold objects for you but not wield weapons. It is assumed to have half your Strength score, and can only hold items of light bulk. However, it's also super expressive and often acts in tandem to your emotional state, inflicting a -2 to your Bluff checks.

BIOLIGHT HAIR

Your hair is a mass of bioluminescent strands that move in wavelike patterns reminiscent of fire. You increase the light level by 1 step in a 15 foot area around you. You cannot suppress this effect except by covering all of your hair.

RAPUNZEL

You have a beautiful but constantly growing head of hair. If you are shaved clean your hair will grow down to your shoulders (or equivalent) in 2 hours and knee-length after a day. If left untrimmed it will never stop growing.

SKIN

WEIRD SKIN COLOR

You have a skin color or pattern that is wildly outside the norm for your species. For example, if you were a human you might have fire-engine red skin or green skin with blue dots.

This mutation has no mechanical impact and the color/pattern may be decided on by the GM or player.

SCALES

Your body is adorned with naturally occurring, beautiful, iridescent scales.

This mutation has no mechanical impact.

TRANSLUCENT SKIN

Your body is a nightmare as your skin is completely transparent and people can see all of your organs. This mutation has no mechanical impact.

SAGGY SKIN

Your skin is as wrinkly and saggy as a bloodhound's but you are not anywhere near as cute. This mutation has no mechanical impact.

CORPSE-LIKE

You constantly look like someone just dug you up from a grave. For some reason you look a lot like an undead and even the best makeup can't completely cover that deathly pallor. You gain a +4 bonus on Disguise checks to appear as an undead or dead but have a -2 penalty on Diplomacy checks with creatures other than undead.

TABLE 2-16: SKIN MUTATIONS

| 2d10 | Mutation |
|------|----------------------|
| 2 | Weird Skin Color |
| 3 | Scales |
| 4 | Translucent Skin |
| 5 | Saggy Skin |
| 6 | Corpse-Like |
| 7 | Crystalline Skin |
| 8 | Rocky Growths |
| 9 | Exoskeleton |
| 10 | Natural Body Tattoos |
| 11 | Glittery Skin |
| 12 | Bioluminescence |
| 13 | Veiny |
| 14 | Flakey |
| 15 | Oiled |
| 16 | Inside-Out |
| 17 | Sandpaper Skin |
| 18 | Callipygian |
| 19 | Spotted |
| 20 | Furry |

CRYSTALLINE SKIN

Your body looks as though it was hewn from a crystal, though it is brittle to the touch. Beautiful but worthless crystals grow across your body, making you into a work of art. You gain a +1 bonus to Diplomacy checks and Perform checks made that utilize your body art but your maximum Dexterity bonus to AC is reduced by 1 due to the elaborate growths on you.

ROCKY GROWTHS

You have bumpy growths that resemble stones that grow all over your body. This improves your KAC by 1 (in addition to any armor you have on) but reduces your maximum Dexterity bonus to AC by 1.

EXOSKELETON

You have an insectoid, chitinous, exoskeleton. This improves your KAC by 1 (in addition to any armor you have on) but reduces your maximum Dexterity bonus to AC by 1.

NATURAL BODY TATTOOS

You have a body that looks to be painted with elaborate geometric tattoos.
This mutation has no mechanical impact.

GLITTERY SKIN

Your skin glitters and shines in direct light.
This mutation has no mechanical impact.

BIOLUMINESCENCE

Your skin produces a colored light. You increase the light level by 1 step in a 15 foot area around you. You cannot suppress this effect except by completely covering all of your skin.

VEINY

All your veins stand out and are of odd colors.
This mutation has no mechanical impact.

FLAKEY

You shed dander at an alarming rate. Your skin cracks and flakes so regularly you constantly look "dusty". This mutation has no mechanical impact.

OILED

Your skin constantly produces a fine oil, making it hard to get a good hold on you. You gain +2 KAC against grapple attempts, but have -2 KAC against disarm attempts.

INSIDE-OUT

Your body is horrifically inverted; your insides are on your outside. A translucent protective layer holds it all together but you make small children cry and adults run in fear. You gain a +4 bonus on Intimidate checks but take a -4 penalty on any social checks that involve people not being terrified of your revolting appearance.

SANDPAPER SKIN

Your skin is rough like a shark's and has a gravelly, bumpy appearance.
This mutation has no mechanical impact.

CALLIPYGIAN

Your rear is perfectly shaped for a member of your race.
This mutation has no mechanical impact but the fans will love it.

SPOTTED

Your body's covered in spots, dots, or other kinds of markers.
This mutation has no mechanical impact.

FURRY

Your body is covered head to toe in a thin layer of fur.
This mutation has no mechanical impact.

SIZE

SUPER TALL

You are 50% taller than the upper limits of your race's height but no bulkier. This does not change your size category.

This mutation has no mechanical impact.

SUPER HEAVY

You are 50% heavier than the upper limits of your race's weight but no taller. This does not change your size category.

This mutation has no mechanical impact.

SHORT AND STOCKY

You are 25% shorter than the lower limits of your race's height and 25% heavier than the upper limits of your race's weight. This does not change your size category.

This mutation has no mechanical impact.

TINY

You are one size category smaller than the average member of your race. This does not require the adjustment of your ability scores.

HYPER-MUSCULAR

You were born with extremely bulky and inefficient muscles that look great but don't do much.

This mutation has no mechanical impact.

STRETCHED

You are 25% taller than the upper limits of your race's height and 25% lighter than the lower limits of your race's weight. This does not change your size category. This mutation has no mechanical impact.

SCRAGGLY

You have gangly limbs that are disproportionate for your body and a neck that is longer and kind of hunched. Your body is rail thin and makes too much oil and hair.

This mutation has no mechanical impact.

TABLE 2-17: SIZE MUTATIONS

| 1d8 | Mutation |
|-----|------------------|
| 1 | Super Tall |
| 2 | Super Heavy |
| 3 | Short And Stocky |
| 4 | Tiny |
| 5 | Hyper Muscular |
| 6 | Stretched |
| 7 | Scraggly |
| 8 | Massive |

MASSIVE

You are one size category larger than the average member of your race. This does not require the adjustment of your ability scores.

PRODUCTION

MUSK GLANDS

Once per day you can open your god-given musk glands and spray a 15 foot cone of horrific smelling stank-juice on anyone unlucky enough to be nearby, sickening them for 1d4 rounds. Creatures in this cone can make a Reflex save (DC 10 + 1/2 character level + Constitution modifier) to avoid this effect. You constantly STINK and creatures with any sense of smell gain +4 bonus to spot you.

PRODUCES MILK

You can produce 1 gallon of edible milk per day from glands in your body. It takes 5 minutes of work to produce this.

TABLE 2-18: PRODUCTION MUTATIONS

| 1d8 | Mutation |
|-----|----------------|
| 1 | Musk Glands |
| 2 | Produces Milk |
| 3 | Spinnerets |
| 4 | Produces Honey |
| 5 | Sticky Vomit |
| 6 | Gassy |
| 7 | Produce Pearl |
| 8 | Lay Eggs |

SPINNERETS

Your body has spinnerets that can launch clinging strands of webbing not unlike that of a spider. Once per day you can spray a 15 foot cone of this webbing, entangling them. Creatures in this cone can make a Reflex save (DC 10 + 1/2 character level + Constitution modifier) to avoid this effect. However, when you use this ability you are also entangled. A standard action removes this condition.

PRODUCES HONEY

You can produce 1 pound of edible honey per day from glands in your body. It takes 5 minutes of work to produce this.

STICKY VOMIT

You can belch up wads of sticky phlegm that can immobilize your target. As a standard action you can make a ranged attack against a creature within 30 feet of you. Creatures struck are entangled. A standard action removes this condition.

GASSY

You are extremely flatulent. This mutation has no mechanical impact.

PRODUCE PEARL

You grow a pearl in your mouth. It takes about 2 months to come to full size. Removing it is difficult and painful, causing you to be sickened for 1 day after removal. A full grown pearl sells for around 1,000 credits.

LAY EGGS

You can produce unsterilized chicken eggs, regardless of your species or gender. You can produce 1d6 eggs per day in this fashion and laying them take 5 minutes.

OTHER MUTATIONS

VESTIGIAL TWIN

You have a vestigial twin whose face is poking out of your body somewhere. They are fully conscious but only one of you can control your shared body at once. You are referred to as the "prime twin" and they are the "vestigial twin". You can switch between twins as a swift action at the start of your turn. The twins share everything except mind-affecting effects. When one is not in control the duration of any mind-affecting effect continues to progress. When the vestigial twin is in control it suffers from the confusion condition. On the turn after switching from the vestigial twin to the prime twin, the prime twin also suffers the confusion condition.

GLASS BONES

You gain 1 less hit point and 1 less Stamina point per level. In exchange you gain +2 on saves against pain and fear effects as you've felt the worst the world can offer and come out stronger for it.

TABLE 2-19: OTHER MUTATIONS

| 2d8 | Mutation |
|-----|--------------------|
| 2 | Vestigial Twin |
| 3 | Glass Bones |
| 4 | Inflatable |
| 5 | Stretchy Body |
| 6 | Aquatic |
| 7 | Antennae |
| 8 | Constantly On Fire |
| 9 | Cursed |
| 10 | Shell |
| 11 | Premature Aging |
| 12 | Baby Face |
| 13 | Language Swap |
| 14 | Asymmetrical |
| 15 | Leak Blood |
| 16 | Sticky Skin |

INFLATABLE

Your body can inflate like a balloon. As a standard action you can cause yourself to grow one size category for 1 minute. After this you deflate and are exhausted for duration equal to the time you spent in the larger size. You take a -2 penalty to your Strength score due to your traumatically puffy body.

STRETCHY BODY

Your body can stretch in weird and unusual ways. Your reach increases by 5 feet. However you cannot support your form and your body is gangly and awkward, giving you a -1 penalty to your Dexterity score.

AQUATIC

Your body is mutated in such a way that you can only survive in water. You gain the ability to breathe underwater but lose the ability to breathe air.

ANTENNAE

You have an antenna (or several) growing out of your body. You gain blindsense (vibration) 30 feet but your antennae are extremely sensitive. A stiff breeze can cause you to shudder in pain and a blow to them can be crippling. Any time you suffer a critical hit you are also staggered for 1d4 rounds.

CONSTANTLY ON FIRE

You are on fire. Constantly. In fact any contact with the atmosphere causes your skin to combust. You require a specialized environmental suit filled with non-combustible gases to survive. When exposed to an oxygen atmosphere you take 1d6 points of fire damage per round. Because of this you have 5 cold resistance or 15 while burning.

CURSED

You were born cursed and have clearly visible markings of that curse all over your body. You have a -1 penalty on all saves but gain a +2 bonus on saves against curses. The penalty to saves does not apply to saves against curses.

SHELL

Your back is sheltered by a thick shell. This improves your KAC by 1 (in addition to any armor you have on) but reduces your maximum Dexterity bonus to AC by 1.

PREMATURE AGING

Regardless of how old you are, you look as if you are quite ancient for your species. This is entirely separate from how your body performs and this can create quite the cognitive dissonance. For example: as a human toddler you'd have wrinkled skin, grey hair, liver spots, and your voice would be old and raspy. This mutation has no mechanical impact but is creepy.

BABY FACE

Now matter how old you grow people always mistake you for a young child. This doesn't mean you look youthful forever; it means you look a like a baby. Imagine trying to take your co-worker at an accounting firm seriously if he looked like an adult-sized 2-year-old in a suit.

This mutation has no mechanical impact.



LANGUAGE SWAP

You will suddenly start speaking a different language than you did before, and will often start speaking a random language in the middle of a sentence without warning or cause.

You gain 1 additional language spoken (chosen by the GM), but otherwise this mutation has no mechanical impact.

ASYMMETRICAL

Your body is proportioned asymmetrically. You might have a large right hand a tiny left left, one eye bigger than the other, a beard that only grows on half of your face, and a knee joint that's twice its normal size.

LEAK BLOOD

You leak blood from a specific part of your body. Do you have too much of it? Do you have a hole somewhere? No one knows but it's not really detrimental, just a little unsanitary.

This mutation has no mechanical impact.

STICKY SKIN

You are constantly sticky and can use it to adhere to stuff. You gain a 5 foot climb speed but must use all your limbs to climb. You attract detritus and other odds and ends by accident as you go about your daily life. This makes things a bit difficult for you and imposes a -2 penalty on your Dexterity, though if you take 1 minute to thoroughly clean your body you can stave off this penalty for 1 hour.



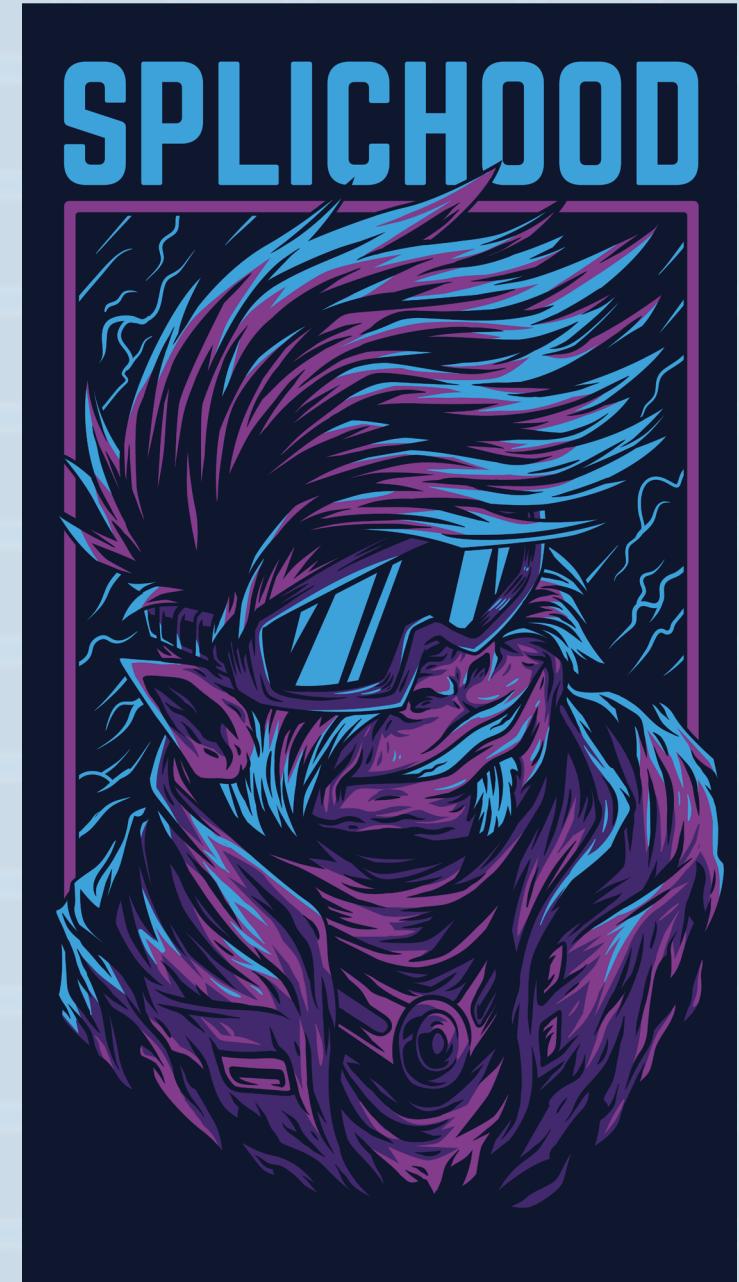
GENE TRIGGERS

Gene-splicing, once a fantasy and now part of everyday life. But some take it a step farther and undergo radical genetic surgery that grants them the ability to assume a powerful hybridized form, typically of an animal. Like the werewolves of myth their transformation is sudden and triggered by a certain condition (a phase of the moon, anger, a command word, etc). Many find this revolutionary medical procedure preferable to permanent gene-splicing as it can be turned off or on when needed. Because of this they are called "triggers", though some find it to be a term in bad taste due to the association with weapons. "Trigger-jobs" are irreversible though and once the process has been done it cannot be augmented or amended as it causes a cascade effect.

The kinds of trigger-jobs one can get are endless. The most common ones are triggers that cause the recipient to grow massively strong, to take on animalistic traits, or to grant them environmental resistance. Rarer types enhance one's mental capacity for a short time (a "brain boost") or even grant the user temporary psychic powers.

"TRIGGER MUSCLES"

Gene-splicers often describe the species genetic material as a "muscle" to their clients; the more it's used the more powerful it becomes. Trigger splices grow with their users and those who train them gain greater results from their change. The potential of a trigger for growth is nearly unlimited but few will put in the time. A trigger who works out casually but boasts a lot is called a "trig" or "trig-head" while one who gains legitimate skill with it that is worthy of envy or praise is called a "Tatsujin" (lit. "master" or "expert"). They say it's like trimming a bonsai tree; a tatsujin spends their entire life guiding their trigger to manifest in a certain way while shutting out the others. It's the same thing as someone training their body; they do different exercises depending on what they are training for; a bodybuilder trains differently than a marathon runner or an acrobat.



NATURAL TRIGGERS

In rare instances, particularly with two trigger parents, a child can be born with one of their parent's triggers in place. They generally have a greater degree of control over their trigger since they were born with it, though many natural triggers grow up resenting it as they didn't have a say in a synthetic and irreversible process done to their body.

Triggers are not all fun and games though, they can harm the user due to the unnatural burdens they place on the user and make them tightly wound up. Natural triggers don't have this issue as it's an expected part of their biology and their bodies naturally compensate for it better.

MILITARY TRIGGERS

So called "mil-trigs" are soldiers who undergo the gene-splicing procedure to become elite warriors. The military pays for the process and installs the triggers that will cause them to shift. The process is only done to veteran soldiers and many are employed in black ops after the surgery. Retiring is often not an option for mil-trigs as having a military grade trigger-form accessible is a hazard to public safety in civilian life. Some earn a measure of peace by remaining as instructors or professors at military colleges and some get a kill-command implanted in their mind that the military controls so they can be stopped if they ever shift forms in public.

VIRAL TRIGGERS

A few decades ago a wild strain of a synthetically created virus designed to transform people into triggers got loose. Crafted by Xaibytzu Inc, a biological weapons developer, it caused the infected to assume their trigger-form under a condition known only to them (differing based on the strain). Viral triggers can't control themselves when in their trigger-form and as a result of the unchecked evolution of the virus (or maybe design) the form viral triggers assume look horrific; some look like deformed mutants and others like humanoid demons. Getting a trigger job or splice job done on you makes you immune to the virus (as it can't act on what's already modified).

Xaibytzu Inc initially tested their viral trigger by giving it to a terrorist group who set it off in gas attacks. The result was a massive loss of life as many people immediately transformed into a bloodthirsty trigger-form and went on a killing spree. Once infected most viral triggers have only 24 hours to live and the virus can only live for about 30 minutes outside a host.

They continued to covertly test it, eventually secretly selling a powerful gene-bomb to a government that was in the middle of a prolonged war. Their weapon was successful and an entire moon held by enemy soldiers were infected and turned into viral triggers. It was quickly depopulated, everyone having turned into screaming bloodthirsty hybrids who die in 24 hours. One survivor, known as patient zero, who internalized the virus and is a viral trigger that can control it but his blood makes more viral triggers.

Today the virus is wild and growing on its own. It is highly contagious, can spread through almost any vector, and has a very high infection rate. Rare people, known as "zero-type triggers" (after "patient zero"), contract the disease without succumbing to it and end up as demonic triggers with minds warped by the virus to spread it to others.

TRIGGER

A NEW BASE CLASS FOR THE STARFINDER RPG

STAMINA POINTS: 6 + CONSTITUTION MODIFIER

6 HP

A trigger is someone who has undergone a trigger-job; a gene-splicing process that allows them to assume an altered and greatly enhanced form under a given condition and still revert back to their own form once things have calmed down. Their goal is to graduate to becoming tatsujin or “skilled trigger users” rather than just be regarded as a trig-head who is addicted to modifying their body.

KEY ABILITY SCORE

Triggers master their body to allow it to violently and explosive shift forms. As such their key ability score is Constitution.

CLASS SKILLS

Skill Ranks Per Level: 4 + Intelligence Modifier

- Acrobatics (Dex)
- Athletics (Str)
- Intimidate (Cha)
- Medicine (Int)
- Perception (Wis)
- Profession (Cha, Int, or Wis)
- Stealth (Dex)
- Survival (Wis)

PROFICIENCIES

- Armor Proficiency
- Light armor

WEAPON PROFICIENCY

- Basic melee weapons, small arms, and grenades

GENE-TRIGGER [EX] [1ST LEVEL]

You can hulk-out by triggering your gene-splice. The condition for this change is up to you but, once decided upon, it cannot be changed. On the most basic level you can shift into your trigger-form as a swift action, once the conditions for the change are met. This form has some benefits (called “splice benefits”), a little drawback, and you can stay in this form for 1 minute before you must spend 1 more RP to maintain it for a further hour. After reverting to your normal form you are fatigued for 10 minutes. You cannot assume your trigger-form while fatigued. Whiled triggered you can assign any sort of superficial changes to yourself.

Sidebar: Common Triggering Conditions

The most common things to be used as triggers are things like a phrase in an exotic language, a certain emotional state, “stress brought on by a dangerous situation” can be used so it triggers in combat or similar situations, a loved one being harmed, etc. A triggering condition must be a response to external stimuli (unless otherwise noted).

Sidebar: Strains

Your “strain” is the kind of trigger you are (mil-trig, natural trigger, etc). This must be chosen at 1st level but does not give you a benefit until 3rd level. It may impact what your triggering condition is.

TABLE 3-1: THE TRIGGER

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features |
|-------|-------------------|-----------|----------|-----------|--------------------------------------|
| 1st | +1 | +2 | +2 | +0 | Gene-trigger, splice benefit, strain |
| 2nd | +2 | +3 | +3 | +0 | Trigger instinct (+1) |
| 3rd | +3 | +3 | +3 | +1 | Strain, weapon specialization |
| 4th | +4 | +4 | +4 | +1 | Combat feat |
| 5th | +5 | +4 | +4 | +1 | Secondary splice benefit (2) |
| 6th | +6 | +5 | +5 | +2 | Strain |
| 7th | +7 | +5 | +5 | +2 | Trigger instinct (+2) |
| 8th | +8 | +6 | +6 | +2 | Strain |
| 9th | +9 | +6 | +6 | +3 | Combat feat |
| 10th | +10 | +7 | +7 | +3 | Secondary splice benefit (3) |
| 11th | +11 | +7 | +7 | +3 | Strain |
| 12th | +12 | +8 | +8 | +4 | Trigger instinct (+3) |
| 13th | +13 | +8 | +8 | +4 | Strain |
| 14th | +14 | +9 | +9 | +4 | Combat feat |
| 15th | +15 | +9 | +9 | +5 | Secondary splice benefit (4) |
| 16th | +16 | +10 | +10 | +5 | Strain |
| 17th | +17 | +10 | +10 | +5 | Trigger instinct (+4) |
| 18th | +18 | +11 | +11 | +6 | Strain |
| 19th | +19 | +11 | +11 | +6 | Combat feat |
| 20th | +20 | +12 | +12 | +6 | Secondary splice benefit (5) |

SPLICE BENEFITS

At 1st level, when you enter your trigger-form you gain one primary splice benefit (a bonus to an ability score) and a secondary splice benefit (utility focused options). You gain a new secondary splice benefit at 5th level and every 5 levels thereafter. Once these choices have been made they cannot be changed.

PRIMARY SPLICE BENEFITS

ABILITY SCORE

You gain an enhancement bonus to one ability score, other than Constitution, of your choice but a penalty to a different ability score equal to half the bonus you gained (if you had +2 to your Strength, you must take a -1 to a different ability score). If you picked a physical ability score (Strength or Dexterity) for

your bonus you must pick a physical ability score for your penalty. If you picked a mental ability score (Intelligence, Wisdom, or Charisma) for your bonus you must pick a physical ability score for your penalty. **Advancement:** +2 (1st), +3 (5th), +4 (10th), +5 (15th), +6 (20th)

SECONDARY SPLICE BENEFITS

DERMAL PLATING

You grow great armored plates, gain thicker skin, or some other defensive trait. This provides a bonus to your KAC, stacking with armor.

Advancement: +1 KAC (1st), +2 KAC (10th), +3 KAC (20th)

EXTRA APPENDAGE

You gain an extra set of arms, a prehensile tail, a tentacle, or other form of dexterous manipulator that you can use like an arm with a hand while in your trigger-form.

Advancement: 1st extra appendage (1st), you gain Multi-Weapon Fighting as a bonus feat (5th), you treat all weapons as operative weapons or small arms for the purpose of interaction with Multi-Weapon Fighting (10th), 2nd extra appendage (15th), 3rd and 4th extra appendages (20th level)

NATURAL WEAPON

You gain a natural weapon like gnashing fangs, claws, a thick tail, etc. You are always considered armed and you can deal lethal damage with unarmed strikes using it and the attack doesn't count as archaic. You gain a weapon specialization with your natural weapons at 3rd level as if it were a weapon your class granted you proficiency with.

Advancement: The natural attack deals damage equal to the solar weapon of a solarian of equal level.

INGENIOUS

When you select this splice, select a skill. When you shift to your trigger-form you gain ranks in that class skill equal to your level (to a maximum number of ranks equal to your level). As you progress in level you can select more than 1 skill to gain ranks when you shift.

Advancement: 1 skill (1st), 2 skills (10th), 3 skills (20th)

JUMP

You gain an insight bonus on attempts to jump (typically an Athletics check).

Advancement: +1/4 class level, minimum +1 (1st), your movement as a result of an Athletics check made to jump can be up to twice your remaining movement (5th), add your 1/2 class level to such checks rather than 1/4 your class level (10th), your movement as a result of an Athletics check made to jump can be up to thrice your remaining movement (15th), your movement as a result of an Athletics check made to jump is unrestricted (20th)

SPEED

You gain a bonus to one movement speed of your choice (that you already possess).

Advancement: +5 feet (1st), +10 feet (5th), +15 feet (10th), +20 feet (15th), +30 feet (20th)

SIZE

When you assume your trigger-form you grow in size. This largely just increases your reach and the space you take up. Use the reach listed for a tall creature. When you shift to your trigger form, you must grow at least 1 size category but are not required to grow to your maximum size (this choice can be made each time you shift).

Advancement: +1 size category (1st), +2 size categories (10th), +3 size categories (20th)

Sidebar: Jumping Beyond Your Movement

If you pick the jump splice benefit you can jump beyond your normal movement speed, which the Athletics skill doesn't normally allow. The DC for a jump is the same (DC for horizontal is equal to the distance jumping and the DC for a vertical jump is twice that), you just have an increasing limit on how far you can jump.

STRAIN [1ST LEVEL]

People gain triggers in different fashions. They are referred to as "strains" of gene-triggers. At 1st level select your strain. You will gain benefits from it at 1st, 3rd, 6th, 8th, 11th, 16th, and 18th levels.

A complete list of strains and their benefits can be found later in this class.

TRIGGER INSTINCT [EX] [2ND LEVEL]

Your body is tightly wound, like a spring poised to snap at any given moment. Because of your embedded mental "coil" you are ready to snap at a moment's notice. This makes triggers a little jittery and on edge but it serves them well in dangerous situations.

At 2nd level you gain a +1 insight bonus on Initiative checks. This bonus improves by an additional +1 at 7th level and every 5 levels thereafter. In addition, you gain the evasion class feature of the operative (reprinted below) at 7th level.

EVASION (Ex) [REPRINT]

If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you instead suffer no effect. You gain this benefit only when unencumbered and wearing light armor or no armor, and you lose the benefit when you are helpless or otherwise unable to move.

WEAPON

SPECIALIZATION [Ex] [3RD LEVEL]

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

COMBAT FEAT [Ex]

[4TH LEVEL]

At 4th level and every 5 levels thereafter, you gain a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Whenever you gain a new bonus feat, you can also choose to replace one of the bonus feats you have already learned with a different bonus feat. The feat you replace can't be one that was used as a prerequisite for another feat or other ability. You can change only one feat at any given level, and you must choose whether or not to swap the feat at the time you gain the new bonus feat.



LIST OF TRIGGER STRAINS

MEGA MUTANT

CONTROLLED MUTATIONS [1ST LEVEL]

You gain a mutation of your choice at 1st, 6th, 11th, and 18th level. See the mutation section later in this book for a full list mutations. You cannot decline to select taking a mutation.

MORPH [3RD LEVEL]

You gain the benefit of one of the general morphs in addition to the benefits of your splices while in your triggered state. Each time you gain access to a new morph, it replaces the old one. If the morph offers a choice the choices must be made at the time of gaining the new morph and you must attempt to keep them consistent if possible (choice of ability scores, options, etc).

Advancement: transpecies (3rd), neospecies (8th), übermensch (18th)

MIL-TRIG

A mil-trig or “military trigger” is a professional soldier who has a gene trigger implanted in them so they can serve.

KILL COMMAND [1ST LEVEL]

Your trigger condition is always the stress of combat in addition to whatever trigger you chose.

MILITARY TRAINED [1ST LEVEL]

You become proficient with advanced melee weapons, longarms, and heavy armor.

SEEK AND DESTROY [3RD LEVEL]

While in your triggered state you gain a +2 insight bonus on all attack and damage rolls. However, while in this state you will continue to seek out hostile targets even after hostility ceases. With no enemies you will regard allies as enemies for 1 minute. During this time you can't exit your triggered state. You can attempt to suppress this with a DC 15 Will save. Once suppressed you immediately exit your triggered state. Allies who do not have a weapon and show signs of submission or peace are disregarded.

COMBAT FEATS [6TH LEVEL]

At 6th, 11th, and 18th level you gain a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

MILITARY GRADE TRIGGER [8TH LEVEL]

The quality of your combat focused gene triggers are stronger due to being developed for the battlefield. The KAC provided by the dermal plating is increased by 1, you gain a +1 insight bonus on damage rolls with a natural weapon splice, and you gain a +5 foot bonus to your movement speed if you have the speed splice. These only function if you have the secondary splice benefit in question.

PREDATORY TRIGGER [16TH LEVEL]

Your trigger is set to kill and you will go that extra mile to inflict massive wounds whenever possible. When you roll a 19 you may roll a second d20. If that result is 5 or higher you have scored a critical hit.



NATURAL TRIGGER

A natural trigger is one a creature is the offspring of two triggers.

INTEGRATED COMMAND [1ST LEVEL]

Your trigger can be entirely internal and immune to provocation by external stimuli.

BIOLOGICAL COMPENSATION [3RD LEVEL]

You do not gain an ability score penalty when you enter your triggered form. In addition, maintaining your triggered state does not cost RP.

NATURAL HIGH [6TH LEVEL]

After entering your triggered state you gain a flood of positive chemicals. This gives you a +4 morale bonus on saves against mind-affecting effects for 3 rounds after entering your triggered state. You can't gain this benefit more than once per minute.

GRACEFUL TRANSITION [8TH LEVEL]

You are no longer exhausted after leaving your triggered state.

HEIGHTENED MENTAL STATE [11TH LEVEL]

Your natural high class feature now makes you immune to mind-affecting effects for 3 rounds after entering your triggered state.

STATE OF BALANCE [16TH LEVEL]

You have complete and total control over your trigger state and it has been integrated with your own natural form so completely that you may always keep it active with no penalty (even while asleep). Other than a size increase (if you take that splice benefit) you are indistinguishable from your normal form (dermal plates hide under your skin, appendages recede gracefully into your body, etc) while triggered. To even detect that you are in your triggered state someone needs to make a DC 20 Perception or Medical check.

NATURAL CLARITY [18TH LEVEL]

The bonus granted by natural high now applies at all times while in trigger state, rather than just for 3 rounds after entering your triggered state.

TATSUJIN

A tatsujin is a professional who relies on their gene trigger and has elevated its use to an art form through discipline and study.

TATSUJIN DISCIPLINE [1ST LEVEL]

You can resist being triggered by others or otherwise being involuntarily triggered by making a Will save (DC 25 - 1/2 trigger level).

TRIGGER MUSCLES [3RD LEVEL]

Select another ability score that you didn't select for your primary splice benefit. You gain a bonus to that ability score on the following schedule:

Advancement: +2 (3rd), +4 (8th), +6 (16th)

EXTRA SECONDARY SPLICE BENEFIT

[6TH LEVEL]

At 6th, 11th, and 18th levels you gain an extra secondary splice benefit.

WEREWOLF

LUNAR TRANSFORMATION [1ST LEVEL]

Your trigger condition is always the presence of a full moon, tied to a lunar cycle, and/or proximity to a lunar body in addition to whatever trigger you chose.

WOLF FORM [1ST LEVEL]

When you enter your trigger state you can enter one of two states: a hybrid state (think "The Wolfman") or a canine state (you become a wolf). While in your hybrid state you always look rather wolfish but otherwise this is simply your hybrid form. If you enter your canine state you use the abilities listed below (substituting your own abilities where it says "AYO", which stands for "As Yours Own".) In addition, while in triggered or non-triggered state you gain a +4 insight bonus on Diplomacy checks made against canines, canine-like creatures, and even humanoids with canine characteristics.

This extends to alien dogs and creatures who would recognize and respect you.

CURSE OF THE WOLF [3RD LEVEL]

You gain DR / silver. The value of this progresses as

you level up.

Advancement: Level + 3 (3rd), Level + 6 (8th), Level + 9 (16th)

WOLFEN WARRIOR [6TH LEVEL]

You gain blindsense (scent) 60 ft and a +2 insight bonus on Intimidate, Perception, and Survival while in your triggered state. In addition you are always considered armed due to your powerful bite. You can deal 2d6 piercing damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with this natural weapon at 6th level, allowing them to add 1-1/2 x their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual). If you have or gain the natural weapon secondary splice benefit you use it's damage progression but still gain the unique weapon specialization this class feature provides.

WOLVEN HUNTER [11TH LEVEL]

You gain blindsense (scent) 60 ft and a +4 insight bonus on Intimidate, Perception, and Survival while in your triggered state. In addition you are always considered armed due to your powerful bite. You can deal 5d6 piercing damage with unarmed strikes and the attack doesn't count as archaic. This improves your wolfen warrior ability.

PACK ALPHA [18TH LEVEL]

You gain blindsense (scent) 120 ft and a +6 insight bonus on Intimidate, Perception, and Survival while in your triggered state. In addition you are always considered armed due to your powerful bite. You can deal 8d8 piercing damage with unarmed strikes and the attack doesn't count as archaic. This improves your wolfen warrior and wolfen hunter abilities.

WOLF

Medium animal

Init (AYO); Senses blindsense (scent) 60 ft. (plus AYO)

DEFENSE

HP (AYO)

AC (AYO)

Saves (AYO)

OFFENSE

Speed 50 ft.

Melee bite (AYO) (1d6+ Str P)

Offensive abilities natural weapons

STATISTICS

(AYO)

Skills (AYO)

Languages: None (can't speak)

Note: (AYO) stands for "As Your Own" and means that you should use your own statistics here. Things that do not have this note as static, regardless of what splice benefits you have (so even if you had the size changing benefit you'd still be medium sized).

SIDE BAR: WEREWOLVES IN SPACE

On a planet a full moon is a predictable occurrence. In space lunar orbits and shifting perspectives mean that a "full moon" is never really a "thing" that will happen. We'd recommend the following options:

Lunar Proximity: When a creature is within a certain proximity of a planet's moon (or the planet's largest moon) they will transform (generally about 250,000-300,000 miles).

Cycles: Once every 90 days or so a werewolf transforms for a 12 hour period. Their cycle shifts a little each month by a few days. (It's natural for a growing werewolf to go through this.)

ZERO-TYPE TRIGGER

PATIENT ZERO [1ST LEVEL]

Creatures that spend 1 hour in close proximity to you have to make a Fortitude save (DC $10 + 1/2$ class level) or be subject to the viral trigger plague (see below). You count as infected with it but are immune to the disease and cannot be cured of it. You are also subject to the command word used by Xaibytzu Inc. in addition to your normal command.

DEVIL TRIGGER [3RD LEVEL]

You gain a +2 insight bonus on Stealth checks and dirty trick attempts.

CARRIER [6TH LEVEL]

You become immune to all mundane diseases. You are also immune to all low level radiation.

PAIN [8TH LEVEL]

Your warped mind causes you to delight in causing pain and shows you how to do it. This can be quite the problem for good aligned creatures who have to fight off their urges. When you score a critical hit the creature is wracked with pain, imposing a -4 penalty on attack rolls, skill checks, and ability checks for $1d4$ rounds (as well as whatever other critical effects that occur normally). A creature can make a Will save (DC $10 + 1/2$ class level) at the start of their turn as a swift action to end it prematurely.

PLAQUE VECTOR [11TH LEVEL]

You become immune to all diseases and poisons. You are also immune to all radiation with a medium level or lower.

INFECTION INJECTION [16TH LEVEL]

Any time you deal damage with a melee weapon targets receive a dose of the viral trigger plague, as though your weapon had the injection quality.

PLAQUE LORD [18TH LEVEL]

You become immune to all afflictions (curses, diseases, poisons, and drugs) unless you wish to allow yourself to be affected by it. You are also immune to all radiation with a high level or lower.

VIRAL TRIGGER PLAGUE

Type disease (contact, inhaled, or injury); **Save**

Fortitude DC $10 + 1/2$ character level of the trigger (or DC 15 normally)

Track physical; **Frequency** 1/day

Effect At the impaired state, the victim can be triggered via a command word known by Xaibytzu Inc. When triggered they gain a +2 on all attack rolls and a +2 on all damage rolls with melee weapons and will mindlessly attack anyone not infected with the viral trigger plague with whatever they have at their disposal. A Will save (DC 20) will stave off this madness for 1 minute at a time. Each hour you are in the triggered state you must make a Fortitude save (DC 20) or become exhausted. If you fail that save while exhausted you die. If you survive 24 hours with it, you exit the state (such individuals often become zero-type triggers).

Cure 2 consecutive saves

ALTERED OR REPLACED TRIGGER

CLASS FEATURES

For any level at which an archetype provides an alternate class feature, an envoy who takes the archetype alters or replaces the listed class features.

Multilevel [2nd, and 12th Levels]: You don't gain trigger instinct at 2nd and 12th levels.

Multilevel [4th and 9th Levels]: You don't gain bonus combat feats.

Multilevel [6th and 18th Levels]: You don't gain your 6th and 18th strain abilities.

MUTAGENS

MUTAGENS

Upon being infected with a single dose of mutagen you must make a Fortitude save (DC 10 + item level) or spontaneously mutate. The more virile the dose the more mutations one receives and the greater the chance of them being permanent. After 1 hour the mutations wear off. For each mutation you had you must roll a Fortitude save (DC 10 + 1/2 item level) and if you fail it, the mutation becomes permanent. A creature who is dosed with a mutagen can't be affected by another mutagen for 1 hour (regardless of if they make or fail the save).

ANTIMUTAGENS

FIXING MUTATIONS

A mutation can be fixed by administering an antimutagen and passing a DC 20 Medical check. The procedure takes 2 hours and afterwards the patient is fatigued for 1 hour. On a failed check the patient is still fatigued and the antimutagen is still consumed. The higher the quality of the antimutagen the more mutations that can be fixed with a single procedure.

TABLE 4-1: MUTAGENS

| Name | Number of Mutations | Level | Initial DC / Secondary DC | Price | Dose |
|------------------------|---------------------|-------|---------------------------|--------|------|
| Mutagenic Sludge | 1 | 1 | 11 / 10 | 150 | 1 |
| Low Grade Mutagen | 1d4 | 5 | 15 / 12 | 3,000 | 1 |
| High Grade Mutagen | 2d4 | 10 | 20 / 15 | 15,000 | 1 |
| Military Grade Mutagen | 4d4 | 15 | 25 / 17 | 23,500 | 1 |

TABLE 4-2: ANTIMUTAGENS

| Name | Mutations Removed | Level | Price | Dose | Note |
|------------------------|-------------------|-------|--------|------|--|
| Homemade Antimutagen | 1 | 1 | 150 | 1 | -4 on Medical check to cure mutations. |
| Commercial Antimutagen | 1 | 5 | 3,000 | 1 | N/A |
| Medical Antimutagen | Up to 6 | 10 | 15,000 | | +2 on Medical check to cure mutations. |

Sidebar: Radiation vs Mutagens

Despite what your friendly neighborhood comic book might tell you, radiation gives you cancer, not super powers. We wrote "mutagens" to represent various mutation-causing agents in science fiction. A mutagen is something that has a fast-acting, profoundly impactful, targeted, effect on your genes and then stabilizes. Mutagens don't cause damage, they change your biology. They come from a similar source but had a different effect.

SPELLS

SPONTANEOUS MUTATION

Classes mystic 1, technomancer 1

School transmutation;

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 hour

Saving Throw Fortitude negates; Spell Resistance yes

Description

The target of this spell gains 1 random mutation for 1 hour.

If you pay 1 RP you may select what mutation that is. This must be decided before the creature attempts their save.

DNA STABILIZATION

Classes mystic 1-6, technomancer 1-5

School transmutation;

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute

Saving Throw Fortitude negates; Spell Resistance yes

Description

You gain a bonus on saves against mutation (but not other radiation or polymorph effects).

In addition, a creature who suffers a mutation or mutations can pay 1 RP while under the effects of this spell to immediately end any 1 non-permanent mutation they are suffering from. Doing so ends the effect of this spell prematurely.

The change in the bonus this spell provides and number of creatures affected is dependent on the spell's level.

- **1st:** +2, single creature
- **2nd:** +2, up to 4 creatures
- **3rd:** +4, up to 2 creatures
- **4th:** +4, up to 6 creatures
- **5th:** +6, up to 3 creatures
- **6th:** +6, up to 8 creatures

MUTATION CASCADE

Classes mystic 4, technomancer 4

School transmutation;

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 hour

Saving Throw Fortitude negates; Spell Resistance yes

Description

The target of this spell gains 2d4 random mutation for 1 hour.

GENETIC TAMPERING

Classes mystic 4, technomancer 4

School transmutation;

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration permanent

Saving Throw Fortitude negates; Spell Resistance yes

Description

The target of this spell gains 1 random mutation permanently.

If you pay 1 RP you may roll the mutation randomly 3 times and select the result you want. This must be decided before the creature attempts their save.

GENE EDITING

Classes mystic 6, technomancer 6

School transmutation;

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration permanent

Saving Throw Fortitude negates; Spell Resistance yes

Description

The target of this spell gains 1 mutation of your choice permanently.

If you pay 1 RP you may select a second mutation that they gain permanently.

GENETIC CHAOS

Classes mystic 6, technomancer 6

School transmutation;

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration permanent

Saving Throw Fortitude negates; Spell Resistance yes

Description

The target of this spell gains 3d4 random mutation permanently.

ÜBERMENSCH

Classes mystic 6, technomancer 6

School transmutation;

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one creature without a tier 3 morph applied to them

Duration 1 minute/level

Saving Throw Fortitude negates; Spell Resistance yes

Description

The creature instantly gains the übermensch morph. This temporarily replaces any morph they have. This has no effect on creatures who already have a tier 3 morph.

DEGENERATE

Classes mystic 3, technomancer 3

School transmutation;

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level

Saving Throw Fortitude negates; Spell Resistance yes

Description

The creature instantly gains the degenerate morph. This temporarily replaces any morph they have.

MORPH

Classes mystic (1-6), technomancer (1-6)

School transmutation;

Casting Time 1 standard action

Range touch

Target one creature

Duration varies

Saving Throw Fortitude negates; Spell Resistance yes

Description

When you touch a creature you can upgrade their biological processes. This grants them a morph of a certain tier if they do not have one or improves their tier if they already have one. This cannot take a creature beyond a tier 3 morph. The change in tier and duration of the spell is dependent on the spell's level.

- **1st:** +1 tier, 1 round/level.
- **2nd:** +1 tier, 1 minute/level.
- **3rd:** +2 tiers, 1 round/level.
- **4th:** +2 tiers, 1 minute/level.
- **5th:** +3 tiers, 1 round/level.
- **6th:** +3 tiers, 1 minute/level.



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