

PSIONICS GUIDE

Playtest - Signal Confirmed

Welcome to the first playtest for the *Psionics Guide*, a psionic ruleset for the *Starfinder Roleplaying Game*! We at Dreamscarred Press have long loved psionics in all its forms and when the *Starfinder RPG* was announced, we knew we had to do a book for it. Psionics is, in our opinion, an integral part of any space-fantasy game and we hope you like our take on it.

This project isn't *Ultimate Psionics* for *Starfinder RPG*, it's a top-to-bottom redesign of the psionic system. Everything was evaluated - which powers, feats, and classes fit, what power levels should classes get, how many Power Points should they get, how should the classes work, and so on. We then redesigned it all to fit into the *Starfinder RPG*. If you're familiar with *Psionics Unleashed* or *Ultimate Psionics*, you'll notice things that feel familiar, but remember that this is a new game with new rules.

This initial playtest encompasses the aegis class, the soulknife archetype, new feats, and the psionic races. More is definitely to come in future playtest documents, including all of the psionic powers, more classes, more feats, and just plain more! But the playtest must start somewhere, so check it out and let us know what you think!

Jeremy Smith, Founder

Hi there! I'm Doug, or drafghast, and I'm here to help bring Dreamscarred psionics into the *Starfinder* system. My offering for today's release will be the Aegis.

To use the term, this ain't your grandpappy's Aegis. It's been torn down to the roots, and rebuilt in ways both familiar and brand new. I offer a modular creation - nested chasses of astral energy embedded with a few powerful customization hardpoints and temporary multipurpose creations for both offense and defense, while remaining easy to build and run. Its crafting ability has been updated for the new system, giving it a role between combats as well. It may not be a manifester, but you'll have plenty of things to spend those Power Points on. I promise.

It's a lean, mean, (usually lime green) fighting machine, and you're gonna love it.

Doug Haworth, Game Designer

Hello! I am Jacob "PsyBomb" Karpel, the Systems lead for the *Psionics Guide*. Today I'm bringing you five feats plus the Soulknife. *Starfinder* offers new and unique ways to give characters new and unique options. The Soulknife of old was an evergreen favorite ... and one that benefits from the way archetypes now work. Any character can now wield the blade (or cannon, or pistol, or club as the case may be). Soldiers? Operatives? Aegides? Each of them have their own unique ways of utilizing the abilities

presented by the Soulnife class archetype. Along with them are a small selection of feats (though not nearly all that are planned), showing the direction we want to go and some of the more subtle changes.

Jacob Karpel, Game Designer

Hello! My name is Adam, but I more commonly show up as Kaidinah. I am part of the Dreamscarred psionics team for Starfinder. My portion of this release is the psionic races!

I tried to do more than directly port these races into Starfinder. That wouldn't be nearly as fun after all. You'll still see seafaring Maenads or unhinged Duergar. However now the Maenads sail on the endless starlit sea. Meanwhile Duergar obsessively scour the galaxy for dangers to defend against. Please enjoy!

Adam Boucher, Game Designer

What is Psionics?

The simple and traditional answer is, “the power of the mind,” but it might be more accurate to describe psionics as the power of the *self*. Unlike magic, which relies on exploiting supernatural laws or otherworldly gifts, psionics flows outwards from the practitioner, expressing their will and desire in a deeply personal way. A psionist changes themselves or the world around them to better fit their vision of the world that *should be*.

This internalized nature gives psionics distinctions from the forces of magic; it relies on focus, will, and concentration, with each manifestation of a power being potentially different from the last or the next. Practitioners decide how much of themselves to evoke when manipulating the world, utilizing their strengths in flexible and unpredictable ways. For many, psionics is a matter of discipline, of enforcing their will on reality. Others enjoy a more natural and fluid extension of their mind upon the world around them, whether because of a wild coincidence or because their biology is particularly attuned to psionics.

Rooted in the mind, psionics are often talented at affecting, attacking, and connecting the minds of others. Psionic power might be used to form ectoplasm into material constructs to suit the practitioner, to make their distorted perceptions of time into a reality for themselves or their enemies, to alter the body or mind of the user, or to manifest their wrath or horror more directly in devastating energy attacks. The distinctive displays that echo from their manifestations are the hallmarks of psionic power in use, reflections of the nature and will of the psionist. For the most powerful, “I imagine it, and it happens,” is the reality they live in.

Or perhaps the reality that must live with them.

Psionic Races

Atstreidi

Once an accident of psionic power, the atstreidi have come into their own as a race full of childlike wonder and the joy of the universe's infinite possibilities.

Atstreidi Racial Traits

Ability Adjustments: +2 Strength, +2 Wisdom, –2 Intelligence

Hit Points: 6

Size and Type: Atstreidi are Medium aberrations with the slimeblood subtype.

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

Aberrant Physiology: Atstreidi gain a +2 racial bonus to saves against disease and poison. Additionally atstreidi gain all the benefits of 8 hours of sleep in only 2 hours. This allows an atstreidi spellcaster who must rest to prepare spells to do so after only 2 hours, but does not allow an atstreidi to prepare spells more than once per day.

Assimilate Armor: Atstreidi live inside their armor and cannot be removed from their armor unless they are dead. For all intents and purposes, an atstreidi's armor shell is their body. It cannot be targeted individually or sundered. Atstreidi begin character creation inhabiting a free suit of second skin light armor. An atstreidi has the ability to move itself from its shell to a new suit of armor by spending 10 minutes migrating across the two and assimilating it into its form. This is a time of great vulnerability, and the atstreidi is considered helpless for the duration of the process.

Limited Telepathy: Atstreidi can communicate telepathically with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak. Unlike many other races with telepathic communication, atstreidi cannot form the sounds necessary for spoken language (though they understand it just fine).

Naturally Psionic: Atstreidi gain the Psionic Talent feat as a bonus feat at 1st level.

Natural Weapons: Atstreidi are always considered armed. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Atstreidi gain a unique weapon specialization with their natural weapons 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).

Playing an Atstreidi

You Likely...

- Are deeply curious about other races and cultures, with a sense of awe for their accomplishments.
- Dislike violence, especially the taking of life, and resort to it only if pressed or forced to protect someone.
- Rely on telepathy to communicate, but revel in the stunning variety of spoken language.
- Have trouble with the idea of personal comfort or spaces such as bedrooms, but defend hospitality even when you don't comprehend it.

Other Races Probably...

- Find your childlike curiosity heartwarming and frustrating, and sometimes wish you'd grow up.

- Are surprised by how much you know or learn about the world around you and your topics of interest.
- Dislike your reliance on telepathy to communicate; they may prefer that you utilize sign language rather than intrude on their minds.
- Tend to think of you as 'related' to constructed races such as androids and forgeborn

Physical Description

The inner workings of an atstreidi (what most other races think of as their 'true form') is a colony of rust-flecked violet slime colonies that form jagged, spiralling patterns. In the wild, or in the facilities they call "creation cultures" where it is grown, this slime mold grows on metal or stone and resonates with a natural psionic power, but it does not become an atstreidi until or unless it is allowed to grow in a suit of armor. Sometimes, though vanishingly rarely in these modern days, this happens on accident; an explorer manages to die near a colony, and the slime grows into their armor, creating a new atstreidi. More often, an existing atstreidi, or a dearly beloved friend of the species, takes a suit of previously-owned armor to a creation culture and has some of the slime transplanted into it, completing the process of awakening a member of this curious people. When given the choice, most atstreidi inhabit armor with close-faced helmets or otherwise cover the gaps and windows in their suits, out of respect for other species, but a rare few make the spiralling slime of their inner workings part of their aesthetic, using clear space helmets, quartz or sapphire windows, or other additions to show off their bodies.

Though each atstreidi is a unique being, they do pick up mannerisms or personality fragments from the imprints in their armor, generally from its last owner. As a result, atstreidi often have surprisingly humanoid body language and posture, and may perform actions out of habits they were simply born with rather than ever developing (turning their head to 'crack' their necks, fidgeting, lounging while reading, and more). Because their armor is their body in most meaningful senses, atstreidi will often take great care about the aesthetic of modifications and upgrades to their armor, and decorate such enhancements to display their personality and preferences.

Home World

If the atstreidi are from anywhere in particular, no one knows it, though admittedly they themselves don't often care to address the subject. For the sake of convenience and access to used armor (often purchased from pawn shops or mercenaries looking to upgrade), most creation cultures can be found on space stations and as a result many atstreidi are spacers as people think of these things. It isn't unheard of for an atstreidi to adopt a world when they fall in love with its culture or its peoples and to claim it is their home world, with mixed reactions depending on what they've chosen and why, but most of atstreidi consider themselves citizens of the wider universe.

Society and Alignment

Atstreidi only have a society in the loosest sense. Their endless curiosity and need to explore mean that one might go almost all of its life without meeting another atstreidi after its creation, but they do stay in touch with one another for a few reasons. Insofar as they have leadership or representatives, those atstreidi who care for the creation cultures are it; they represent the interests of their people to the wider universe, maintain the messaging services and web forums that let atstreidi keep in touch with one another, and keep a weather eye out for exploitative corporations or governments who might try to manufacture atstreidi as slave labor or cannon fodder. Atstreidi value and adore going new places and

learning new things, and afford great respect to explorers, diplomats, and researchers, especially those who respect and preserve the sanctity of life.

On the whole the gentle, curious, and compassionate nature of the atstreidi trends them towards good alignments, though bad seeds (often arising from armor owned by hateful, corrupt or even demonic former owners) do sometimes form and gain public awareness that gives the entire species a bad name. Atstreidi have no special leaning towards law or chaos, though they do tend to take on the ethical attitudes of their close friends and companions.

Relations

Any given atstreidi is likely to react with fascination, curiosity, and enthusiasm about other races in theory, but in practice there are nuances that the armor molds don't think about in advance. In particular, they have trouble with war-like races like the forgeborn or the vesk, and do not understand either how easily they resort to violence or how they confront death with such fearlessness. While atstreidi and humans have a long-standing relationship (fuelled in part by those human behaviors that encourage them to use and discard, or else die in, usable armor), since coming to the stars the atstreidi often get along best with other telepathic races such as the lashunta and shirren. Still, one might find them in any society that welcomes their participation.

Adventurers

Adventure and exploration are essentially an atstreidi's default state. In many cases an atstreidi carries all their possessions around with them and since they can sleep anywhere (and barely need to sleep at all) most don't bother with ideas like apartments or homes. Even most urban and settled atstreidi are nomads in their own stomping grounds, exploring the environments in which they live and uncovering their fascinating secrets. Their natural curiosity encourages many atstreidi to take on jobs to explore and map the universe, to help establish or support colonies (a popular vocation; preserving and supporting the budding life of a colony is a noble pursuit to many atstreidi), or to plunge into the ruins of alien cultures. A rare few atstreidi, often those born with an inclination to violence and anger, are retained in the service of the creation cultures to take on the darker work of their race. These "hate seeds", as they are called, are employed to hunt down thieves who steal slime colonies, to investigate reports of atstreidi slaves or unethical experimentation with the slime, and to terminate such activities with extreme prejudice.

Names

Atstreidi have no single naming convention, though deed names and nicknames are common among them because of their habit of integrating with other races. Sometimes, an atstreidi will wake up "knowing" its name (often this is a concept or name that was beloved or hated by the former owner of the armor that is now the atstreidi's body), but this occurrence is more rare than film and stories would have other races believe. Because the common culture, such as it is, among atstreidi is primarily online, many atstreidi will treat their favored username as their name, with some going so far as to legally change their name to match it. Some sample atstreidi names are Astra, Dancer, Echo, Faceplate, Flyboy, Gran, Jack or Jackie, John or Jane Doe, Old Man, and Seeker.

Blue

Once kept out of polite society by their relationship to goblins, the blues took to the stars lusting for the glory and recognition that is their due.

Blue Racial Traits

Ability Adjustments: +2 Intelligence, +2 Dexterity, –2 Strength

Hit Points: 2

Size and Type: Blues are Small humanoids with the goblinoid subtype.

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

Keen Senses: Blues receive a +2 racial bonus on Perception skill checks.

Massive Ego: Blues receive a +2 racial bonus to saves against compulsion effects. Additionally whenever a Blue succeeds at a skill check in front of an audience of at least two other creatures, they gain a +1 morale bonus to their next skill check within 10 minutes.

Naturally Psionic: Blues gain the Psionic Talent feat as a bonus feat at 1st level.

Star Skulk: Blues receive a +2 racial bonus on Stealth and Piloting checks, and blues always treat Stealth as a class skill.

Playing a Blue

You Likely...

- Crave recognition for your contributions, but quickly stand up for others who haven't received credit where it is due.
- Are willing to take bigger risks for bigger rewards, especially in your area of expertise
- Value your psionic power and see it as what sets you apart from goblins and other "savages".
- Resent the idea that you are insignificant on a cosmic or societal scale.

Other Races Probably...

- Think you have an overinflated ego, but turn to you when they need expert help.
- Fear that rogue tribes of blue raiders are part of a wider racial conspiracy.
- Mistake your recklessness for courage, or vice-versa, and admire your tenacity.
- Respect your erudition and reasoning skills, but assume you're less capable in physical tasks.

Physical Description

Blues are short, with leathery blue skin for which they are named; they stand between 3 and 4 feet tall, with males being slightly taller and heavier than females. Blues grow black hair on their heads, with many either choosing to go bald or else dyeing it in bright, attention-grabbing colors, and they share the wide heads, long arms, and slightly slouching posture of goblins. Blues pay devoted attention to their personal aesthetic, the better to stand out from both one another and the wider Galaxy, and will proudly display symbols of membership in their religions and other societies of which they are part. In particular, blues will often take great pains to ensure that the tools with which they do their jobs (be they weapons, computers, or a starship) are polished, beautiful, and in good repair.

Home World

Blues share a common world of origin with goblins, humans, and orcs, a fact that they have mixed feelings about. Their relationship to goblins is a source of ongoing shame and frustration for them, while

the ubiquitous nature of humanity is something to which they aspire. All the elements are there; blues have a high birth rate, a drive to explore and achieve, a thirst for glory, but somehow it never seems to gel together and create the power bloc they need to break into galactic society as major players. Increasingly, blues suspect that they might get more respect if they had a true home world from which to consolidate their power and enshrine their achievements, and the resulting Homeland Movement is seeking a candidate from among the “near” worlds to claim in the name of the blues and settle in force.

Society and Alignment

Blues live fast and die young, with a natural lifespan shorter than even that of humans. While some, bitter at their feelings of exclusion from galactic society, gather into blue-only cultures found on space stations, far-flung colonies, or massive ships, most blue cultures are part of other races’ worlds or massive metropolises with active space ports, where the blues seek glory. If there’s a difficult, dangerous, and public-facing job to be done, chances are a blue has put in their application for it. They find work as mercenaries, become celebrity musicians or actors that do their own stunts, push the bounds of explored space, and more. Blue families take pride in the achievements of their ancestors and scions, and record them carefully for future generations to take inspiration from.

Like all societies, however, blues have their failures and exiles. Unlike other societies, these rejects have a grim third option between ‘shape up’ or ‘accept that you’re a bad person’; many, facing exile or censure from the law, will flee and take refuge with goblin tribes, which they dominate through psionic power and superior cunning. With ample time to stew in their resentment and bend the goblins to their will, the blues in question form rogue societies of bandits and raiders which, in a few generations, will be entirely blues, and far worse than the original problem of a goblin infestation. Conflicts between these raiders and more well-adjusted blues turn savage, and are often marked by mutual cruelty and atrocity.

Blues marry a strong individualistic streak with an awareness of their race’s overall place in the galaxy and a cultural need to be seen as a worthy and desirable contribution to society. They are generally neutral, though exiles or the children of exiles skew both chaotic and evil.

Relations

Blues respect courage, tenacity, and adaptability. They work well with humans (and in many ways the status of humanity on the galactic stage is what they as a culture aspire to), though they can get overly competitive in their need to prove their equality or superiority to their former neighbors, and they often appreciate the force and drive of races like the ophiduans and the vesk. Blues often sympathize with the plight of androids (and quite a few opt to seek glory by joining liberation movements) and respect the erudition of kasatha, lashunta, and noral cultures. More communal societies, such as those displayed by dromites and shirren, have a quiet lack of respect between themselves and blues; blues see such collectives as weak and vulnerable to collapse, while they in turn are seen as arrogant and without respect for support or friendship.

Adventurers

Blue adventurers tend to be those who see risking their lives as an acceptable price for fame and accomplishment. They join mercenary bands, the military arms of religions or governments, or radical paramilitary groups that espouse causes the blue feels sympathy for. Knowledge of their short lifespans and high-risk occupations mean that most blues squirrel savings aside for their next of kin, and more than

one has begun a life of adventure and danger because they inherited the necessary tools from a dead relative.

Names

Blues favor names that are easy to say, and tend to spell them phonetically. Blues that earn a nickname from the press will use it extensively, especially if it calls back to some great deed or accomplishment. In the case of an especially notable or famous achievement, a blue's descendants will take on the epithet of their ancestor as a surname until or unless they feel they have surpassed it. Some sample blue names are Ara, Diamond, Golda, Hoi, Makal, Oman, Ripple, and Tox.

Dromite

Organized, methodical, and cooperative, dromites took to the challenges of the stars as a united community. They continue to practice the best parts of their former hivemind status while pushing to advance as a people.

Dromite Racial Traits

Ability Adjustments: +2 Charisma, +2 Dexterity, -2 Strength

Hit Points: 4

Size and Type: Dromites are Small humanoids with the dromite subtype.

Blindsense: Dromites have special sensory organs that grant them blindsense (scent)—the ability to sense scents in the air—out to 30 feet. A dromite ignores the Stealth bonuses from any form of visual camouflage, invisibility, and the like when attempting a Perception check opposed by a creature's Stealth check. Even on a successful Perception check, any foe that can't be seen still has total concealment (50% miss chance) against a dromite, and the dromite still has the normal miss chance when attacking foes that have concealment. A dromite is still flat-footed against attacks from creatures it can't see.

Chitin: Dromites receive a +2 racial bonus to their EAC against one of the following kinds of energy damage types of their choice at character creation: acid, cold, electricity, fire, or sonic.

Compound Eyes: Dromites receive a +2 racial bonus on Perception checks.

Naturally Psionic: Dromites gain the Psionic Talent feat as a bonus feat at 1st level.

Teamwork: Dromites are excellent members of any team. The bonus provided by a dromite's aid another, covering fire and harrying fire actions is improved by 1.

Playing a Dromite

You Likely...

- Identify strongly as a member of your social groups (such as your hive, religion, or university) and see them as part of who you are.
- Value cooperation over individual achievement and make sacrifices for the good of the team.
- Have faith in the rule of law and prefer to work within systems to change them.
- Take pride in excelling in your area of specialization and expertise, and rely on other members of your team to excel in their own.

Other Races Probably...

- Find your tendency to accept telepathy, engage in collectives, and use ‘we’ instead of ‘I’ disconcerting.
- See you as representative of the ideals and mores of the groups you claim membership in.
- Trust that you’ll do what’s best for everyone instead of just you.
- Occasionally forget that you have individual wants and needs, and assume that your hobbies and interests are at someone else’s behest.

Physical Description

Dromites are among the smaller races, standing between 3 and 4 feet tall, with a stockier build than blues or ysokis. Their bodies are covered in an energy-resistant carapace whose color indicates their particular strength (pale green for acid, pastel blue for cold, blue-white for electricity, red for fire, and bright white for sonic). In the past these resistances also placed dromites within a specific caste in their hives, but with the advent of spaceflight and settlement on a galactic scale, castes are now a relic with no legal standing. Those parts of a dromite not covered by their chitinous carapace have a skin which ranges from pale white to a dark tan. Dromites have multifaceted eyes that glow with psionic power (especially while psionically focused), and three fingers and a thumb on each hand that end in a pointed stub of chitin. Though they lack outer mandibles, a set of inner mandibles in their mouths assist in their speech and eating, which gives their voices a clicking, whirring quality.

The majority of dromites are sexless and as a result their species has no sexual dimorphism. A dromite which wishes to reproduce must be a member of a hive in good standing, usually with no active criminal record, and is then granted the appropriate capabilities through psionic fleshcrafting. Even then, most such dromites do little, if anything, to advertise this status. Dromite clothing and armor is often built to accent the wearer’s carapace and to complement its coloration, with an overall effect of seeming like part of its wearer rather than a separate garment.

Home World

Dromites are no longer entirely certain where they come from; they only started keeping records after they stopped being a hive mind, and by then they were already native to several worlds. Their hives fiercely guard their traditional holdings, but at the same time have a long history of being reluctant to expand by conquest. In the modern age, dromites see exploration and colonization as an opportunity to found new traditions and new societies on the frontier, with the eventual goal of synthesis between ancient holdings and modern settlements. Ancient dromite holdings on the worlds of other races tend to see themselves as citizens of those worlds first and dromites second, and will act and vote in support of their homeworlds’ well-being before considering their race’s needs.

Society and Alignment

Dromites are strongly community-oriented. The basic collective group of a dromite is their hive, a combination of city and province that acts as a massive extended family. From there, hives are united into nations, which further identify as parts of worlds. Dromites are extremely comfortable with the hierarchical nature of power and responsibility while remaining aware that leaders and governments have a reciprocal responsibility to the governed. In ages past, hives worked as strict caste systems presided over by Hive Queens that wielded absolute power. Today, that model is no longer efficient for the needs

of the dromite peoples, and they instead organize into representative democracies that wield power through well-organized bureaucracies and the extensive use of collectives.

Individual dromites strongly identify as members of various groups, be they hives, religions, militaries, or even clubs, and are very good at compartmentalizing their responsibilities as members of those groups. Asked a question of faith, a dromite is more likely to say, "As believers, we," rather than failing to qualify or expressing an unreservedly personal opinion. Likewise, dromites that feel unable to continue in their responsibilities as members of a group (such as if a member of a hive seeks to move away and live elsewhere) tend to formally leave such groups, creating a personal and professional distance that signals their lack of benefit and obligation. Such events are often highly ritualized, and dromites sometimes surprise others with moments of high drama and ethics when they leave a group they can no longer abide rather than submit to the demands of its leadership.

Dromites place an intense value and reliance on societal systems and the rule of law, with individual dromites and their hives varying in moral fiber. They are almost always lawful, but have no special attraction to good or evil.

Relations

Dromites have a deep respect for the enlightened traditionalism of the kasatha, the erudition and ambition of the lashunta, and the honor of the forgeborn and vesk. Youthful races, like androids, atstreidi, and ysoki, get more skepticism and suspicion, but at the same time one can find dromite researchers drifting their way through these developing societies, jotting down notes about the evolution of nascent cultures. While they respect the self-determination of norals, maenads, and ophiduan, dromites tend to view those races as extreme in their self-modifications and prefer to develop more slowly and deliberately, with an eye towards long-term and reliable improvements.

And then there is the shirren.

Everyone, the dromites and shirren included, expected the two insectoid races to have much in common and to become fast friends. Instead a deep distrust and contempt runs between the two, fuelled by their common past as members of collective consciousnesses. Dromites take pride in their psionic heritage and continue to subsume themselves in communal identities and to practice the art of psionic collectives, something the shirren find inherently disturbing and, often, disgusting. Dromites, in turn, see shirren as junkies with no respect or appreciation for their pasts, who have no place mouthing off to their elders. Relations are bad enough that finding one race on a world owned by the other is nearly unheard of, and barfights between the two in spaceports happen with regularity.

Adventurers

Dromites, contrary to popular belief, do have individual wants and desires, and a dromite that leaves home and takes up adventure or exploration is often on a journey of self-discovery and trying to decide how best to spend their life. Others, criminals or ex-members of military or paramilitary groups, take up the work because they know it. Quite a few dromites take up adventuring because their homeworld has values (such as seeking fortune, acquiring knowledge, or bringing glory through battle) that are best fulfilled that way. Whatever their reasons, dromites form an odd sort of conscience for the groups they join. Because they are so concerned with what membership in a group or adventuring party means for

them as an individual, dromites call for and enhance a mission statement for themselves and their companions, and act as a barometer for when they are straying from that statement. Dromites moderate extreme tendencies and form the heart of their group's collective identity, and can be the stabilizing influence in an otherwise fractious membership.

Names

Dromite names tend to include either hard buzzes or clicks, and they treat attempts by non-insects to pronounce them with considerable patience. For convenience, especially if they are from a world owned or dominated by another race, a dromite may take on a second name from that culture. Dromites generally introduce themselves and refer to themselves in terms of the role they're in at a given time, by title, name, and then group membership; the full introduction of a dromite sergeant might be "Sergeant Rizz of Makta Hive Security Forces," when they are acting in that capacity, while meeting them at a videogame convention might instead see said dromite introduced as "Rizz of Clan Fragjumper". In the rare instance that a dromite is solely representing themselves as an individual, they use only their personal name. Some sample dromite names are Ankk, Bizra, Deel, Kulak, Mazra, Nikkti, Rizz, and Zzal.

Duergar

Grim but tenacious, the duergar spread to stars where others fear to tread, taking it upon themselves to combat and contain horrors that others do not yet comprehend.

Duergar Racial Traits

Ability Adjustments: +2 Constitution, +2 Wisdom, -2 Charisma

Hit Points: 6

Size and Type: Duergars are Medium humanoids with the dwarf subtype.

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

Inertial Control: Duergar have a land speed of 20 feet which is never reduced by armor or encumbrance. They gain a +2 racial bonus to their KAC against bull rush and trip combat maneuvers. When off-kilter, a duergar does not take the normal penalties to attacks or gain the flat-footed condition.

Naturally Psionic: Duergars gain the Psionic Talent feat as a bonus feat at 1st level.

Trust Your Fear: Whenever the duergar would fail a saving throw or skill check, they can reroll it as a reaction. The results of the second roll stand. Whether they succeed or fail, the duergar becomes shaken for 1 minute after rerolling a saving throw or skill check in this fashion, and cannot use this ability again until they take a 10 minute rest to recover Stamina Points.

Playing a Duergar

You Likely...

- Have a cautious, methodical approach to problem solving that makes good use of your available resources.
- Are pragmatic, sometimes to the point of callousness.
- Surprise others with your sense of rhythm, timing, and musicality, and abhor silence and solitude.
- Take risks for the safety of others and refuse to leave someone in danger behind if they might still live.

Other Races Probably...

- Mistake your callousness for a lack of emotion or even for cruelty.
- Respect your tenacity against hard odds and your courage in the face of pain and death.
- Appreciate your deep-rooted traditions but wish you were more adaptable.
- Do not understand why your race chooses deliberately to live in dangerous, deadly places that others avoid.

Physical Description

Duergar still strongly resemble their close cousins, the dwarves; they stand at approximately 4 and 1/2 feet tall and are broad at the shoulder, with ash-colored skin and a gleam in their eyes that is partially psionic energy and partly the remnants of the frenzied madness that once corrupted their race to the core. Duergar bodies are hairless except for their heads, but both men and women often shave bald and tattoo their scalps to prevent the growth of hair. Duergar tools and equipment have a stripped-down and efficient aesthetic, with a minimum of off-the-shelf decoration, but individuals quickly customize their own gear. The weapons and armor of these gray dwarves are marked with tallies of kills or successful missions, and outsiders to their culture note with unease that even their friendliest civilians seem to have one or two such marks.

Home World

Duergar share a common origin with dwarves, but have largely abandoned their home world. Curiously, duergar records of their time and culture there are altered. They speak of a driving madness that compelled their race and a great and terrible purpose from which this madness sprang and around which it revolved, but its name, if there ever was one, has been blacked out and destroyed, as has any record of why the grey dwarves abandoned their sinister vigil. The stars have been good to them, easing the fire in their minds and giving them back reason and order, but as for their former home, the duergar seem content to let their ancient heritage, and ancient secrets, rot in their graves.

Society and Alignment

It did not take the duergar long to find new purpose to replace their old, all-consuming needs. Duergar seek out places of dark power, imminent catastrophe, death, destruction, and madness, and then they live in those places. In many cases this is a good thing for literally everyone else; the duergar dedicate themselves to projects meant to keep sleeping monsters asleep, seal rifts to horrifying alternate dimensions, reverse catastrophic environmental damage, and otherwise make the galaxy a more sane and liveable place.

It's not so great for the duergar themselves. Their death toll is staggering and inhumane, to the point where one outside observer characterized it as 'voluntary genocide'. Duergar survive as a species by maintaining safe havens ("Choir Towns", the grey dwarves call them, with a certain amount of evasiveness) from which they govern themselves, conduct their affairs, and raise their civil and military personnel. It is from these that they launch their colony and construction ships, looking to tame horrors others do not understand.

The reasons for this are complex and not well-understood by outsiders or even the duergar themselves. The society of the grey dwarves is joyless and unforgiving. Punishments are harsh, and everyone is

pushed to work hard for long hours, often on skeleton crews, in high-risk occupations, with little resources, or some unhappy combination of the three. The same traces of madness that inform their near-universal fear of quiet drives duergar to control their environment, to seek out dangers and pacify them in some way. They argue that no one else is volunteering to do the work, work which objectively needs doing to make the universe more inhabitable, but the truth lurking just beneath the surface is a fear so frenzied and passionate that it is almost a kind of rage. Whatever the grey dwarves escaped, they are still running from it.

The grey dwarves can be bleak and callous, but they are not often deliberately cruel, and they honor tradition, practice, and self-sacrifice. They are often lawful neutral.

Relations

Duergar have a strong appreciation for races that have shown courage against long odds. They respect the androids in their ongoing fight for freedom, the conquering will of the vesk, the pitiless might of the ophidians, and the tenacity of humans. They have largely buried the hatchet with their cousins, the dwarves, though neither race appreciates being confused for the other. While duergar have no especial enmity with lashuntas or shirren, both species find the grey dwarves unsettling, and there is little in common between them. When they settle in the cities of other races they choose busy areas, especially ones in which music often or always plays.

Adventurers

Exiles make up the majority of duergar adventurers. Those who manage to harm their fellows through incompetence or at the behest of their enemies are executed, but exile is favored for issues of a more political nature, or ones in which guilt cannot be properly determined. Possessed of skill sets and temperaments that make them suitable to high-danger work, they hire on with expeditions, mercenary groups, or even militaries, where they prove to be efficient if by-the-book contributors. Other duergar may adventure as part of efforts to find resources for the Choir Towns, to investigate claims of interest to the race, or to hold up an alliance for the greater good of their people. Duergar mercenaries are sometimes called “sirens”, a deliberate homage to the banshee warriors of the maenad fleets and an acknowledgement of their eerie musicality.

Names

Long out of practice with the idea of names as other races use them, duergar have only begun taking up legal names (and using names, for that matter) with the onset of spaceflight and the cooling of the madness that once fired their souls. Not wishing to use dwarven naming conventions out of respect for their cousins, duergar instead choose a name for themselves when they come of age, or else after their first real battle. Often these names are musical, though outsiders would be hard-pressed to get one of the grey dwarves to admit that they prefer to be named for one of the few joys in their lives. Duergar do not differentiate between men and women in their naming conventions. Some sample duergar names include Aria, Bell, Forte (sometimes cheekily lengthened to Fortissimo by explosives experts), Harmony, Melody, Rhythm, and Sotto Voce.

Elan

Ancient and adept infiltrators, elans stand at the cusp of a choice between admitting to millennia of deception, or ever-more-extreme attacks and conspiracies to keep their secrets.

Elan Racial Traits

Ability Adjustments: +2 to any one ability score

Hit Points: 4

Size and Type: Elans are Medium humanoids with the aberrant subtype.

Infiltrator: Elans do not increase the DC of Disguise checks made to disguise themselves as members of another race of the same type. They still suffer the usual DC increase to Disguise checks made to disguise themselves as a creature of a different size category.

Mind Over Matter: An Elan gain a +2 bonus to Autohypnosis checks. By spending 1 Power Point, the elan can sustain their body without need of food or water for 24 hours.

Naturally Psionic: Elans gain the Psionic Talent feat as a bonus feat at 1st level.

Resilience: When an elan takes damage, they can spend Power Points to reduce its severity. As a reaction, they can reduce the damage they are about to take by 2 points for every 1 Power Point they spend. The damage is further reduced by 1 per Power Point expended at 4th level and every 4 levels thereafter.

Resistance: Elans can use psionic energy to increase their resistance to various forms of attack. As a reaction, an elan can spend 1 Power Point to gain a +2 racial bonus on their next saving throw until the beginning of her next action.

Playing an Elan

You Likely...

- Are practiced in keeping secrets and likely to respect and even defend the privacy of others.
- Distrust and dislike corporations and resent the intrusion of the digital age on your life.
- Have a strong sense of what you want and how far you'll go to pursue it.
- Revel in the ability of your power to express your desires and personality.

Other Races Probably...

- Do not know your true identity as an ageless being.
- Mistake your internalized psionic power for advanced survival techniques or the blessings of the gods.
- Have legends or conspiracy theories based on the scant surviving records of elans in ages past, and speak of them in awed or fearful tones.
- Unintentionally keep track of you through record-keeping and visual footage, forcing you to frequently change identities and even alter your physical appearance.

Physical Description

Elans have been deliberately making their physical forms in the image of humans since before the rise of spaceflight, and they aren't about to stop now; humans, after all, don't have pesky and hard-to-imitate physical or mental characteristics that would pick out the hiding elans. Even elans originally from other races are altered through surgery, fleshcrafting, and the transformative process to resemble humans. Elans brim with an inner psionic power which maintains their youthful beauty and gives their eyes and hair a

lustrous, lambent quality that has been likened to flame, especially when they are psionically focused, but beyond this commonality elans might look however humans look. Truly ancient elans tend towards pale skin and red hair, the style favored by the Council that once ruled their entire race, but in this age of competing factions and shadow war among the hidden people, no one aesthetic holds true any longer.

Home World

Elans share a homeworld with humans; the first elans *were* humans, before their transformation, but they feel no particular attachment to it. Indeed, elans have a habit of treating any world or home as temporary, a shelter at best and an affectation at worst, to be discarded at their convenience for another opportunity. The fractious Councils that govern their race and oversee the selection and creation of new elans tend to host their headquarters and records in starships, the better to stay hidden and mobile.

Society and Alignment

In many ways, elan society is still practiced today as it was in ages past; individual elans, largely undirected, move through other cultures on their immortal lives, spending them as they will. Secret Councils dedicated to the advancement of the elan race and the preservation of individuals they consider worthy of immortality pluck choice scions from other species and offer the gift of immortality and psionic power. Those that refuse die so that they cannot expose the hidden elans; those who accept lose memories of their former lives, retaining only the personality and potential that marked them out to the Councils.

It was a good life; elans answered to no law and no master, and saved or destroyed who and what they willed. And now it is all coming crashing down around them.

The march of technology has made it ever-more-difficult to evade record keeping and security forces. Not even semi-regular uses of advances such as the *serum of appearance change* keeps an individual elan ahead of the game for long; the people that are unwittingly hunting for them have a weather eye out for shapeshifters, mind parasites, and other forces that can compromise an honest civilization. Elan Councils, jaded by their years and unwilling to let their power slip from their grasp easily, order elaborate attacks against data centers, record-keeping organizations, corporations, and even governments under the guise of terrorist activity or acts of war, and turn a blind eye to the innocents that get swept up in the retaliatory assaults. Where coarse bombings and EMP charges won't work, they turn to blackmail, mind control, and memory modification to preserve the secrecy that shrouds their works and their identities, but at this time of vulnerability, the Councils face the threat of rebellion from within.

Not all elans like or accept the extreme measures the Councils claim to have been driven to. There are many who wish to step out into the light, to reveal their treacheries and beg forgiveness of the races they have preyed upon for so long. While the simple act of even a single elan could reveal the race as a whole, these factions aren't suicidal; they want to come out properly, to claim a place as equal citizens and contribute to galactic society. Under the rallying cry of "honestly or not at all," these rebels wage a shadow war against the Councils that ripples into wider society as a series of strange attacks, murders, and thefts, done in silence and with improbable finesse.

Elans are selected for remarkable qualities of mind and personality, and do not tend towards any particular alignment as a race.

Relations

Their status as transformed peoples makes elan focus more on individual qualities of personality rather than racial cultures, though they do pay attention to how races govern and conduct themselves because of their need to remain hidden, as well as in terms of making judgements about who they can and cannot offer immortality to. Androids, who voluntarily choose death, fascinate many elans who could never see themselves making such a choice, and the recent contact with the vesk has made them candidates for extended observation and evaluation. Most other races are known factors to elans, who have, for the most part, been there and done that when it comes to the high secrets and surprises of their peers.

Adventurers

Elans do whatever they want until or unless someone stops them, and are essentially adventurers by definition. Those that aren't pursuing some passion project, research, or experiment (which is most of them) are generally employed as the thieves, hatchet men, and mercenaries of the various Councils.

Names

Elans change names often enough that they have a hard time feeling attached to any in particular. Most often, they follow human naming conventions. For many elans the handle they use online comes the closest to being their "real" name, as it's the only consistent identity they can really maintain. Even then, though, they get caught up in layers of lies and manipulation, forced to pose as androids, elves, or other long-lived races to duck concerns about the length of their participation or terms of service prohibitions on passing accounts down to "heirs".

Forgeborn

Once an army for hire, without purpose or freehold, the reanimated ranks of the forgeborn have redefined themselves in service to the greater galaxy and beyond.

Forgeborn Racial Traits

Hit Points: 6

Ability Adjustments: +2 Strength, +2 Intelligence, -2 Charisma

Size and Type: Forgeborn are Medium humanoids with the forgeborn subtype.

Constructed: For effects targeting creatures by type, forgeborn count as both humanoids and constructs (whichever effect is worse). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, forgeborn do not breathe or suffer the normal environmental effects of being in a vacuum.

Easily Augmented: Due their partly mechanical nature, forgeborn tend to have plenty of room for augmentation. A forgeborn can install an additional augmentation (cybernetics only) into one system that already has an augmentation.

Implacable Stride: Forgeborn have a land speed of 20 feet which is never reduced by heavy armor or encumbrance. When standing on the ground they gain a +4 racial bonus to their KAC against bull rush, reposition and trip combat maneuvers.

Life's Pursuit: Once a forgeborn discovers what it is they can do to improve this world, they pursue it with unwavering focus. Forgeborn receive a +2 racial bonus to any one skill of their choice.

Naturally Psionic: Forgeborn gain the Psionic Talent feat as a bonus feat at 1st level.

Unsettling Appearance: The appearance of a forgeborn can be somewhat unnerving to others. A forgeborn takes a -1 penalty to Charisma-based skill checks when dealing with non-forgeborn humanoids.

Playing a Forgeborn You Likely...

- Conduct yourself very clearly and deliberately, so as to minimize misunderstandings between yourself and other races.
- Study your field of interest omnivorously, seeking out writings from many races and blending techniques to create your own style.
- Have trouble understanding physical expressions of emotion, but express yourself with surprising eloquence through art, writing, or meaningful gifts.
- Believe in and value the ideas of self-improvement and redemption.

Other Races Probably...

- Mistake your physical distance and careful speech for a lack of affection or interest.
- Find your appearance unsettling, and secretly wonder if some part of you is still the dead person your body once was.
- Are surprised by, but appreciative of, your quiet spirituality and respect for other cultures.
- Assume you have an objective perspective on problems you aren't involved in, and ask you for your opinions as an outsider.

Physical Description

Forgeborn present an odd combination of striking diversity and built-to-specifications standardization. Created from the corpses of sapient humanoids in a process they refer to as vivification, forgeborn visibly retain quite a few features of the dead body that serves as their origin, with the addition of metallic grafts, cybernetic support systems, and psionically-charged power sources that add bulk and, at times, height. Forgeborn made from the bodies of smaller humanoids such as blues or ysoki are occasionally mistaken for piloted power armor at a distance, but up close there is no mistaking the ranks of the Revived. Forgeborn build their new members between 5 and 6 feet in height, with notably broad shoulders and significant care taken to reinforce their spinal structure, hips, and legs, which gives them their distinctively slow and unstoppable stride. Forgeborn inevitably replace the eyes of their new creations with a standardized, lens-like device in a single flat color, but cybereyes are popular in their culture and many who opt for such an upgrade model them after more expressive humanoid eyes, or else after the eyes of their former species so as not to put others off.

Home World

For most legal purposes, the Reborn Armada is the homeworld of the forgeborn. Though they trace their origins to the same world that gave rise to humans, forgeborn only came into their own after claiming the stars, and the Reborn Armada is the roving home in which most of their number are made, raised, and trained. The Armada drifts slowly between the stars, sending out Ragpicker fleets to purchase or secure corpses and other supplies and shielding the vulnerable Vivifier ships at its core, where the future of the forgeborn people is continued. The captains of the various ships form the parliament that governs the forgeborn, which appoints both an Admiral to see to the needs of the Armada and elects the diplomats and officials which represent the forgeborn to the governments of other races.

Society and Alignment

Forgeborn were once an army without master or purpose, a created race which had to hide and deceive in order to reproduce. The freedom of the stars (and, admittedly, the rise of interstellar capitalism) afforded them something they never had before: the chance at honesty and dignity before their peers. No longer did they have to hide their origins as vivified beings, or to hire out as mercenaries simply to survive. They have taken well to their liberation.

The society of the Revived, as they sometimes call themselves, is one in which they embrace their status as created beings. Once tools to be used by distant creators, then by whoever could hire them, forgeborn continue to believe in the idea of having a purpose to be fulfilled. Each forgeborn strives for growth, both in the personal (and spiritual) sense, and in the sense of the wider galaxy and its society. Though any given forgeborn is often awkward in social situations, with great trouble expressing themselves or attaining recognition, forgeborn society collectively encourages and raises up its members, rewarding their achievements with glory. The native culture of the Reborn Armada and forgeborn enclaves on other worlds is still somewhat militaristic (and forgeborn teach their new members the arts of war as a matter of practicality in a dangerous universe), but now more than ever, forgeborn embrace professions such as medicine, information technology, engineering and piloting, and more in their efforts to leave themselves and the galaxy better than they found it.

Forgeborn believe in and practice the virtues of self-improvement, respect, and altruism, and have a strong traditionalist bent that is married to an awareness of individual will and choice. They are usually good, and often lawful.

Relations

Forgeborn take care to cultivate good relations with warlike races, at least in part because wars and conflicts provide them with the corpses needed to continue their species, but even then they have preferences. The grinding cruelty of ophiduans and the conquest of the vesk leave a poor impression on the Revived, and while they are happy to accept the steady stream of bodies provided by the duergar they wish the grey dwarves could find peace. Forgeborn find common kinship with androids as created beings, though relations between the two are sometimes strained by the Revived's insistence on identifying as tools. While interpersonal relations with more peaceful races like the shirren or norals can be somewhat awkward, the forgeborn respect the desire of such peoples to live a life free of war and desolation, and take care to defend their hosts when they visit or shelter the Reborn Armada during its long and drifting voyages.

Adventurers

Forgeborn adventure most often because they are either seeking to discover what they want to do with their lives, or because their chosen profession involves the risks and dangers inherent in an adventuring lifestyle. The latter are primarily explorers, colonists, and researchers who recognize that the universe is a dangerous place and that peaceful intentions will not be enough to defend them. Many such forgeborn are former or current Ragpickers, looking to establish new lines of resources for the Reborn Armada.

Names

Forgeborn are referred to by a designation for a short period of time after their creation, during the period in which they learn how to live their lives, are taught self-defense, receive their education, and otherwise

become an adult. Once a forgeborn comes of age they are encouraged to choose their own name. While a forgeborn can pick any name that pleases them, their culture gently discourages using names of great figures from other races out of respect for the histories of their neighbors. Forgeborn otherwise have no standard naming convention.

Half-Giant

Awakened to the hidden truths of their heritage, the half-giants search for their lost history and the homeworld they abandoned so long ago.

Half-giant Racial Traits

Ability Adjustments: +2 Wisdom, +2 Strength, –2 Dexterity

Hit Points: 6

Size and Type: Half-giants are medium humanoids with the giant subtype.

Heat Acclimated: Half-giants receive a +2 racial bonus on saving throws against the burning condition, as well as against powers, spells, and effects with the fire descriptor. You also gain a +4 bonus to Fortitude saving throws to avoid taking damage from hot environments.

Mighty Stature: The physical stature of half-giants allows them to lift great burdens and easily push others around. Half-giants count as having 2 additional strength when calculating their bulk limit and determining penalties for using heavy weapons. Add +1 to your attack rolls and KAC involving bull rush, disarm, grapple, reposition, sunder, and trip actions.

Overwhelming Force: Whenever a half giant damages a creature they can tap into their inner psionic might as a reaction, expending their psionic focus to hammer this creature with pure power. When using this ability you may knock the target back 5 feet, plus 5 additional feet per 5 character levels the half-giant possesses. If an obstacle is in the way, the target stops at the obstacle instead. Movement caused by this ability does not provoke attacks of opportunity. A half-giant can't use this ability again until they have taken a 10-minute rest to recover Stamina Points.

Naturally Psionic: Half-giants gain the Psionic Talent feat as a bonus feat at 1st level.

Frontier Living: Half-giants gain a +2 racial bonus to Athletics and Engineering checks.

Low-Light Vision: Half-giants can see in dim light as if it were normal light.

Playing a Half-Giant

You Likely...

- Are introspective and contemplative, with an awareness of your own flaws and strengths.
- Are often physically-oriented in your problem solving, preferring to build new structures or tear down obstacles rather than solve puzzles.
- Are fierce in your defense of hospitality and the sanctity of hearth and home.
- Care about the preservation of information and primary sources. You may keep a diary or otherwise record your life in case it becomes relevant to later generations.

Other Races Probably...

- Appreciate your enthusiasm for your newly-discovered heritage, but worry that you may try to 'reclaim' an already-inhabited world.
- Find your willingness to experiment with new ideologies and religions strange, yet refreshing.

- Assume that you are less intelligent or quick-witted because of your size.
- Mistake your passion for anger or even imminent violence.

Physical Description

Standing between 7 and 1/2 to 8 feet tall, half-giants (as they still call themselves, out of habit more than anything else) tower over even orcs and vesk. Their skin ranges from nearly completely black to a deep tanned color, and their heads and bodies grow black hair. Half-giant eyes are usually found in shades of blue and green, though some rare few are born with red eyes. Their muscles swell and ripple when they are psionically focused, giving them the overall impression of motion and vibration. Though some half-giants still prefer the loose tribal dress of their more terrestrial days, today many half-giants instead prefer sturdy, easy-to-repair clothing that will last them in their personal and professional lives, and wear heavy armor when they are expecting trouble. Cameras of various kinds are a common accessory among them.

Home World

Half-giants recently received a startling revelation. Once believed to be natives of the same world that gave rise to humans and the blues, and likely the product of human-giant pairings (somehow; no one quite knew where their inherent psionic potential came from), half-giants have instead found evidence that they are natives of a lost planet, who fled or were driven from it for some reason. This discovery, gifted to them by noral researchers and supported by the findings of duergar expeditions, has rocked their culture to the core and given rise to a movement to uncover their heritage. Their physiology suggests that half-giants were the natives of a high-gravity world (though their unusual height and stature remains very much an open question) with a hotter-than-average temperature. Eager to uncover the lost knowledge of their identity and exile, half-giants are often citizens of the galaxy at large, living on ships or space stations, or else gathering into enclaves within spaceports to enjoy retirement or raise families.

Society and Alignment

Half-giant society is in the midst of a renaissance. Questions of identity, history, philosophy, and ethics fly between them in the open debates of academia, on web forums, in bars and cafes. The revelation of their alien nature and the resulting questions of their origins and purpose, far from breaking their spirits, has galvanized the half-giants and brought them to an awareness of how much of a person's identity is in their own power. "What does it *mean* to be a half-giant?" is the question of the day, along with everything else that goes with it; what does it mean to be a member of any species? Is it truly possible to know oneself? Is their history 'lost' or does their time sharing a homeworld with humanity represent their true history? Even the most humble and uneducated half-giant has opinions on the deep questions the race faces, and many are happy to share them and happier to learn the perspective of other races on the subject of heritage, history, and the nature of the self.

This bubbling air of excitement and youthful eagerness (indeed, half-giant academics have already dubbed this the Second Childhood of their race) has spilled over into other parts of their lives, lending passionate verve to the professions they pursue. Many young half-giants, eager for glory in the battlefield, take up the race's tradition of hunting slavers (either as part of security forces or as part of paramilitary groups), while quite a few, uninterested in ancient history, are eager to snatch up a place in these new and

momentous times as celebrities, breakthrough inventors, explorers, and politicians. Other races occasionally grouse that it's like the humans' taller siblings came to town, twice as loud and just as eager.

Half-giants are passionate, individualistic, and maintain a long tradition of distrust with regards to rigid power systems and bureaucracy. They are usually chaotic, and often good.

Relations

Many other races think of half-giants as being strange bedfellows with the retiring and peaceful norals, as well as the joyless and violent duergar, but both races were instrumental in the discovery that has galvanized the half-giants as a people and as a result have been accepted as boon brothers and allies, to be supported and protected in their hours of need. Half-giants fit in well with the passionate academia of lashunta and shirrens, enjoy the laughter of ysoki, and have a deep and heartfelt respect for the military discipline and honor of forgeborn and maenads. The imperialism of the vesk rubs half-giants the wrong way, as does the regimented societies of dromites and kasatha, and relations there remain cool and distant.

Adventurers

If one sees a half-giant in a film, videogame, or novel, they are almost always an adventurer. There's some truth to the stereotype; the passion that has galvanized the half-giant peoples has led to an explosion of exploration, archaeology, field research, military and paramilitary service, and more. For the half-giants, times could not be more momentous, more full of possibility, and the spirit of that possibility fills their youths with the need to make their mark and claim a grand destiny among the stars. Their current fashion for obsessive documentation makes them popular with research firms and colonization initiatives.

Names

Half-giant names have been in use for thousands of years, and are one tradition they seem disinterested in changing. Perhaps it is because they don't think much about it, but it is more likely that the names they choose to bestow on their children form a link to their past, a reminder of the dark chains of slavery, the glory and terror of liberation, and their journey from disparate tribes to equals among the stars. Some sample half-giant names include Adoett, Bisma, Chumani, Cholena, Kimella, Mica, Odakota, Pahana, and Rill.

Maenad

Driven to sail the stars by an emotional curse, maenads are torn between a need to find peace and a lust for vengeance against whoever, or whatever, took their serenity from them.

Maenad Racial Traits

Ability Adjustments: +2 to any one ability score

Hit Points: 4

Size and Type: Maenads are medium humanoids with the human subtype.

Naturally Psionic: Maenads gain the Psionic Talent feat as a bonus feat at 1st level.

Outburst: Maenads can dampen their mental processes for an increase in raw power called an outburst as a swift action. As a result, they take a -1 penalty to AC and Will saves but gain a +1 bonus to attack rolls. While under the effects of an outburst, the maenad may reroll any damage die result of 1. She can reroll multiple dice, but she can't reroll any individual die more than once per attack. The maenad may sustain

this ability as a free action by spending 1 Power Point at the beginning of each round. Due to their taxing nature, maenads must wait 1 minute after the end of an outburst before beginning a new one.

Black Sea Savant: Maenads have a +2 racial bonus to Computers, Engineering and Piloting checks that involve starships. Additionally, when off-kilter, a maenad does not take the normal penalties to attacks or gain the flat-footed condition.

Maelstrom Mind: Maenads gain a +2 bonus to saving throws against emotion effects and gain a +2 bonus to avoid detection by blindsight (emotion) and blindsense (emotion).

Playing a Maenad

You Likely...

- Practice strict self-discipline; you meditate daily, practice controlled breathing to remain calm, and are aware of and in tune with your emotions so that you can express them safely.
- Grew up on or around starships, moved often, and still have a broad and eclectic education.
- Sympathize with those driven by their passions, and grow angry with those who don't respect the feelings of others.
- Distrust or even dislike religion, preferring instead to embrace secular ideals.

Other Races Probably...

- Do not understand your raging emotions, and may believe you use them as an excuse to behave badly or violently.
- Are confused and fascinated by your discipline, spirituality, and rejection of traditional faith.
- Assume you can help them with problems relating to their ships and vehicles, even after you tell them it's not your area of expertise.
- Go to you for emotional support or for advice when they feel confused about their own feelings and desires.

Physical Description

Though maenads are closely related to humans, they stand taller on average and are often in impressive physical shape; martial arts and physical exercise form an intrinsic part of most maenads' daily meditations and rituals. Male maenads are slightly heavier than females on average, but the differences are minute enough that telling the difference at a glance is often impossible. Maenads grow thick, dark hair on their heads, but lack facial hair or hair anywhere else on their body; instead, their skin forms natural flecks of psionically-charged crystal in varying colors and patterns, from pale white to jet black and anywhere in between. Folk wisdom claims that a maenad's dominant emotions can be read from their skin crystals, but modern science has mainly disproven this, and the belief is both frowned upon and joked about.

Home World

Of the many things about their society they have mixed feelings about, the lack of a true homeworld is perhaps the most hotly debated amongst maenads. They *are* from somewhere; as an offshoot of humanity, they can claim the same heritage and draw their lineage from the same homeworld, but the soothing nature of the void between the stars, paired with a strong cultural bent towards sailing, wandering, and exploration, means almost all maenads live their lives in starships, with crewmates as family and nation

both. A maenad that has stopped wandering has either been incarcerated or crippled, and even in cases of extreme physical injury they have been known to opt for extreme cybernetic prosthetics or simply have themselves grafted directly into their ships rather than remain shackled to a single port of call. The legal center of maenad society and the seat of the race's political power in the galaxy is the Howling Armada. The majority of the Armada is far afield, questing for the knowledge and resources needed to enact the maenads' Vengeance against the one who cursed them, but a rotating fleet of warships and diplomatic vessels represents it to the wider galaxy, which is referred to as the Breath of the Armada.

Society and Alignment

Those who come to know maenads recognize a sharp difference between "maenads", the individuals and families they know and deal with on a daily basis, and "maenad culture", the collective will of a race pushed past the point of rage by the scourge of a curse whose origins are long forgotten. Maenads practice discipline, meditation, ritual, and self-reflection on a day-to-day basis in order to live with themselves, because without these practices their raging emotions would shred their own minds into tatters of madness. Any given maenad is likely to be traditionalistic, methodical, and thoughtful, not without passion but approaching their problems most often with a sense of proportion. They strive to acknowledge and respect their emotions, to gain closure for negative ones and nurture positive ones, and to help others do the same. For many of their friends, maenads come across as gentle, yet fierce in the face of danger.

Then there is maenad culture, and their Vengeance.

Maenads know they were cursed. Finding out the exact origin of the raging emotions that daily threaten their minds and souls took a long time, and at first they thought themselves at peace with it. Some wrong had been done by the maenads (a rebellion against their god is the most common theory, though no hard confirmation exists), and they were punished for it. But something in them snapped when they reached the stars. Gazing into the infinite possibilities of the universe, theirs for the claiming, the maenad people decided that they were not willing to be victims of divine injustice any longer. Now loyalists to the cause prowl the stars, gathering scraps of history, researching extradimensional travel, and capturing long-lost archives for the single purpose of finding the identity and weakness of who or whatever made the maenads who they are today. When they are finally ready, the Howling Armada will gather its fiercest weapons and warriors, drag the wretch from whatever realm it hides in, and smite its ruin across the prime material plane. If the maenads cannot have their serenity, then they will settle for their Vengeance.

This ancient grudge, bitter and raw, informs the maenad rejection of religion. Many simply are not comfortable with placing themselves in a position of obligation to a god; others believe that the gods are running a celestial protection racket, manipulating mortals for their own inscrutable gain. Most maenads are happy to not question others about their religions and to be left alone in turn, though among themselves they take on various secular philosophies and moralities.

Maenads only continue to exist as a race because of their traditions, discipline, and ritual, and while they often show a great concern for the emotional well-being of others, maenads are also legendary for their murderous explosions of temper and capacity to hold a grudge. They are almost always lawful, but do not have an especial tendency for or against good or evil.

Relations

The wistful sorrow that exists between maenads and humans is prevalent enough that it has become the subject of innumerable romance stories. In humans, maenads see what they might have been if they had not been cursed, and this combination of longing and jealousy colors their interactions. Maenads get along with xeph in theory, though since maenads are often in the first wave of colonization and move on well before the second, the two races have trouble actually sitting down with each other to interact at any point. Maenads respect the discipline and might of vesk and ophidians, but find the tight control both races maintain over their space to be irritating and bothersome. The regimented societies of dromites and duergars have strong parallels to the needs of a well-run ship, and maenads can fit easily into those roles for a time. While maenad culture as a whole has no special relationship with lashuntas or ysoki, their shipwrights and medical professionals maintain remarkable back-channels with both races through which information and technology is exchanged to help keep maenad ships self-sustaining in dark space.

Adventurers

Maenads are adventurers by accident more often than they are on purpose; often, a maenad who has shown up at a site of importance, made a discovery, or become part of effort to foil a sinister plot happened to be in the area at the time, or was brought along because they were part of the crew of a ship already handling the problem. Maenads who adventure purposefully are those who for various reasons are not part of a dedicated ship's crew, either because they have a rare disinterest in sailing, or because they're looking to get away from their own people for awhile. Maenads relish the opportunities afforded to them by high-risk occupations to let go of their strict self-control and unleash stunning maelstroms of rage and psionic devastation.

Names

Maenads often name their children for their grandparents or notable ancestors, though more bloody-minded families will sometimes take on the practice of naming their children after hated and defeated enemies in the hopes that they will take on the virtues of those foes. Sample maenad names include Abraam, Alexandra, Darius, Delphi, Hector, Paris, Penelope, Maximus, Mylissa, and Victor.

Noral

A people enjoying a time of power and prosperity, norals are instrumental in the smooth running of diplomatic relationships in their space. They send forth their young people to learn about the galaxy in which they are now citizens.

Noral Racial Traits

Ability Score Adjustments: +2 Constitution, +2 Wisdom, -2 Dexterity

Hit Points: 6

Size and Type: Norals are Medium humanoids with the noral subtype.

Symbiotic Resistance: The symbiotic bond between the noral and the erliss grants all bonded norals a +2 racial bonus on saving throws against disease and mind-affecting effects.

Symbiotic Surge: A noral possesses deeper reserves than most race's thanks to their symbiotic relationship with the erliss. Norals increase their Resolve Points by 1.

Gift of Tongues: Norals are naturally skilled at social interactions and understanding other cultures. Norals gain a +2 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Culture skill.

Naturally Psionic: Norals gain the Psionic Talent feat as a bonus feat at 1st level.

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

Playing a Noral

You Likely...

- Are insightful and empathetic, with a talent for seeing things from another's point of view.
- Prefer, and even relish, diplomatic solutions rather than violence; you might keep your edge sharp through haggling, riddle games, and other puzzles of language and social interaction.
- Value freedom of will as a virtue, both in yourself and others, and are protective of those whose agency has been impaired in some way.
- Remain aware of the social and political dynamics that connect people to each other, and value them for the strength they bring to the whole and the comfort they can bring to the individual.

Other Races Probably...

- Don't understand your choice to accept the dreamscar, and may pity or envy your dreamless sleep.
- Mistake your preference for peace as cowardice, but trust your good intentions when it comes time to negotiate.
- Appreciate your calm in stressful situations.
- Sometimes forget you have your own cultural traditions because of how often you choose to honor theirs, especially outside of noral-controlled space.

Physical Description

Unbonded norals are occasionally mistaken for stout humans, being of about the same height but much broader and heavier on average, but no one would confuse a bonded noral for any other race. Upon accepting the dreamscar during their coming-of-age ceremony, the noral receives an erliss symbiote which binds itself to the base of their skull. The process drains all pigment from the noral's hair and skin and leaves them with wide black eyes that do not blink as often as it seems they should. Over the course of the next year or so, as the erliss settles in, norals develop bumpy ridges on their foreheads. The erliss itself, generally visible, is a starfish-like creature with five tentacles, and the ancient fashion of draping them over the shoulder is still very much in style. Norals still favor robe-like styles when they can get away with it, though the press of the modern metropolis or spaceport has brought long coats and armored business suits into fashion among the dreamscarred. Noral armor universally features additional protection for the back of their head and neck; their erliss, once bonded, becomes part of their brain and nervous system, and thus part of the noral themselves. Injuries to it, or attempts to remove it, can deal horrific damage to the noral to which it is bonded.

Home World

Norals have been colonizing worlds since before space flight, though admittedly in the ancient past they had to rely on astral caravans and quite a bit of luck. Even today the norals sometimes find a colony that lost all records of not being from the world it now occupies and which is quite surprised to learn that the rest of its people have been looking for it. Their home and native world, and the heart of the Noral Democratic Republic, is Erlissar (literally, "dream world"), where the norals first met and bonded with the

erliss and from which they continue to conduct their affairs. Urban in nature, but with an eye towards conservation and sustainability, Erlissar surprises visitors with its abundant plant life, attractive public spaces, and general sense of quiet serenity.

Society and Alignment

Noral society is, in a word, serene. Steady routine defines a noral's day, with regular work hours and comfortable recreational activities. The average noral knows what they like and is okay with that, and their natural proclivity for empathy and respect means that they do not like to needlessly intrude on the preferences and routines of their fellow norals. Even in the high halls of interstellar politics and at negotiating tables between warring factions, many norals give off the impression of being gentle and attentive, yet capable of being deflated and stored in a closet when no longer in use. Norals do have passions and causes, and many are even altruistic, but the gentle hedonism of their culture shapes how they take those causes up. A noral is more likely to fund a soup kitchen than volunteer at one, to embezzle rather than rob a bank, to provide the disadvantaged with access to hard-to-get services such as therapy or tax assistance, and the like. This steady, serene presence has shaped their politics and their role in galactic society.

Many people, however, get a very different impression of norals. The dreamscarred bond with their erliss as their coming of age, which makes them full citizens, but during these young years of adulthood most are encouraged to journey away from noral space, to see the galaxy, learn about themselves and other cultures, seek a vocation, and live part of their life free from the watchful eyes and idiosyncratic taboos of their own people. Given a blank check to act rebellious, these wild-eyed noral youths are energetic in a way their elders are not. Many dye their albino skin, and quite a few flirt with paramilitary activity, develop criminal records, or make a play at being the heroes and explorers they used to read about in books. Those who can see past the punk-rock exterior and giddy, nervous exuberance still see a certain essential *noralness*, though, especially when it finally comes time to put up or shut up. Most of these youths return home after three to five years, enriched for their experience and ready to settle into comfortable routines. Others remain part of the galaxy at large, in love with wanderlust and adrenaline. A few flit in and out, either unable to fully commit, or swept up in things too big for them to handle and unsure of how to extricate themselves from the trouble they are now in.

It is notable that while norals will engage in acts of physical affection, symbolism, and even intimacy, they do not kiss one another or anyone else; kissing is an integral part in breeding the bonded erliss, and as a result the practice is far more intimate and vulnerable than any noral is willing to be around strangers. Norals who do not intend to have children for various reasons will sometimes provide young erliss they choose to create to the state, in order to assist families that do not have them.

Norals enjoy the pleasures of life and the power to offer those pleasures to others, and offer a genuine respect to the agency, culture, and dignity of other sapient beings. They are usually good. Older norals tend to be more lawful, while younger ones are more chaotic.

Relations

Even races that dislike norals don't dislike them *all that much*; there's just so little to get angry about. Militaristic races such as the ophiduans or the vesk tend to see them as soft and weak, and more youthful and energetic races like humans or ysoki sometimes get exasperated with the slow pace of noral life, but

all respect the ability of norals to meet others on their own terms, to practice and even embody good-faith negotiations, and to secure power and safety through economic, diplomatic, and political channels. Maenads warn their sailors that calling out a dreamscarred means calling out every last one of his friends, and there's truth in the saying. Given the opportunity to do so, norals do get along exceptionally well with peaceful or erudite cultures such as the lashunta or shirren, and the renaissance of half-giant culture has proven a source of endless fascination and gossip among the dreamscarred.

Adventurers

Noral adventurers are almost all, as a rule, young adults who have been freshly dreamscarred and are eager to see the galaxy. Many are facing the harsh reality that not all cultures just ensure people have food and shelter and have turned to odd jobs rather than starve; others want a taste of high action, the dark unknown, or pulse-pounding thrills and are willing to offer up a pound of flesh for it. The experience with danger and death they gain in their early adulthood gives rise to legends of noral diplomats shocking warlike hosts with their willingness to endure pain and strife; one, accused by the vesk of cowardice, went so far as to undergo the rites necessary to be recognized as one of their warriors, and is still known today as the Scaleheart.

Names

Noral naming conventions have been strongly influenced by the prevalence of lost colonies that develop separate cultural traditions from Erlissar, but the 'traditional' convention of noral naming is male names that end in -al or -el (a suffix meaning, literally, 'who is a man') and female names ending in 'ac' or 'ec' (a suffix similarly meaning, 'who is a woman'). Norals that spend quite a bit of time among other cultures might legally change their name (or enshrine an official alias) to mimic that culture. Some sample noral names include Andriel, Antiac, Codinal, Deridal, Malac, Olniac, Pedriel, Testrec, and Veliel.

Ophiduan

Ruled over by oligarchs at the center of cult-like followings, the ophiduan empire crumbles and decays by the day. Soon both their leaders and the galaxy at large will be reminded that the scaled peoples are more than willing to build a new identity on the corpses of their gods.

Ophiduan Racial Traits

Ability Score Adjustments: +2 Charisma, +2 Dexterity, -2 Constitution

Hit Points: 4

Size and Type: Ophiduans are Medium humanoids with the reptilian subtype.

Naturally Psionic: Ophiduans gain the Psionic Talent feat as a bonus feat at 1st level.

Armored Focus: Ophiduan scales resonate with their own held psionic energy. While psionically focused, they gain a +1 racial bonus to AC.

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

Poison Resistant: Ophiduans gain a +2 racial bonus on saving throws against poison.

Pride: Ophiduans are at their best when they know they have the upper hand. They gain a +1 racial bonus to saving throws when at maximum hit points and at least 1 Stamina Point.

Functional Morph: Ophiduan tend to modify their forms to better suit their work, receiving a +2 racial bonus to any one skill of their choice.

Playing an Ophiduan You Likely...

- Place great value on virtues of the self, self-motivation, self-reliance, self-awareness, and self-improvement chief among them.
- Respect breadth of knowledge and skill more than specialization, and aspire to an omnidisciplinary ideal.
- Have an ironclad sense of identity, both in the sense of who you are now and who you want to be.
- Take a pragmatic and ruthless approach to problem solving that can make you seem heartless, but rarely involves unnecessary cruelty.

Other Races Probably...

- Mistake your sanguine attitude towards violence and manipulation for an incapability of caring about others.
- Admire your ambition, drive, and self-determination.
- Fear that the brewing civil war in your culture will spread into the wider galaxy, and that your actions might be in service to one or more factions within it.
- Appreciate having you on their side, but never quite shake the fear that you will betray them for personal gain.

Physical Description

Ophiduans have a humanoid physiology, with clear reptilian heritage; scales cover their hairless bodies, and yellow, slitted eyes and prominent brows define their face, which lacks both ears and a visible nose. Ophiduans stand about half a foot to a foot taller than humans on average, and have lithe builds with long arms; it is not uncommon for the tips of an ophiduan's fingers to hang nearly to their knees. Ophiduan scales are most commonly found in green, blue, purple, black, or yellow, with a dull grey on their stomachs, but dyed scales and scar-like tattoos are common. Even destitute ophiduan take great care of their personal appearance, and groom and comport themselves to project an image of confidence, strength, and success.

Ophiduans practice various methods of transcending the limitations of their bodies. They have a slight tendency to favor biological augmentations over cybernetics, but both are common, and they are equally likely to practice fleshcrafting, bond with symbiotes, and otherwise alter their physical form to suit their needs. Common belief holds that one's body is, essentially, an expensive and annoying container for your true self, and that improvements to it are part of the journey to self-perfection.

Home World

Ophiduans originate from Ovo (literally, "egg"), though these days only the most hardline traditionalists use its ancient name. Having stripped the planet of its easily-accessible resources, the Ophiduan Star Empire invested in mining initiatives that went deeper, slowly converting the cradle of their race into a hollowed-out shadow of itself. Most ophiduans today refer to it as the Shell, though others, angry at all they lost in their greed and lust, refer to it instead as the Corpse, and spit when they do. Though Ovo remains the seat of ophiduan government, its status as a space station has diminished its population and its

standard of living greatly. Ovo, ophidians say, is a great place to be from, because if one is *from* there, then clearly one has managed to leave.

Society and Alignment

Ophidian culture is built on a meritocratic ideal, in which everyone begins equal and will earn a place worthy of their skills and ambition. The low and weak are that way because they are unworthy; the high and mighty must constantly earn their place or be cast down by those who strive harder. The ideal ophidian is capable of anything; they are a brilliant statesman, a powerful psionist, a fierce warrior, a cunning negotiator, a master tactician, and more besides.

It's absolute bullshit, of course. Maybe it was true once, in the time when eyes watched the horizon for dragon wings and the lords of the serpent peoples had to fight shoulder-to-shoulder with their armies, but today even the most charitable ophidian has trouble buying the party line.

Ophidians strive for perfection. Most accept that perfection is an ideal rather than a state one can actually achieve, but their culture places a great emphasis on the virtues of the self and on focused, intelligent ambition. The glory achieved by one ophidian burnishes the glory of all others and serves as an inspiration for the new generation. In ages past, ophidian leadership were hailed as living gods, and even today the most ambitious of their race chase figurative or literal divinity. In their quest for self-improvement, an ophidian is aided by their families first, and then by the friends they bond with, who adopt a sort of competitive siege mentality with other social groups. An ophidian's family and friends have the rare privilege of unreserved trust and, with that trust, support in their endeavours. Though their high halls of power are soaked in blood (ritual combat is still an accepted method of advancement in ophidian governance), the serpent peoples do not often resort to murder in their day-to-day lives, and indeed discourage needless death and cruelty as being pointless wastes of time and resources.

The rise of interstellar capitalism has changed ophidian society, creating a safe environment for the wealthy and powerful to shield their influence and pass their status on to their children. Perhaps in a more forgiving culture the result would not have been corruption and exploitation, but that ship has long since sailed for the serpent peoples. For a while, expansionism and war kept the ophidians busy, with their guns pointing outwards at the limitless opportunities and enemies of the universe, but the jig is well and truly up, and now the question is no longer, "will there be a civil war?" but rather, "who will emerge on top after the revolution?". Motivated by mutual ambition and distrust, competing factions of ophidians, each with their own ideal of the new identity their race should embrace, slide rounds into the magazines of their guns and prepare their minds for the killing fields while the ogliarchs that still rule their race prepare their fortresses for bloody siege.

Ophidians are ambitious and driven, but also thoughtful and pragmatic. They can be ruthless, but are rarely cruel. They are usually neutral, with a slight bent towards evil.

Relations

Expansionism early in their lives as citizens of the galaxy have left ophidians and other races with old memories of war, both direct and by proxy, that neither side has really forgotten. The serpent peoples see the vesk as direct competitors, and have had a similar relationship on and off with humanity. Ophidians often dismiss ysoki and xeph as being frivolous (a mistake they've had numerous opportunities to regret

making), and both dislike and distrust the communal nature of dromites, norals, and shirren. Ophiduans respect the ambition that drives the blues and the serene, yet fierce nature of maenads. Androids are a more touchy subject; more than one ophiduan corporation has been caught violating the law (and sapient rights, for that matter) in that arena, and the fact that they were subsequently dragged under and destroyed by their outraged peers has not cooled the rather justified mistrust between the two peoples.

Adventurers

Ophiduan adventurers range from exiles fleeing certain death in their homeland, to mercenaries, to pilgrims looking to hone their skills against the high stakes of life and death. Quite a few are agents (hidden or otherwise) for corporate interests or the ophiduan government, and send back regular reports on their activities. In the groups they join, an ophiduan member is often both the person who proposes extreme solutions and the one who warns away from them; an ophiduan is often fine with suffering through pain, risking their lives, or compromising their ethics to achieve victory, but not at the expense of the long-term good of themselves or their group, or if a better plan is available. There is, they say, a difference between breaking your arm to kill the last enemy on the battlefield versus doing so to kill the first one.

Names

Ophiduan names are heavy on ‘s’ and ‘z’ sounds, and are often defined by a gentle sound that ends in a sharp rise or hiss. Ophiduans use the deed names of their ancestors as surnames until or unless they achieve a title of their own. Some sample ophiduan names include Amazi, Azlei, Antax, Belzaz, Eisless, Nixokas, Tanix, Samazi, and Zoislaz.

Xeph

Wanderers even before the time of the stars, the xeph travel the frontier, doing the work that needs doing and then moving on.

Xeph Racial Traits

Ability Score Adjustments: +2 Dexterity, +2 Wisdom, –2 Strength

Hit Points: 4

Size and Type: Xephs are Medium humanoids with the xeph subtype.

Fast: Xeph have a land speed of 40 feet.

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

Innate Resistance: Xephs receive a +1 racial bonus on saving throws against powers, spells, and spell-like effects.

Naturally Psionic: Xephs gain the Psionic Talent feat as a bonus feat at 1st level.

Burst: As a swift action, a xeph can put on a burst of speed to gain a +1 racial bonus to AC. During a burst, the xeph's personal gravity becomes highly subjective. They can move along vertical surfaces and even upside down along ceilings. This functions as *spider climb*, but it leaves their hands free and they can also run. A burst of speed lasts 3 rounds. A xeph can't use this ability again until they have taken a 10-minute rest to recover Stamina Points.

Mobile: Xephs receive a +2 racial bonus to Acrobatics and Athletics checks.

Playing a Xeph You Likely...

- Stay busy, even at rest, and prefer to do things yourself rather than have others do them for you.
- Delight in the novelty of new experiences, even when those experiences are frightening or bad.
- Take pride in the work you do and strive to maintain high standards.
- Prefer to bow out of social conflicts rather than pick a fight or end up tangled up in politics.

Other Races Probably...

- Assume you will not be part of their lives for long and are wary of developing a friendship with you as a result.
- Know other xeph who have been helpful to them or their families, especially on the frontier or in new colonies.
- Mistake your restlessness for inattention or disinterest, but admire your energy and enthusiasm.
- Assume (usually rightly, admittedly) that you are well-traveled and ask for the stories of the strange things you've seen during your life.

Physical Description

At about half a foot to a foot shorter than the average human, xeph have deep olive or brown skin, gently pointed ears, and wide amber eyes that lack visible pupils. Xeph tend to develop lean muscle in the manner of a dancer or runner (a product of their physiology and augmented native psionics) and as a result can seem waif-like or ethereal, especially during their bursts of speed. Xeph are only rarely still, and will walk while talking or reading, fidget in place if forced to sit down, or otherwise remain in motion even during tasks generally associated with stillness and concentration. Though xeph clothing and armor is generally streamlined and aerodynamic, they do favor long braids (or sometimes ribbons or tassels) that trail and dance when they run, especially while psionically focused.

Home World

Xeph don't have a centralized seat of power, let alone a homeworld, and if they ever had either they've long since lost the records of it. More poetic xeph sometimes say the frontier is their homeworld, but the frontier isn't exactly shelling out political influence or stability for them, and certainly no one else is about to recognize a legal claim of the great unknown by the xeph. Older xeph that can't get up to the wanderings of their youths any longer gather into communities known as Roadsides, often on space stations or in spaceports, where they enjoy a vigorous retirement. Most young xeph are born either on the road or at such Roadsides, and the online communities they use to keep in touch with their family and with xeph friends are generally hosted there.

Society and Alignment

Xeph culture believes that the universe is as you perceive it to be, so they go out of their way to see it as an amusing and ultimately good place, and to help make it that way for others. Though scattered every which way, xeph can be found on the wild frontier, in burgeoning (or dying) cities where they help maintain the infrastructure, and on starships and space stations doing mysterious but vital things in the maintenance pathways. Most xeph smile often and easily, and even the bleakest and most depressed maintains a sense of humor, if only for the sake of gallows humor. Since most xeph spend the majority of

their lives outside the company of other xeph, they take pains to understand and get along with their neighbors, and to cultivate a sense of wonder and interest in other cultures, which has done wonders to create and enhance their positive reputation throughout the galaxy.

The xeph preference to avoid political problems rather than solve them has done them some good but has, on the whole, locked them out of many opportunities on the galactic stage. When things at home get bad (racists come into power, a religion the xeph has conflicts with becomes prevalent, laws are enacted penalizing immigrants to the world, etc), xeph just pick up stakes and leave. After all, there's lots of places to live, and if there isn't they can always sign on with a colony and help out there, but the end result is that these problems never get *addressed*. Paired with the constant energy that makes them ill-suited to desk jobs and politics, xeph end up roaming from place to place, picking up temporary jobs that they leave when things no longer suit them.

Xeph are an optimistic and empathetic people that take genuine pleasure in a job well done and prefer to live their own lives and let others live theirs. They are often chaotic good.

Relations

More cultures have issues with xeph in theory than they do in practice; the xeph are “wanderers” and “vagabonds” up until one saves your colony, tows your ship out of the gravity well it's trapped in, or helps you up out of the gutter. Their decentralized culture means xeph are *everywhere*, and as a result many people have the opportunity to meet and befriend them. Still, there's an endless list of places to live and be, and some are better than others. The grim and bloody lifestyles of duergar, ophidians, and vesk leave a bad taste in many xeph's mouths, and the serenity and routine of dromites, norals, and shirren are also often a bad fit. The xeph disposition towards humor and optimism means they often make fast friends with humans, maenads, and ysoki, who find their combination of practical expertise and infectious verve to be refreshing.

Adventurers

“Adventurers” is not often a useful distinction to make about xeph; even those who settle into one home on a permanent basis tend to take up hobbies like urban exploration or archaeology that take them into dangerous places to find thrills or secrets. Xeph prefer lives that keep them busy and challenged; a xeph not on an adventure is one who has finally decided to cash out and retire.

Names

Xeph have a strong disposition to borrow names from other cultures, for varied reasons; they like the sound, they want to name their child for a dear friend or a home they loved, or they just want to be different, among them. “Traditional” xeph names are usually short and designed to be shouted at high volumes, generally at a child about to do something stupid. Sample xeph names include Ada, Bes, Haley, Idri, Kells, Mora, Nikk, Ubiel, and Uda.

Aegis

You have trained your body and your mind to work as one, drawing forth the building-stuff of the spaces between planes and forming it into purest constructs of martial power. With armor forged of this matter and molded by the power of your will, you can shape yourself and your abilities to any situation. You may be a scholar with an interest in the mental exercise of combat, or a soldier that seeks total optimization and mastery—in either case, you combine mind and body in ways that no others can manage. You can serve in a variety of roles, from fixed artillery piece to mobile swordsman, but always provide a mastery in craftsmanship and a flexibility that make you essential to any group.

Hit Points: 7

Stamina Points: 7 + Constitution modifier

Key Ability Score: Your Strength helps you fight in melee, while your Dexterity helps you fire your ranged weaponry and dodge incoming attacks, so you can choose either Strength or Dexterity as your key ability score. Once made, this choice cannot be changed.

Class Skills: Acrobatics (Dex), Athletics (Str), Autohypnosis (Wis), Computers (Int), Engineering (Int), Mysticism (Wis), Perception (Wis), Physical Science (Int), Profession (Cha, Int, or Wis)

Skill Ranks per Level: 4 + Intelligence modifier

Armor Proficiency: Light armor and heavy armor

Weapon Proficiency: Basic and advanced melee weapons, small arms, and longarms

Table 1-1: Aegis

Class Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features	Active Customizations	Power Points/Day
1st	+1	+2	+0	+2	Astral repair, chassis, chassis function, form astral suit	0	1
2nd	+2	+3	+0	+3	Astral shields, craftsman, customization	1	2
3rd	+3	+3	+1	+3	Invigorating suit, weapon specialization	1	3
4th	+4	+4	+1	+4	Customization	2	5
5th	+5	+4	+1	+4	Astral shields, Master Crafter, mode	2	7

6th	+6	+5	+2	+5	Customization	3	9
7th	+7	+5	+2	+5	Chassis function	3	12
8th	+8	+6	+2	+6	Astral shields, customization	4	15
9th	+9	+6	+3	+6	Overcharge, outer chassis	4	19
10th	+10	+7	+3	+7	Customization	5	23
11th	+11	+7	+3	+7	Astral onslaught, astral shields	5	28
12th	+12	+8	+4	+8	Absorb suit, customization, mode bonus	6	33
13th	+13	+8	+4	+8	Rapid refit	6	39
14th	+14	+9	+4	+9	Astral shields, craftsman, customization	7	45
15th	+15	+9	+5	+9	Chassis function	7	52
16th	+16	+10	+5	+10	Customization	8	59
17th	+17	+10	+5	+10	Astral shields	8	66
18th	+18	+11	+6	+11	Customization	9	74
19th	+19	+11	+6	+11	Mode bonus	9	82
20th	+20	+12	+6	+12	Astral perfection, astral shields, customization	10	91

Class Features

Astral Repair (Ps) [1st Level]: You are capable of repairing non-magical items, restoring 2 hit points of damage to the touched item as a standard action usable at will. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this ability to function. This ability has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. Repairing starships or similar incredibly expensive objects still costs UBP as normal.

Chassis [1st Level]: Each of your astral suits is constructed in a way unique to your style of aegis. Each chassis is composed of various abilities and techniques that you learn as you gain experience. You must pick one chassis upon taking your first aegis level, and once made, this choice cannot be changed. Descriptions of the chassis you can choose from appear below.

Chassis Function [1st Level]: At 1st, 7th, and 15th level, you gain a chassis function unique to your selected chassis. If a chassis function allows a saving throw to resist its effects, the DC is equal to 10 + half your aegis level + your key ability score modifier.

Form Astral Suit (Su) [1st Level]: You learn to draw forth ectoplasm and form an astral suit around your form. You can select from three different types when forming your astral suit - skin, armor, and juggernaut. You are always considered to be proficient with your astral suit, even if you do not have the appropriate armor proficiency. The type of action required to form this astral suit depends on the suit being formed..

You choose the appearance of your astral suit, though its shape must always reflect the selection you made, as well as your current mode and selected chassis.

An astral suit can be dismissed as a swift action. Any upgrades within the astral suit when it is dismissed or destroyed are removed and stored safely back on your person.

The level of your astral suit is equal to your aegis level.

Astral Skin: When formed in this way, an astral suit resembles a skintight jumpsuit. Forming an astral suit into this form takes a swift action. You gain no armor bonus from your astral suit when you wear it in this fashion, but it still provides one upgrade slot per 5 aegis levels and has light bulk. An astral suit in this form is a skintight suit, is considered light armor for the purpose of installing armor upgrades, does not provide any environmental protection, and can be worn underneath other armor without penalty.

Astral Armor: When formed into astral armor, an astral suit resembles light armor and is treated as such for all mechanical purposes. Should you be wearing armor when forming your astral suit in this fashion, the astral suit encloses the armor and you gain the benefit of only the astral suit and not your armor. Forming an astral suit into this form takes a move action.

This armor grants +1 EAC and +2 KAC, +1 per aegis level, and provides one upgrade slot. It gains an additional upgrade slot at 4th level, and for every four levels thereafter. It has a max Dex bonus of +4.

This bonus increases by one for every two aegis levels. It has a Bulk of 1, a -1 armor check penalty, and has no speed penalty.

Astral Juggernaut: When formed into astral juggernaut, an astral suit resembles heavy armor and is treated as such for all mechanical purposes. Should you be wearing armor when forming your astral suit in this fashion, the astral suit encloses the armor and you gain the benefit of only the astral suit and not your armor. Forming an astral suit into this form takes a full action.

This armor grants +2 EAC and +4 KAC, +1 per aegis level, and provides one upgrade slot. It gains an additional upgrade slot at 3rd level, and for every three levels thereafter. It has a max Dex bonus of +2. This bonus increases by one for every two aegis levels. It has a Bulk of 2, a -4 armor check penalty, and a speed penalty of -10 feet.

Astral Shields (Su) [2nd Level]: As a swift action, while you are wearing your astral suit, you can spend one or more Power Points to create a temporary astral shield. This shield provides you with a number of temporary hit points equal to 5 per Power Point spent. The shield remains active for 1 round or until all of its temporary Hit Points are depleted, whichever comes first.

At 2nd level, you can spend only a single Power Point when you create this shield. You can spend up to one additional Power Point when you create this shield at 5th level and every 3 levels thereafter. You can create the shield using any number of Power Points that you wish, up to your maximum.

Craftsman [2nd Level]: At 2nd level, you can choose a single skill that can be used for crafting. Whenever you use the chosen skill to craft or repair an item while you are wearing your astral suit, you count as if you always have the appropriate tools or basic kits necessary, as your astral suit generates whatever you need for the job at hand. At 8th level, you can choose an additional skill that can be used for crafting. At 14th level, you also always count as if you have the appropriate laboratory or workshop for the above skills while you are wearing your astral suit.

Customization [2nd Level]: Every astral suit is unique, fitted with psionic hardpoints that can mount your choice of customizations. You learn your first two customizations at 2nd level, your second two customizations at 4th level, and an additional two customizations every 2 levels thereafter. If a customization allows a saving throw to resist its effects, the DC is equal to 10 + half your aegis level + your key ability score modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + your class level + your key ability score modifier. The list of customizations appears below. You cannot learn the same customization more than once unless it specifically says otherwise.

When you spend 10 minutes resting to regain Stamina, you can modify the customizations spent on each of your astral suits or apply customizations to each of your astral suits. At 2nd level, you may only apply one customization to your astral suit. You may apply one additional customization at 4th level, and every 2 levels thereafter. You make all choices for your customizations when you apply them to your astral suit—once made, these choices cannot be changed until you reapply customizations to that suit.

Unless stated otherwise, you may not apply a customization to your astral suit more than once. You only gain the benefits of customizations currently applied to your current astral suit.

Invigorating Suit (Su) [3rd Level]: While you are wearing your astral suit, you gain the benefits of the Toughness feat.

Weapon Specialization (Ex) [3rd Level]: You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

Master Crafter [5th Level]: You gain Master Crafter as a bonus feat for the skill that you selected for the craftsman ability. Whenever you select an additional skill for the craftsman ability, your Master Crafter feat applies to that skill as well.

Mode [5th Level]: Your astral suit is further optimized to perform in one theatre of combat. When you apply customizations to your astral suit, you can choose any one of the following modes to apply to it. You can change the mode of your active astral suit by spending a full action to do so.

Air: You gain a fly speed of 40 feet, with average maneuverability. This speed increases by 10 feet at 11th and 17th level. You can spend a Resolve Point as a swift action to increase your fly speed by 30 feet until the end of your next turn.

At 12th level, you can no longer be off-kilter.. In addition, your maneuverability increases to good. At 19th level, your maneuverability increases to perfect.

All-Terrain: You gain a climb and a swim speed equal to your base speed. This speed increases by 10 feet at 11th and 17th level. You can spend a Resolve Point as a swift action to ignore the dazed, encumbered, entangled, exhausted, or fatigued condition until the end of your next turn. You can take this action even if dazed.

At 12th level, you gain a +1 insight bonus to your saves, and gain a +2 circumstance bonus to your attack rolls and your KAC for the purpose of combat maneuvers. In addition, you move at full speed and are not flat-footed when balancing. At 19th level, you automatically succeed at checks made to balance, and can tumble even if encumbered or overburdened.

Ground: Your land speed increases by 20 feet, plus an additional 10 feet at 11th and 17th level. You can spend a Resolve Point as a swift action to ignore difficult terrain until the end of your next turn.

At 12th level, you ignore cover less than total for attack rolls made against creatures on a solid object (such as the hull of a ship or the ground), and ignore difficult terrain while you are on a solid object. At 19th level, you instead ignore all difficult terrain, and your land speed cannot be reduced by any means.

Overcharge [9th Level]: Once per day, while you are wearing your astral suit, you can spend 1 Resolve Point as a standard action to overcharge it, infusing it with raw psionic power. If you do so, you may apply up to three customizations that you know to it immediately. However, the overcharged suit

disincorporates after one minute. You cannot create that particular type of astral suit again until you rest to regain Power Points.

Outer Chassis [9th Level]: You choose another chassis. Once you choose this outer chassis, it cannot be changed. For the purpose of abilities and techniques for this second chassis, treat your aegis level as equal to your aegis level - 8.

Astral Onslaught (Ex) [11th Level]: When you make a full attack, you can make up to three attacks instead of two attacks. You take a -6 penalty to these attacks instead of a -4 penalty.

Absorb Suit (Su) [12th Level]: While you are wearing your astral suit, you can absorb it as a standard action, regaining HP equal to twice your aegis level. Any healing granted by this ability that would heal you in excess of your current hit point maximum heals Stamina instead. This destroys your current astral suit. You cannot create that particular type of astral suit again until you rest to regain Power Points.

Rapid Refit (Su) [13th Level]: You can spend 1 Resolve Point as a move action to change your astral suit. If you do, you can change and reassign the customizations in your astral suit as if you had just spent 10 minutes resting to regain Stamina. You can also apply any compatible upgrades to the new suit.

Astral Perfection [20th Level]: Once per day, you can boost your absorb suit ability, regaining HP equal to your current maximum hit points instead. Any healing granted by this ability that would heal you in excess of your current hit point maximum heals Stamina instead.

Whenever you use your absorb suit or overcharge ability, you can choose one of your remaining astral suits to be destroyed, instead of your current one. You cannot create the chosen type of astral suit again until you rest to regain Power Points.

Chassis

The following chassis represent those most commonly chosen by aegides. Each chassis lists the abilities and techniques you learn as you gain levels.

Artillery

Who needs speed when you've got the biggest guns?

Forward Battery [1st Level]: On any turn in which you don't move more than 5 feet, you gain a +1 insight bonus to your ranged attack rolls.

You can spend 1 Power Point as part of a ranged attack. If you do so, choose a number of 5-foot squares that the target either occupies, that are adjacent to the target, or are within the area of effect of your attack if it has one. Those squares are filled with ectoplasmic shrapnel and shell casings, and count as difficult terrain for one round. You can choose a number of 5-foot squares up to your class level.

When you use astral shields, you can create a temporary astral turret instead of gaining temporary hit points. If you do so, one enemy within your line of sight that you made an attack roll against since your last turn takes piercing damage equal to the temporary hit points the shield would have granted. The astral turret otherwise counts as an astral shield for all purposes, and lasts for one round, despite only activating

when created. The astral turret shares your square (effectively mounting itself on your astral suit) and cannot be damaged or destroyed.

Scorched Earth [7th Level]: When you create an astral turret, you can spend 2 additional Power Points. If you do so, enemies within 10 feet of the target also take the same amount of damage.

At the start of your turn, you can spend 3 Power Points as a swift action. If you do so, one ranged weapon that you are wielding gains the unwieldy special property and your choice of one of the blast (15 ft range), explode (5 ft), or line (30 ft range) special properties for one round. A weapon that already possesses the blast, explode, or line special properties cannot be enhanced in this way.

You can spend a Resolve Point as a reaction when you would be physically forced to move against your will or knocked prone to ignore that effect, and become immune to further attempts for one round.

Line in the Sand (Su) [15th Level]: When you create an astral turret, you can spend 5 additional Power Points. If you do so, you create an additional astral turret, which can target another enemy within your line of sight that you made an attack roll against since your last turn.

As a standard action, you can spend 6 Power Points. If you do so, create a 15-foot radius area centered on a point within your line of sight. You can make attacks of opportunity with your ranged weapons against creatures that provoke while within those squares. Any enemy hit by one of your ranged attacks of opportunity must succeed at a Reflex save or be flat-footed for a number of rounds equal to your Dexterity bonus (minimum 1). This area disappears if you move more than 5 feet, if you use this ability again, or after one minute passes. Your attacks made in this way do not provoke attacks of opportunity.

You gain an additional reaction each round, which you can only use to make attacks of opportunity.

Bulwark

You're a better barrier than most walls, and ten times as deadly.

Unyielding [1st Level]: On any turn in which you don't move more than 5 feet, you gain a +2 insight bonus to your AC to resist combat maneuvers.

You can spend 1 Power Point as a swift action at the start of your turn. If you do so, you gain a +2 insight bonus to attack rolls made for attacks of opportunity and as part of combat maneuvers for one round.

While you have an astral shield, you gain a +1 bonus to your AC.

Under Lockdown [7th Level]: While you have an astral shield, you can spend 2 additional Power Points as a reaction when a creature within your reach hits you with an attack. If you do so, you can attempt to either reposition or bull rush that creature after the attack.

You can spend 3 Power Points as part of making an attack or a full attack. If you do so, increase your reach by 5 feet for one round.

You can spend a Resolve Point as a reaction when you would be physically forced to move against your will or knocked prone to ignore that effect, and become immune to further attempts for one round.

Astral Blockade (Su) [15th Level]: When you create an astral shield, you can spend 4 additional Power Points to also create a wide, unidirectional energy wall. When you do so, choose one edge of your space. The wall extends along five continuous edges in a straight line centered on the chosen edge. The shield provides DR 5/- and energy resistance 5 against your choice of two of acid, cold, electric, fire, and sonic against attacks coming from the far side of the shield but not against attacks originating from the side you're on. This wall lasts for one round.

As a move action, you can spend 6 Power Points. If you do so, the area within your reach is filled with ectoplasmic echoes of your potential attacks, and counts as difficult terrain for your enemies for one minute. This difficult terrain hampers even flying enemies.

You gain an additional reaction each round, which you can only use to make attacks of opportunity.

Guerilla

All they'll catch are the bullets you leave in your wake.

High Velocity [1st Level]: You gain a +4 bonus to initiative checks.

You can spend 1 Power Point as a free action on your turn. If you do so, your ranged attacks this turn gain an insight bonus to damage equal to +1 for every five feet you've moved since your last turn, to a maximum of your Intelligence bonus (minimum 1).

When you use astral shields, you can create a blurring effect instead of gaining temporary hit points. If you do so, you gain concealment for one turn equal to 10% for every Power Point you would have spent on the astral shields.

Scattering Steps [9th Level]: When you make a full attack, you can spend 2 Power Points as a free action. If you do so, you can also either take a guarded step or move up to your speed. This movement can come before, between, or after your attacks, and can be split up.

You can spend 3 Power Points as a free action at the start of your turn. If you do so, for each target that you hit with a ranged attack this turn, you choose one of the following: the target takes damage as normal, the target is affected as if you had used harrying fire on them, or one of your allies in line of sight gains the effects of covering fire against that enemy. Multiple attacks against a single target can trigger this multiple times, but identical effects do not stack.

Once per turn, you can spend a Resolve Point as a free action during your turn to move up to your speed.

Veil of Bullets (Su) [15th Level]: On any turn in which you move more than 5 feet, you can leave an astral gun in each square that you move through. These images are intangible, inactive, and last only a single round, but when you make ranged attacks, you can have that attack originate from any square in line of sight with your astral gun, rather than your current square. This does not grant you any special ability to see through your astral guns, so your line of sight remains unchanged.

You can spend 7 Power Points as a reaction when you or an ally in line of sight move into a square containing your astral gun. If you do so, you and your allies that enter a square with one of your astral guns this turn become invisible for one minute or until they attack any creature, whichever happens first. For these purposes, an attack includes any spell, power, or harmful effect targeting a foe or whose area of effect includes a foe.

As a full action you can spend 6 Power Points. If you do so, you can cause your astral guns to all fire at once. Make a ranged attack roll using a wielded ranged weapon against every enemy within 30 feet of one of your astral guns—you make a single attack and damage roll, and apply it to every affected creature just as if you were attacking them normally. You can only attack a given creature once in this way, and cannot use a weapon with the blast, explode, or line special property to make this attack. You can't use this ability again until after you regain Stamina Points from a 10-minute rest.

Skirmisher

You were hard enough to pin down even when your foes were at full strength.

Astral Avalanche [1st Level]: You gain a +2 bonus to initiative checks and increase your land speed by 10 feet.

You can spend 1 Power Point at the start of your turn. If you do so, targets that you hit with melee attacks this turn take a -2 penalty to attack rolls for one round.

While you have an astral shield, you ignore the first attack of opportunity your movement would provoke each round.

Dance of Mischief [7th Level]: You can spend 2 Power Points as part of a full attack. If you do so, you can also either take a guarded step or move up to your speed. This movement can come before, between, or after your attacks, and can be split up.

You can spend 3 Power Points part of a melee attack or a melee full attack. If you do so, you can unbalance them for a number of rounds equal to your Strength bonus (minimum 1). You can choose to make the target flat-footed, off-target, or prone, or to reduce its speeds by half (to a minimum of 10 feet). The target can negate this effect with a successful Fortitude save.

You can spend a Resolve Point as a swift action to move up to your speed.

Echoes of Steel (Su) [15th Level]: On any turn in which you move more than 5 feet, you can leave an afterimage in any square that you move through. These images are translucent, intangible, inactive, and last only a single round, but you can flank with them as if they were your allies. Your melee attacks deal 1 additional point of damage for each of your afterimages adjacent to your target.

If you would be hit by an attack while you are adjacent to at least one of your afterimages, you can spend 7 Power Points as a reaction. If you do so, that attack hits the afterimage instead, destroying it.

As a full action, you can spend 6 Power Points. If you do so, you can move up to twice your speed, making a melee attack against each enemy that you move adjacent to. You can only attack a given

creature once in this way, but can choose to do so at any point during your movement. If you have an astral shield, this movement does not provoke attacks of opportunity. You can't use this ability again until after you regain Stamina Points from a 10-minute rest.

Versatile

The flow of combat is not something you control, but something you ride.

Mix It Up [1st Level]: You gain Opening Volley as a bonus feat. If you already have this feat, choose a bonus combat feat instead. At 13th level, you can use Opening Volley on both your first and second turns in combat.

You can spend 1 Power Point as a reaction when making a save. If you do so, you gain a +2 circumstance bonus to your save.

When you use astral shields, you can choose to gain 5 fewer temporary hit points. If you do so, you can take a guarded step as part of creating the astral shields.

At 5th level, you can spend 1 Power Point as a move action to change the mode of your current astral suit.

Battle Pattern [7th Level]: You gain Quick Draw as a bonus feat. If you already have this feat, choose a bonus combat feat instead. When you draw a weapon, you can also put away one currently wielded weapon as part of the same action.

When you hit an enemy with a melee weapon, you can spend 3 Power Points as part of the attack. If you do so, you can make a single attack with a ranged weapon against that enemy. This attack does not provoke attacks of opportunity. You cannot use a weapon with the blast, explode, or line special property to make this attack. You can't use this ability again until after you regain Stamina Points from a 10-minute rest.

When you hit an enemy with a ranged weapon, you can spend 3 Power Points as part of the attack. If you do so, that enemy is flat-footed for one round. You can't use this ability again until after you regain Stamina Points from a 10-minute rest.

As part of a move action to take a guarded step, you can spend a Resolve Point to instead move up to half your speed. This movement does not provoke attacks of opportunity.

Adaptive Chassis [15th Level]: You choose another chassis. Once you choose this adaptive chassis, it cannot be changed. For the purpose of abilities and techniques for this third chassis, treat your aegis level as equal to your aegis level - 14.

Customizations

You learn your first two customizations at 2nd level, and learn an additional two customizations at 4th level and every 2 levels thereafter. Customizations require you to have a minimum aegis level, and are

organized accordingly. Some require you to meet additional prerequisites, such as having other customizations.

Adhesive Feet: You gain a +4 bonus to your KAC against bull rush, trip, and any combat maneuvers that attempt to move you from your current location. Beginning at 10th level, whenever you are standing on a solid object, such as the hull of a ship or the ground, you can spend 2 Power Points as a reaction action when you would be knocked prone to stay on your feet.

Chameleon: You gain a +4 circumstance bonus to Disguise and Stealth checks. Beginning at 10th level, you can spend 2 Power Points as a move action to become invisible for one round, or until you move more than 5 feet in a turn, whichever happens first.

Diehard: You gain the benefits of the Diehard feat, except that you automatically stabilize without having to spend Resolve Points to do so, as long as you have at least one Resolve Point left. Beginning at 10th level, when you spend a Resolve Point to stay in the fight, you can also spend 2 Power Points to regain additional HP equal to your aegis level.

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

Flexible Suit: Your armor check penalty is reduced by 1 (to a minimum of 0). At 5th level, and for every five levels thereafter, you decrease your armor check penalty by an additional one. At 10th level, you decrease the Bulk of your astral suit by 1.

Frightful Presence: You gain a +4 circumstance bonus to Diplomacy and Intimidate checks. Beginning at 8th level, you can spend 2 Power Points as part of an attack to make the attacked enemy shaken for 1 round. If the attack results in a critical hit, the creature is instead frightened for 1d4 rounds. This is an emotion, fear, mind-affecting effect.

Hardened Strikes: You gain the benefits of the Improved Unarmed Strike feat, except that you can deal lethal damage with your unarmed attacks and your unarmed attacks lose the archaic special property. Your unarmed strikes can deal your choice of bludgeoning, slashing, or piercing damage. In addition, beginning at 6th level, you may spend 2 Power Points as a swift action. If you do so, your unarmed strike is charged with psionic energy, and deals an additional 2d6 damage on its next hit. Your unarmed strike stays charged for one minute or until it successfully hits, whichever comes first.

Hardy: You gain a +2 enhancement bonus to Constitution.

Powerful Build: Whenever you are subject to a size modifier, you are treated as Large if doing so is advantageous to you. You are also considered to be Large when determining whether a creature's special attacks based on size (such as grab and swallow whole) can affect you. This doesn't stack with similar abilities—in such cases, you apply only whichever is more beneficial to you. You always count as having the required minimum Strength score to wield heavy weapons. Beginning at 8th level, whenever you

make a successful melee attack, you can spend 2 Power Points as a free action to make a bull rush attempt against the target. If successful, they are pushed 5 feet directly away from you.

Reach: All of your melee weapons and unarmed strikes gain the reach weapon special property. If you are Large or larger, then you instead gain an additional 5 feet of reach with your melee attacks. Beginning at 12th level, whenever you make a successful melee attack, you can spend 2 Power Points as part of the attack a free action to make a reposition attempt against the target. This ability only works on creatures of your size or smaller.

Speed: Your base land speed is increased by 10 feet. You can spend 2 Power Points as part of your move action, withdraw action, or run action to double this bonus for one round.

4th Level

You must be at least 4th level to choose the following aegis customizations.

Energy Resistance: You gain energy resistance equal to your base attack bonus against one of acid, cold, electricity, fire, or sonic, chosen when you apply this to your astral suit. At 8th level and 16th level, you can apply this customization again, selecting an additional energy type of the ones above to resist.

Harness Power Stone: You can absorb power stones into your astral suit, causing them to appear and disappear whenever the suit does. You may choose to have the absorbed power stones visible (much like embedded gems), or may decide to keep any or all of them concealed. You may store one power stone per class level in this fashion; adding or removing a power stone takes 1 minute per stone (any power stone that is completely flushed and powerless dissolves immediately and is not counted against your limit). You may activate any power stone stored in this way as if you are holding it in hand; this follows all the standard rules for using power stones, except as follows—you can choose to spend your own Power Points when activating power stones of 1st-level powers. If you do so, the power stone is not expended and loses no power. This functions as if you were manifesting the power yourself, except that your manifester level for powers manifested in this way is 1.

Beginning at 8th level, you can also spend your own Power Points when activating power stones of 2nd-level or lower powers to not expend the power stone. If you lose this customization for any reason, any power stones stored in your astral suit are inert but unharmed until removed or this customization is regained. Your manifester level for powers manifested in this way increases to 4.

Ram: The astral suit forms a hardened shell over your head. You gain a +2 bonus to your attack rolls for bull rush and sunder actions. This bonus increases by one at 10th level, and for every four levels thereafter. Alternatively, you can make a single attack with this shell as part of a charge, treating the shell as a two-handed analog weapon that deals 2d6 bludgeoning damage and has the knockdown critical hit effect. This damage increases to 3d6 at 11th level, 7d6 at 15th level, and 12d6 at 18th level. This attack is treated as adamantine when used to attack an object.

Stubborn: If you succeed at a Fortitude or Will save against an effect that normally has a partial effect on a successful save, you instead spend a Power Point to suffer no effect.

6th Level

You must be at least 6th level to choose the following aegis customizations.

Astral Vision: Your astral suit augments your senses, giving you both darkvision with a range of 60 feet and blindsense (vibration) out to a range of 30 feet.

Improved Shields: Your astral shield provides an additional temporary hit point for each Power Point you spend, for a total of 6 temporary hit points per Power Point. Beginning at 12th level, it instead provides an additional two temporary hit points for each Power Point you spend, for a total of 7 temporary hit points per Power Point.

8th Level

You must be at least 8th level to choose the following aegis customizations.

Deep Vision: You gain the ability to spend a Power Point as a swift action to gain sense through (vision) out to a range of 30 feet for ten minutes. This allows you to attempt Perception checks into areas that would normally lie beyond your senses, and through obstacles that would normally block your vision. You must have the astral vision customization to select this customization.

Energy Blast: Astral cannonades jut from your astral suit, barraging your foes with every attack. Whenever one of your ranged attacks misses a creature, you can spend 2 Power Points as part of each attack. If you do so, you deal them half of the minimum damage that you would have dealt to them on a normal hit. At 12th level, you can also deal this damage to creatures adjacent to the missed target.

Extra Armaments: Astral arms, bristling with weaponry, extend from your astral suit. Whenever one of your melee attacks misses a creature, you can spend 2 Power Points as part of each attack. If you do so, you deal them half of the minimum damage that you would have dealt to them on a normal hit. At 10th level, you can also deal this damage to any enemies within your reach.

10th Level

You must be at least 10th level to choose the following aegis customizations.

Extra Passenger: You can carry one creature of your size or smaller in your astral suit. The carried creature is treated as if it has cover and total concealment, treats all creatures other than you as having cover and total concealment and gains the benefits of your environmental customizations, such as Energy Resistance and the boot clamp feature of Adhesive Feet, as well as the movement mode of any modes you may have active and the environmental protections of your astral suit. The creature carried by this ability remains adjacent to you and moves with you. A creature can be loaded and unloaded into your astral suit as a full action by you, but the creature can take no actions until its next turn. You can only carry a willing creature in this way.

Retribution: You gain the ability as a reaction to make a melee attack against an enemy that successfully hits you with a melee attack. This counts as an attack of opportunity and you must be able to reach the enemy. Beginning at 16th level, the triggering attack does not need to be successful.

12th Level

You must be at least 12th level to choose the following aegis customizations.

Blindsight: The astral suit massively augments your senses, giving you blindsight out to a range of 30 feet. You can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as you have line of effect to the target. You must have the astral vision customization to select this customization.

Harness Power Stone, Improved: As harness power stone, except that you can also spend your own Power Points when activating power stones of 3rd-level powers to not expend the power stone. Your manifester level for powers manifested in this way increases to 7.

Beginning at 16th level, you can also spend your own Power Points when activating power stones of 4th-level powers to not expend the power stone. Your manifester level for powers manifested in this way increases to 10. You must have the harness power stone customization to select this customization.

14th Level

You must be at least 14th level to choose the following aegis customizations.

Energy Blast, Greater: The damage dealt by your energy blast customization increases to the minimum damage that you would have dealt to the target on a normal hit. You must have the energy blast customization to select this customization.

Extra Armaments, Greater: The damage dealt by your extra arms customization increases to the minimum damage that you would have dealt to the target on a normal hit. You must have the extra armaments customization to select this customization.

Fortification: Just as if you had a powerful force field, you gain a fortification ability. This is a 20% percent chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. You roll your fortification percentage chance before the critical hit damage is rolled. This percentage chance increases to 40% at 17th level and 60% at 20th level. This does not stack with any similar effects, such as the force field upgrade.

Altered or Replaced Aegis Class Features

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

2nd Level: You gain only a single aegis customization. Your customization maximum still increases as normal.

Multilevel: 4th, 6th, 12th and 18th Level; You don't gain an aegis customization, and your customization maximum doesn't increase.

9th Level: You don't gain the outer chassis class feature at 9th level. Instead, you gain it at 10th level. You still treat your effective aegis level as your aegis level - 8 for the purposes of your outer chassis.

ARCHETYPE: Soulnife

The art of forming deadly weapons from pure mental energy comes much more naturally to some than others. To them, the greatest expression of one's power, discipline, and creativity lies in their Mind Blades. Each approaches it in their own way, though the success of one has no negative bearing on another who takes a completely different form.

The majority of soulnives are aegides, solarions, soldiers, and specialists. However, the inclination springs forth across nearly every people and way of life. Even envoys and spellcasters sometimes find themselves bearing this expression of the self.

Prerequisites: In order to become a Soulnife, the character must have the Mind Blade feat.

Alternate Class Features: The Soulnife grants alternate class features at 2nd, 4th, 6th, and 12th levels.

Focused Offense [2nd Level]: You gain Improved Mind Blade as a bonus feat. If you already had that feat, you instead gain a bonus feat. In addition, as long as you are psionically focused, all attack rolls made with your mind blade may use your key ability score modifier instead of Strength or Dexterity.

Deadly Blade [4th Level]: Speed and precision are your best friends on the battlefield. You can form your mind blade as a swift action. In addition, your mind blade gains the Wounding critical property no matter what form it takes.

Alter Blade [6th Level]: The true secret of power lies in adaptability. It no longer takes you a minute of concentration to change the form of your mind blade; instead, you can choose its configuration whenever you draw it. If you have already formed a mind blade, you can change its configuration as a move action. In addition, you can expend your psionic focus as a free action while your mind blade is in the form of a melee weapon to grant it the reach special property for one round per six class levels. If you do so, you may also keep the effects of Focused Offense until the end of your turn, even if you no are longer psionically focused.

Mighty Blade [12th Level]: Your Mind Blade has reached the pinnacle of its power. Its damage dice increase to d8s.

Feats

The Psionics Guide introduces a new category of feats to Starfinder, the Psionic feat. These feats all either grant, utilize, or enhance some kind of psionic resource. While they have no particular prerequisites to take, the majority of characters who will want them are psionic characters.

Battle Trance [Psionic]

You are able to use your resolve to regain your focus.

Benefit: You can expend one Resolve Point as a swift action to gain psionic focus. If you can maintain more than one psionic focus (such as through the Psicrystal Containment feat), you regain these additional foci as well. In addition, you gain a +2 insight bonus to Autohypnosis checks.

Improved Mind Blade [Psionic, Combat]

You are much more adept than others at creating and enhancing powerful weapons of pure thought.

Prerequisite: Mind Blade

Benefit: You can form a stronger and more diverse array of mind blades. Your mind blade's form can count as an advanced melee weapon or a longarm instead of a basic melee weapon or small arm, at your discretion. If your mind blade is a longarm, it has a range increment of 60 feet. Mind blades whose forms are advanced melee weapons or long arms deal 1d6 damage at 1st level, which increases as you gain character levels as shown on Table X-Y: Advanced Melee Weapon or Longarm Mind Blades. Your mind blade, regardless of its form, counts as magical for the purposes of piercing damage reduction and harming incorporeal creatures.

You may grant an advanced melee weapon or longarm mind blade you form the unwieldy special property as part of designing its form. Unwieldy advanced melee mind blades deal 1d6 additional damage, which increases to 2d6 at 10th level. Unwieldy longarm mind blades also gain your choice of the blast (15 foot range), line (30 foot range), explode (5 feet), or sniper (300 feet) special properties. You cannot alter these choices unless you change the form of your mind blade.

If your mind blade's damage type matches the damage type of a particular weapon group, such as cryo or flame weapons, you can treat it as being part of that group for the purposes of class features, feats, and other abilities.

Table X-Y: Advanced Melee Weapon or Long Arm Mind Blade

Level	Damage
1	1d6
6	2d6
8	3d6
10	4d6
12	5d6
+1	+1d6

Mind Blade [Psionic, Combat]

You can distill your will into solid form, creating weapons you can wield.

Benefit: You can form a mind blade, a weapon of pure thought. Doing so is the same as drawing it; typically a move action, or as part of a move action if you have BAB +1 or higher. Despite the popular name (a holdover from ancient practitioners of this technique), your mind blade can be a melee or ranged weapon, and deals your choice of acid, bludgeoning, cold, electric, fire, piercing, sonic, or slashing damage. Regardless of the type of damage it deals, attacks made with your mind blade are made against the target's KAC. If it is a melee weapon, it counts as a basic melee weapon, and can be created with the operative special quality if you so choose. If it is a ranged weapon, it counts as a small arm with a range increment of 30 feet. Among other things, this means that your mind blade is compatible with abilities, class features, and feats that influence weapons of its category. Regardless of its function, your mind blade's physical form is an extension of your self, beliefs, and preferences, and while many who form them choose to model actual weapons, others instead choose to have the appearance of their mind blade form abstractions of energy, hurled playing cards, cartoonish exaggerations of real objects, and more forms. Once you determined the form of your mind blade, it is the same each time you summon it, unless you change its form (see below).

Mind blades created by this feat deal 1d6 damage at 1st level, which increases as you gain character levels (see Table X-X: Basic Melee Weapon or Small Arm Mind Blade), and have an item level equal to your character level. Mind blades have the Analog property; they do not require ammunition or power sources. Your will provides the needed energy. While mind blades cannot be upgraded with normal weapon fusions, you can affix fusion seals to them or grant them fusions through other means, such as class features. A fusion seal affixed to a mind blade that vanishes (see below) remains and is affected by gravity normally, typically falling to the ground

You can dismiss your mind blade as a swift action. It also vanishes if it is destroyed, if you begin your turn with it more than 5 feet away from you, or if you attempt to form another mind blade while it is still active (the new mind blade still forms normally, leaving you with up to 1 mind blade active at a time).

You can change the form of your mind blade with 1 minute of uninterrupted concentration, regardless of if it is active or not. Among other things, this lets you re-select what kind of weapon it is, change its damage type, and alter its physical appearance.

You gain 2 additional Power Points per day

Table X-X: Basic Melee Weapon or Small Arm Mind Blade

Level	Damage
1	1d6
8	2d6
11	3d6
+1	+1d6

Psionic Meditation [Psionic]

You can focus your mind faster than normal, even under duress.

Prerequisites: Autohypnosis 3 ranks.

Benefit: You can take a move action to become psionically focused.

Normal: A character without this feat must take a full-round action to become psionically focused.

Special: This feat works on other methods of psionic focus, such as that permitted by Psicrystal Containment.

Psionic Talent [Psionic]

You gain additional Power Points to supplement those you already had.

Benefit: When you take this feat for the first time, you gain 2 Power Points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of Power Points you gain increases by 1. For example, the second time you take the feat, you gain 3 additional Power Points, in addition to the 2 Power Points you gained from the first time you took the feat, for a total of 5 Power Points.