

STARFARING SPECIES: **PSYCHIC SPACE CATS**



STARFINDER
COMPATIBLE

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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.

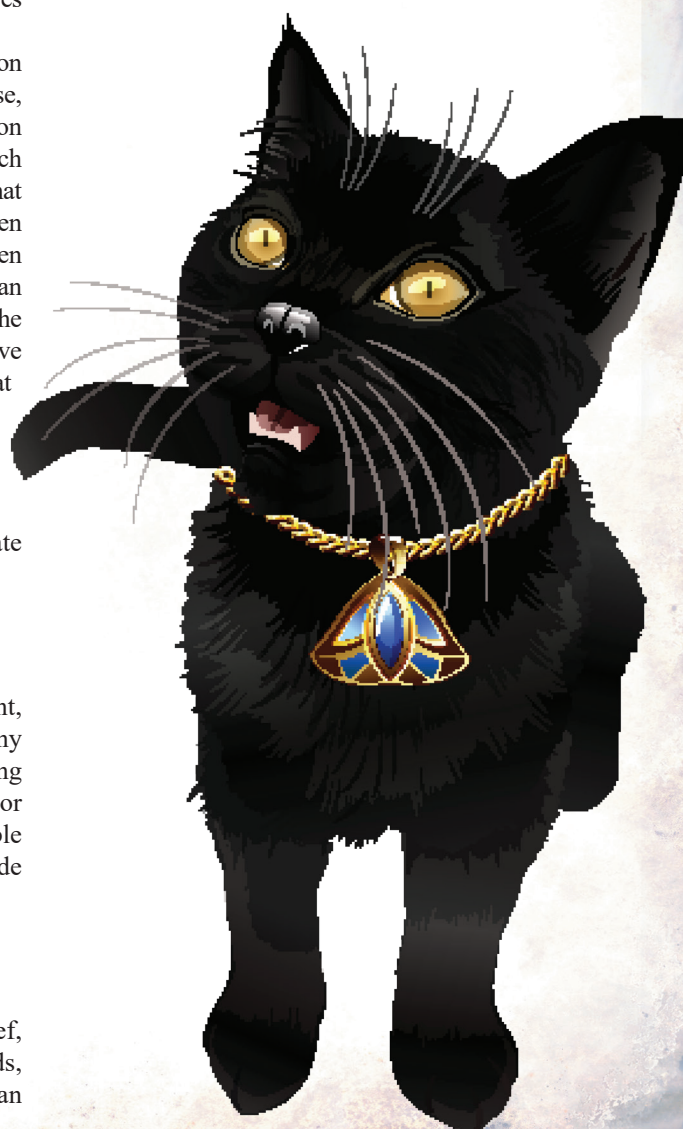
PHYSICAL DESCRIPTION

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-scammer" 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, Doshag, 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.





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