

STARJAMMER

Races of the Void

Book One



RACES OF THE VOID

Original Author: Tyler Beck

Starjammer Conversion: Kim Frandsen

Editor: Troy Daniels

Publisher: John Reyst, d20pfsrd.com Publishing

Artists: William Timmins, Gina Vila, Rick Hershey, Joshua de Santo, Matt Thomason

Layout: Matt Thomason



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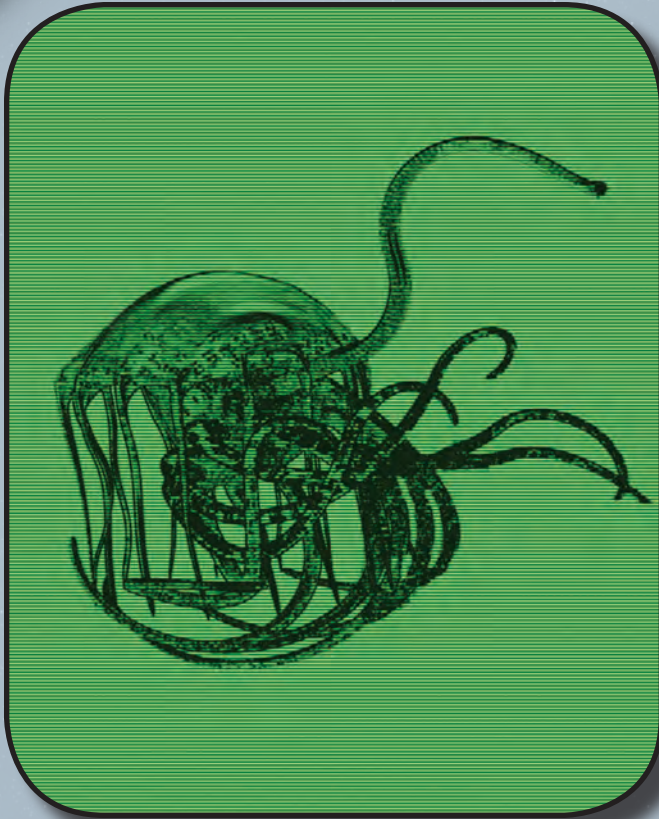
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INTRODUCTION

There is nothing quite like meeting a new alien race when you are playing a science fiction role-playing game. What are they like? What can they do? What will they do to me? All of these questions race through the mind of the player while the game master heightens the suspense. Will they be allies or enemies? Even better than a new alien race though, is the opportunity to play one. The Races of the Void product for Starfinder brings you new and exciting races to play. Each one is a complete write-up, with archetypes, feats, new equipment, and incredible artwork to spark the imagination. With all that being said... let's get started!



AURELLIAN



Most aurellians exist as spacefaring nomads, travelling between the stars in the void they have come to call home. They have a reputation for being fair and honest traders, and are known for dealing in strange wonders from the deepest void.

Their living ships, while disconcerting to those unfamiliar with them, are usually greeted with anticipation as it is never known what rarities they bring from the depths of the void. They are also famed for their great and passionate love of humanoid music.

The aurellian homeworld is an asteroid belt. Having just enough mass to retain an atmosphere it lies between the two planets of the Nyattara star system. The ecology of the belt is dominated by oozes and aberrations of

all types, and some portions of it are dominated by air dwelling aboleths. There are few aurellian communities in the belt since most of them left for the void centuries ago. Of those which remain, Burnkdool is the only one of any size, boasting a population of close to 700 aurellians.

Physical Description: Aurellians are small, jellyfish-like aberrations that hover just above the ground and communicate through telepathy. They have anywhere between 6 and 18 partially translucent tentacles used to absorb nutrients and gases from their surroundings. They use a pair of specially developed tentacles to wield weapons and tools, granting them similar dexterity to that of a humanoid's arms and hands. Many aurellians also have other prehensile tentacles that vary in form and function among subgroups of the species. Aurellians' colorations can range wildly, anywhere from deep black to vibrant pink, though that color is almost always uniform across any given aurellian's entire form

Relations: Aurellians are generally tolerated by other space-faring races because of their reputations as fair traders of hard-to-find goods. Their love of music has made them a favorite of bards, as many an aspiring bardic nomad has traded nothing more than a mournful melody for a treasure from deep in the void.

Society: Aurellian society seems very strange to most humanoids, as their telepathy allows them to communicate with more than simple language. Aurellians can feel the emotions of others of their kind, and can develop a connection so deep that physical touch means little to nothing. Aurellians are genderless and almost never monogamous, often forming groups of 6 or more adults into a family structure in which each individual is loved by all the others equally. Aurellian eggs are protected fiercely by their parent-groups, though once hatched the parent-groups have little interaction with

their litter, who are raised from birth in schools where aurellian teachers who have been specially trained to remain emotionally severed from their students teach them how to live as an aurellian.

Alignment and Religion: The aurellian concept of deities would perplex many humanoids, as those that they worship are generally formless, incomprehensible swirls of emotion and psychic energy representing a specific emotion or feeling. These deities have no name other than the feeling they represent, which further confuses outsiders.

Adventurers: Aurellians who decide to see the universe on their own are rare, but do exist. Their limited telepathic abilities can come in extremely handy, and so they are coveted as excellent additions to an adventuring party. Many aurellian adventurers explore the universe to try to find rare treasures that they might bring back to their people, and they gravitate toward academic disciplines such as wizardry or cybernetics.

Names: Since aurellians do not make sounds, aurellians recognize each other through specific feelings shared across their telepathic link. Because of this, the concept of names is relatively foreign to them, resulting in confusion among languaged races. Most aurellians adopt some sort of moniker with which to refer to themselves when communicating with other races, and this often consists of a word or phrase relatively known to the species they are referring to.

So, a human meeting an aurellian for the first time may be introduced to it by a warm feeling of hot cocoa rolling across the tongue, and the phrase "potato flatulence" running through his mind. Because of this, humans often come up with their own nicknames for aurellians they meet, such as "jelly-brains", "tentacle-boy", and other juvenile monikers.

STANDARD RACIAL TRAITS

Ability Scores +2 Dexterity, +2 Wisdom, -2 Charisma: Aurellians are agile and wise but have some degree of difficulty interacting with other races.

Racial Hit Points: 4 HP

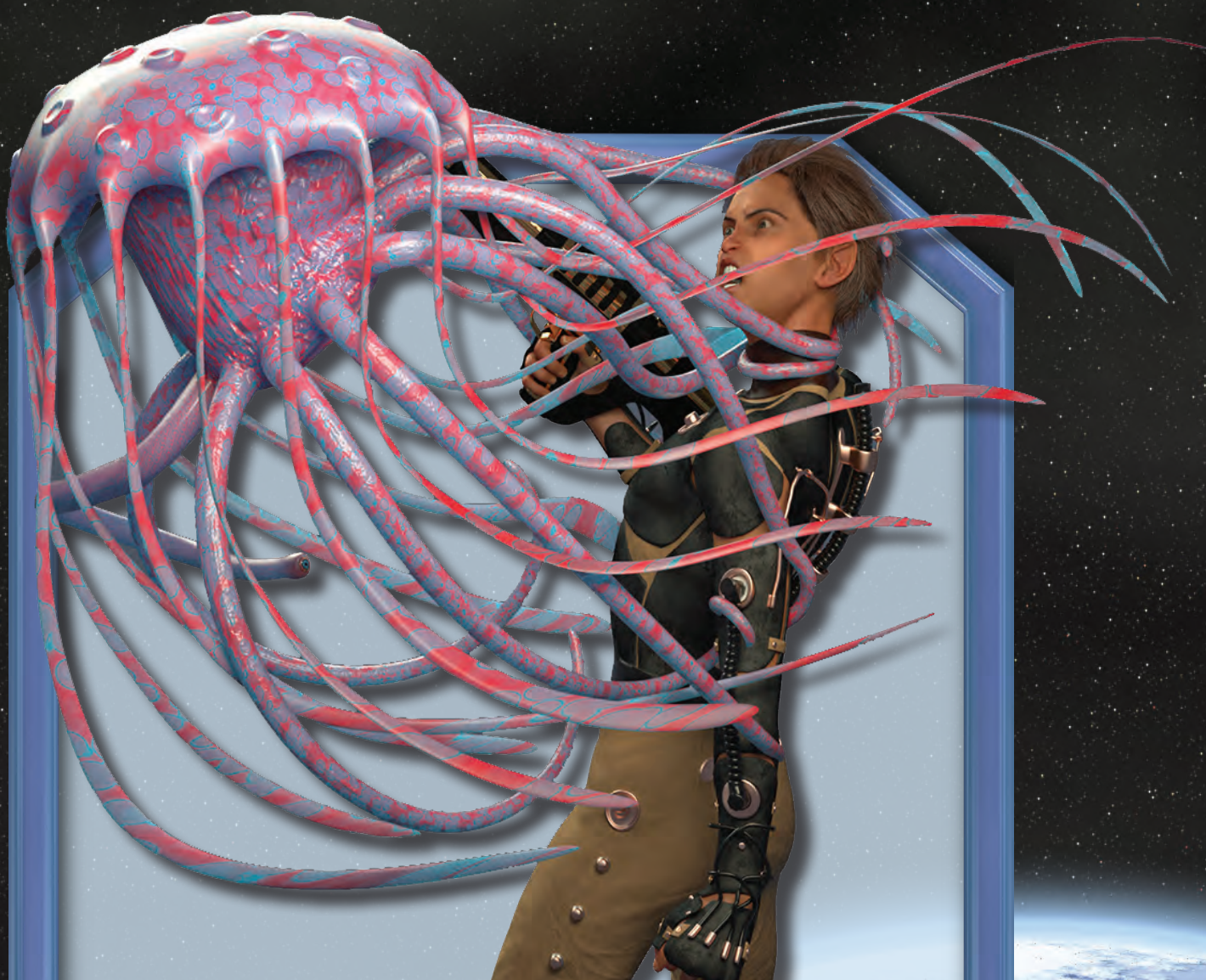
Size and Type: Aurellians are Small aberrations with the aurellian subtype. They eat, breathe and sleep although when they sleep they float just above the ground.

Darkvision: Aurellians can see up to 60 feet in the dark.

Eyestalk: An aurellian's single compound eye is found at the end of a stalk growing from what some races might call its head. This eye can be turned in any direction, granting these aurellians the ability to see 360°. However, this stalk can only focus in one direction at a time, which means the aurellian must focus its attention similarly to other races. An aurellian therefore cannot be flanked, though they can still be caught flat-footed.

Grabbing Appendages: In addition to their two arm-like tentacles, most aurellians possess a single longer tentacle with 10 ft. reach. This tentacle can be used to make grapple attempts, and the aurellian is treated as having the Improved Grapple feat when using this tentacle to grapple. The aurellian can maintain a grapple with this special grabbing tentacle and still make attacks with their two main appendages as normal.

Limited Flight: Aurellians have a natural fly speed of 20 feet, but their incomprehensible anti-gravity ability forces them to remain above to a



PLAYING AN AURELLIAN

YOU LIKELY

Are wise and contemplative, coming up with creative solutions to problems.

Use your coloration, when not communicating, to facilitate the moods of those around you, trying to make them more at ease.

Feel slightly out of place, among creatures that have a different anatomy to you, or who prefer the pull of gravity.

OTHER RACES PROBABLY

See you as some sort of strange jellyfish, often not realizing that you understand them perfectly well, when they're talking around you.

Find your lack talking disturbing, and your form repulsive, in spite of your good manners and your attempts to fit in.

Wonder whether your tentacles are poisonous, or if you can read their minds using your telepathic powers.

solid surface strong enough to bear their weight, even though they do not exert any pressure upon the surface. This ability is non-magical in nature, and therefore is not affected by anti-magic fields. Aurellians can choose to suspend their flight ability, but cannot move on land.

Limited Telepathy: Aurellians do not speak verbally but are able to mentally communicate with any creature within 30 feet with whom it shares a language. Otherwise this ability is identical to the telepathy monster ability.

Mute: Aurellians have no vocal organs and with rare exceptions cannot utter any sounds. Spellcating aurellians cannot cast spells or manifest powers that have a verbal component unless they make use of abilities such as the Silent Spell feat.

Strange Anatomy: Aurellians do not have chest or feet slots for cybernetic augmentations or magic items, since they have neither. Instead their unusual anatomy grants them an extra wrists slot (allowing two pairs of magical bracers to be worn) and two extra ring slots (for a total of four), these items being worn on some of their tentacle appendages.

Languages: Aurellians understand Common and Aurellian. Aurellians with high Intelligence scores can choose from Aboleth, Aklo, Auran, Ignan, Protean, Sylvan, Terran. **Note:** The Aurellian language is based on shifting colors and patterns displayed on their skin. It can be learned by humanoids, but not spoken without the use of illusion magic or other extraordinary means.

RACIAL SUBTYPES

MAN O' WAR

Man o' war aurellians are larger and more agile than their smaller cousins, but are exceedingly rare and often find themselves cast out of their communities for the most miniscule slight, probably out of jealousy. They gain the following racial traits in place of the eyestalk and grabbing appendages traits.

Size and type: Man O' War aurellians are Medium aberrations with the aurellian subtype.

Stinger: The man o' war aurellian has two stinging tentacles, granting it two natural sting attacks which have 10 ft. reach and deal 1d3 piercing damage each. In addition, the stinger has the injection weapon special quality, and may, as a swift action after a successful attack with a stinging tentacle, a number of times per day equal to its Constitution modifier (minimum 1/day), deliver a poison to the target. As a move action, the aurellian can instead coat a held weapon with the same venom, which will persist a number of rounds equal to its Constitution modifier (minimum 1) or until the weapon successfully hits a target. Each aurellian possesses one of the following types of venom, chosen at the time of character creation:

Life-Stealing Venom: **Type:** poison (injury); **Save** Fort DC 10 + 1/2 the aurellian's Hit Dice + the aurellian's Constitution modifier; **Track** Constitution **Onset** immediate; **Frequency** 1/round for 6 rounds; **Cure** 1 save.

Paralytic Venom: **Type:** poison (injury); **Save** Fort DC 10 + 1/2 the aurellian's Hit Dice + the aurellian's Constitution modifier; **Track** Dexterity **Onset** immediate; **Frequency** 1/round for 6 rounds; **Cure** 1 save.

Weakening Venom: **Type:** poison (injury); **Save** Fort DC 10 + 1/2 the aurellian's Hit Dice + the aurellian's Constitution modifier; **Track** Strength **Onset** immediate; **Frequency** 1/round for 6 rounds; **Cure** 1 save.

Scavenger: Man o' war aurellians often find themselves on quests to find dangerous or well-hidden objects. They gain a +2 racial bonus on Perception checks to find hidden objects, to determine whether potential food is spoiled, or to identify a potion by taste.

Stalker: Perception and Stealth are always class skills for a man o' war aurellian.

INSPIRED ONE

Inspired Ones are touched by their ancient pantheon of mysterious gods, gods with no clear form nor delineation of roles, but which have guided the aurellian race for eternity. They gain the following racial traits which replace the grabbing appendages racial trait.

Godtouched: An inspired one can use each of the following spell-like abilities: 1/day—*keen sense*, *mystic cure* (as a 2nd level mystic spell), and *reflecting armor*.

Forced Connection: An inspired one has learned to quickly form a strong connection with their enemies in order to bypass their mental defenses. Creatures suffer a -1 penalty to all Will saves against spells and effects you cast. Any unintelligent creatures are not affected by this ability.

Empath: An inspired one is able to empathize more easily with members of very different races than its own, allowing it to more easily influence them. It gains a +2 racial bonus to Diplomacy and Intimidate checks against non-aurellians, and never suffer a penalty on such skill checks

for being a different race than or not sharing a language with the target.

CHAOS CHILD

Chaos children are aurellians who have embraced the formless nature of their aberration heritage, shifting their forms and using abilities incomprehensible to humanoids. They gain the following racial traits which replace the grabbing appendages racial trait.

Toxin Immunity: Chaos children's anatomies are constantly shifting, granting them immunity to all poisons and diseases.

Greater Change Shape: A chaos child may assume the appearance of a Small or Medium humanoid as *disguise self* once per day for up to a number of hours equal to its character level. This does not adjust the ability scores of the user.

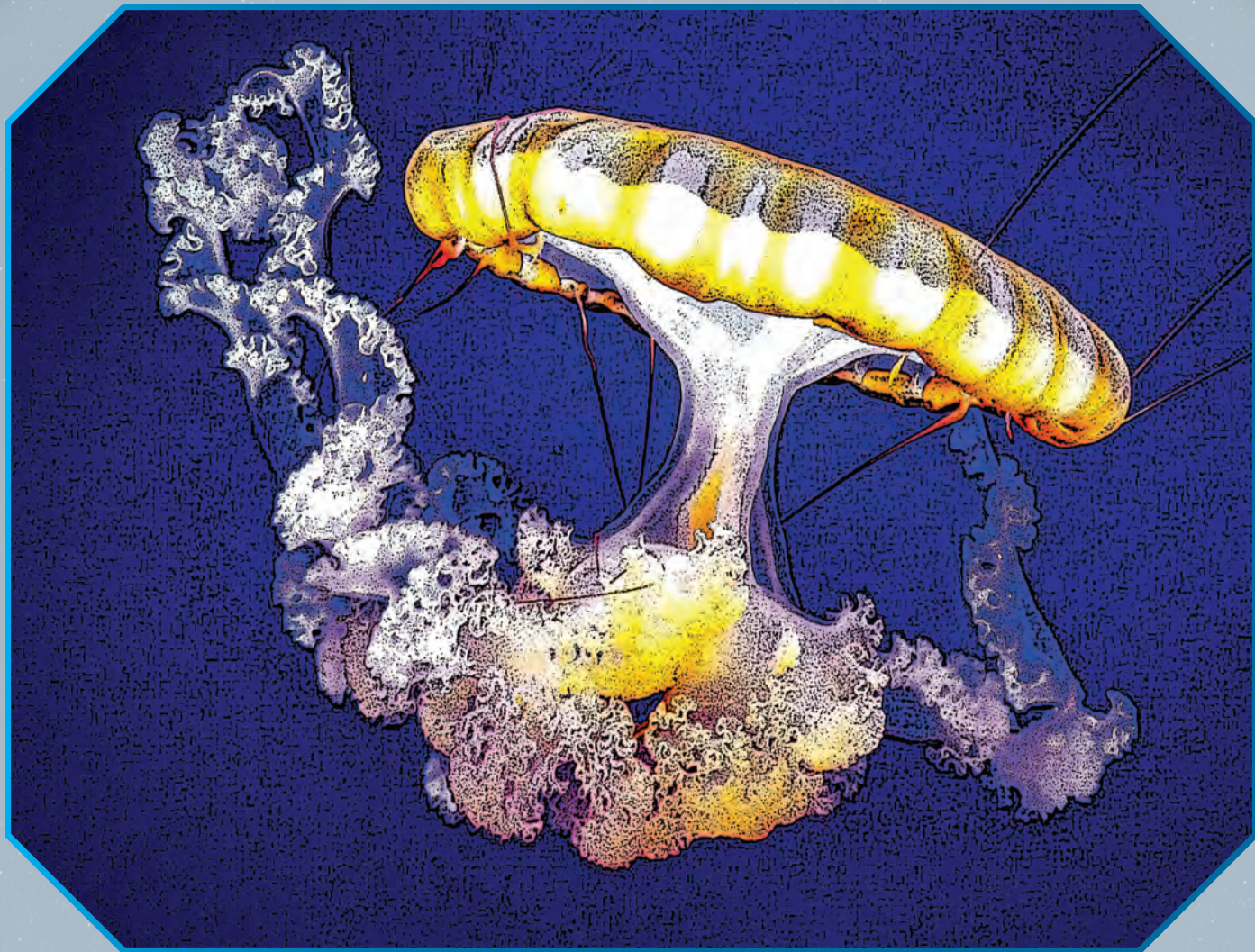
RACIAL ARCHETYPES

The following racial archetypes are only available to aurellians.

FLOATING MONASTIC OPERATIVE (ARCHETYPE)

Some aurellians choose the path of the close-quarters combatant, adapting martial arts techniques to their own unique physical form. This style of fighting capitalizes on attacks from appendages that humanoids can't begin to comprehend.

Grappling Flurry: At 2nd-level, if the floating monastic hits with both attacks as part of a full attack, the aurellian may attempt a grapple combat maneuver as a swift action. The operative uses his operative level in place of his base attack bonus (in addition to any Base Attack Bonus



gained from other classes) when determining his attack bonufor such grapple checks, though the check suffers a -2 penalty.

This ability replaces the operative exploit gained at level 2.

Grasping Tentacles: At 4th-level, as a swift action, if a floating monastic spends 1 point of Resolve, before attempting a grapple maneuver he can roll his combat maneuver check for that attack twice and use the better result.

This ability replaces the operative exploit gained at level 4.

VOID SCHOLAR (MYSTIC ARCHETYPE)

Aurelians who study magic have found ways to channel the void into their spells, and have even found the secret to ignoring their own muteness.

Silent Casting: At 1st level, a void scholar

gains the ability to infuse their weapons with the power of the spells and the void, gaining the Mystic Strike feat.

This ability replaces the connection power gained at level 1.

Void Enhancement: At 6th level, a void scholar has discovered the secret to enhancing its spells using the infinite power of the void itself. When casting any spell that deals damage, the void scholar may choose to convert half of the damage from that spell into damage caused by the cold vacuum of the void and is not subject to elemental resistance of any type. This ability may be used a number of times per day equal to the void scholar's Intelligence bonus.

This ability replaces the connection power gained at level 6.

Greater Void Enhancement: At 15th level, when a void scholar uses void enhancement to enhance a spell, 3/4 of the damage is caused by the cold vacuum of the void. Additionally, when the void scholar casts any spell that requires a Will save from its target, it may expend a daily use of void enhancement to increase the DC of that save by 2.

This ability replaces the connection power gained at level 15.

NEW RACIAL RULES

The following options are available to aurellians. At the GM's discretion, other appropriate races may also make use of some of these.

AURELLIAN FEATS

Many aurellians make use of the following feats.

ADDITIONAL TOXIN

Your body produces two types of poison for your sting.

Prerequisite: Aurellian, man o' war subtype

Benefit: Choose a second type of venom for your sting. You may still only deliver a single dose of one type of poison with a given sting attack. In addition, you may use your poisoned sting attack one additional time per day.

Normal: An aurellian normally has only one type of poison and may use it a number of times per day equal to its Constitution modifier.

HIGHSWIMMER

You are able to float higher than others of your species.

Prerequisite: Aurellian.

Benefit: You must remain within 10 feet of a surface when using your limited flight ability.

Normal: An aurellian occupies the space it is floating in and must be adjacent to a horizontal surface.

PATTERN WEAVER

The brilliant patterns of colors flashing on your skin can be very distracting.

Prerequisite: Aurellian.

Benefit: As a move action, you can flash

various bright colors upon your skin. This light show is extremely distracting. All sighted creatures other than yourself within 30 feet must succeed on a Will save with a DC equal to 10+1/2 your level + your key ability score modifier or be dazed for 1 round.

AURELLIAN EQUIPMENT

Many aurellians make use of the following equipment.

TECHNOLOGICAL EQUIPMENT

TELEPATHY DISH

Aurellians long ago realized that their telepathic communication could be enhanced through technological means. These small dishes are attached to an aurellian's outer skin using straps (or in some cases attached to an already existing cybertech apparatus) and enhance its innate telepathy. Each dish type increases the range of the user's racial telepathy as follows: Mark I) x 2; Mark II) x3; Mark III) x4.

CONSTRUCTION REQUIREMENTS

Skill Check Craft DC varies (see table); **Cost** varies (see table); **Feats** Craft Technological Item; **Equipment** production lab

AURELLIAN MAGIC ITEMS

The following magic items are made by aurellian spellcasters.

ITEM	LEVEL	PRICE	BULK
Brooch of Elocution	3	1,800	L
Gem of Armor Adjustment	10	9,650	L

BROOCH OF ELOCUTION

The brooch of elocution was designed by aurellian spellcasters, to enable them to communicate with creatures that cannot see the spectrum in which the aurellian communicates and which they might be unable to communicate with telepathically. The brooch itself consists of a tiny lens to observe the color changes of the aurellian and translates this into the equivalent sounds for the language that the aurellian is speaking in. (Aurellians naturally change their coloration depending on the language in which they're communicating, and the brooch merely translates this). The voice itself is a flat robotic monotone however, delivering any speech in an utterly deadpan manner.

NAME/ MODEL	LEVEL	PRICE	HANDS	BULK	CAPACITY	USAGE	CRAFT DC
Mark I	2	2,000	—	L	—	—	23
Mark II	5	4,000	—	L	—	—	25
Mark III	10	8,000	—	L	—	—	27
Mark IV	14	16,000	—	L	—	—	29

GEM OF ARMOR ADJUSTMENT

This glittering gem glows with an inner light and the back side of it is flat, as though it should be attached to another object. When this gem is attached to a set of Medium-sized armor of any type, a transformation begins. Over the next 24 hours the armor shrinks, losing half its weight, and transforming into aurellian segmented armor of the same type. The final form retains all bonuses, penalties, and qualities of the original including those of a magical or technological nature. Each gem can function 1d4 times before disintegrating.

AURELLIAN SPELLS

SWARMING TENTACLES MYSTIC 1

School conjuration

Casting time 1 swift action

Range personal

Target one creature

Duration instantaneous

Saving throw none; **Spell resistance** yes

You gain temporary, intuitive insight into the immediate future when grappling an opponent. You gain a +5 insight bonus to your next grapple maneuver if it is made before the end of the next round.



AURELLIAN VITAL STATISTICS

RACE	AVG. HEIGHT	AVG. WEIGHT	AGE OF MATURITY	MAXIMUM AGE
Aurellian	3 - 4 ft.	52-58 lbs.	30	150+5d6 years

BISONI



Bisoni are strong, buffalo-like mercenaries whose entire lives are based around honor and discipline. They are proud warriors who revel in battle, regardless of the cause. A typical bisoni towers at least 9 feet in height, with broad shoulders and thick limbs to match, as well as a powerful pair of horns atop their wide heads.

Bisoni are found serving aboard vessels of nearly any race: As long as the pay is good and battle plentiful, most bisoni are happy simply to obey orders. That said, they won't long serve a master who doesn't treat them with respect, and

most bisoni will speak up in defense of others who are being treated unfairly.

Physical Description: Bisoni are tall, hulking humanoids with strongly bovine features, including horns, a flat snout, and cloven hooves on their feet. They walk upright and have front appendages as dextrous as human hands, but can drop to all fours during a charge or run as well.

Their horns can be straight, kinked, or spiral shaped. Male bisoni are generally larger than females, though any bisoni towers over the average human. Bisoni are well-known for not keeping many possessions, so one will often find a bisoni wearing little more than a loincloth and a snarl.

Relations: Other races know bisoni only as deadly and bloodthirsty mercenaries available to the highest bidder, which suits most bisoni just fine. This also means that most bisoni remain neutral in disputes between planets or races, and are therefore tolerated across the galaxy with little complaint, and a bisoni will often be asked to stand guard over business transactions in the more lawless regions of the galaxy. More sociable bisoni often find themselves being hired as diplomatic couriers between warring races, and were the originators of the term "don't gut the messenger".

Alignment and Religion: Bisoni generally sway toward lawful, following their own code of ethics, which can sometimes be detrimental to their allies, but they represent a diverse spectrum of religious and spiritual belief systems. Many are drawn to Israfel thanks to the tendency of his worshippers to remove heads with greataxes, while a select few feel a kinship with Shamash as they take universe-spanning trips through the void often with the god of long journeys on their side.

Adventurers: Bisoni are often hired to go on adventures for others, but some find the pull of the unknown to be enough, and step out on their own to learn secrets or find ancient treasures. Bisoni adventurers often take on melee roles in adventuring parties thanks to their brute strength, but may also find a calling as a pilot or trapsetter. Bisoni spellcasters are rare, but those who follow such pursuits generally find ways around their own natural magical resistance.

Male Names: Argat, Cregmar, Dremtak, Parmat, Turglam.

Female Names: Elsma, Fandel, Mevma, Neeral, Vendal.

STANDARD RACIAL TRAITS

+4 Strength, -2 Dexterity, -2 Intelligence: Bisoni are extraordinarily powerful, but not terribly agile or bright.

Racial Hit Points: 8 HP

Size and Type: Bisoni are Large humanoids with the bisoni subtype.

Battle Horns: Bisoni are always considered armed. They can deal 1d6 lethal damage with unarmed strikes and the attack doesn't count as archaic. Bisoni gain a unique weapon specialization with their battle horns at 3rd level, allowing them to add $1\frac{1}{2} \times$ their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

Honorbound: Bisoni are noble creatures, honor and duty driven. A bisoni suffers a -2 morale penalty to attacks, skill checks and saving throws if he ever willingly commits an act which

violates his personal code of honor (though this personal code can vary widely, see examples below). This penalty is permanent until the character is able to redeem himself, such as through an atonement spell.

A bisoni PC must work with his or her GM to define this code of honor at character creation.

Powerful Charge: When a bisoni charges and attacks with its battle horns, it deals an additional 1d6 points of damage, and adds $1\frac{1}{2} \times$ Strength bonus instead of the usual $1 \times$ Strength bonus.

Stubborn Spell Resistance: Bisoni are naturally resistant to magic. A bisoni gains spell resistance equal to $6 +$ their character level. However, a bisoni cannot voluntarily lower its spell resistance, even for beneficial magic such as healing. The bisoni spell resistance includes even magic items they wear or use. Any magic item has a 10% chance of simply not functioning when activated by a bisoni. If it does not function on the first activation, that bisoni is never able to use it.

Thick Hide: Bisoni have unusually thick hides, granting them a +3 racial bonus on their kinetic armor class.

Languages: Bisoni begin play speaking Common and Bisoni. Bisoni with high intelligence scores can choose from the following additional languages: Dwarven, Elven, and Orc

SAMPLE HONORBOUND CODES

Bisoni codes of honor, while inflexible once chosen, can vary widely. Below are a few example codes which a bisoni may adopt. These are by no means an exhaustive list, and it is important to work with your GM in order to determine a code

which makes sense for your bisoni character.

Code of Fair Claim: To the victor go the spoils, but it is important to respect the claim of others. You shall not take unattended items, or items owned by another, unless you can definitively identify that item's real owner and best that owner in combat. If the owner of an item is defeated by you or by an ally within 90 feet, or if the owner offers the item freely, you may claim it as a spoil of victory. You may borrow items without the owner's knowledge only in order to complete a specific task, and the items must be returned promptly after that task is complete, along with a generous rental fee of 5% of the item's cost per day.

Code of Filial Piety: You respect your elders, parents, superiors, and ancestors, not only for their wisdom, but for their experience and knowledge. Provided that orders given to you by your parents, family elders, or superiors within an organization that you belong to (such as the Infinite Star Legion or the Red Tang Spice Guild) are not suicidal in nature, do not immediately put you in harm's way, or do not conflict with previously standing orders given to you by someone with greater authority within the hierarchy, you must follow those orders to the letter. Additionally, you may not act in a fashion that brings shame upon your family or any organization that you belong to, such as misrepresenting that organization, failing to fulfill a promise, failing to support your family or peers within your organization, or failing to act to bring an errant member of your family or organization to justice for their misdeeds.

Code of Fortright Speech: You shall never deliberately or intentionally lie, nor shall you omit relevant facts from any statements that you make that could mislead another to believe something that is not entirely true. You shall not be evasive with your answers when asked questions, though

you may respond with statements such as, "I prefer to not answer that question." or "Answering that question would betray the trust of a friend."

Code of Just Combat: You shall not face a foe that does not stand upon equal (or greater) footing with you. You will not face a PC or NPC with a CR below your level, and you will not attack creatures that are 4 or more CR below your level. For characters or monsters with CR greater than your character level, you will not accept any assistance of any kind (including spells or items that enhance your combat abilities) from other characters unless their CR is 4 or more greater than your character level. Should your opponent drop or otherwise lose his weapon, you will allow him to regain it before continuing the combat, or you will fight them unarmed. If your opponent has natural weapons, such as claws or fangs, you may use a weapon in combat as normal.

Code of Reparation: Your honor prevents you from leaving those in need without your assistance if you are responsible in any way for their misfortune. Should you encounter any NPC that is disadvantaged in any way by any of your actions (or inaction, such as failing to rescue the captain's daughter, or failing to deliver a shipment of food to a starving colony), you must spend at least 25% of your time and/or resources toward helping those NPCs to recover from that misfortune. This can include avenging the loss of someone you failed to save, working to pay for and build homes for the homeless in your down-time without receiving any compensation, seeking the favor of gods to right an injustice that is beyond your control, or spending part of your wealth to provide critical resources (such as medicine or food) to a failing colony.

Code of Vengeance: When you or one of your allies are physically harmed and the creature who caused that harm is not defeated, you will not allow that slight to be left unpunished. You must

continue to attack that creature at least once per round until you have successfully dealt damage (either lethal or nonlethal) to them. If the target is not within reach of your weapons, you must move toward them. If the target escapes from your vengeance, you must attempt to follow them unless some set of circumstances physically prevents you from doing so.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard bisoni racial traits. Consult your GM before selecting any of these new options.

Magic-Tolerant: Some bisoni have been raised around the study of magic, and have learned to tolerate magical energies better than their brethren. These bisoni have no natural spell resistance, but do not have the difficulty using magical items that their cousins do.

This trait replaces stubborn spell resistance.

RACIAL SUBTYPES

You can combine various alternate racial traits to create bisoni subraces or variant races, such as the following.

RUNT

Some bisoni are significantly smaller than the majority of their large, brutish cousins. These runts are Medium-sized, do not gain the powerful charge racial trait, and have the following racial traits instead:

+2 Dexterity, +2 Constitution, -2 Intelligence: Runt bisoni lack the raw brute

strength of their cousins, but do not suffer from their clumsiness, and are generally more hardy as well.

Size and Type: Runts are Medium sized humanoids with the bisoni subtype.

Self-Defense Training:

Runt bisoni grow up constantly aware that the larger members of their race will push them around. They gain a +4 racial bonus to EAC against other bisoni.

Hardy:

Runt bisoni are invariably

less cautious than their kin, always feeling the need to prove themselves in ways other than brute strength. As a consequence, they are exposed to dangers during youth that give them some limited

protections later in life. Runt bisoni gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Bonus Feat: Runt bisoni often need to learn life's harsh lessons early in their lives to make themselves useful to those around them, and often begin training at an earlier age than most other bisoni. A runt bisoni selects one extra feat at 1st level.

VOID-BLOODED

While bisoni raised within their own culture are bound by honor and duty, some who grow up on vessels, surrounded by less honorable vagabonds, find the embrace of chaos and mayhem to be particularly delicious. These bisoni will often shirk the law and any perceived duties simply for the fun of getting away with it, and have no concept of being held to honorable actions, standards, or codes. As a result, void-blooded bisoni do not gain the honorbound or thick hide, and have the following racial traits instead:

Stalker: Voidblooded bisoni are well versed at sneaking up on their opponents, and always have Perception and Stealth as class skills.

Void Scavenger: Bisoni who grow up on a spacefaring vessel never miss an opportunity to use whatever they have on hand to accomplish their goals. They gain a +2 racial bonus on Perception checks to find hidden objects (including traps and secret doors). Further, they don't take the -2 on Engineering checks when you do not have an engineering kit available.

RACIAL ARCHETYPES

The following racial archetypes are available to bisoni.

TAURIC SHINOBI (SOLDIER ARCHETYPE)

The honorable nature of your upbringing has called you to follow the path of honor, and you've learned to tame your inner beast and focus its energy into devastating attacks.

Special: A Tauric Shinobi must take the Blitz fighting style as their primary fighting style.

Charging Slice: A tauren shinobi is a master of his own inertia, turning reckless charges into deadly and precise attacks. When a tauren shinobi charges, he gains an additional +2 to his attack rolls during the charge, and if he confirms a critical hit as part of the charge action, he deals

additional damage equal to his tauric shinobi level.

This ability replaces the primary style technique gained at level 1..

Seeing Red: A tauren shinobi is able to harness the chaotic anger of his tauren ancestors and direct it at his enemies with precision. They can rage for a number of rounds per day equal to 4 + Constitution modifier. For each level after 1st, the tauric shinobi can rage for 2 additional rounds per day. Temporary increases to Constitution, do not increase the total number of rounds that a tauric shinobi can rage per day. A tauric shinobi can enter a rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a rage, a tauric shinobi gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, she takes a –2 penalty to Armor Class. She also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the rage ends, and are not replenished if the tauric shinobi enters a rage again within 1 minute of her previous rage. While in a rage, a tauric shinobi cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Athletics Acrobatics, and Intimidate) or any ability that requires patience or concentration (such as spellcasting).

A tauric shinobi can end her rage as a free action, and is fatigued for 1 minute after a rage ends. A tauric shinobi can't enter a new rage while fatigued or exhausted, but can otherwise enter a rage multiple times per day. If a tauric shinobi falls unconscious, her rage immediately ends.

This replaces the primary style technique gained at level 5.

Perfect Slice: At 17 level, a tauric shinobi's focused anger can be used to slice through almost anything. Once per day during a rage, when he makes an attack with a melee weapon, he may ignore 30 hardness or damage reduction of the target (of any type), dealing an additional amount of damage equal to twice his tauric shinobi level. He may instead target a spell effect with this ability, targeting the spell with the effects of a *greater dispel magic* with a caster level equal to her tauric shinobi level.

This replaces the primary style technique gained at level 17.

NEW RACIAL RULES

The following options are available to bisoni. At the GM's discretion, other appropriate races may also make use of some of these.

BISONI FEATS

Many bisoni make use of the following feats.

DISTRACTED STAMPEDE

You're in tune with your herd instincts, allowing you to take advantage of your allies' distractions to destroy those threatening the herd.

Prerequisite: Bisoni, base attack bonus +10, powerful charge racial trait

Benefit: When an ally within 30 feet of you charges a foe, you may charge the same foe as an immediate action. You must be able to follow all of the normal charge rules. If the triggering ally has either this feat, you may treat that ally's square as if she were not there for the purposes of determining your line of movement for this charge, though you may not end your movement in your ally's square.

MERCILESS GORE

You've learned the age-old bisoni art of cleanly gutting your foes with your razor sharp horns.

Prerequisite: Bisoni, battle horns racial trait

Benefit: When you successfully attack a target with your gore natural attack, the target begins to bleed. Each round, the target takes 1 bleed damage. This bleed damage continues for up to a number of rounds equal to your Strength modifier, or until the target receives magical



PLAYING A BISONI

YOU LIKELY

Rush into problems without thinking first, trusting to your muscles to see you through.

See everyone else as honorless, and unable to hold to a strict code of life.

Feel conspicuous as you tower over most other creatures, and have a problem getting comfortable in most quarters, as you are simply too big.

OTHER RACES PROBABLY

Think of you as a barbaric throwback. Don't believe that you can stick to a code of honor in the modern age, and consider it to be an outdated concept.

Feel intimidated when you stand next to them, due to your sheer size.

healing, or succeeds at a Medicine check (DC 15). When your base attack bonus reaches +5, +10, +15 and +20, the bleed damage inflicted by this ability increases by 1 (to a maximum of bleed 5 at a base attack bonus of +20).

SPELLPROOF

Your resistance to magic is stronger than others of your kind, sometimes to your detriment.

Prerequisite: Bisoni, stubborn spell resistance racial trait, character level 10+

Benefit: Your spell resistance increases to 11 + your character level, but this spell resistance may not be voluntarily lowered for any reason, and the chance that a magic item will fail to function for you increases to 25%.

UNSTOPPABLE CHARGE

Your inertia can carry you past your enemies, and in many cases over or through them.

Prerequisite: Bisoni, Improved Combat Maneuver (bull rush), powerful charge racial trait

Benefit: When you successfully attack a target at the end of a charge, you may continue your movement and perform a free bull rush combat maneuver against the target. If you successfully bull rush the target, allies within 30 feet gain a +2 circumstance bonus on attack rolls against the target for 1 minute.

Normal: You must end your movement after a charge.

BISONI EQUIPMENT

Many bisoni make use of the following equipment.

BISONI MAGIC ITEMS

Bisoni prefer magic that is often practical, utilitarian, and simplistic in nature. Bisoni prefer their magic to be easy to use and to have a clear purpose. Overly complex magical items are not common to this direct race. The following magic items were invented by bisoni crafters, and are rarely found outside their close-knit communities.

ITEM	LEVEL	PRICE	BULK
Amulet of Reckless Casting	5	4,500	L
Snoutring of Foraging	3	3,000	L

AMULET OF RECKLESS CASTING

Some bisoni spellcasters have found ways to use their own natural proclivities toward reckless abandon to enhance their spellcasting instead of more martial pursuits. Three times per day, when the wearer of this necklace casts a spell with a range of touch, she may charge a target within

BISONI VITAL STATISTICS

RACE	AVG. HEIGHT	AVG. WEIGHT	AGE OF MATURITY	MAXIMUM AGE
Bisoni Female	8-1/2 - 9-1/2 ft.	420-450 lbs	18	8+2d10 years
Bisoni Male	9-1/2 - 10-1/2 ft.	450-490 lbs	18	8+2d10 years

her movement range as a Swift action, and can attempt to deliver the spell with a single touch attack at the end of the charge. The user must follow all normal rules for when she may charge. If the user has the ability to deliver touch-range spells through a means of attack other than a touch attack she may make a single attack of that type to deliver the spell at the end of the charge instead.

SNOUTRING OF FORAGING

Bisoni have roots in herd culture and foraging for their food, and these rings can help a bisoni find their lunch much more quickly. While wearing this snoutring, a bisoni gains a +5 circumstance bonus to Survival checks to forage for food, as well as the scent special ability with a range of 30 feet.



TORTANIAN



The tortanian people are a tortoise-like ancient people. The species is so long-lived that their true ancestral home planet has long been forgotten, though they claim several swampy planets throughout the galaxy as their own.

The average tortanian lives almost 1000 years. This gives them ample time to become skilled crafters, technologists, and magic users alike.

Physical Description: Tortanians are leathery skinned, tortoise-like humanoids with shells which cover their backs and partially protect their legs and short tail as well. Their hands are larger than most humanoids, making complex manipulations difficult. The color of their skins is almost uniformly a deep gray, though some

show slight green or yellow tones in the cracks and wrinkles of their skin. A tortanian's shell can display an infinite number of colors (and those with duller shells often have brighter colors added to heighten their appeal). Unlike many other species, tortanians range very widely in size, from the size of an ysoki to that of a particularly beefy vesk.

Society: Tortanians live in a strict matriarchal society, with fertile females (called "egg-mothers") making most decisions in both personal relationships and governmental structures. Those females unfortunate enough to be unable to lay eggs are still revered over the males, but are never elevated to powerful positions. Despite the matriarchy, males are allowed and encouraged to follow any pursuit they like (outside of political aspirations). Lorekeepers of both genders are some of the most highly-respected within tortanian society, and those who aspire to teach the younger generations are provided with homes, land, meals and gifts by other members of the community, in an effort to allow their minds to be free of the burdens of wants or needs.

Relations: The long lifespan of tortanians lends itself to deep introspection about the true nature of life and the universe, which can cause some difficulty when dealing with shorter-lived species. Their infinite patience and tendency to act only after careful consideration can be frustrating to those who might prefer to shoot first and ask questions later. However, once a tortanian has decided that someone is a friend, they are some of the most loyal and trustworthy beings in the universe. Tortanians find a kinship with many of the more long-lived races, including kasathas and manu, and often are found in parties made up of these races, though they invariably outlive their allies, provided they are not reckless. That being said, some tortanians find recklessness exhilarating, as long-lived

creatures have more to lose in death, and this can be jarring for those who wish to keep their heads.

Alignment and Religion: Long lifespans don't lend themselves to impetuosity, and most tortanians lean toward the Lawful side. They run the full spectrum of good and evil, though many find neutrality a good fit. While a large portion of tortanians find religion to be tedious, those who find a deity who speaks to them worship with a fever-like intent, often becoming zealots. Male tortanians who find religion gravitate toward Doolipuda, some seeking liberation from their female oppressors. Males and females alike may feel a kinship with Eistibus, as the pursuit of knowledge is a tortanian virtue, and it is believed the Eistibus has existed even longer than the tortanian race themselves, a feat that not many can claim.

Adventurers: Younger tortanians are the most likely to seek adventure (though "young" is a relative term, as they are not even considered adults until past the age that most humans could only dream of). Reasons for adventuring vary, as with any race, but many tortanian adventurers set out to find some sacred or unknown trove of knowledge to add to the vast libraries that are kept on all tortanian planets and many of their capital vessels.

Male Names: Braanoo, Harmaat, Toonarr, Paataam.

Female Names: Proonee, Urmaa, Reenaa, Inoo, Almaa.

STANDARD RACIAL TRAITS

-2 Dexterity, +4 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma: Tortanians are extraordinarily healthy, intelligent, wise, and charming, but their rigid shell limits their agility.

Racial Hit Points: 6 HP

Size and Type: Tortanians are Medium humanoids with the tortanian subtype.

Slow but Steady: Tortanians have a land speed of 20 feet, which is never modified when they are encumbered or wearing heavy armor.

Low-light Vision: Tortanians can see in dim light as if it were normal light.

Enshell: As a move action that does not provoke attacks of opportunity, a tortanian can withdraw his head, arms, and legs fully into its shell. Objects or weapons with light bulk (l) or 1 bulk can be pulled inside his shell as part of the same action, while larger held objects are dropped in the tortanian's square. The tortanian has soft cover (+4 bonus to AC) while enshelled and does not have line of sight to anything unless he has some means with which to see through his shell. The tortanian's shell structure prevents him from falling prone while enshelled. The bonus to AC increases by +1 at 6th, 12th, and 18th levels, to a maximum of +7 at 18th level. While enshelled a tortanian can take no actions other than to exit from its shell (as a move action that does not provoke attacks of opportunity) and does not threaten spaces around it. The enshell effect ends automatically if the tortanian becomes unconscious or dead.

Hard-Shelled: The shell of a tortanian protects them from many threats. Tortanians



PLAYING A TORTANIAN

YOU LIKELY

Think things through before rushing in.

Consider everyone else reckless for not taking their time with anything.

Have a hard time forming bonds with others, as they all seem to die of old age, just as you get to know them.

OTHER RACES PROBABLY

Lose their patience with how slow you are.

Think that you avoid trouble at all costs, by retreating into your shell, both physically and metaphorically.

Believe that you are incapable of taking aggressive actions.

have a +2 racial bonus to their KAC.

Stability: Tortanians receive a +4 racial bonus to their KAC against bull rush and trip combat maneuvers.

Stubborn: Tortanians gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities with the charm and compulsion descriptors. In addition, if a tortanian fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the tortanian has a similar ability from another source, it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

Languages: Tortanians speak Common and Tortanian. Tortanians with high Intelligence scores can learn Aquan, Aurellian (though they cannot speak the language without some way to change their shell color at will), Dwarven, Giant or Manu.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard tortanian racial traits. Consult your GM before selecting any of these new options.

Small Size: Your size and type changes to a Small humanoid with the tortanian subtype.

This changes the size and type racial trait.

Soft Shell: Your shell is softer and more flexible than normal. You gain a +2 bonus to Dexterity.

This trait replaces the hard-shelled and stability racial traits.

Umbra Touched: Umbra touched tortanians gain energy resistance 5 to cold and electricity. Additionally, attacks made against them while they are within areas of dim light have a 50% miss chance instead of the normal 20% miss chance. This trait does not grant total concealment; it just increases the miss chance. This is a supernatural ability.

This trait replaces hard-shelled racial trait.

Mighty Shell: The tortanian gains damage reduction 5 against kinetic damage. This trait replaces the stability and stubborn racial traits.

RACIAL SUBTYPES

You can combine various alternate racial traits to create tortanian subraces or variant races, such as the following.

THE EXPOSED

A tortanian's shell is intricately connected to her sense of self-worth, and most tortanians take meticulous care of their shells. However, there are instances where a tortanian's shell can become so poorly maintained, or sustain enough damage, that it can fall off completely. Tortanians who have lost their shell either through accident or disuse are termed "the exposed", and are pitied and reviled by their fellow tortanians. This can actually lead to exposed tortanians more often becoming adventurers, and some of them have found a place among other races as bounty hunters or assassins.

The following special racial traits apply to exposed tortanians. While most racial traits must be chosen at character creation, any tortanian

who loses his or her shell instantly gains these racial traits, replacing the normal tortanian racial traits as listed:

Improved Dexterity: Without your shell, you find that you can move much more freely. You gain a +4 bonus to Dexterity. This replaces the enshell, hard-shelled, stability and stubborn racial traits.

Fast speed: Exposed tortanians find that they can move more quickly without their shells. Their base speed is 30 feet. This trait replaces the slow and steady racial trait.

Broken: The overwhelming pity and revulsion you've been exposed to by your fellow tortanians has scarred your psyche for life. You take a -2 penalty on all Will saves.

RACIAL ARCHETYPES

The following racial archetypes are available to tortanians.

SHELLSHOCKER (SOLDIER ARCHETYPE)

Shellshockers are a relatively radical group of tortanian ragers who have developed a specialized way of fighting, using their shells for both protection and offense.

Charging Inertia: A shellshocker's massive shell keeps her from accelerating quickly, but once she gets up to speed, there is little that can slow her down. During a charge, a shellshocker does not provoke attacks of opportunity when performing a bull rush, and receives a +2 bonus on bull rush attempts. She also gains a +2 bonus to CMD against bull rush attempts. This counts as having the Improved Combat Maneuver (bull rush) feat for feat prerequisites, though any feats

which require Improved Combat Maneuver (bull rush) can only be performed during a charge unless the shellshocker also takes Improved Combat Maneuver (bull rush) separately.

This ability replaces the primary style technique gained at level 1.

Shell Fortification: The shellshocker's shell starts to harden until it becomes more like steel than bone. When a critical hit or sneak attack is scored on the shellshocker, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

This ability replaces the primary style technique gained at level 5.

Improved Shell Fortification: The shellshocker's shell becomes even more resistant to attacks. The chance to ignore critical hits or sneak attacks increases to 50%.

This ability replaces the primary style technique gained at level 9.

Ultimate Shell Fortification: The shellshocker's shell has become almost impossible to bypass with attacks. The chance to ignore critical hits or sneak attacks increases to 75%.

This ability replaces the primary style technique gained at level 13.

NEW RACIAL RULES

The following options are available to tortanians. At the GM's discretion, other appropriate races may also make use of some of these.

TORTANIAN FEATS

Many tortanians make use of the following feats.

ABJURANT SHELL

Your shell is your magical bulwark, and you see no reason to leave it, especially when someone is hurling spells at you.

Prerequisite(s): Tortanian, enshell and mighty shell racial traits, ability to cast 3rd level spells.

Benefit(s): While enshelled, you gain spell resistance equal to 5+ your character level.

QUICK ENSHELL

You've become adept at quickly hiding in your shell and popping back out again.

Prerequisite(s): Tortanian, enshell and soft shell racial traits.

Benefit(s): You can enshell or end the enshelled condition as a swift action.

Normal: You must use a move action to enshell or end the enshelled condition.

TORTANIAN EQUIPMENT

Many tortanians make use of the following equipment.

TECHNOLOGICAL EQUIPMENT

Tortanians are adept at adapting weapons from other cultures for their own use, but every so often a brand new weapon type is invented by a tortanian. The shock bat is one such weapon.

SHOCK BAT

A shock bat is a 2-3 foot long baton covered in round, glowing half-spheres which are used to conduct electricity through the skin or armor of the target, and which can knock you senseless. There are also variants which conduct either cold or heat instead (this is decided when the weapon is initially purchased). The bat can also be used with the power turned off, expending no charges; in that case, treat the weapon as a club.

ADVANCED MELEE WEAPON

ONE-HANDED WEAPONS	LEVEL	PRICE	DMG	CRITICAL		BULK	SPECIAL
Shock Bat, Tactical	4	2,000	1d8	C, E or F	Staggered	1	Powered (capacity 30, usage 2)
Shock Bat, Centurion	10	20,000	2d8	C, E or F	Staggered	1	Powered (capacity 30, usage 1)
Shock Bat, Commando	15	108,000	6d8	C, E or F	Staggered	1	Powered (capacity 30, usage 1)

NEW AUGMENTATIONS

Tortanians have invented a special category of cybertech called shell enhancements. Tortanians (except "the exposed", see above) have an additional cybertech slot, their shell slot, onto which one shell enhancement can be installed.

SHELL CANNON

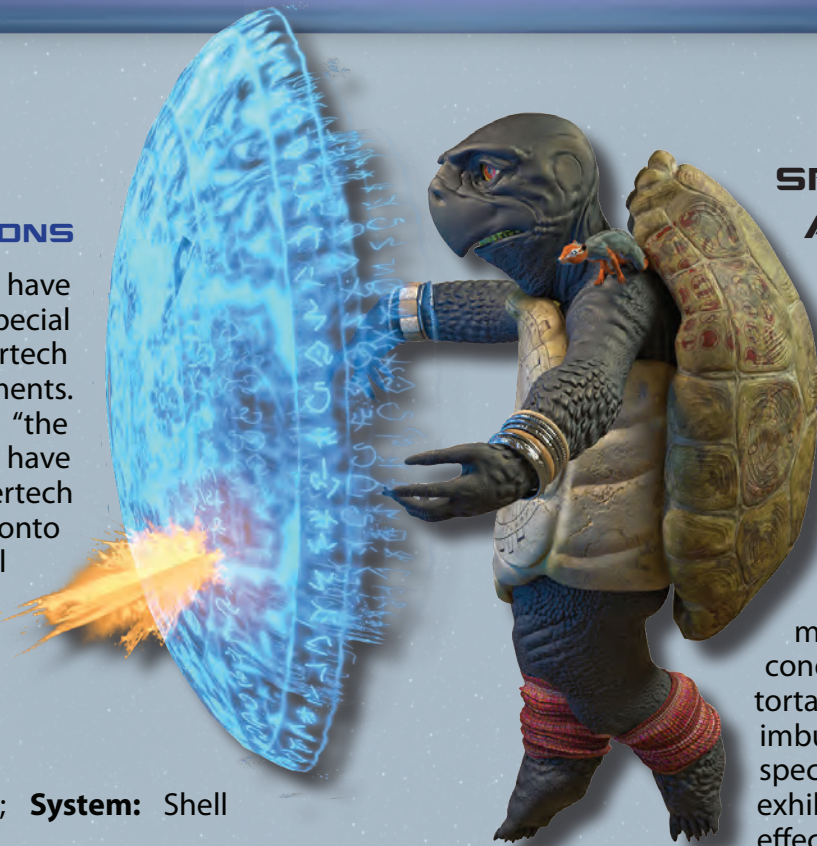
Price: 64,000 gp; **System:** Shell
Level 14

A single heavy weapon has been integrated into the shell. The user is considered to always be wielding this weapon and is always considered proficient with it. The weapon can never be disarmed, thanks to the tight integration of the weapon into the tortanian's shell. The price for the weapon is in addition to the price for this augmentation.

SHELL SPIKES

Price: 4,000 gp; **System:** Shell Level 6

A simple set of cybernetic spikes has been installed into the shell, which the wearer can extend from her shell with a thought. Extending the spikes is a Swift action, while retracting them is a Move action, neither of which provoke attacks of opportunity. While extended, the spikes grant the tortanian a natural attack, which deals 2d6 piercing damage. These spikes can be magically enhanced like other weapons



SPELL ABSORBER

Price: 32,000
gp; **System:** Shell
Level 12

A small metal conduit connected to a matrix of small holes are installed into the shell. These magically-enhanced conduits allow a tortanian spellcaster to imbue her shell with specific types of spells, exhibiting some of these effects, through her shell. Any spell which can

normally take the shape of a wall which is not solid (for example, wind wall or wall of fire) can instead be cast into these conduits and stored until activated. As a full round action, the wearer can activate the spell absorber, at which point the spell's duration begins, and the effects of the spell are projected from the conduits into a single space adjacent to the wearer. The wearer can change the direction of the effect as a free action, but only up to once per round. The effects can be difficult to control, which causes the wearer to be staggered during the duration. The spell absorber can be deactivated as a standard action, which dismisses any remaining spell duration.

UNDERWATER EXPLORATION KIT

Price: 16,000 gp; **System:** Shell Level 9

An elaborate set of equipment meant to

allow for deep sea exploration on watery worlds is integrated into the shell. This includes a buoyancy control, a rebreather, and a small underwater jet which assists with forward motion. This equipment increases the wearers to their land speed or 30 ft. (whichever is higher), grants a +20 to Athletics checks to swim, allows the user to breathe underwater indefinitely, and allows the user to float at any depth (including on the surface) indefinitely with no physical exertion. The rebreathing apparatus is directly tied into the user's lungs, so there is no mask required for use. This cybertech takes up spaces within a tortanian's shell which would normally be required in order for her to enshell, so the user loses the enshell ability when this package is installed.

TORTANIAN MAGIC ITEMS

ITEM	LEVEL	PRICE	BULK
Shellbrooch	12	26,000	L

SHELLBROOCH

Three times per day on command, this large, round brooch made of gold and jade gives the wearer the ability to magically remove and shrink her shell and attach itself to the brooch. While the wearer's shell is stored on the brooch, she gains a +4 enhancement bonus to Dexterity and gains the effects of a *remove condition, lesser* spell. If the brooch is removed from the user's neck while her shell is attached, it will remain in that form until it is worn again.

TORTANIAN SPELLS

SHELLSIGHT MYSTIC 1 TECHNOMANCER 1

School divination

Casting time 1 standard action

Range personal

Duration 1 minute/level (D)

This spell allows a tortanian spellcaster to see through her shell as if it were clear glass, allowing her line of sight (but not line of effect) as if deshelled. This does not grant line of sight if it would otherwise be blocked.



TORTANIAN VITAL STATISTICS

RACE	AVG. HEIGHT	AVG. WEIGHT	AGE OF MATURITY	MAXIMUM AGE
Tortanian Female	5-1/2 -7 ft.	250-270 lbs	100	1000+2d% years
Tortanian Male	5 - 6 ft.	225-245 lbs	100	1000+2d% years

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VERSION 1.0a

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STARJAMMER

Races of the Void

Book One

There is nothing quite like meeting a new alien race when you are playing a science fiction role-playing game. What are they like? What can they do? What will they do to me? All of these questions race through the mind of the player while the game master heightens the suspense. Will they be allies or enemies? Even better than a new alien race though, is the opportunity to play one. The Races of the Void product for Starfinder brings you new and exciting races to play. Each one is a complete write-up, with archetypes, feats, new equipment, and incredible artwork to spark the imagination.

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