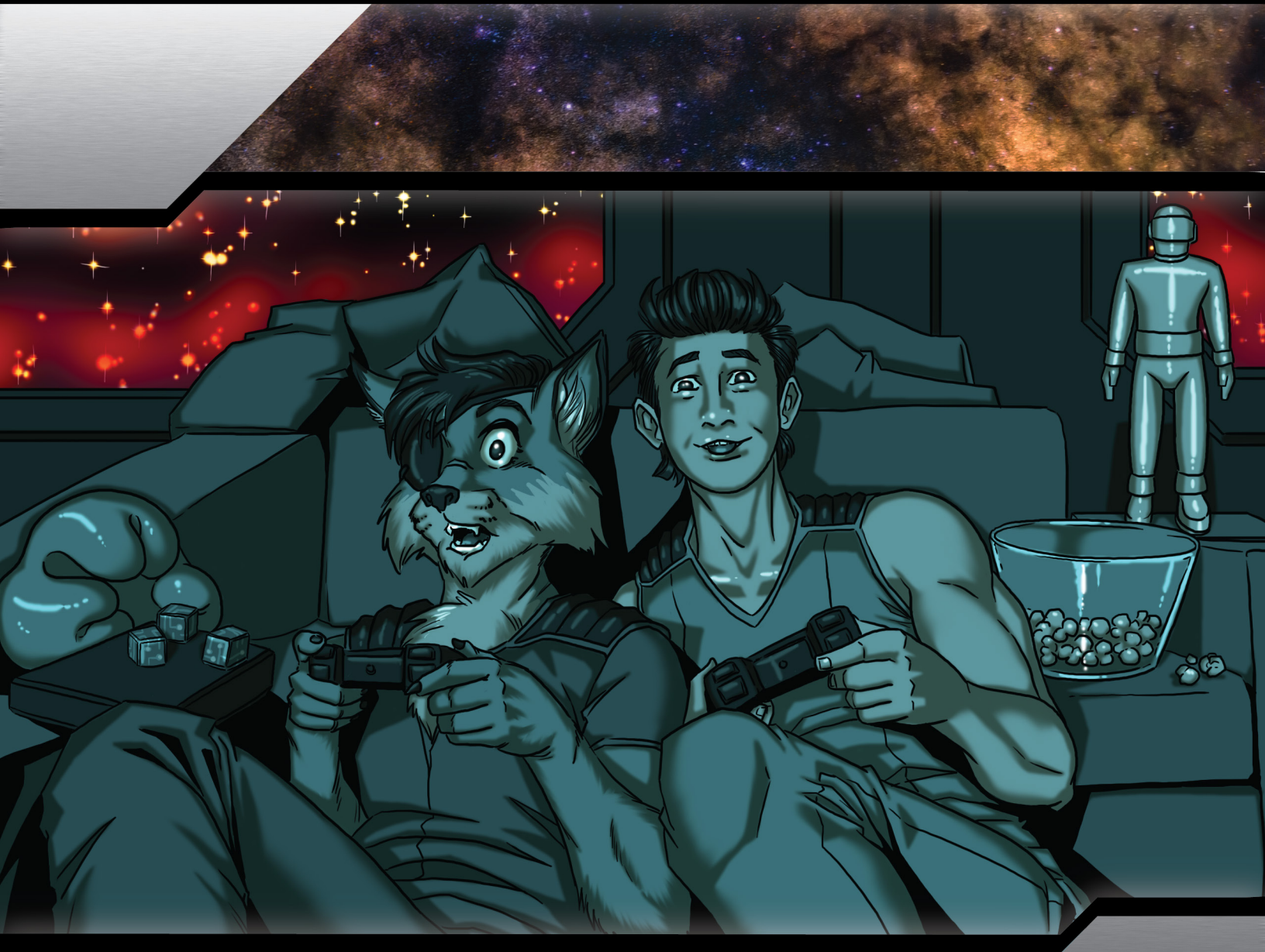


POP CULTURE CATALOG

VIDGAMES



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VIDGAMES

Author: Alexander Augunas
Cover Artist: Jacob Blackmon
Development: Owen K.C. Stephens

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

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Welcome to the *POP CULTURE CATALOG*, sponsored by Everyman Gaming LLC. Tired of long, dreary days aboard a spacecraft staring haplessly at the soul-crushing blackness of the infinite void? Never fear, the *POP CULTURE CATALOG* is here, your one-stop infosphere dataset for all things hip, trendy, and popular! Within the Pop Culture Catalog, you'll find detailed information on the galaxy's most popular programs*, clothing, vidgames, infosphere sites, and more.

The *POP CULTURE CATALOG* features the finest in interstellar entertainment from the Xa-Osoro System and its allied star systems. Each is designed to provide a dense and comprehensive look at a specific aspect of life in the far-flung future unrelated to thrilling space battles or deadly alien hunts. Regardless of topic, all *POP CULTURE CATALOGS* are intended to flesh out your understanding of what it means to not only fight in a futuristic world, but live your day-to-day life in it. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of the *POP CULTURE CATALOG* you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC



FANDOM RULES

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

JOINING A FANDOM

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

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

- » Athletes or Sports Teams (Athletics, Culture)
- » Clothing Brands (Culture, Profession [fashion designer])
- » Infosphere Series (Culture, Profession [actor])
- » Infosphere Sites (Computers, Culture)
- » Movies (Culture, Profession [actor])
- » Musicians (Culture, Profession [musician])
- » Vidgames (Computers, Profession [vidgamer])

LEAVING A FANDOM

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

FANDOM PERKS

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

VIDGAMING

Vidgaming is among the most common forms of entertainment in the *STARFINDER RPG*, and is also a lucrative profession for the most skilled vidgame players. Although up-and-coming vidgame creators sometimes strike it big on the vidgame market, the majority of vidgames that are published come from large corporations that specialize in the creation of computer software for the various vidgame consoles described on previous pages.

This section describes several of the most popular vidgame publishers in the Xa-Osoro System and their best-known titles. Each title's genre is listed next to the vidgame's name in its heading. Each vidgame also includes a fandom focus that represents special abilities and benefits that the most obsessive fans of each vidgame title possess. For more information about entertainment fandoms, see page 03.



DE GAMES, INC

Short for Digital Entertainment Games Incorporated, DE is something of a sore spot among vidgamers, as they're infamous for their unsavory business practices aimed at optimizing cash revenue from their players rather than producing high-quality vidgames. Although known for several quality titles during their first few decades of existence, DE quickly began buying out smaller Indy studios and using them to mass-produce newer versions of their classic vidgames at astronomically higher profit margins. DE largely accomplishes this by routinely invalidating their games with "newer" versions and by building complex infosphere stores designed to grant players additional, sometimes critical content at additional cost.

To date, DE has purchased over two dozens minor studios to carry out production of its vidgames and largely focuses on milking these cash cows until the public tires of them, at which point production on the next installment in the series begins. DE's best known acquisition is Mixim—since they tend to shut down smaller studios that they view as competition, the fact that Mixim remains active under DE is the exception to an established trend of using credits to burn indy studios. Additionally, DE owns the rights to over a hundred different cinema IPs, allowing them to create cheap tie-in titles that bank off of the excitement and success of new movies and infosphere shows.

HAWKVEIN SPORTS SIMULATION

Hawkvein Sports is one of the few vidgames published by DE that isn't handed off to one of its acquisitions, and the game's business model shows it. Named after legendary human athlete Farnel Hawkvein, *Hawkvein Sports* is a team sports simulator that allows players to build their own teams using the year's roster of athletes from over a dozen different major athletic sporting events, using them to square off against other teams controlled by players or the vidgame's AI. Since each installment in the *Hawkvein Sports* series uses the current roster for each team, however, DE publishes a new installment of the game yearly with minor tweaks and changes between installments. *Hawkvein Sports* has many diehard fans among vidgamers who are also sports enthusiasts, but the vidgamer

community at large agrees that *Hawkvein Sports* is a symptom of DE's deplorable business practices and its gameplay features are sorely lacking. As a result, no professional vidgame circuits have arisen around the *Hawkvein Sports* series without DE's direct intervention, and the resulting vsports circuit is generally ignored by most major media outlets.

FANDOM PERK

You are obsessed with athletics competitions and know virtually all the players and stats for your favorite pastime. Reduce the DC of Culture checks to recall knowledge about athletics and sports by 5. If you gain a similar reduction from your theme's theme knowledge ability, you instead gain a +1 bonus to Culture checks to recall such knowledge.

SIMULACRAFT ZETA SIMULATION

Published by Mixim, an acquisition of DE, *Simulacraft* is a popular vidgame franchise wherein the player is able to create and control the fate of a small community of artificial beings called Simulacrums. The game is designed to allow players to simulate the everyday life of these beings and features three modes of play with varying levels of control: Deity Mode, Mayoral Mode, and Personal Mode. Deity Mode allows players to micromanage all aspects of their Simulacrums' everyday lives and customize the community's landscape to their liking. Mayoral Mode allows players to govern the community and make decisions how it grows and prospers. Personal Mode allows players to direct the everyday lives of a single household of Simulacrums. The latest installment in the series, *Simulacraft Zeta*, allows players to build Simulacrums of any race native to the Hyperspace Station System, the Terros System, or the Xa-Osoro System. Despite this, *Simulacraft* is somewhat scoffed by vidgamers. Since becoming an acquisition of DE, the game has placed increased focus on the purchase of expansion packs and other microtransactions while simultaneously recreating the same six or seven expansion pack concepts that the game had in prior editions. Worse, DE recently announced a new controversial service for *Simulacraft Zeta* called "Simulacrum printing", a process that allows Mixim to scan an individual and use the data from the scan to instantly create a simulacrum character in the buyer's game who appears identical to

the scanned person. As soon as this technology was made available, seedy players immediately began illegally acquiring the likenesses of real people without consent to put into their game worlds and do as they please with them. So far the courts of the Radiant Imperium have ruled that this practice remains legal, but it remains a sore spot for those who've found digital doppelgangers of themselves performing unsavory tasks in an vidgamers' Let's Play videos for the audience's amusement.

FANDOM PERK

Your time spent meeting the needs of Simulacrums helps you visualize other's wants and needs. Choose one of the following benefits: You gain a +1 bonus to Sense Motive checks and a +1 bonus to Diplomacy checks attempted against creatures you've successfully used the detect deception skill task of Sense Motive against. Alternatively, you gain a +1 bonus to Intimidate checks, increasing to +2 against a helpless creature. Once you've chosen your focus, it cannot be changed.

KYKO



Kyko is a vidgame publisher who frequently flirts with the big leagues, having released several popular titles over the past decade. Although widely successful on the planet Terros, Kyko has made little headway into Xa-Osoro's market on account of its games largely being tied to the mythology and history of its home world, a bold decision that is applauded back home but met with lukewarm reaction abroad. That seemingly changed with the release of Kyko's most popular series to date, *Kingdom Clash*. Although the game features the strong historical elements that the publisher is famous for, they largely take a back seat to the game's high-action gameplay that features dizzying combo attacks and tactical decision-making. Sources say that Kyko is diligently working on its next big franchise with these lessons in mind, but to date *Kingdom Clash* remains the company's only widespread claim to fame.

KINGDOM CLASH XG ACTION RPG

Loosely based on the *Record of Seven Kingdoms*, a historical text from the planet Terros, *Kingdom Clash XG* is the latest installment in a series of vidgames that reimagines historical figures who played a crucial role in shaping Terros's history and places them in a hack-and-slash RPG where players relive these events firsthand. The game features high-engagement combo-oriented gameplay wherein players execute powerful special attacks using an intricate series of strikes and abilities. Featuring both a single player campaign and online competitive play that pits teams of six players against one another, *Kingdom Clash* is an immensely popular game whose cast of characters have gained (or in some cases, regained) idol status. The game's most popular character by far is Kyr'shin Yilenco, a male kitsune shogun who adorns most of the game's artwork and is featured in countless pieces of tie-in novels and comics. The Intergalactic vSports League has recently acknowledged *Kingdom Clash's*

popularity and established a fledgling competitive *Kingdom Clash* circuit for fans of the game to enjoy.

FANDOM PERK

Your time spent playing *Kingdom Clash* has made you surprisingly knowledgeable about the Terros System. Reduce the DC of Culture checks to recall knowledge about the Terros System's culture or history by 5. If you gain a similar reduction from your theme's theme knowledge ability, you instead gain a +1 bonus to Culture checks to recall such knowledge.

OKAMI



Long considered a legendary vidgame publisher and designer, Okami is a Tor-based company whose roots date back over 300 years to the early days following the end of the Nova Age. Seeing the Xa-Osoro System in ruin following the collapse of the star Xa, Okami's CEO—then a young man of 29 years—devoted himself to creating entertainment that would allow the people of the shattered system to forget their woes and cares for a time. His first console, the Okami Entertainment System, was designed to be cost-effective and affordable, and his early titles proved revolutionary even in an empty market. Even today, **Satoru Yamawata** (NG kitsune mechanic [kyubi paragon] 13) is considered a pioneer of vidgame design, as well as one of its greatest celebrities. Despite being over 300 years old today, the five-tailed kyubi makes frequent appearances on Okami's infosphere channel on Yousphere where he routinely presents new products and consoles to vidgames with his trademark smile and sense of humor. Okami is the only major vidgame publisher that actively designs and markets its own vidgame consoles, the OES Infinite and the Okami PS.

LEGEND OF XION ADVENTURE RPG

Considered one of the most iconic game series in vidgaming, the *Legend of Xion* puts the player in charge of a silent hero (either Hiru or Hira) who adventures across a fantasy world in order to save the titular character, Xion, from the wicked sorcerer Panovore. The game makes heavy use of item collection, as the player is required to gather items to solve puzzles and defeat combat challenges in order to inch ever-closer towards their goal of saving the land of Hivool. Although each title in the series is a stand-alone adventure, over the course of nearly three centuries of installments in the franchise, the Legend of Xion has developed a complex timeline of events for its games that involve branching timelines, time travel, and several apocalyptic scenarios. The series' newest installment is the *Legend of Xion: Mark of the Wilds*, in which the player must explore a vast, open world with hundreds of hours of side quest content. Vehement fans of Besmyron Studio's masterpiece *The Hero's Saga: Tyr Vanguard* often accuse *Mark of the Wilds* as being a blatant rip off of the former's style, but most vidgamers shrug off the similarities and appreciate each game for the uniqueness it brings to the adventure RPG genre.

FANDOM PERK

You've taken the lessons of the *Legend of Xion* and its focus on bravery to heart, allowing you to stay brave in the face of danger. At the start of each of your turns, if you are affected by a fear effect (including the shaken, frightened, or panicked condition), you can spend 1 Resolve Point as a swift action to attempt a Will saving throw at the same DC to end the effect. If the fear effect did not allow a saving throw to negate its effects, the DC for this saving throw is equal to $10 + 1\frac{1}{2} \times$ the CR of the effect that made you shaken. If you succeed, the fear effect ends. Whether or not you succeeded at your saving throw, once you've used this ability you cannot use it again until you've spent 1 Resolve Point and rested for 10 minutes to regain Stamina Points.

NULLCHAMON

RPG

It's nearly impossible to be a modern vidgamer without knowing what *Nullchamon* are, as the adorable (and sometimes horrifying) critters are a household name throughout the Xa-Osoro System and beyond. Short for "Null-space Chamber Monsters", *Nullchamon* is a science-fantasy RPG that has the player assume the role of a young adolescent on their way to explore a world



populated with creatures that can be safely captured and contained within specialized *null-space chambers*. Players collect Nullchamon by capturing them in the wild, breeding them in specialized centers, and evolving low-ranking Nullchamon into stronger monsters to be used in the game's turn-based combat system. When the *Nullchamon* franchise first launched, only a mere 142 critters existed, but today there are nearly 1,000 species of Nullchamon for players to collect and train. Of the current 1,000, the most popular is Zapouse, an electric rodent who's prominently featured on the game's advertisements.

FANDOM PERK

Your time spent practicing *Nullchamon*'s rock-paper-scissors style of combat gameplay has allowed you to easily determine the most advantageous tactics you can take against opponents. You gain a +1 bonus to skills checks to identify creatures, and can do so untrained.

STARSUNE

SIMULATION

One of Okami's earliest gaming franchises, *Starsune* tells the tale of a kitsune soldier named Kit van Cloud who specializes in piloting starships. *Starsune*'s gameplay primarily features a realistic starship simulation, and the player must accomplish various objectives in order to come face to face with the dreaded Gynverous, scourge of galaxies. *Starsune* drew ire from female vidgamers in its early days because it lacked a female player character option, but subsequent entries in the series have expanded the game's roster significantly, adding a diverse, playable cast to Kit's crew. In addition to Kit, current player characters include Crow (a male tengu), Hopaloon (a female gripli), Jem (a female kitsune), Jo (a female human), Specs (a male ysoki), and Z3-0N (an agendered android).

FANDOM PERK

Countless hours spent playing *Starsune* have readied you for piloting the real deal. You gain a +1 bonus to Piloting checks.

SUPER MALVICK

PLATFORM

One of vidgaming's biggest icons, the *Super Malvick* series is practically synonymous with Okami, the titular Malvick serving as the company's mascot. Players take command of Malvick, a portly construction worker, as they guild him through the mystic and magical Flower Duchy as they try to save Duchess Daisy from the Turtle Tyrant. The game features innovative platform gameplay that makes use of all of the OES's niche controls and commands. The latest installment in the series is *Super Malvick: Beyond Ultra*, which features platforms themed around various fictitious places throughout the planes. This newest title has been well-received by younger vidgamers, but many older vidgamers complain that the game lacks substance and worry that Okami is pandering to a younger crowd with the title.

FANDOM PERK

Super Malvick's signature platforming moves involve jumping, and hours spent watching the character's form have improved your ability to leap as well. You gain a +1 bonus to Athletics checks to jump.

ULTIMATE BATTLERS FIGHTING

One of the most celebrated fighting game series currently available is *Ultimate Battlers*, a series that pits many of vidgaming's most recognizable characters against one another in a massive brawl. Capable of hosting up to four players simultaneously and featuring battle maps with destructible, interactive terrain taken directly from the vidgames included within the franchise, *Ultimate Battlers* has a long history of attention to detail and strong game balance, traits that have resulted in the latest installment, *Ultimate Battlers: Super Deluxe*, possessing a professional vidgame league before the game even launched. *Ultimate Battlers* was originally conceived as being company-exclusive, meaning only Okami's characters could appear within it. That policy changed from customer demand during the previous installment, *Ultimate Battlers: Grand Tourney*, and the vidgame community is jittering with excitement at the inclusion of several popular characters from Kyko's *Kingdom Clash* series, specifically Asaru (and his wolf companion, Scrappy), Chaiki, Dyne, Kyr'shin, Shira, and the Windchaser brothers.

FANDOM PERK

Your obsession with *Ultimate Battlers* has resulted in you possessing specialized knowledge about a variety of vidgames and their characters. Reduce the DC of Culture checks to recall knowledge about vidgaming culture or history by 5. If you gain a similar reduction from your theme's theme knowledge ability, you instead gain a +1 bonus to Culture checks to recall such knowledge.



TSUNAMI PRODUCTIONS

Arguably the most successful vidgame publishers in the Xa-Osoro System, Tsunami Productions is a large company that's a mere two decades old. Although Tsunami created a number of small, obscure games prior to the launch of its first smash-hit, *Star Strategem*, the publisher's foray into RTS games marked the first inklings of its success. Since then, Tsunami Productions has managed to carve itself a niche in several different gaming markets and has propelled itself to the top in each. Currently the company's two most successful properties are *Age of Ashes*, an MMORPG that made the company a household name ten years ago, and *Watchfortress*, a multiplayer FPS that single-handedly made vsports a respected past time in the Xa-Osoro System. Tsunami itself is known for its "when its done" attitude and commitment to its player base, as well for the quality of their finished product. That being said, many accuse Tsunami Productions of never having made its own unique vidgame, instead observing and appropriating the ideas of others with their trademark "Tsunami polish".

AGE OF ASHES MMORPG

Commonly abbreviated to "AOA" by its player base, *Age of Ashes* is by far the most financially successful MMORPG of all time, and is largely the reason that Tsunami Productions was able to grow from an Indy studio to one of Xa-Osoro's largest vidgame

publishers. Set on a fictional fantasy world, players create characters using twelve classes and a massive roster of races, including all people native to the Xa-Osoro System. Players pledge themselves to one of three playable factions—the noble Union, the enigmatic Ilvanavi, or the brutal Warpath—and partake in rich, character-driven quests build around multiplayer gameplay. *Age of Ashes's* newest expansion pack, the twenty-first in the series, is titled *War of Dominance* and features the game's strongest characterization and cinematic visuals yet. These features have made *War of Dominance* AOA's most successful expansion ever, and the game currently has 12 billion active subscriber accounts in the Xa-Osoro System alone.

FANDOM PERK

Time spent playing *Age of Ashes* has helped you excel at fast decision making. Choose one of the following: You gain a +1 bonus to Reflex saves or a +1 bonus to initiative checks. Once you've chosen your focus, it cannot be changed.

DEMAGOGUE X ACTION RPG

The tenth installment in the wildly popular *Demagogue* series tells the tale of a young hero (the player) who must brave the harrowing Shadow Realms to defeat a terrible monstrosity known as Demagogue, the Lord of Darkness. Players choose from a medley of classes with their own talents and abilities and can play the game's main adventure in either single player or multiplayer modes. Gameplay takes place in an ever-shifting series of maps that build themselves as the player explores, ensuring that no two run-throughs of the game are ever the same. Tsunami Productions is infamous for sneaking in stealth updates that add new abilities, enemy types, and treasures to the game without warning, a punishment that *Demagogue* fans crave. A common critique of *Demagogue* is that its gameplay, which features playing similar maps and missions on increasingly higher difficulties to earn the best treasure for one's character, is grindy and repetitive, but diehard fans of the series claim that this is a feature, rather than an issue to address.

FANDOM PERK

You excel at dedicating your focus to completing goals and tasks, a skill honed by the grinding-oriented gameplay of the *Demagogue* series. Whenever you attempt a saving throw against an ongoing effect or a skill check that you've failed and are retrying, you gain a +1 bonus to your saving throw or skill check.

STAR STRATEGEM RTS

Tsunami Productions' original smash hit, the *Star Strategem* series is a military strategy game wherein four factions struggle for dominance in a world with high science and high magic. Consisting of the Dynasty (an obvious in-game parallel for the Radiant Imperium), the Scalesworn (a heavily militarized faction of reptilian humanoids that strongly resemble the vesk), the Colony (an insectoid faction that seemingly resembles the hivemind that the shirren broke free from), and the Horizon (a sect of enigmatic alien infiltrators). The game pits two to four players and AIs against one another on a tactical map with objective-based win

conditions. When the game was first released, it nearly sparked an intergalactic incident when, upon learning that the Scalesworn were undertuned at launch and viewing the oversight as a slight against their species, the Vesk Empire nearly went to war with the Radiant Imperium over the game. One hasty fix later and *Star Strategem* remains one of Tsunami Productions' most popular titles and has a thriving vsports circuit.

FANDOM PERK

Countless hours of *Star Strategem* have taught you to squeeze every possible advantage from a situation. Whenever you gain a circumstance bonus, you can increase it by +1 as a reaction. This increase lasts for the bonus's duration or 1 round, whichever is shorter. Once you've used this ability, you cannot use it again until you've spent 1 Resolve Point and rested for 10 minutes to regain Stamina Points.

WATCHFORTRESS

FPS

Tsunami Productions' newest title is *Watchfortress*, a multiplayer shooter where two teams of six brawl to secure objectives. Featuring a memorable cast of nearly sixty characters with unique talents and abilities, *Watchfortress* has dedicated fans both in the casual and professional circuits. Specifically designed as a vsport, *Watchfortress* exploded in popularity among vidgamers and sports enthusiasts, and occupies a prime-time spot on most infosphere broadcasting networks. Professional vidgame teams from across the Xa-Osoro System compete in the professional circuit, which includes over seventeen competitive teams. The most famous of these teams are the Tor Titans, the Halameth Hagrevenants, the Lunox Lancers, the Bantosian Bandits, and the Vesk-47 Dreadnoughts. Last season, the Dreadnoughts managed to sweep the Lunox Lancers in an absolutely crushing defeat, and the newest season features the addition of two new teams from outside the Xa-Osoro System: the Hyperspace Station Sentinels and the Terros Terrormaws.

FANDOM PERK

Hours spent playing and watching *Overfortress* have hammered home for you how crucial a timely assist can be. Whenever you successfully use the covering fire or harrying fire action, you can increase the bonus that you grant using the action by +1. This increase doesn't stack with other effects that increase the bonus provided by the covering fire or harrying fire actions. Once you've used this ability, you cannot use it again until you've spent 1 Resolve Point and rested for 10 minutes to regain Stamina Points.

**VIRILSOFT**

Fourth largest among vidgame publishers in the Xa-Osoro System, Virilsoft specializes in vidgame experiences that many vidgamers throughout the system affectionately refer to as being "weird".

Compared to the other three largest publishers, Virilsoft has comparatively fewer vsports games and seems uninterested in

pursuing competitive avenues. Rather, Virilsoft games tend to focus on single-player or group experiences, and the company is noted for its strong emphasis on mechanically interesting (albeit conceptually bizarre) puzzles, minigames, and challenges. This strategy seemingly works for the corporate giant, as Virilsoft's popularity in the child and young adolescent demographic rivals that of *Okami* despite vast differences in resources.

LUMMAN

PLATFORM

Virilsoft's original smash-hit, the Lumman series puts the player in command of a magical alien known as Lumman, a being comprised of a swarm of bioluminescent insects that form the character. Lumman is known for his limbless body and signature helicopter power, which allows him to propel his hair to control the speed of his descent. Lumman is a popular platform series known for its challenging gameplay and magical, often bizarrely beautiful settings. For instance, one famous level in the Lumman series is called "day care", wherein the titular Lumman is shrunk down to the size of a toy and must escape the grabbing paws of preschools of nearly every alien species imaginable. Although he's never managed to reach the level of popularity of *Okami's* Malvick, Lumman is a highly recognizable character among vidgamers and is generally well-received.

FANDOM PERK

Hours of playing Lumman's fast-paced gameplay have left you ready for anything. As a reaction, whenever you attempt a skill check and fail, you can spend 1 Resolve Point to add +1d4 to the result of your check. This bonus can change the result of your skill check from a failure to a success. Once you've used this ability, you cannot use it again until you've spent 1 Resolve Point and rested for 10 minutes to regain Stamina Points.

MOVE! MOTION! MAYHEM!

RHYTHM

Although not the first rhythm game in the Xa-Osoro System, Virilsoft's *Move! Motion! Mayhem!* is by far the most popular. Created after an overwhelmingly positive vidgamer reaction to a similar rhythm minigame in *Skitterscreamers: Boob Tube Bash*, *Move! Motion! Mayhem!* uses a complex dancing pad that scans the player's movements and motions during one of hundreds of songs, comparing them against a vidtrack of each song's unique dance to judge the player's performance. The game features three different difficulty settings, each more scrutinizing than the last. The game is widely popular because of its emphasis on actually dancing to complete stages rather than simply mashing buttons with the player's feet or hands, and features an internal catalogue of over 100 species performing each dance, allowing for nearly anyone to play the game. That the game is narrated by intergalactic pop star Mitsuku Hane is seen as extra icing on an already delicious cake.

FANDOM PERK

Move! Motion! Mayhem! is renowned for teaching actual dancing skills, and you're no exception. Your ranks in Profession (vidgamer) count as ranks in Profession (dancer) for all purposes.

MURDERER'S MARK

ACTION

Easily the most serious of Virilsoft's titles is *Murderer's Mark*, an action game wherein the player assumes the role of an assassin during key historical events in the Xa-Osoro System over the last three centuries. The series features a robust combat system and is renowned for its engaging stealth gameplay and stories, as well as the ability to customize your fictional assassin's age, gender, and species within a massive cast of options. Each *Murderer's Mark* title is a period piece, focusing on a single crucial era in Xa-Osoro's development. In the latest installment in the series, *Murderer's Mark: Collateral* puts the player in charge of a runaway collateral child who takes up sniper rifle and sword as a means of gaining revenge against the gnoll slaver cartel that shot down his parent's ship and took him captive as a youth. The game is seen as political commentary on the practice of taking collateral from downed shipwrecks, a practice that gnolls still take in the modern era, and has caused a lot of grumbling among gnoll cartels especially.

FANDOM PERK

The *Murderer's Mark* series is known for its dynamic coup de grace cinematics, and hours spent playing them have helped you hone the means to end lives. You cause creatures to die from massive damage if any remaining Hit Point damage that you deal from your attack is greater than 3/4 of your opponent's maximum Hit Points. (Normally massive damage only kills a creature if the remaining damage is equal to or greater than their maximum Hit Points.)

SKITTERSCREAMERS

PARTY

By far the most gonzo of Virilsoft's vidgames, *Skitterscreamers* puts the player in charge of a motley crew of crazy skittermanders who like to "help" others by causing havoc and mayhem. The games focus on completing a series of small minigames that are designed around goofy antics. Players compete with AIs and each other to be the first one to finish these games. Minigames include tossing pies at exasperated vesk, stacking a precariously tall tower of TNT in front of a person's living quarters, driving a starship through a pinball-style asteroid field, shaving a slumbering catfolk, and more. The *Skitterscreamers* characters were originally part of the Lumman universe as villains, but were split off from their parent game when the company realized that the *Skitterscreamers*' popularity rivaled that of the titular Lumman. Since then, the *Skitterscreamers* have been reimagined as bizarre protagonists of their own party game franchise. The newest title in the series, *Skitterscreamers: Havoc Across Time* has the *Skitterscreamers* performing their trademark brand of mayhem during historical periods across the Xa-Osoro System's timeline, with the final level of the game insinuating that their wild antics resulted in the death of the star Osoro. Since this would have ultimately resulted in the release of *Blood Space* and the death of untold billions of life forms, this level is viewed in poor tastes by vidgamers

and non-vidgamers alike, and recently a boycott of the game has been organized.

FANDOM PERK

Your time spent playing *Skitterscreamers* has enabled you to organize chaos for your own benefit. Whenever you start your turn with the confused condition, you can roll your d% twice to determine your actions for the round and choose which result you use. Using this ability requires no action, and once you've used this ability, you cannot use it again until you've spent 1 Resolve Point and rested for 10 minutes to regain Stamina Points.

INDY VIDGAMES

Although up-and-coming vidgame creators sometimes strike it big on the vidgame market, the majority of vidgames that are published come from large corporations that specialize in the creation of computer software for the various vidgame consoles described on previous pages. That having been said, a widely popular indy vidgame circuit exists, and new vidgames created by up-and-coming designers looking to break into the market (or simply do something self-fulfilling while not at their day job) are released every day. While all vidgame consoles sport compatibility with at least a few dozen indy vidgames, the Craftbox 360 is famous for its indy vidgame support as well as its wide girth of indy mods and other types of content. Even still, the majority of indy games are available exclusively for computers, since it tends to be easier to design for a computer than a trademarked console.

The following are just a few of the best-known indy vidgames and their publishers.

THE HERO'S SAGA

RPG

Produced by Beysmaron Studios, *The Hero's Saga* is an immensely popular indy franchise that has produced a ravenous vidgame following. Like the *Kingdom Clash* series, *The Hero's Saga* franchise takes place on the planet Terros during key historical moments throughout the planet's past. Unlike its competitor, however, the *Hero's Saga* is an immersive RPG wherein the player assumes the role of a completely player-generated character and partakes in fantasy adventures—some directly lifted from Terros's myths and legends and others inspired by the game's rich plot and fulfilling characters. The *Hero's Saga* tends to take place during pre-industrial eras whose history has been lost to the Nova Age compared to the more modern setting of *Kingdom Clash* and leans much more on fantastic scenes and settings as opposed to historical elements of Terros. In the series' latest installment, *The Hero's Saga: Oyudanna*, the players take part in a massive kingdom-raising adventure on the wastelands of Oyudanna, allowing them to build and battle against fictional kingdoms to their hearts' content.

FANDOM PERK

The Hero's Saga: Oyudanna is seeped in political intrigue, and having spent hundreds of hours on the game has resulted in your absorption of several of the game's political maneuvers. You gain a +1 bonus to all skill checks used during an influence challenge or a verbal duel (see the *ADVANCED SKILL GUIDE* by Everyman Gaming LLC).

SHIPWRECK

BUILDER

Published by new startup publisher Red Newt Games, *Shipwreck* is a survival game in which the player is stranded in outer space following a starship collision in a starship graveyard. The character begins play in an escape pod and must scavenge materials to expand their pod into a makeshift space station that floats helplessly through the asteroid field. Featuring a relatively simple crafting system, the game encourages the player to build up their starship to the point where they go from scarcity to abundance, until they ultimately possess the resources they need to investigate the cause of the crash and (hopefully) find their way home.

FANDOM PERK

While *Shipwreck*'s crafting system is extremely abstracted, your time spent playing it has helped you see the value in otherwise scrap materials. Whenever you craft custom equipment, it counts as being 3 item levels higher for the purpose of calculating its hardness, Hit Points and saving throws instead of 2 item levels higher.

SPADE SHOGUN

PLATFORM

Produced by an Indy publishing company called Jolly Dinghy Studios, *Spade Shogun* is a platform game that puts the player in the shoes of *Spade Shogun*, a spade-wielding samurai who is on a quest to reclaim her honor and glory following a disastrous encounter at a mystic shiro. The player guides *Spade Shogun* through dozens of 2D side-scrolling maps, using the mystic Spaderamasa to defeat enemies, bypass obstacles, and unearth buried treasure.

FANDOM PERK

A surprising amount of effort went into accurately portraying the use of a spade in *Spade Shogun*, and your time spent playing the game allows you to use this tool effectively. Whenever you use a manual tool (*STARFINDER ARMORY*) for a job relevant to that tool, you gain a +2 circumstance bonus to all ability checks and skill checks related to that job instead of the usual +1 bonus.

STATION SMASHERS

BEAT'EM UP

Produced by Colossus, *Station Smashers* is a 2D side-scrolling beat 'em up game in which up to four local players can play together. The game takes place in a fictional galaxy of adventure wherein a space princess is kidnaped by a dreaded slug-like alien creature called Slug Lord, the Lord of Slugs. The *Station Smashers*—consisting of Red Smasher, Blue Smasher, Yellow Smasher, Green Smasher, and a host of other unlockable characters must journey across the galaxy thwarting Slug Lord's minions with zany acts of violence. Players collect and trade a host of special weapons and spells to outfit their *Station Smasher*, and the game features a simple but hilarious combat system that vidgamers across the Xa-Osoro System love. Recently an underground vidgame circuit has sprung up around *Station Smashers* in which two teams of four race to complete various stages chosen by the community. Thus far the circuit isn't an official vidgame vSport, but word on the

street is that they're being monitored closely for potential inclusion in future professional events.

FANDOM PERK

One of the core elements of *Station Smashers* is the idea of ganging up on enemies with your friends, a lesson you've taken to heart after countless hours playing this addictive game. Whenever you attack an opponent that was attacked by two or more allies (yourself excluded) during the previous turn, you gain a +1 circumstance bonus to damage rolls against that opponent.

DASHER THE HEDGEPIG

ACTION

Produced by publisher WEYA, *Dasher the Hedgepig* is one of vidgaming's most iconic characters, rivaling that of Okami's Malvick in recognizability. The *Dasher the Hedgepig* series focuses on the titular character's adventures and attempts to stop Dr. Scrapnik's insidious plans to transform the biological denizens of Dasher's world into mindless robots. The series makes use of high-speed jaunts down visually impressive tracks and tests the player's agility and reaction time heavily. The series has a cult following, but many vidgamers are hesitant to trust WEYA after their many failings and blunders, the franchise has become something of a punching bag in that vidgamers like to take shots at Dasher for no other reason than to prove their "taste" in vidgaming.

Much of the controversy surrounding WEYA comes from its spectacular fall from grace. WEYA was one of the Xa-Osoro System's largest vidgame companies about 75 years ago, to the extent that they developed and produced their own consoles specifically tailored to run their vidgames. A series of bad investments and releases culminating in the infamously bad *Dasher the Hedgepig '26* lead to the company's bankruptcy in 227 AN. After significant financial and company restructuring, WEYA's board of directors decided to dial back productions and becoming a Third-Party publishers for other, larger gaming consoles. Many vidgamers consider WEYA a shell of its former self, while fans of the *Dasher the Hedgepig* series feel that the franchise is stronger than ever and actively scoff at those who take unfair swings at the vidgame's publisher.

FANDOM PERK

It's almost impossible to play the *Dasher the Hedgepig* series without good reflexes, as the game demands fast reaction time in order to be played properly. Whenever you attempt a Reflex save and fail, you can reroll your Reflex save with a -2 penalty and take the new result, even if its worse. Once you've used this ability, you cannot use it again until you've spent 1 Resolve Point and rested for 10 minutes to regain Stamina Points.

ULTIMATE FANTASY

RPG

Published by Phoenix Flight, *Ultimate Fantasy* series is perhaps the fantasy RPG vidgame series in the Xa-Osoro System. Known for its inventive magic and combat systems as well as its beautifully rendered fantasy worlds, the *Ultimate Fantasy* series is one of the most lucrative vidgame franchises despite being owned by a relatively small gaming studio. Although each installment in the series differs, *Ultimate Fantasy* titles typically places the player



in a fantastic world of high magic where monsters abound and the world needs to be saved from evil. In the most recent title, *Ultimate Fantasy L*, the game eschews the series' traditional class-based system in favor of a "star chart" system wherein each of the game's eight playable characters trace stars across their own personal star charts as they gain levels, unlocking new powers and spells and increasing their stats as each new star is added to the character's personal constellation. The game's main story line places has its characters—soldiers in an intergalactic army—embroiled in war on a distant planet. When the characters arrive, they learn that their government ordered the invasion of the planet and the destruction of its intelligent species, forcing the player to decide whether to stand with king and country or rebel to save the technologically inferior aliens.

FANDOM PERK

Your familiarity with the *Ultimate Fantasy* series has schooled you in countless magical theories, even if most of them are fictitious. Reduce the DC of Mysticism checks to recall knowledge about magic traditions and related topics by 5. If you gain a similar reduction from your theme's theme knowledge ability, you instead gain a +1 bonus to Mysticism checks to recall such knowledge.

WORMHOLE PLATFORM/PUZZLE

Published by Faucet Corp, *Wormhole* is the story of an individual

who has been incarcerated in Oculus Science, a fictional magitech corporation that is dabbling with interdimensional wormhole creation and projection in the form of a wormhole gun. The player's part-jailer part-guide throughout the Oculus Science is M.U.R.I.A., which is short for Multidimensional User Restraint Instructor and Assistant. Possessing a passive-aggressive personality and an overwhelming desire to force the player to solve puzzles using the facility's state-of-the-art wormhole gun while the player seeks a means of escape as the puzzles become increasingly dangerous. *Wormhole* is unique among vidgames in that when the player starts a new save, the game uses its console's built-in camera to scan the player and design the protagonist to be a perfect likeness of that individual, leading to some jarring and uncomfortable dialog with MURIA as the puzzles become increasingly lethal and the AI's sanity is drawn ever more into question.

FANDOM PERK

Wormhole has made you surprisingly good at solving spatial puzzles. Reduce the DC of Physical Science checks to recall knowledge about hyperspace and Mysticism checks to recall knowledge about teleportation spells by 5. If you gain a similar reduction from your theme's theme knowledge ability, you instead gain a +1 bonus to Culture checks to recall such knowledge.

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