

I'm not a robot!

action, a barathu can reshape its body and adjust SPECIAL ABILITIES its chemistry to adopt one of the following qualities. Along for the Ride (Ex) Early stage barathus A barathu can have only one adaptation in effect at a time; a new adaptation replaces any other in effect. are not experienced enough to helpfully More extreme adaptations are also possible (at the GM's combine with mature barathus but can still physically disrupt) but could take days to adopt, merge with their for protection. An early stage barathus D The barathu adds an additional amount of damage on can combine with a mature barathu via the latter's combine melee attack equal to twice its Strength modifier. ability. Early stage barathus that are part of a combined D It gains a +4 racial bonus to Armor Class, creature contribute their Hit Points but not adaptations. D Sturdy lower limbs grant it a base speed of 20 feet. Early Stage Adaptation (Ex) An early stage barathus' D Rigid plates grant it DR 2/—, body is mutable and can adapt to many different D It gains a ranged attack with a low attack bonuses situations. Once every 104 rounds as a swift action, an appropriate for its CR (+10 for most barathus) that deals early stage barathus can reshape its body and adjust bludgeoning damage appropriate for its CR (1D6+5 for its chemistry to gain one of the following qualities. The most barathus) and has a range increment of 60 feet. adaptation lasts until the beginning of the early stage D Molecular modifications grant it resistance 5 against a barathus' next turn. Unlike more mature barathus, single energy type (acid, cold, electricity, fire, or sonic), early stage barathus are not generally capable of more D Its reach increases to 15 feet. complex adaptations. Combine (Fx) Barathus can combine to work together as D Upper limb refinements enable the barathu to add parts of a larger organism. As a swift action, a barathu additional amount of damage to melee attacks equal to another barathu can merge with it, becoming its Strength modifier, a single creature occupying both barathus' spaces. The D A toughened dermal layer grants its a +1 racial bonus merging barathu can no longer take actions, and it adds AC. its current Hit points to the new creature's collective total. D Developed lower limbs grant it a base speed of 15 feet. D Molecular-level modifications grant it resistance 2 against a single energy type (acid, cold, electricity, fire, or sonic). D Elongated limbs extend its reach to 10 feet. 20 ALIEN ARCHIVEALIEN ARCHIVE For every four component creatures, the combined RACIAL TRAITS BARATHU creature's size category increases by one. At this time, it also chooses one adaptation. The combined creature Ability Adjustments: +2 Con, +2 Wis, -2 Dex APPENDIX 1: gains this adaptation and cannot change it unless the Hit Points. 6 CREATING combined creature uses its adaptation ability to do so. Any number of barathus can merge in this fashion. Size and Type: Early stage barathus are MEDIUM MONSTERS AND but each adaptation can be gained only once (though abbreviations OTHER NPC resistances to multiple energy types are allowed). The combined creature retains the ability to swap Early Stage Adaptation: See above. APPENDIX 2: one adaptation each round (not once per component Floaters. Early stage barathus have a base speed of SUMMONING creature). The combined creature can split into its CREATURES component creatures as a full action; the combined 0 feet and an extraordinary fly speed of 30 feet creature's remaining Hit Points are with average maneuverability. APPENDIX 3: divided evenly among all component Limited Telepathy: Early stage barathus can APSPIEMNPDLIEX 9 creatures. For the purposes of UTCNGERMIERVAAPETFLRUTASRSTAEL CR-related effects, the CR of the communicate telepathically with combined creature is equal to the CR any creatures within 30 feet with RULES of the component creature with the whom they share a language in APPENDIX 4: highest CR, common UNIVERSAL Strange Anatomy: Early stage barathus are the sentient apex of CREATUREBrettha's CR-giant ecosystem, barathus gain a +1 racial bonus RULESblight-like creatures vaguely to Fortitude saving throws, reminiscent of jellyfish, with several unusual evolutionary other races to understand/adaptations. The first is their ability as the barathus' frequently rewrite their own genetic merging makes the conceptually instinctively and of "self" somewhat nebulously, adjusting their ownbility to allow them to to them. Young barathus manufacture a huge army who grow up surrounded substances—and even by humanoids are advanced biotechnology—exception, as they arewith the crucibles of better able to appreciate their own bodies. Yet while the mindsets of creaturathis ability makes them who exist in state, solitary success in the configurations. Compared to Pact Worlds economy, and older barathus, early stages are more adventurous culture's understanding of and individualistic, and their wealth and trade, their more adaptation to the humanoidnotable adaptations is the ability mindset makes it more difficult to combine with others of their kind. Most orientates, these merging create not merely amalgams these early stage barathus grow their component beings, but entirely new entities out of this phase, gaining the abilitywith unique and independent consciousnesses, yet to fully integrate with others, yet recent generations which in turn often disband have seen more and more barathus deliberately clinging tobacco to their component juveniles minds. While plenty of barathus remain individuals after a discrete entities for most of their lives, particular need or threat barathus nearing the ends of their lives has passed, often merge with massive, Barathu culture tends permanent combinatoryo be easygoing but hard for some entities that serve as corporations, governments, or cultural repositories. BARATHU 21BLOODBROTHER BLOODBROTHER CR 7 OFFENSE Speed 30 ft., climb 20 ft. XP 3,200 Melée slam +18 (26d12+12 B plus 10d6 C and grab) Space 15 ft., Reach 15 ft., Attack 10 ft. BLOODBROTHER NE Huge magical beast (cold) Offensive Abilities cold, rib cage prison CR 7 init +2; Senses blindsight (thermal) 60 ft.; Perception +14 STATISTICS XC 3,200 Str +5; Dex +2; Con +4; Int +0; Wis +0; Cha +0 DEFENSE HP 107 Skills Athletics +19 (+27 to climb); Intimidate +14; EAC 19; CAK 21 Fort +11; Reflex +11; Will +6 Survival +14 Defensive Abilities fast healing 5; Immunities cold Languages Verite (can't speak any language) Weaknesses Vulnerable to fire ECOLOGY Environment any cold (Verite) Organization solitary, pair or clairvoyance (3d6) SPECIAL Abilities Cold (cold) A bloodbrother's body generates intense cold, dealing 1d6 cold damage to any creature that hits with a natural weapon or unarmed strike and to any creature the bloodbrother hits with its slab attack. A creature that begins its turn grappled by a bloodbrother also takes this damage. Rib Cage Prison (Su) If a bloodbrother begins its turn grappling a creature that is Large or smaller, it can attempt a grapple combat maneuver as a standard action to transfer the creature into its rib cage prison. As a reaction, a bloodbrother can force a creature in its rib cage prison to attempt a DC 15 Fortitude saving throw. If failed save, the creature takes 1 point of Constitution damage. Any round that a creature in its rib cage prison takes this Constitution damage, the bloodbrother gains fast healing 5 for that round only; the above statistics assume a bloodbrother has a current Constitution score of 5 (its maximum Constitution score is 10) trapped in its rib cage prison at the beginning of combat. A bloodbrother can have only one creature in its rib cage prison at a time; if it imprisons a new creature, it must release the creature currently in its rib cage. Releasing a creature does not require an action. Usualy confined to the glaciars that float upon the seas of Darkside—the side of the world tidally locked Verite that's always turned away from the sun and thus never feels its heat—the abominations known as bloodbrothers hit smaller creatures for their vital essences. Measuring over 15 feet tall and 11 feet long, a bloodbrother looks like a millepede or wormlike arthropod from the waist down. Its upper half resembles those of a muscular humanoid with a set of bony22 ALIEN ARCHIVEALIEN ARCHIVEAppendix 1: predators, preying on a cavity in its chest. This bloodbrother that are eager to distract and find victims BLOODBROTHERSare the bloodbrothers such. These are the best and the prey's Despite their blunt and mercurial nature, bloodbrothers are relatively simple. Rather than simply digging its prey with its, the bone-clamp bloodbrother reaches its fangs into the flesh of the enclosure. CREATINGHuge and lumbering, these bloodbrothers use the tropes of nature as their weapons. 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speed of 30magic (CR 11+; increase to DR 10/magic at CR 13, DR 15/magic feet and swim speed of 60 feet, at CR 15, DR 20/magic at CR 17); SR 11 + CR (CR 12+); burrow Abilities: Breath weapon (cone 15 feet + 10 feet per 2 CR, speed of 60 feet. 1d6 C + 1d6 per CR), frightful presence (CR 10+, 60 feet Abilities: Breath weapon (line 30 feet + 10 feet per 2 CR + 10 feet per CR), icewalking (see below), spell-like abilities:d8 E + 1d8 per CR), frightening presence (CR 9+, 60 feet + 10 feet (CR 10+), per CR), spell-like abilities (CR 9+), sound imitation (see below). Icewalking (Ex): A white dragon can move across icy surfaces Sound imitation (Ex): A blue dragon can mimic any voice or without penalty and doesn't need to attempt Acrobatics checks. This has heard by succeeding at a Bluff check opposed by to run or charge on ice. In addition, a white dragon can climb icicle listener's Sense Motive check surfaces as if under the effect of spider climb. DRAGON 39DRAGONKIN CR 9 Melee thunderhead dragonglaive +22 (2d8+15 S & E) or bite +22 (2d16+15 P) DRAGONKIN XP 6,400 CR 9 Dragonkin soldier Ranged tactical magnetic rifle +18 +28 (2d16+15 P) DRAGONKIN XL Large dragon Space 10 ft.; Reach 10 ft. (15 ft. with dragonglaive) XP 6,400 CR 10 Fire 14; Defense 14; KAC 27; STATISTICS Fort +14; Ref +12; Will +10; Str +6; Dex +2; Con +5; Int +10; Wis +1; Cha +3 Immunities fire, paralysis, sleep, Skills Pillot +22, Intimidate +17; Acrobatics +17 Languages Common, Draconic OFFENSE Other Abilities armor training, keep fighting (2d6+9 HP), Speed 40 ft., fly 120 ft. (Ex, average) partner bond Gear advanced iirishell, tactical magnetar rifle with 50 longbarrel rounds, theunderhead dragonglaive with 1 battery (20 charges) ECOLOGY Environment any (Triaxius) Organization solitary, bonded pair (1 + 1 bond partner), patrol (3d-3 bonded partners) SPECIAL ABILITIES Partner Bond (Ex) A dragonkin can form a permanent bond with one willing non-dragonkin creature. Once this bond is made, a dragonkin cannot form another partner bond unless its current partner dies. A dragonkin and its partner can communicate with each other as if they both had telepathy, within a range of 100 feet. In combat, when a dragonkin within 30 feet of its partner, both features roll initiative checks separately and treat the higher result as the result for both of them. Native to Triaxius, dragonkins are skilled and more humanoid than their true dragon cousins, yet very intelligent, as the bluish drakelands and wyverns. Even before the advent of the Gap, dragonkin had a long history of alliance with humans, specifically in a region on Triaxius called the Skyfire Mandate, where many dragonkin carried rhyphorion, riders into battle against the armies of the old drakelands in the Drakelands. With the formation of Pact, however, the Drakelands masters ramped back their cruelty to ostensibly legal levels, and the dragonkin were forced to flee. The skyfire Legion was formed in the Skyfire Legion and found a new purpose as a force for mercenary leadership that would protect the lands of the dragonkin from the reach of the Pact's laws. Yet not all dragonkin stayed behind the wall of the Drakelands, and some continued to find their own ways to join the legendary Legion's new members. Some dragonkin took to the stars independently to find their own ways to serve. 40 ALIEN ARCHIVEALIEN ARCHIVEVDRAGOONLAIVES (TWO HANDED SWORD) ADVANCED MELEE WEAPONS)UNCATEGORIZED LEVEL PRICE DAMAGE CRITICAL BULK SPECIAL Powered (capacity 20, usage 1) reach Dragonglaive, basic 4 2,000 d9 S & E - 2 Powered (capacity 20, usage 1) reach DRAGONKIN Powered (capacity 20, usage 1) reach Dragonglaive, basic 4 2,000 d9 S & E - 2 Powered (capacity 20, usage 1) reach Dragonglaive, threeheaded 9 0,900 248 S & E - 2 Powered (capacity 20, usage 1) reach APPENDIX 1: Powered (capacity 20, usage 1), reach CREATINGDragonlaive, stormstrike 12 34,000 340 S & E - 2 MONSTERS ANDDragonlaive, skyshatter 16 160,000 848 S & E - 2 OTHER NPCSDragonlaive, wyrmlord 19 9,525,000 1,348 S & E - 2 APPENDIX 2: APPENDIX 3: ryphorian. Living and working together: Hit Points: 6 APSPIMNPDLIXE 4 and often training to complement each UTNCERGMIERVAAPETFLRUTASRAEELothrin in combat—a dragonkin and his Size and Type: Dragonkin are Large dragons with apartance that have a racial magical ability to bond with a non-dragonkin partner, traditionally a Ability Adjustments: -4 Str, -2 Dex APPENDIX 4: read each other's thoughts, allowing dragonkin can breathe a 30-foot cone of flame that UNIVERSALtherin to act with perfect synchronization. On Triaxius, this historically resulted in bonded deals 1d6 fire damage. At 3rd level, a dragonkin adds CREATUREpairs known as dragonkin pairs, a humanoid partner 1-1/2 x his character level to the damage. A creature RULESiding into combat on the dragonkin's back and providing in the cone can attempt a Reflex save for half-ranged and magical support. While there are still plenty of damage (DC = 10 + half the dragonkin's characterlevel-pairing walls who practice this ancient form of combat, level + his Constitution modifier). A dragonkin can't today, a dragonkin and his partner more often use their link to use this ability again until he has taken a 10-minute break an exceptional starship crew or ground assault squad. The rest to recover Stamina Points, bond between dragonkin and partner goes far beyond simplecombat, however. While generally not romantically involved Draconic Immunities: Dragonkin are immune to touch each other, dragonkin and their partners act in sync in sleep effects and gain a +2 racial bonus to save against every aspect of their lives and form an inseparable throw against effects that cause paralysis, partnership that outside relationships must accommodate. Draconic Vision: Dragonkin gain darkvision with Life among the stars has led to variation within the dragonkin a range of 60 feet and low-light vision, meaningrange, both culturally and genetically. While dragonkin adopted they can see dim light as if it were normal light the use of armor, weapons, and other tools millennia ago, this reliance has accelerated dramatically in recent centuries. Flight: A dragonkin gains an extraordinary flightDragonkin who remain on Triaxius and live according to speed of 30 feet with average maneuverability. Until it retains their abilities, yet those who make their homes a dragonkin is 5th level, he must end his movement on the cramped quarters of ships and space stations have a the ground at the end of each turn or fall diminished ability to fly—a fact that drives a wedge between traditionalists and the newer breed, the latter of which claim Partner Bond: See page 40 that a good starship provides the only wings they need. 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Creatures outlined by the limning light take a -20 penalty to (3-4), delegation (5-8 plus 1 draw Noble Stealth checks and don't benefit from the arms dealer), or battalion (10-40) concealment usually provided by darkness. If an affected creature is benefiting from an effect DROW NOBLE ARMS DEALER CR 11 such as invisibility, all others within line of sight if it become aware of its location (see page 260 of XP 12,800 the Starfinder Core Rulebook). This effect Drow envy lasts for a number of minutes equal to CE Medium humanoid (elf) the drow noble's CR (11 minutes for a drow Init +3; Senses darkvision noble arms dealer). This ability has a range of 100 feet, 60 ft., detect magic, Perception +26 With purple skin and white hair, drow are physically beautiful but merciless. DEFENSE HP 170 RP 6 Common drow form the majority of civilian EAC 26; KAC 28 and military forces and are governed by more Fort +10; Ref +12; Will powerful drow nobles. This strictly matriarchal culture leaves few opportunities for a common +14 +2 vs. enchantments male, and training as an enforcer for a noble Immunities sleep; SR 22 house or arms dealer is one of only a few ways Weaknesses light blindness OFFENSE Speed 30 ft. Melee ultrathin longsword +19 (4d8+12 S) 14 S2 ALIEN ARCHIVEALIEN ARCHIVEVIA draw male can secure a somewhat comfortable life—if not RACIAL

Mysticism, and Sense Motive as master skills; can choose spells from both the mystic and technomancer lists. Suggested Ability Score Modifiers: Intelligence, Wisdom, Charisma. NECROVITE 81NIHILI NIHILI NIHILI CR 5 OFFENSE CAPTAIN Speed 30 ft., climb 20 ft. XP 1,600 HP 72 Melee slam +14 (1d6+10 B) CR 13 NE Medium undead Offensive Abilities decompression gaze (15 ft., DC 15, 1d4+3 B)XP 25,600 Init +3; Senses darkvision 60 ft.; Perception +11 Aura gravity well (5 ft., DC 15) STATISTICS NIHILI Str +5; Dex +3; Con —; Int +2; Wis +0; Cha +0 CAPTAIN DEFENSE Skills Athletics +16 (+24 when climbing), Stealth +11 EAC 17; KAC 19 Other Abilities unliving CR 13 Fort +7; Ref +7; Will +6XP 25,600 Immunities undead immunities ECOLOGY Environment any vacuum Organization any SPECIAL ABILITIES Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 15 Fortitude save or take 1d4+3 bludgeoning damage. Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of spider climb. Any creature entering this aura from an area of zero-g must succeed at a DC 15 Reflex saving throw or be knocked prone. NIHILI CAPTAIN CR 13 XP 25,600 NE Medium undead Init +6; Senses darkvision 60 ft.; Perception +23 Aura gravity well (5 ft., DC 21) DEFENSE HP 270 EAC 27; KAC 29 Fort +15; Ref +15; Will +14 Immunities undead immunities OFFENSE Speed 30 ft., climb 20 ft. Melee slam +26 (3d12+21 B) Offensive Abilities decompression gaze (15 ft., DC 21, 3d8+11 B) STATISTICS Str +8; Dex +6; Con —; Int +4; Wis +0; Cha +0 Skills Athletics +28 (+36 when climbing), Stealth +23 Other Abilities unliving ECOLOGY Environment any vacuum Organization any SPECIAL ABILITIES Decompression Gaze (Su) See above. Gravity Well (Su) See above.82 ALIEN ARCHIVEALIEN ARCHIVEMore so than any harsh desert or freezing Most nihilis occur naturally, but they can be NIHILITundra, the airless void of space is an created by powerful spellcasters using theunforgiving killer. Most life-forms can animate dead spell. Animating a nihili in APPENDIX 1:survive for about 90 seconds in a vacuum this way requires crushed rock from a CREATINGbefore dying, though rapid depressurization planetoid with no atmosphere as partcan cause unconsciousness in as little as of casting the spell. Nihilis created by MONSTERS AND15 seconds. When an unprotected body Eoxian necromancers are sometimes OTHER NPCSis introduced to a vacuum, the gases inside assigned to ships of the Corpse Fleetit begin to expand due to the difference as engineers, as they can walk along APPENDIX 2:in pressure. While this causes discomfort, the outside of the vessels with little SUMMONINGespecially in the

abdominal area due to the difficulty in order to make repairs. An CREATUREExpansion of intestinal gases, the real danger ambitious nihil who proves its worthcomes from any oxygen still in the lungs. If APPENDIX 3:that gas can't escape (say, because the person is might eventually become the captain of its APSPIEMNPDLIEX 4trying to hold his breath), the delicate pulmonary own Corpse Fleet ship. UTCNERGMIERVAAPETFLRUTASRSTAELtissue can become severely damaged. Thosewho survive such an event can be left with Rumors speak of a cult of nihilis in the RULESpermanent injuries, such as blindness, a fringes of the Vast who have discovered a APPENDIX 4:collapsed lung, or worse. Those who do UNIVERSALnot survive spend their last few moments small tear in reality that opens up ontoin terrible pain and mind-numbing terror, and the Negative Energy Plane. Calling it a CREATUREsometimes such suffering prevents souls from "dark star," these nihilis eject corpses RULESpassing on to the afterlife. These unfortunate (usually of victims they have killed) intocreatures rise again as undead monstrosities the surrounding vacuum as sacrifices;known as nihilis. some of these bodies are animated as nihilis who immediately attain honored With puffy skin, ragged wounds from gases escaping the positions in the cult, as they preach ofbody, and gaping mouths, nihilis might resemble mindless sinister whispers from beyond the portal that encourage thiszombies, but they have a sharp intellect and powers that gruesome form of reproduction. When one of these nihilis ismake them far more formidable. A nihilis's gaze can crush the destroyed, its remaining flesh is almost instantly flensed fromlungs of any living creature who sees it, as if the victim were its body, leaving a skeleton marked with glowing blue runesbeing squeezed by a giant hand. In addition, nihilis creates that are difficult for living creatures to focus on—attemptingtheir own gravity, allowing them to move easily about the to do so results in blurred vision and nosebleeds. The fewwrecked starships where they are usually found. This aura mystics who have studied these runes (usually throughcan surprise those attempting to float past nihilis in zero sketches or eyewitness descriptions) have yet to deciphergravity, often causing them to fall face first onto whatever their meaning. A small handful of rune-marked bones are keptsurfaces the undead are standing on. Nihilis that perished in smoked-glass cases inside secure vaults by a few arcanefloating through the void use this ability to cling to passing research bases within the Pact Worlds.vehicles, eventually working their way inside to slaughter the No one knows for certain whether the nihilis who worshipvessels' crews. this "dark star" are venerating a shadowy entity or are suffering from some unknown kind of madness. However, Nihilis have an everlasting hatred of the living, especially travelers who survive passing through this region return withof spacefarers for daring to travel the void. Some scholars tales of huge masses of floating corpses forming a ring aroundposit that nihilis are the embodiment of outer space's cruelest a cloud of ebony particles that seems to absorb all light.aspects and exist only to punish those who sully its vacuum. While most scoff at the idea of ascribing a will to something NIHIL TEMPLATE GRAFT (CR 3+)so vast and pervasive as space, there is no denying thatnihilis exist and are vicious killers. The undead use their Any breathing creature can die in the pitiless vacuum ofnatural cunning to lie in wait for potential victims, usually space, whether because of a hull breach, being forced out ofcrouching in dark corners near the ceiling where few think an airlock, or having its space suit run out of power while onto look before springing into combat. They fight with almost an airless asteroid. Use the following template graft (see pageno sense of self-preservation, unless vastly outnumbered, at 141) to create a unique nihilis of any CR.which time the nihilis turn and flee. Once nihilis have killedtheir victims, they usually leave the corpses where they fall, Required Creature Type: Undead.having no desire to consume living flesh or blood. They then Traits: Increase ability save DCs by 2.begin the hunt for further prey. Abilities: Decompression gaze (see page 82, damage as ranged energy damage of 2 CRs lower), gravity well (see page 82). Suggested Ability Score Modifiers: Strength, Dexterity. NIHIL 83NOVASPAWN NOVASPAWN TIER 8 Attack (Aft) heavy laser cannon +12 (4d8) Skills Engineering +16, Piloting +20 N Huge starship aberration Power Core novaspawn heart (250 PCU); Drift none; SystemsNOVASPAWN Speed 6; Maneuverability poor (turn 3) mk 6 armor, mk 5 defenses; Expansion Bays none TIER 8 Other Abilities living starship, no breath AC 22; TL 20 ECOLOGY HP 200; DT 5; CT 40 Environment any vacuum Organization solitary Shields medium 100 (forward 25, port 25, starboard 25, SPECIAL ABILITIES aft 25) Living Starship (Ex) While a novaspawn is a living Attack (Forward) tentacles +12 (4d4 plus immobilize), creature, it is so immense that it functions as a starship (and thus engages in only starship particle beam +12 (8d6) combat). Though it has no crew, it can still take engineer, gunner, and pilot actions (one of each, Attack (Port) heavy laser cannon +12 (4d8) in the appropriate phases) using the skill bonuses listed above. Modifiers for its size, speed, and Attack (Starboard) heavy laser cannon +12 (4d8) maneuverability have already been factored into its statistics. Assume it has 8 ranks in the Engineering and Piloting skills and a base attack bonus of +8. Use the following table to determine the effects when a novaspawn takes critical damage. The novaspawn's brain doesn't take critical damage conditions. D% SYSTEM EFFECT 1-30 Weapons Randomly determine one arc array containing weapons; condition applies to all gunner actions 31-60 Propulsion using weapons in that arc 61-90 Heart Condition applies to all pilot 91-100 Brain actions Condition applies to all engineer actions, except when patching or repairing the heart During the next round, each of the novaspawn's attempted actions have a 25% chance of failure. Tentacles (Ex) The gigantic tentacles dangling from a novaspawn's forward arc are powerful enough to grab a starship and hold it in place, making it easier for the novaspawn to blast the vessel with its particle beam. A novaspawn can make a tentacles attack only against a Large or smaller starship that is in its forward firing arc and in a hex adjacent to the novaspawn. If the attack deals Hull Point damage to the target, that vessel can't move unless its pilot succeeds at a DC 27 Piloting check as an action during the helm phase. A starship that is84 ALIEN ARCHIVEALIEN ARCHIVE immobilized in this way takes a -2 penalty to its AC and crew can then approach and "board" the novaspawn by NOVASPAWN Target Lock. climbing into one of the heat dispersal vents located on its dorsal side. Since the novaspawn requires as much as heat APPENDIX 1:Novaspawn are rare, enormous creatures of silicon and as possible during the parturition process, these vents are CREATINGsteellike flesh that live in the vacuum of space. They feed on completely sealed, but they can be cut open (a vent has 240cosmic radiation and travel with a purpose that no scientist has Hit Points and hardness 25) or forced open (DC 40 Strength MONSTERS ANDbeen able to fully fathom. No one is certain where they come check). Involuntary muscle contractions reseal the vent 3d4 OTHER NPCSfrom or exactly how long they live. However, scholars have rounds later.discovered records that hint that at the end of a novaspawn's APPENDIX 2:life cycle, it undergoes a devastating transformation to Once inside, the heroes must navigate the novaspawn's SUMMONINGbecome a new star. This phenomenon has been named "solar twisting internal passageways while dealing with the CREATUREparturition," though no currently living mortal has seen it growing heat and radiation. With a successful DC 30 Lifeoccur. Most speculate that the process would burn nearby Science check, they can find their way to the novaspawn's APPENDIX 3:planets to cinders and irrevocably alter the climate of others heart in 2d6+7 minutes (each successive attempt requires APPENDIX 4farther away. an additional 1d6 minutes). However, every minute spent UTCNERGMIERVAAPETFLRUTASRSTAEL inside, each hero must succeed at a DC 20 Fortitude check Novaspawn are generally peaceful, and they often or take 10 fire damage. The novaspawn's heart must then RULESreact to outside stimuli in ways that most people don't be "deactivated" to halt the transformation, which requires APPENDIX 4:understand. However, if antagonized, one of these six successful DC 36 skill checks (any combination of UNIVERSALspacefaring creatures can devastate smaller starships with Engineering, Life Science, and Mysticism checks). Anyease, as its crystalline protrusions can convert internal character in the novaspawn's heart chamber is subjected to CREATUREelectrical currents into blasts of energy much like those a high level of radiation; those outside are not. RULESof standard laser cannons. A novaspawn also generates itsown protective shields using its aberrant biology, which If this complex process of magic and science is stopped, thesome believe is as much magical as it is scientific. novaspawn dies, but it won't explode unless someone brings it back to life, which would require a powerful occult processOLDER NOVASPAWN or an intricate technological procedure.The stat block above represents a novaspawnin an early stage of its maturation—such anovaspawn is still older than some civilizations.Older novaspawn can grow to Colossal starshipsize, dwarfing even the mightiest of warships.Novaspawn of such size are foes of a muchhigher tier, and their armaments function ascapital weapons.SOLAR PARTURITION (CR 14)In rare occasions, a novaspawn that isill or under malign influences undergoesthe process of parturition dangerouslyclose to an inhabited planet or immobilespace station. While the processisn't instantaneous, it still doesn'tleave enough to time to evacuate anentire world or crowded facility andget the residents to a safe distance(at least several hundred thousandmiles away). However, all is not lostfor these unfortunate souls. A group ofadventurers brave enough to face a seriesof demanding challenges can stop anovaspawn's transformation,it remains still and its outer defensesare powered down. An intrepid starship NOVASPAWN 85NUAR NUAR ENFORCER CR 4 frag grenade II +9 (explode [15ft., 2d6 P, DC 13]) CR 4 Offensive Abilities gore, fighting styles (hit-and-run), XP 1,200 HP 52 XP 1,200 Nuar soldier knockdownNUAR SPECIALIST N Medium monstrous humanoid Init +0; Senses darkvision 60 ft.; Perception +10 STATISTICS CR 8 Str +5; Dex +0; Con +3, Int +1; Wis +1; Cha +0 XP 4,800 DEFENSE Skills Athletics +15, Intimidate +10, Survival +10 EAC 18; KAC 20 Fort +6; Ref +4; Will +5 Feats Opening Volley Languages Common, Orc OFFENSE Other Abilities maze mind Speed 35 ft. Gear lashunta ringwear II, maze-core frostbite-class Melee cryopike +12 (1d8+11 C) or zero rifle and tactical cryopike with 2 high-capacity batteries (40 charges each), frag grenades II (3) horn +12 (1d6+11 P) Ranged frostbite-class zero ECOLOGY Environment any (Absalom Station) rifle +9 (1d8+4 C; critical Organization solitary, pair, or brute squad (3-6) staggered [DC 13]) or SPECIAL ABILITIES Gore (Ex) A nuar can charge without taking the normal charge penalties to the attack roll or its AC. If the nuar has another ability that allows it to charge without taking these penalties (such as the charge attack ability from the soldier's blitz attack fighting style), the nuar also gains the ability to charge through difficult terrain. Knockdown (Ex) When a nuar enforcer scores a critical hit with a melee weapon that has no other critical effects, the attack gains the knockdown critical effect. Maze Mind (Ex) Nuars have a naturally strong sense of direction and an instinctive understanding of complex patterns. As a result, they very rarely get lost. A nuar can attempt a special level-based Wisdom check (1d20 + CR or level + Wisdom bonus) instead of using his total bonus in the Piloting skill to navigate or his total bonus in the Survival skill for orienteering. NUAR SPECIALIST CR 8 XP 4,800 Nuar mechanic LN Medium monstrous humanoid Init +0; Senses darkvision 60 ft.; Perception +16 DEFENSE HP 117 EAC 19; KAC 20 Fort +9; Ref +9; Will +9 OFFENSE Speed 40 ft. Melee buzzblade dueling sword +17 (2d6+10 S) or horn +17 (1d12+10 P) Ranged aphelion laser pistol +15 (3d4+8 F; critical burn 1d4) or frag grenade III +15 (explode [15 ft., 4d6 P, DC 18]) Offensive Abilities gore, knockdown, overload (DC 18), target tracking STATISTICS Str +2; Dex +0; Con +2, Int +6; Wis +4; Cha +186 ALIEN ARCHIVEALIEN ARCHIVES Skills Athletics +16, Bluff +16, Computers +21, RACIAL TRAITS NUAR Engineering +21, Physical Science +21 Ability Adjustments: +2 Str, +2 Int, -2 Dex APPENDIX 1:Languages Common, Orc Hit Points: 6 CREATINGOther Abilities artificial intelligence (exocortex), expert Size and Type: Nuars are Medium monstrous humanoids. MONSTERS AND rig (cerebral implant), maze mind, mechanic tricks Darkvision: Nuars have darkvision out to 60 feet. OTHER NPCS (holographic projector, neural shunt), miracle worker Gore: See page 86. In addition, a nuar with 1 APPENDIX 2:Gear advanced lashunta tempweave (black force field SUMMONING [10 HP]), maze-core aphelion laser pistol and buzzblade or more ranks in Piloting or Survival also gains a CREATURE dueling sword with 2 high-capacity batteries (40 +2 racial bonus to checks with that skill. charges each), frag grenades III (4), detonators (4) Natural Weapons: Nuars are always considered APPENDIX 3: armed. They can deal 1d3 lethal piercing damage APPENDIX 4ECOLOGY with unarmed strikes and the attack doesn't UTCNERGMIERVAAPETFLRUTASRSTAELEnvironment any (Absalom Station) count as archaic. Nuars gain a unique weaponOrganization solitary specialization with their natural weapons at RULES APPENDIX 4:SPECIAL ABILITIES 3rd level, allowing them to add UNIVERSALGore (Ex) See page 86. 1-1/2 × their character level toMaze Mind (Ex) See page 86. CREATURE their damage rolls with their RULESNuars are pale, minotaur-like creatures with natural weapons (insteadformidable frames and roughly of just adding theirbovine faces, hooves, and character level, as usual).horns. Their skin and hair Swift: Nuars have a baserange in coloration fromsnow white to cream, speed of 40 feet.light gray, or tan, witheyeyes that are generally A typical nuar stands between 7pink or red, though they and 7-1/2 feet tall and weighs aboutmuch more rarely may 300 pounds.be bright blue, green, or yellow. Nuars' bestial appearanceoften convinces others that the creatures are slow-witted and MAZE-COREsimple, but this is far from the truth. The nuars' natural grasp of complex Nuars trace their origins to lost Golarion, claiming they patterns and shifting connections hasare a race distinct from the larger and less intelligent race allowed them to develop special kinds of multifunctionalof common minotaurs. Their accepted history states they devices using an adjustable component known as a maze-core.existed on Absalom Station, and before that in the ancient A maze-core device acts as two different pieces ofcity of Absalom, long before the Gap. With no firm scholarship equipment, though it can function as only one of the two atto rely on, nuars have built a new mythology and history by any given time. Only powered or technological equipment canborrowing elements from numerous other species and faiths. be built as maze-core devices, and the items must be melee weapons, small arms, longarms, heavy weapons, computers, or Nuars have a strong appreciation for the culture of orcs technological devices.and half-orcs, and often follow orc conventions and traditions To create a maze-core device, select two pieces of equipment.that don't interfere with their endeavors in invention and The maze-core device has a bulk equal to that of the bulkiestinnovation. They are drawn to

technology and commonly of the two items + 1, and a cost equal to the most expensive worship Triune or Yaraesa, with their most senior priests also of the two items + 1-1/2 times the cost of the less expensive serving as skilled designers, engineers, and inventors. item. When determining the maze-core equipment's hardness and Hit Points, treat it as having the higher level of the two Nuars are not a numerous race, even on their declared home items, but for all other calculations, each item retains its own of Absalom Station. They have no known major settlements item level. If both items require the same kind of ammunition of their own, though rumors persist of technologically or power (such as a battery), they share a single battery of the advanced labyrinths hidden deep within asteroids of the highest capacity either device uses. Diaspora. Beyond Absalom Station, they are most often found Changing a piece of maze-core equipment to function as on exploratory ships, as their combination of impressive the alternate piece of equipment is a swift action. physiques, keen intellects, and urges to research and createserve them well. However, as nuars age, they also tend toward to establish roots, often returning to Absalom Station to start a family or build a community. NUAR 87OMA OMA OMA CR 16 Ranged electrical discharge +29 (6d4+16 E; critical overload CR 16 [DC 24])XP 76,800 XP 76,800 HP 285 N Colossal magical beast Space 30 ft.; Reach 20 ft. (30 ft. with tail slap) Init +8; Senses darkvision 60 ft., low-light vision; Offensive Abilities swallow whole (5d4+16 E, EAC 30, Perception +28 KAC 27, 71 HP) Spells Known (CL 16th) DEFENSE EAC 30; KAC 31 1/day—chain surge (DC 24), greater discharge (DC 24) Fort +16; Ref +16; Will +19 Immunities cold, electricity, vacuum STATISTICS Str +3; Dex +3; Con +7; Int +0; Wis +10; Cha +5 OFFENSE Skills Acrobatics +33 (+25 when flying), Piloting +33, Sense Speed fly 60 ft. (Su, clumsy) Melee tail slap +27 (6d8+19 B) or Motive +28 Languages starsong (can't speak any language) bite +27 (6d6+19 P plus swallow whole) Other Abilities cavatina, no breath ECOLOGY Environment any vacuum or gas giant Organization solitary, pair, or pod (3-5) SPECIAL ABILITIES Cavatina (Su) Once per day as a move action, an oma can sing a telepathic song that either encourages its friends or dispirits its foes. The oma can grant a +2 morale bonus to ability checks, attack rolls, and skill checks to all allies within 60 feet. Alternatively, the oma can cause all enemies within 60 feet who fail DC 24 Will saving throws to take a -2 penalty to ability checks, attack rolls, and skill checks. This bonus or penalty lasts for 8 rounds. Electrical Discharge (Ex) An oma can strike foes with a blast of electrical energy that has a range increment of 120 feet. When an oma scores a critical hit with its electric discharge, the target must succeed at a DC 24 Reflex save or technological items held by the target are unusable and do not provide any benefit to their wielder for 1 minute. Oma are vast creatures, often called "space whales," that travel endlessly through the inky void. They magically project electromagnetic fields that shield them from the effects of the vacuum as well as from the particulate rings and dense atmospheres of the gas giants in which they usually feed, extracting energy and nutrients with their energy baleen. Oma are most often seen traveling alone, though there are regions of the Pact Worlds system where pods of oma are known to migrate together on a particular, if mysterious, schedule. Rarely, massive numbers of oma gather in the rings of a planet and put on an incredible show, their energy fields intermingling and reacting with local gases to light up swaths of space in a multicolored spectacle. A typical oma is 150 feet long and weighs 250 tons. 88 ALIEN ARCHIVE ALIEN ARCHIVE OMA The most commonly known—and least understood—feature OMA AS STARSHIPS APPENDIX 1: of oma is their starsong: a haunting telepathic melody that can CREATING be perceived thousands of miles away, even across the void of Barathus once used oma as living starships, telepathically space. While most describe starsong as slow, mournful, and directing the creatures from within their surprisingly habitable MONSTERS AND crooning, none ever agree on the finer details of a particular stomachs. Modern bioengineering has made this form of travel OTHER NPC Soma song, which suggests that each listener hears something rare, though occasionally delegations of barathus arrive at a different. Attempts to decipher concrete meaning from port in an oma to make a grand impression. In a more gruesome APPENDIX 2: these tonal poems have so far eluded even the most brilliant fashion, certain advances in the synthesis of organic materials SUMMONING magic and linguistics experts, as the oma speak in riddles have created a more morbid way for smaller creatures to also CREATURES that even they don't always appear to understand. Scholars harness the great power of an oma. At the end of its natural and cryptolinguists among the glowing (and completely life, a typical oma travels to a gas giant that meets specific (but APPENDIX 3: unrelated) poet-whales of Triaxus's arctic seas claim that the unknown) criteria, where it locks itself into orbit and refuses to APSPLEMNPDLIEX 4 patterns represent a surprisingly complete oral history of feed as it sings a final telepathic dirge. Enterprising shipbuilding UTCNERGMIERVAAPETFLRUTASRSTAEL the universe, albeit a highly stylized and nonchronological outfits—sometimes employing telepaths who have attuned version. Whatever the content of the songs, even the saltiest themselves to this particular song—race to reach a dying oma RULES of spacefarers can become tearily nostalgic when they recall before its orbit inevitably decays and the titanic corpse is lost. APPENDIX 4: their first experience hearing the haunting sound in the Specialized crews secure and preserve the massive beast, UNIVERSAL silence between worlds. refitting its body into a ship frame that, while poorly suited to Drift travel thanks to its largely organic nature, makes for an CREATURE Most reported interactions with oma have affirmed their excellent—albeit ghoulish—Material Plane transport vessel. RULES docile nature, and many experienced spacefarers believe that the titanic creatures have a benevolent streak and that The following frame statistics can simulate a living or deadsighting one is a sign of good luck and favorable trade ahead. oma starship, at the GM's discretion, using the system for More than one crew of a disabled starship has reported building starships presented in the Starfinder Core Rulebook being found by a passing oma, which then herded the ship back to civilized space. Once its temporary charges are safe OMA again among their kind, the oma bids farewell with slowsomersaults and cryptic starsong. However, those few that Size Medium have attempted to hunt oma for sport have found them more Maneuverability average (+0 Piloting, turn 2) than capable of defending themselves; the massive beasts can HP 85 (increment 15); DT —; CT 17 unleash a targeted burst of energy that disables most modern Mounts forward arc (1 heavy, 1 light), port arc (1 light), starship power cores. This has not gone unnoticed by various governments, who make periodic (and so far unsuccessful) starboard arc (1 light), aft arc (1 light) attempts to reverse engineer and weaponize this ability. Expansion Bays 6 Oma are also capable of swallowing small starships (such as Minimum Crew 1; Maximum Crew 6 fighters and interceptors) whole; some do it accidentally as Cost 20 they feed, but most only when provoked. SPECIAL ABILITIES Drift Resistant (Ex) An oma's body must be specially refitted to accommodate Drift travel; installing a Drift engine in an oma increases the price of the engine by 50%. OMA 89OROCORAN OROCORAN CR 6 SPECIAL ABILITIES Hallucinate (Ex) An orocoran's stomach fluids are laced OROCORAN XP 2,400 CR 6 CE Medium aberration with the narcotic black ichor of Aucturn. A creature hit Init +5; Senses darkvision 60 ft., see invisibility; with the orocoran's projectile vomit must succeed at a XP 2,400 DC 16 Will save or be confused (as per confusion) for OROCORAN Perception +13 1d4 rounds. ICHOR LORD Projectile Vomit (Ex) As a standard action, an orocoran can DEFENSE HP 93 RP 1 spew a thin stream of vomit at a target within 30 feet. In CR 9 EAC 18; KAC 20 addition to taking damage, a creature hit with this spray XP 6,400 is subject to the orocoran's hallucinate ability. Fort +8; Ref +8; Will +7 (+9 vs. mind-affecting effects) Defensive Abilities unflankable OFFENSE OROCORAN ICHOR LORD CR 9 Speed 30 ft. Melee proboscis +13 (1d8+6 P; critical bleed 1d6) XP 6,400 Ranged projectile vomit +16 (1d10+6 A plus hallucinate) CE Medium aberration Spell-Like Abilities (CL 6th) Init +4; Senses darkvision 60 ft., see invisibility; 1/day—augury Perception +17 Constant—see invisibility STATISTICS DEFENSE HP 120 RP 1 Str +0; Dex +5; Con +3; Int -1; Wis +1; Cha +2 EAC 21; KAC 22 Skills Mysticism +13, Stealth +18, Survival +13 Fort +8; Ref +8; Will +14 (+16 vs. mind-affecting effects) Languages Aklo (can't speak any language); limited Defensive Abilities unflankable telepathy 60 ft. OFFENSE Speed 30 ft. ECOLOGY Melee proboscis +15 (3d4+9 P; critical bleed 1d6) Environment any (Aucturn) Ranged projectile vomit +17 (2d6+9 A plus hallucinate) Organization solitary, brood (2-9), or Spell-Like Abilities (CL 6th) congregation (10-20 orocorans plus 1 1/day—augury ichor lord) Constant—see invisibility Spells Known (CL 9th) 3rd (2/day)—charm monster (DC 20), mind thrust (DC 20) 2nd (6/day)—fear (DC 19), hold person (DC 19), mystic cure, spider climb At will—command (DC 18), lesser remove condition STATISTICS Str +0; Dex +4; Con +3; Int +2; Wis +6; Cha +3 Skills Intimidate +22, Mysticism +22, Sense Motive +17 Languages Aklo, Common (can't speak any language); limited telepathy 60 ft. ECOLOGY Environment any (Aucturn) Organization solitary or congregation (1 ichor lord plus 10-20 orocorans) SPECIAL ABILITIES Hallucinate (Ex) See above. Projectile Vomit (Ex) See above. Native to Aucturn, orocorans maybe even 90 ALIEN ARCHIVE ALIEN ARCHIVE predate the coming of the cults of the Elder Mythos and the Though capable of using other races' technology— OROCORAN Dominion of the Black, and they remain one of their world's frequently armed for battle and used as shock troops by most populous intelligent races. Orocrons are parasites ichor lords or more organized races—threatened orocorans APPENDIX 1: that prey on the living planet, seeking out the pulsing veins generally default to spewing their madness-inducing CREATING of black ichor that run beneath parts of Aucturn's surface, stomach fluids onto enemies, letting the fluids rot their drawing the liquid out with their mosquito-like proboscises. targets' minds, and then moving in to exsanguinate them MONSTERS AND In addition to feeding the orocorans, these elritch fluids with their proboscises. While orocorans are nearly 6 feet OTHER NPC S also act as a powerful narcotic, filling the orocorans with tall when standing upright, they prefer to run on all fours, euphoric hallucinations. Orocrons call this dream state and they usually weigh around 150 pounds. Orocrons have APPENDIX 2: "womb mind," and they believe that it allows them to no gender or designated reproductive organs, and mating SUMMONING commune directly with the gestating consciousness of the involves two participants piercing each other's torsos with CREATURES planet itself. Indeed, there may be some truth to this idea, their proboscises to share genetic information andas even those orocorans not actively dreaming can use the become pregnant. These individuals lay clutches of APPENDIX 3: ichor lingering in their systems to tap into this mystical fertilized eggs in ichor-filled pockets gouged out APSPLEMNPDLIEX 4 consciousness and receive vague prophetic advice regarding of the planet's skin, and then they abandon UTCNERGMIERVAAPETFLRUTASRSTAEL their actions. Orocrons can usually be found wherever their young completely. the veins of ichor flow thickest, either defending their RULES hallucinogenic watering hole or simply lying sprawled in the APPENDIX 4: grips of drug-induced stupors. When not ichor dreaming, UNIVERSAL orocorans are irritable and unpredictable, in constant low-grade pain from withdrawal symptoms. Slothful by nature, CREATURE orocorans have little desire to create civilization, and they RULES generally do so only when forced into it by more powerful races or rare orocoran individuals called ichor lords. While most orocorans have their higher faculties rotted out by the unending hunger of addiction, barely even using their telepathy to communicate, perhaps one in a thousand finds that the ichor supercharges its intellectual capacities, giving it not only a greater degree of cunning and intelligence but enhanced magical powers. These ichor lords believe themselves to be direct conduits to the mind of the sleeping planet, something between priests and avatars, and consider it their divine responsibility to organize their kin and rule over them in pursuit of the dreams of Aucturn's goals. What exactly these goals might be varies wildly from lord to lord, but they somehow always seem to involve securing the ichor lord's power and comfort, along with the crafting of elegant monasteries or massive fortresses to guard the local supply of ichor. These warlord-oracles control their fellows through both brutemagical power and monopolization of the planet's fluids, but the need for the ichor to be relatively fresh means that most of these makeshift kingdoms extend only as far as the local vein runs, their influence tapering as soon as the vein dives too far underground to be mined effectively. Regardless of the size of their holdings, all ichor lords and their subjects recognize the authority of the mysterious entity called Carsai the King. Though Carsai's true nature has never been established, most orocorans believe him to be the greatest ichor lord and the ultimate prophet of their slumbering god, referring to him as the First Dreamer. OROCORAN 91REPTOID REPTOID CR 1 Ranged azimuth laser pistol +2 (1d4+1 F; critical burn 1d4) Spell-Like Abilities (CL 1st) REPTOID XP 400 CR 1 LE Medium humanoid (reptoid, shapechanger) 1/day—charm person (DC 15), command (DC 15) Init +0; Senses low-light vision; Perception +5 At will—daze (DC 14), telepathic message XP 400 REPTOID DEFENSE HP 16 STATISTICS MASTER EAC 11; KAC 12 Str +1; Dex +0; Con -1; Int +2; Wis +1; Cha +4 Fort +1; Ref +1; Will +6; +2 vs. mind-affecting effects Skills Bluff +10, Diplomacy +10, Disguise +5, Sense Motive +5 CR 6 Languages Common, Reptoid, Vercite XP 2,400 and poisons Other Abilities change shape Gear second skin, azimuth laser pistol with 2 batteries (20 OFFENSE Speed 30 ft. charges each) Melee claw +4 (1d4+2 S) ECOLOGY Environment any Organization solitary, pair, or cabal (3-8 plus 1 reptoid master) REPTOID MASTER CR 6 XP 2,400 Reptoid mystic LE Medium humanoid (reptoid, shapechanger) Init +0; Senses low-light vision; Perception +13 DEFENSE HP 77 RP 4 EAC 16; KAC 18 Fort +5; Ref +5; Will +11; +2 vs. mind-affecting effects and poisons OFFENSE Speed 30 ft. Melee claw +12 (1d6+8 S) Ranged corona laser pistol +10 (2d4+6 F; critical burn 1d4) Offensive Abilities echoes of obedience, forced amity (DC 16), inexplicable commands Mystic Spell-Like Abilities (CL 6th) At will—mindlink Mystic Spells Known (CL 6th) 2nd (1/day)—daze monster (DC 19), hold person (DC 19) 1st (3/day)—charm person (DC 18), lesser confusion (DC 18) 0 (at will)—daze (DC 17), telepathic message Connection overlord STATISTICS Str +2; Dex +0; Con +1; Int +1; Wis +3; Cha +5 Skills Bluff +18, Diplomacy +18, Disguise +13, Sense Motive +13 Languages Common, Reptoid, Vercite Other Abilities change shape Gear kasatha microcord II, corona laser pistol with 2 high-capacity batteries (40 charges each) ECOLOGY Environment any Organization solitary, pair, or cabal (1 plus 3-8 reptoids) 92 ALIEN ARCHIVE ALIEN ARCHIVE Reptoids are masters of disguise and deception, who use their RACIAL TRAITS REPTOID shapechanging abilities to infiltrate countless other societies, impersonating influential individuals and seeking positions Ability Adjustments: +2 Str, +2 Cha, -2 Dex APPENDIX 1: of power within their target culture. The number of reptoids Hit Points: 5 CREATING hidden within any given society is unknown, as in addition to their exceptional espionage and infiltration skills, the Size and Type: Reptoids are Medium humanoids with MONSTERS AND creatures also have psychic magic that allows them to cover the reptoid and shapechanger.

their target culture. The number of reptoids Hit Points: 3 CREATING hidden within any given society is unknown, as in addition to their exceptional espionage and infiltration skills, the size and type. Reptoids are Medium humanoids with MONSTERS AND creatures also have psychic magic that allows them to cover the Reptoid and shapechanger subtypes. OTHER NPCSTheir tracks and ensure cooperation from their enemies. Change Shape: Once per day, a reptoid can assume the APPENDIX 2: The limited nature of the reptoids' shapechanging ability appearance of a specific single Medium humanoid. SUMMONING means an individual typically holds only one alias at a time. The reptoid always takes this specific form when CREATURESand undertakes the process of changing its cover only if that using this ability. The reptoid gains a +10 racial identity has been compromised. In some cases, reptoids work bonus to Disguise checks to appear as that type of APPENDIX 3:behind the scenes to engineer "mysterious accidents" that allow humanoid. This ability otherwise functions as per APSPIEMNPDLIEX 4them to discard problematic identities and assume new ones, disguise self, and lasts for 10 minutes × the reptoid's UTCNERGMIERVAAPETFLRUTASRSTAELand some conspiracy theorists or counterespionage character level. A reptoid can select a new officials tend to view high-profile deaths as signs of humanoid form by spending 1 week preparing RULESpotential reptoid activity—either covert assassinations for the change, but can then no longer assume APPENDIX 4:by the creatures, or staged deaths the previous form. UNIVERSALto cover for new identities. Cold-Blooded: Reptoids receive a +2Reptoids are known to spend racial bonus on saving throws CREATUREyears in their assumed forms; against mind-affecting effects RULESsome spend more of their lives and poisons.as other creatures than in their Low-Light Vision: A reptoidnatural forms. can see in dim light as if it were normal light. Reptoid masters are the Natural Weapons: Reptoids are masterminds behind the race's plots always considered to be armed whenand infiltration, appearing rarely they are not using their change shapeeven in rumors and even less commonly ability. They can deal 1d3 lethal encountered in the flesh. Reptoid masters slashing damage with unarmedcommand much more powerful domination strikes, and the attack does notmagic than typical reptoids, ensuring their count as archaic. Reptoids gain aplots and identities remain hidden, and they unique weapon specializationare believed to be the leaders of this enigmatic with their natural weapons atrace, though how they are chosen or made 3rd level, allowing them toremain a mystery. No one in the Pact add 1-1/2 × their characterWorlds knows whether reptoid masters are level to their damage rollsthe first to infiltrate a society and remain for their natural weaponsso effectively hidden that they are never (instead of adding just theiruncovered, if they arrive on a planet only character level, as usual).after other reptoids have established a power base, or if they remain distant from of their infiltrations, and when under extremetheir kin and simply pull strings from some duress, they choose to die rather than revealsecure command center. This command information about their home world or race.center could be virtually anywhere in thegalaxy—with some theories pointing to Some posit they are weakening targetAbsalom Station itself. societies in preparation for eventual invasion, while others As might be expected, reptoids argue they may already holdare secretive about the end goals complete control, and thus have no need for an invasion, preferring to live like parasites within a host society. REPTOID 93ROBOT, SECURITY OBSERVER-CLASS SECURITY ROBOT CR 1 Defensive Abilities integrated weapons,OBSERVER-CLASS XP 400 nanite repair; ImmunitiesSECURITY ROBOT N Small construct (technological) construct immunities Init +4; Senses darkvision 60 ft., low-light vision; Weaknesses vulnerable to critical CR 1 hits, vulnerable to electricity XP 400 Perception +5 PATROL-CLASS OFFENSESECURITY ROBOT DEFENSE HP 17 Speed 30 ft. EAC 14; KAC 15 CR 4 Fort +1; Ref +1; Will -1 Melee slam +10 (1d6+7 B) XP 1,200 Defensive Abilities exigency, integrated Ranged integrated tactical arc emitter +13 (1d4+4 E) weapons; Immunities construct Offense Abilities jolting arc immunities Weaknesses vulnerable STATISTICS to critical hits, Str +3; Dex +5; Con —; vulnerable to electricity Int +1; Wis +0; Cha +0 OFFENSE Skills Acrobatics +10, Computers Speed 30 ft., fly 30 ft. +10, Intimidate +15 Languages Common (Ex, average) Other Abilities unliving Melee slam +6 (1d6+3 B) Gear tactical arc emitter with Ranged integrated 2 batteries (20 charges each) pulsecaster pistol +9 ECOLOGY (1d4+1 E nonlethal), or Environment any urban stickybomb grenade I +9 Organization solitary, pair, or patrol (3-7) (explode [10 ft., entangled SPECIAL ABILITIES 2d4 rounds, DC 10]) Integrated Weapons (Ex) See above. Jolting Arc (Ex) Once every 1d4 rounds as a standard STATISTICS Str +2; Dex +4; Con —; Int +1; Wis +0; Cha +0 action, a patrol-class security robot can shoot an arc Skills Acrobatics +10, Athletics +5, Computers +5 of electricity at up to four creatures within 40 feet (no Languages Common two of which can be more than 30 feet apart). This arc Other Abilities unliving deals 1d8 electricity damage to each target (Reflex DC Gear pulsecaster pistol with 2 batteries (20 charges each), 13 half). Nanite Repair (Ex) A patrol-class security robot's nanites stickybomb grenades I (2) heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). ECOLOGY Once per day as a full action, a patrol-class security Environment any urban robot can restore 3d8 Hit Points to itself or any touched Organization solitary or fleet (2-5) construct with the technological subtype. SPECIAL ABILITIES Security robots come in a wide variety of makes and models, Exigency (Ex) An observer-class security robot can expend with a near-endless variety of customizations based on both the manufacturer and the aesthetics and needs of the a large store of energy to temporarily increase its consumer. Crafted with advanced user interfaces mimicking processing power and attempt to avoid an attack. Once moderate intelligence, but without any of the emotions, per day, it can reroll a failed Reflex saving throw with a unpredictability, or bias of a true AI or sentient creature, +10 circumstance bonus. security bots are an eminently practical, reasonable solution Integrated Weapons (Ex) A security robot's weapons are to a wide variety of security needs. Unlike full-on military integrated into its frame and can't be disarmed. models, security robots usually come preprogrammed with certain fail-safes preventing them from engaging in violence PATROL-CLASS SECURITY ROBOT CR 4 beyond what's necessary for the protection of their assigned population or property, making them a go-to option for XP 1,200 N Medium construct (technological) Init +5; Senses darkvision 60 ft., low-light vision; Perception +10 DEFENSE HP 52 EAC 16; KAC 18 Fort +4; Ref +4; Will +194 ALIEN ARCHIVEALIEN ARCHIVEpolice forces, corporations, and even wealthy individuals up for easy storage, AbadarCorp's patrol bot is a triumph ROBOT,looking for peace of mind. of industrial design and defense. This model's reputation SECURITY has been further boosted due to the fact that it's the only One of the cheapest and most common types of security model of patrol bot currently used by Absalom Station's APPENDIX 1:robot is the observer. Observer-class bots are usually small, government, with many going straight into service from the CREATINGflying robots designed primarily to record and report specific corporation's manufactoryes in the Spike.unsavory activities for later review by their owners, though MONSTERS ANDthey are also equipped to fend off minor threats. Whether Unfortunately, not all security bots end up working for law- OTHER NPCsbuzzing through the access ducts of secure facilities or abiding corporations or state governments. Various planetshovering over crowded marketplaces, observers are nearly in the Pact Worlds system have their own rules about who APPENDIX 2:ubiquitous in some advanced settlements. On Absalom is or is not licensed to own a security robot, and the Pact SUMMONINGStation, the most prominent brand is AbadarCorp's VizAll, Worlds government generally finds it easier to look the other CREATURESA flying orb with gentle contours designed to put citizens way than to get embroiled in the contentious issues of rights-at ease, with a central eye, stubby fins, and to-weapons and planetary sovereignty. As a result, it's not APPENDIX 3:relentlessly cheerful speech patterns. difficult for individuals to purchase security robots entirely APSPIEMNPDLIEX 4Aballon's Sunward Corporation unregulated on the black market, albeit at a high cost. In UTCNERGMIERVAAPETFLRUTASRSTAELproduces the more disconcertingArbitron, whose insectile form cases where a world outlaws such sales, these models RULESmimics those of the resident anacites, are usually formerly legal models that have been stolen APPENDIX 4:while Triaxus's Bluescale Industries and cracked by hacker gangs, while in other places UNIVERSALcrafts theirs to resemble tiny,mechanical drakes. Regardless of corporations quietly sell to known criminal enterprises CREATUREtheir shape, however, observers without asking questions. Such security RULESare known for their convenience, robots are sometimes marked by theirbut they are infamous for their owners to show their "allegiance"—limited nuance—a problem for they might be painted with disturbingcheapest models also have faulty mannequin busts. Other groupsprogramming that causes them maintain their robots' officialto develop personality quirks, appearances, the better to carrymaking a particular bot act out kidnappings and extortion.especially aggressive, friendly, or Because of this, passersbyeven dejected. occasionally stumble across pitched Patrol-class security robots firefights between squads of similar-looking securityare more humanoid in shape, robots. Those who wish to get involved must bestanding about 6 feet tall with careful to identify each side's master, as they could findintegrated armaments that themselves unintentionally taking sides in a gang war.keep the robots' limbs free to Though both observer and patrol models haveapprehend offenders and engage safeguards to protect against it, glitches canin close combat. Given their deadlier occasionally develop in a security robot's firmware,weaponry and tougher armor plating, often the result of massive damage sustained during a patrol-class security robots (sometimes simply firefight or improper diagnostics after such an altercation.called "patrol bots") are more regulated in their In such cases, the glitch can override the bot's usual base-sale and use. They are found mostly in large level programming regarding tiers of force and the logicspace stations and corporate facilities under of conflict escalation, or even its protocol to protect thegovernment or syndicate control. As with innocent. This can result in a bloody rampage, with the robotobserver-class robots, these models run the either going berserk over perceived violation of nonexistentgamut from four-armed Idaran Peacekeepers laws, or technically following the law but executing lethalto the artistic Castrovelian Linewalkers that punishment for even the smallest infraction. Even worse,guard against dangerous jungle beasts, an infected patrol bot's nanites can carry its corruptedyet the overwhelming industry leader is code like a virus, turning other security robots rogue.AbadarCorp's Town Guard series. With blank, When this occurs, manufacturers like AbadarCorpcircular faces of glass or glowing energy andcleanly contoured limbs capable of folding are usually quick to hire discreet "contractors" to deal with the menace (as maintaining their own strike-and-disassembly force would publicly acknowledge the threat). ROBOT, SECURITY 95RYPHORIAN RYPHORIAN RYPHORIAN TECHNICIAN CR 1 Languages Common, Triaxian TECHNICIAN Other Abilities operative exploits (ever vigilant, field XP 400 HP 16 CR 1 Winterborn ryphorian mechanic treatment [15 HPI], specialization (explorer) XP 400 NG Medium humanoid (ryphorian) Gear estex suit II (jetpack, quick-release sheath), survival RYPHORIAN Init +5; Senses low-light vision; Perception +10SKYFIRE PILOT knife, thunderstrike sonic pistol with 4 batteries (20 DEFENSE charges each) CR 5 EAC 12; KAC 13 XP 1,600 Fort +3; Ref +3; Will +2 ECOLOGY Resistances cold 5 Environment any (Triaxus) Organization solitary, pair, bonded pair (1 skyfire pilot OFFENSE Speed 30 ft. plus 1 dragonkin), or team (4-8 bonded pairs plus 2-4 Melee survival knife +4 (1d4+1 S) ryphorian technicians) Ranged pulsecaster pistol +6 (1d4+1 E nonlethal) Offensive Abilities target tracking Ryphorians are the dominant humanoid race on the Pact Worlds planet of Triaxus, known for its highly eccentric STATISTICS orbit, which causes generations-long seasons. These Str +0; Dex +1; Con +2; Int +4; Wis +0; Cha -1 humanoids have adapted to their unusual environment Skills Computers +10, Engineering +10, Physical with a peculiar trimorphism: those generations born Science +5, Piloting +10, Survival +5 in the winter years (winterborn) manifest short Languages Common, Triaxian fur and narrow eyes to protect against snow Other Abilities artificial intelligence blindness, those born in the summer years (summerborn) have hairless skin in a variety of (exocortex), custom rig (armor upgrade) dark shades to protect them from the intense Gear second skin, pulsecaster pistol with 2 rays of the summer sun, and those born in the years between the extremes of summer batteries (20 charges each), survival knife and winter (transitional) have a blend of such traits. However, with gene therapy and ECOLOGY hormonal treatments available, an Environment any (Triaxus) individual ryphorian's appearance Organization solitary, pair, or team (2-4 plus is no longer an indicator of Triaxus's current season, and 4-8 bonded pairs [see below]) while unmodified Triaxians are generally born in their winter RYPHORIAN SKYFIRE PILOT CR 5 form to reflect the planet's current season, taking steps to XP 1,600 change a ryphorian's seasonal Summerborn ryphorian operative form is currently a mark of NG Medium humanoid (ryphorian) wealth and status in some cultures. Init +5; Senses low-light vision; Regardless of the season of their birth, ryphorians have long and pointed Perception +17 ears, with feather-like notching along the back edge that automatically moves DEFENSE HP 63 RP 4 and adjusts the ear's shape to help the EAC 19; KAC 20 ryphorian focus on specific sounds. Fort +4; Ref +7; Will +8 Long ago, Triaxian society was defined by Defensive Abilities evasion; Resistances these seasonal changes. Winterborn ryphorians were understandably obsessed with survival, fire 5 loyal but gruff and slow to make friends. Promises among winterborn were legendarily OFFENSE serious affairs, and modern Triaxian sagas and Speed 40 ft., fly 30 ft. (jetpack, average) period romances still tell of heroes willing to Melee survival knife +10 (1d4+6 S) sacrifice all to keep their word, regardless of the Ranged thunderstrike sonic pistol +12 (1d8+5 So; critical deafened [DC 15]) Offensive Abilities debilitating trick trick attack +3d8 STATISTICS Str +1; Dex +5; Con +0; Int +3; Wis +2; Cha +1 Skills Bluff +12

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