

STARFARING SPECIES: PSYCHIC SPACE CATS



**STARFINDER
COMPATIBLE**

OWEN KC STEPHENS



CREDITS

Author: Owen K.C. Stephens

Editor: Lj Stephens

Illustration: Concept Cafe

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Publisher: Owen K.C. Stephens

Project Manager: Lj Stephens

Consigliere: Stan!

Contents Copyright 2019 Rogue Genius Games

For more information about
Rogue Genius Games, follow us on Facebook:
www.facebook.com/RogueGeniusGames
on Twitter: @Owen_Stephens

All logos are the trademark of Rogue Genius Games, all rights reserved

Published Under the SRD, OGL, and d20 (v 3) License
©2000, Wizards of the Coast, Inc.

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

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

DESIGNATION OF PRODUCT IDENTITY:

The Rogue Genius Games (RGG) company name and logo; the “Starfaring Species: Psychic Space Cats” name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

Product Code: RGG0222

STARFARING SPECIES: PSYCHIC SPACE CATS

Oh sure, they've heard all the jokes. Who's a good pussy cat? Do you use your mind to get gooshy food? Just shoot a laser at them, and they'll be too distracted to fight us!

Yes, the bastef look like housecats. They're tiny, furry, and quadrupedal. They are very close in appearance to the domesticated felines found on hundreds of worlds throughout the galaxy. Yet, they are also a sapient, sentient, psychic species of technologically advanced creatures with their own culture, homeworld, and traditions.

It's unclear if bastef are related to the common housecats they so closely, physically resemble. Of course, it's also unclear if those species of housecats, found on worlds thousands of light years apart, are related to each other. Many worlds have had at least one culture that worshiped cats as gods, and even modern cultures often treat housecats as noble guests rather than pets. It's been suggested that the current bastef are the descendants of an even farther-reaching, more advanced star empire. The Ankharians, that once ruled over thousands of primitive worlds and were revered as divinities. If this is true, that empire collapsed, and most of its distant kin lost the sapience the bastef retain.

While common bastef don't know the truth of that ancient past any more than scholars of other species do, they often find it useful to just aloofly state that bastef don't talk about it with outsiders.

PHYSICAL DESCRIPTION

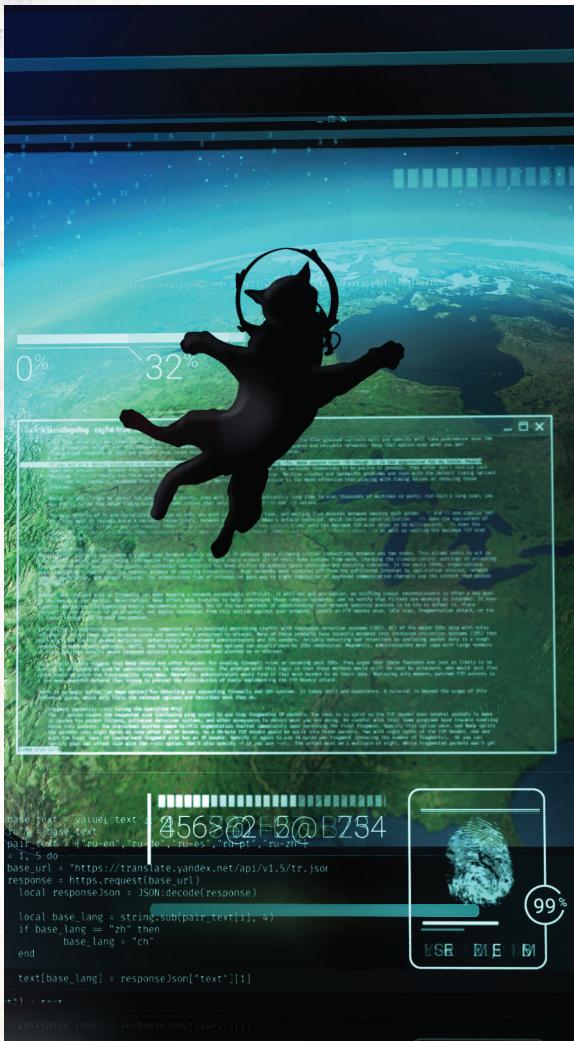
Bastef look like housecats. They are the size, weight, and shape of housecats, and come in all the many varieties housecats do. They rarely wear much clothing beyond protective gear, and often prefer necklaces, or armor that appears to be a necklace that uses invisible force plates to cover the rest of their body and provide environmental protection.

HOMEWORLD

The original homeworld of the species is Ubastef, a sun-drenched world of dense forests, rich fields, millions of small creeks, and no predators larger than

the bastef themselves. So safe and comfortable is life on Ubastef that many scholars believe it is literally an engineered pleasure planet created by an older, now-lost civilization. Of course these scholars also tend to assume the bastef are an engineered companion species created by that lost civilization, so bastef generally ignore their opinions.





Bastef are good at ignoring things.

There are numerous spices and herbs that grow on Ubastef, and nowhere else. As a result the world has powerful trade ties with numerous other starfaring governments, who exchange protection of Ubastef for the right to farm modest amounts of those rare materials.

However, the total security of Ubastef does not sit well with some bastef, who travel among the stars looking for excitement and adventure. And, sometimes, for the origin of their species.

SOCIETY AND ALIGNMENT

Bastef are naturally matriarchal. Families defer to the eldest females, and often, they are the only ones interested in running things anyway. Family units

are important, with clans often involving numerous families and hundreds of individuals. However, a strong sense of pack is also maintained, and packs are made of allies of choice rather than birth. Bastef society generally tries to be as permissive as possible, with laws designed to be the least restrictive they can and still protect the fabric of society and bastef culture. Even within the framework, if a collection of elder matriarchs decide an exception to a rule needs to be made, that is considered part of the legal process. Traveling bastef often have trouble grasping the idea that a law can be enforced even if everyone involved agrees it's not needed in a specific case.

Bastef value social interactions, including mutual grooming, hugs, cuddles, poetry, meals, and time spent near each other in quiet contemplation, work, or study. They also highly value hunting and the racing/chasing sports that have largely replaced true hunts on Ubastef. Often one set of companions is preferred for grooming, another for quiet company, and a third for sport and play. Bastef don't see this as judgmental or playing favorites, though one's closest pack-mates are almost always those you enjoy doing two or all three activities with.

Most bastef are chaotic good, chaotic neutral, or neutral good. However, bastef can be of any alignment. Of the evil bastef the most common type is a lawful evil tyrant with a pack of loyal and cowed minions.

RELATIONS

Bastef, as a species, get along with everyone.

Some species don't get along with bastef. Bastef don't seem to notice.

Despite the “cat-and-mouse” jokes other species make, bastef and ysoki generally get along very well. They have much more in common than they have differences, and bastef are often valued as crew members on ysoki-scale starships and stations. Similarly, bastef are generally seen as fierce warriors by vesk, staunch individualists by shirren, and wise colleagues by lashunta.

Kasatha are frequently nonplussed by bastef, though the feeling is not particularly reciprocated.

Bastef love teasing humans, especially humans who seem annoyed, but not angered, by such behavior. That said, many bastef-human pack bonds are legendary for their depth and strength.

Bastef also love skittermanders, who are extremely attentive companions, and nuar, who enjoy simply having bastef around.

ADVENTURERS

Not every bastef leaves their homeworld to go on adventures, but it's common enough among those who are 6-35 years old that the "30-year-scamper" is a well-respected cultural trope. Such bastef simply feel the need to GO, to be somewhere other than Ubastef, and to see, smell, taste, and hear things they have never experienced before. More than half those who survive this time eventually find themselves longing for home, and return to settle down, have a family, and spend more time sitting and less time chasing.

However, some bastef just never get the desire to go home, or if they do it doesn't last long. These "prowlers" are the source of many bastef stories of heroes and rogues, and the more extraordinary their journeys, the more bastef matriarchs tend to allow them to bend the rules, at least briefly, on a visit home.

Other bastef do feel the call to return home, but find they cannot bring themselves to leave their alien pack-mates, or that they have come to care about some cause or danger so strongly that any time spent away from it is brief, and filled with much tail-twirling.

NAMES

Most bastif have at least two names. Their Kitten-Name is a term used when they are young and still finding themselves, and generally describe an activity they engage in a lot, or that become memorable. Such names are often descriptive, such as Puddle-jumper, Bit-his-tail, Licks-the-sky, and Carry-me. Others are physical descriptions, such as White-paw, Cone-tail, or Cow-licked-her-ruff. Shortly before they become mature adults, most bastef select Pride-Names for themselves, and their Kitten-Names are used only by pack mates, close friends, and matriarchs who wish to remind them who is in charge.

Pack-Names may be based on an alien friend of the pack or famed hero, but most are from the long list of names bastef have used for millennia.

Female Pack-Names include Behrine, Ealiliah, Eyba, Isya, Lassika, Maor, Nafret, Rana, and Salna.

Male Pack-Names include Armet, Doshaq, Ibrix, Hibari, Karm, Mostif, Onzese, Rabka, and Zef

VITAL STATISTICS

Average Height: 8-11 inches (average length 12-20 inches without tail, +8-14 inches with tail)

Average Weight: 7-11 lbs.

Age of Maturity: 5 years

Maximum Age: 80 +3d20 years

RACIAL TRAITS

Hit Points: 2

Ability Adjustments: Bastef gain a +2 racial bonus to Dexterity and Charisma, and a -2 penalty to Constitution.

Size and Type: Bastef are Tiny monstrous humanoids.

Bastef Magic: Bastef gain the following Spell-Like abilities:

At will: *ghost sounds, token spell 1/day: detect thoughts*

The caster level for these effects is equal to the bastef's level.

Catlike (Ex): A bastef gains a +10 bonus to Disguise checks to appear to be a housecat, and takes no penalties for being of a different creature type.

Limited Telepathy: Bastef can mentally communicate with any creature within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking.

Psychic Hands (Su): Bastef do not have hands the way humans do. They can bat things about with their paws, but treat their Strength as 6 lower when they do so. However, their innate telekinetic powers allow them to use and carry and manipulate objects as easily as a Medium creature with 2 limbs. They can use Medium equipment, and "hang" objects off their telekinetic field the same way a Medium creature would hang them on their body. They must have line of effect to any object they manipulate this way, and are limited to what could be reached by a Medium creature in their location. As a result of their psychic hands and the telekinetic field that goes with them, they have a space and reach of 5 feet (as a medium creature), unless they choose to have the space and reach of a Tiny creature (it's a swift or move action to change between the two states).

Functionally, they can do exactly what a Medium, 2-armed creature of the same Strength score can do. In addition to this, they have an effect that works identically to being able to cast *psychokinetic hand* at will, though it is a supernatural effect, rather than a spell-like one.



б



OPEN GAME LICENSE VERSION 1.0A

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

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories; storylines; plots; thematic elements; dialogue; incidents; language; artwork; symbols; designs; depictions; likenesses; formats; poses; concepts; themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places; locations; environments; creatures; equipment; magical or supernatural abilities or effects; logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

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

d20 System Reference Document Copyright 2000-2005, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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

Starfinder Alien Archive © 2017, Paizo Inc.; Authors: John Compton, Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Jason Keeley, Jon Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Robert G. McCrea, Mark Moreland, Joe Pasini, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, and Josh Vogt.

Starfaring Species: Psychic Space Cats © 2019, Rogue Genius Games; Author Owen K.C. Stephens. Inspired by a game I played with members of Green Ronin at OrcaCon 2019. "Katrina! Katrina! Katrina! Katrina! Katrina! Katrina!"