



RACES OF THE OUTER RIM:

THE ANARCHANE



STARFINDER
COMPATIBLE

BY MARK HART

RACES OF THE OUTER RIM: THE ANARCHANE

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ANARCHANE

Over thirty years ago, the scholars and arcane practitioners of an obscure planet, Anarchanis, discovered a troubling fact. By their calculations, magic on their homeworld was fading; within twenty years, it would vanish and leave behind a world devoid of magic.

A cabal of spellcasters decided to solve the problem by recharging the well of magic. This required an infusion of arcane energies conjured from another dimension. This ritual, referred to as the Burn, succeeded and unleashed a torrent of magic. This wave washed across the planet and suffused every plant and animal, as well as the ground itself.

Unfortunately, while the ritual succeeded, it brought several complications and, worst of all, a death sentence for the anarchane people. Every living creature on the planet suffered from the equivalent of arcane radiation poisoning.

As a result, all anarchane—including those born off-world—are destined to die prematurely, often before they reach their 40th year of life. The radiation also weakened the stamina and health of most anarchane, leaving them a frail, sickly race.

On the positive side, all anarchane have become attuned to the flow of magic around them. They can identify magic by sight or even smell, they can cast minor magic on a whim, and some

have learned to manipulate magic on a level never believed possible.

The anarchane uncovered one final, disturbing truth: their world is dying. The magic polluting their home planet is also killing it. Within a few generations, Anarchanis will become a dead, poisoned husk.

Many anarchane have fled their homeworld in hope of finding a cure for their affliction. Some also search the galaxy for a way to cleanse their planet of its arcane radiation, or failing that, find a new world for their race to call home. They face countless challenges along the way with no certainty of success.

ABILITY ADJUSTMENTS

+2 INT, +2 CHA, -2 CON

Anarchane are often intelligent and clever, as well as gifted with charm. Due to their arcane affliction, however, they are somewhat frail.

HIT POINTS: 4

RACIAL TRAITS

SIZE AND TYPE

Anarchane are Medium humanoids with the anarchane subtype.

INNATE MAGIC

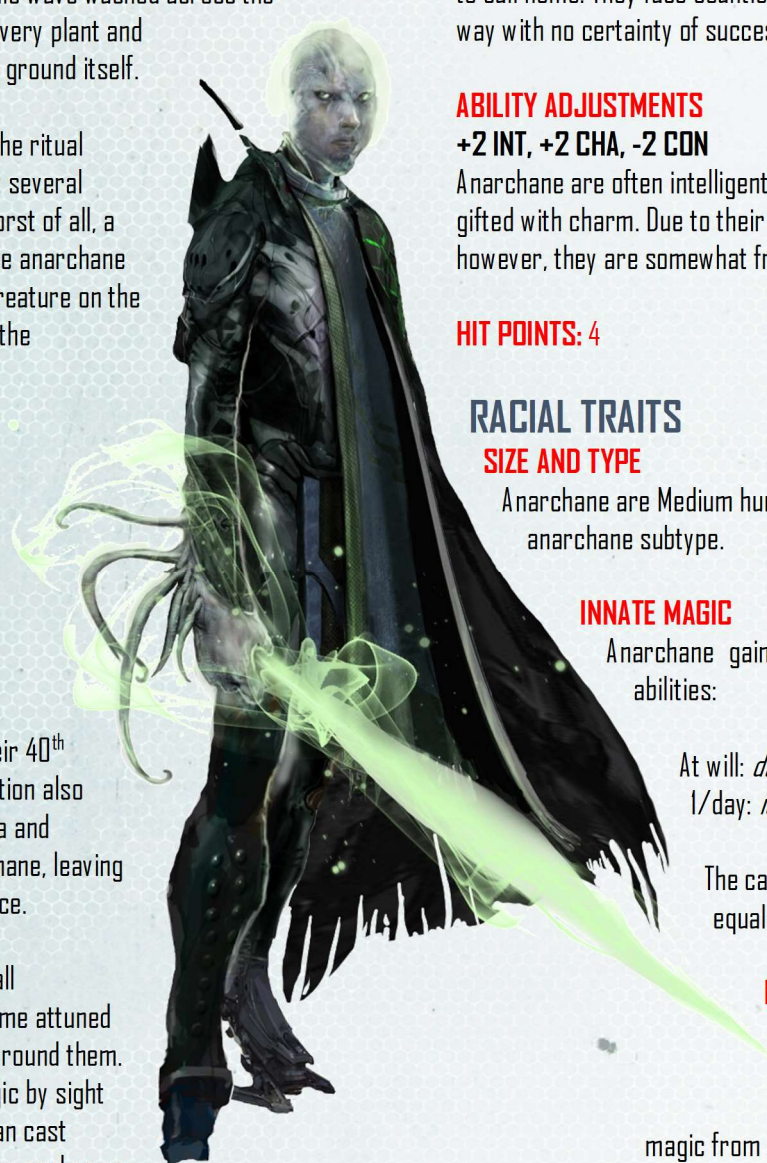
Anarchane gain the following Spell-Like abilities:

At will: *detect magic*, *taken spell*
1/day: *identify*

The caster level for these effects equals the anarchane's level.

MAGIC ABSORPTION

Once per day, an anarchane can temporarily drain magic from an item and use it to heal damage or remove a condition. As an action, the anarchane touches an unattended magic object and rolls



a dispel check against the item's level, as described in the spell *dispel magic*. If the check succeeds, the item's properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. Unlike *dispel magic*, however, the item doesn't become nonmagical while suppressed.

After absorbing magic from an item, as an action the anarchane can use the absorbed energy to heal Stamina Points equal to the level of the suppressed item. Alternatively, the anarchane can expend this energy to attempt a new saving throw to remove one ongoing condition.

If not used, absorbed magic dissipates after 1 minute.

MAGICAL AURA

An anarchane constantly emits an aura that can be detected by *detect magic*.

STUDENT OF MAGIC

Mysticism becomes a class skill for the anarchane. If it is already a class skill from a class chosen at 1st level, the anarchane instead gains a +1 bonus to Mysticism checks.

ANARCHANE RACIAL FEATS

ARCANE RESISTANCE (ANARCHANE)

The energy flowing through your veins makes you resistant to the magic of others.

- **Prerequisites:** Anarchane race
- **Benefit:** You gain a +2 racial bonus on saving throws against spells and spell-like abilities.

ELDRITCH MISFORTUNE (ANARCHANE)

Your magic warps reality, inflicting bad luck on another creature.

- **Prerequisites:** Anarchane race, spellcaster
- **Benefit:** You can expend a spell slot as an action to inflict misfortune on a creature you can see within 30 feet. The target creature must make a Will saving throw to avoid this effect, with a DC equal to

10 + ½ your level + your spellcasting modifier + the level of the spell slot expended. If the target fails its save, it suffers a -1 penalty on all saving throws. This misfortune lasts for 24 hours or until you use this ability again. This is a supernatural ability that ignores spell resistance. Creatures immune to luck effects are immune to this ability.

INTEGRAL SPELL CACHE (ANARCHANE)

Your body serves as a spell cache without need for augmentation or device.

- **Prerequisites:** Anarchane race, technomancer
- **Benefit:** Your spell cache is your body itself—you don't need a device or a permanent alteration of your body. Your cache cannot be taken from you and it cannot be damaged.

In addition, when you gain Spell Capacitor at 6th level, you don't need to expend a spell slot to charge your capacitor with the spell of your choice (see the Core Rulebook). The same holds true when you gain additional capacitor slots at 12th and 18th levels.

RECHARGE SPELL (ANARCHANE)

You draw upon your magical energies to regain a spell slot.

- **Prerequisites:** Anarchane race, spellcaster
- **Benefit:** As an action, you regain an expended spell slot. This slot must be one level lower than the highest level you can cast. You can use this ability once per day.

SUFFUSED MAGIC (ANARCHANE)

You enhance a spell with your body's arcane radiation.

- **Prerequisites:** Anarchane race, spellcaster
- **Benefit:** As a swift action, you supercharge a spell you cast. When you activate this ability, the next spell you cast in the same round has your choice of its spell save DC increased by

+1, or you gain a +1 bonus to caster level checks to overcome a target creature's spell resistance.

You can use this ability once in a 24-hour period without penalty. If you use it a second time during that time, you become exhausted. You cannot use this ability more than twice in a day.

SUPERIOR ENERGIZE SPELL (ANARCHANE)

You draw on the magic flowing through your body to power your spell, albeit at a cost.

- **Prerequisites:** Anarchane race, technomancer, Energize Spell hack
- **Benefit:** You gain one additional use of the Energize Spell hack per day. Instead of drawing the power for a spell slot from a battery, however, you draw it as a move action from the magic inside your body. You can cast one spell you know without using a spell slot. When you do so, you lose 10 Stamina Points per spell level and become fatigued. You must cast the spell before the start of your next turn, or the SP are wasted without benefit.

PHYSICAL DESCRIPTION

At a distance, anarchane appear similar to humans, although leaner, often to the point of frailty. Unlike humans, anarchane lack body hair; males and females alike are bald. Closer examination reveals that an anarchane's skin possesses a silvery tint with a dim glow emanating beneath the surface. Anarchane eyes resemble those of a human, except they reflect light like a cat's eyes.

The greatest physical difference between anarchane and humans involves their arms. A row of tall, narrow tendrils, similar to antennae, grow from an anarchane's forearms. These antennae ripple back and forth with a

gentle waving motion, becoming more agitated when the anarchane uses magic or experiences its effects.

HOMEWORLD

The planet Anarchanis, despite having undergone a catastrophic event, remains a lush world resplendent with green forests and gold-tinged skies. Indeed, the infusion of magical radiation across the landscape created vibrant colors so intense as to appear artificial.

Forests, mountain ranges, and seas dominate the surface, interspersed by cities of marble and glass. The anarchane constructed their cities with the aid of magic, which allowed for impossibly tall buildings and structures in shapes normally beyond the realm of mundane architecture. An extensive network of teleportation circles connects the cities and towns and allow instantaneous travel between communities.

Lurking beneath the beauty, however, the flora and fauna of Anarchanis has become increasingly dangerous, unpredictable, and cunning. As mentioned, magical radiation suffused everything on the planet, an event that altered the environment. Travel outside the cities has become difficult during the day; by night, no sane person wishes to be caught outdoors if they can avoid doing so. As one example, tens of thousands of trees across the planet gained sentience in the Burn's aftermath. These young treants hold no love of the anarchane, and they take out their anger on any they can find. Severe storms, bolstered by magic, strike without warning, with the infamous lightning lashstorms among the most destructive.

To date, only a few aliens have chosen to visit Anarchanis and risk radiation sickness. None of these visitors have yet contracted the Affliction, at least based on recent reports.

SOCIETY AND ALIGNMENT

Before the Burn, anarchane society depended on a strict caste system with arcane practitioners at the apex. The next step down included people with minor inborn magical talent, but no serious capacity to learn the arcane arts.

Finally, anyone incapable of performing magic fell to the bottom of the social hierarchy, a group nicknamed the *Blighted*.

The ability to wield magic determined how much (or if) an individual could own property, vote in elections, or speak up in public.

The Burn changed everything. In a flash, every person on the planet could use magic, see it, and even smell it. The old social hierarchy crumbled in the face of wide-scale riots. People in the lower castes took out their anger and fear on those they blamed for the catastrophe. Once their rage cooled, the citizens of Anarchanis were forced to rebuild their society. Ever since, they have struggled to rebuild a social order. Put simply, most anarchane no longer cling to their former caste, and they no longer care to which caste their fellows once belonged.

Despite these drastic changes, most anarchanes tend to be lawful with a deep respect for order and formality. A growing number of them, however, have taken their newfound freedoms to extremes. These individuals relish choice, and even seek out ways to spread chaos and upend old social traditions simply for the fun of it.

RELATIONS

Until recently, few anarchanes left their homeworld for the reaches of outer space. Once circumstances forced them to leave, however, they adapted and came to embrace the excitement of meeting other species.

Most anarchane hold deep respect for the races they view as intelligent, wise, or steeped in mysticism. They are especially receptive to kasatha and lashunta; they admire the kasatha love of tradition and ancient wisdom, and they appreciate lashunta for their intellect and natural grace.

Anarchane find the shirren most alien and difficult race to understand, but they hold no prejudices towards the insectoids. Anarchane especially appreciate the shirren for their natural proclivities for the vocation of the mystic.

The vesk represent the species the anarchane find most challenging. They dislike the vesk emphasis on strength, conquest, and force, and tend to view these creatures as simple brutes. Meanwhile, they view ysoki as entertaining curiosities, but they don't necessarily respect or understand these creatures.

ADVENTURERS

There was a time where most anarchane had little interest in adventure or travel. Now that their species—and their world itself—is dying from arcane radiation poisoning, necessity has pushed them to become bold adventurers. Most anarchane seek a cure for themselves and their loved ones. Some also seek either a way to cleanse their homeworld or find a new place for their people to live.

NAMES

Although the caste system has crumbled, most anarchane continue to use many of that system's naming conventions. Former members of the higher castes use their family name first, followed by their given name. Family names often extend back tens or hundreds of generations.

With regards to a given name, an individual carries a temporary first name until they turn thirteen years of age. When they reach the Age of Naming, the head of their family assigns them a permanent first name—sometimes one suggestive of a quirk or trait of the recipient, or the name of a famous individual.

Male Given Names: Arc, Cinder, Early, Gambler, Grifter, Lank, Reed, Sanith, Tempest

Female Given Names: Aria, Ember, Glory, Hope, Raianna, Syra, Tatianna, Trinity

PLAYING AN ANARCHANE

YOU LIKELY...

- Are instinctively drawn to anything magical or mystical in nature.
- Find that technology is equally fascinating, but you constantly seek to improve tech by combining it with magic.

- Are driven to cure your affliction and to find a way to cleanse your home of arcane radiation.
- Respect and admire other creatures able to wield magic—perhaps more than they deserve.

OTHER RACES PROBABLY...

- View you and your race with both pity and a degree of self-righteousness.
- Respect your talent with the arcane arts.
- Give you strange looks when you launch into theoretical discussions about magic and technology.
- Worry as to whether your arcane affliction might infect them or damage their equipment.

Table: ANARCHANE VITAL STATISTICS

Avg. Height	Avg. Weight	Age of Maturity	Maximum Age
5-6 ft.	90-160 lbs.	16 years	20+1d20 years

CLASSES

As mentioned, the anarchane are late to the wonderment and adventure of the stars. For those born before the Burn, they continue to struggle with the old expectations inherent to their caste system. With those assumptions now destroyed and all anarchane able to use magic to some degree, their adventuring possibilities are endless.

What follows is a breakdown of how the anarchane view the different character classes.

ENVOY

With their natural charm and wit, anarchane are often drawn to this profession. They dislike brute force and prefer to solve problems with compromise and discussion rather than violence.

MECHANIC

Relatively few anarchane have entered this field, largely because many of their kind feel uncomfortable around technology and nonmagical machines. That being said, a growing number of them are thrilled to discover a profession that doesn't require magic whatsoever. Given

how magic has poisoned their bodies and their world, many anarchane no longer trust it and want nothing to do with it.

MYSTIC

Most anarchane are comfortable with the vocabulary and trappings of the mystic. At the same time, their approach to magic tends to favor intellect and education over insight and spirituality. Thus, although some anarchane pursue the mystic's path, most of their kind consider this form of magic inferior compared to the powers of the technomancer.

OPERATIVE

While many of those anarchane born prior to the Burn consider the operative's trade a dishonorable, dishonest one, a great many younger anarchane have learned to embrace the stealth, guile, and subterfuge of this class.

SOLARIAN

Of all the adventuring professions, this one sees the fewest anarchane as members. They are only now learning about the code, traditions, and practices of the solarians, not to mention the solarian's powers, which represent their own unique form of magic. Given time, more and more anarchane will explore this career.

SOLDIER

The soldier represents one of the least appreciated of the adventuring classes. Overall, the majority of anarchane dislike confrontation and prefer to solve problems without violence. Nonetheless, a number of anarchane have embraced the soldier's trade for its more direct approach. Not surprisingly, most anarchane choose the Arcane Assailant fighting style.

TECHNOMANCER

Prior to voyaging to other worlds, the anarchane had never heard of, let alone experienced, the joys of technomancy. Without exception, once an anarchane discovers what they can achieve by combining magic with technology, they view this as the greatest possible form of magic, superior even to what they once practiced on their homeworld. They love to push the boundaries

between magic and tech, often to the point of foolhardiness.

NEW SPELLS

The anarchane have always demonstrated a remarkable talent for creating and researching new spells. Once they began to explore other worlds and discovered the art of technomancy, their magical creativity expanded in new directions.

The following new spells are added to the technomancer spell lists. The GM should decide if these spells are available to casters of other races. In general, the anarchane enjoy sharing their discoveries with other magic practitioners, unless doing so poses a threat to them or their allies. On the other hand, the GM may decide some of these spells draw power from the anarchane's radioactive affliction (*arcane overload* being one such candidate).

Technomancer Spell List

0-Level

Radioactive Mark

1st-Level

Camouflaged Magic

Scramble Access

2nd-Level

Personality Protection

3rd-Level

Arcane Overload

Info Daemon Curse

Spell Descriptions

ARCANE OVERLOAD T3

School evocation

Casting Time 1 standard action

Range 30 ft.

Area 30-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You unleash a wave of arcane radiation, flooding the area of effect. The burst causes 1d8 points of fire damage to all creatures and unattended objects within 15 feet, and half that amount to targets out to 30 feet. In addition, you suffer half damage with no saving throw allowed. You do, however, benefit from any fire resistance you possess.

CAMOUFLAGED MAGIC T1

School illusion (glamer)

Casting Time 1 standard action

Range 10 ft.

Target creature or object

Duration 1 day/level (D)

Saving Throw none; **Spell Resistance** no

You camouflage the magical aura of a creature or object, making it more difficult to detect. Choose one school of magic to camouflage. Both the chosen school and the effects of this spell cannot be detected by *detect magic* or any similar detection effect.

INFO DAEMON CURSE T3

School necromancy

Casting Time 1 standard action

Range touch

Target one creature

Duration 24 hours

Saving Throw Will negates; **Spell Resistance** yes

You curse the target creature with an electronic info daemon. If the creature fails its Will saving throw and accesses a computer system during the curse's duration, the info daemon accesses that creature's personal records and gleefully wreaks havoc. Roll percentile and consult the following table to determine the results of the curse.

d%	Result
01-20	Invests 10% of victim's available electronic credits in worthless or obscure stocks and bonds
21-40	Scrambles passwords and access codes, locking the victim out of root access to that system for 24 hours
41-60	The victim triggers one random countermeasure, if any, on that system

61-80	Implants a harmless but irritating or playful artificial intelligence in the device for the next 24 hours
81-00	The device malfunctions and cannot be accessed or repaired for the next 24 hours

Once the info daemon has done its work, the curse ends without further effect.

PERSONALITY PROTECTION T2

School abjuration

Casting Time 1 standard action

Range personal

Target you

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell creates a protected copy of your baseline personality. If you fail a saving throw against mind-affecting effects while under this spell's protection, you can immediately reroll the saving throw with a +1 bonus.

In addition, if you fail this save, you can ignore one of the following conditions for up to 1 minute: confused, cowering, fascinated, frightened, or panicked.

RADIOACTIVE MARK T0

School universal

Casting Time 1 standard action

Range touch

Effect one personal radioactive imprint

Duration permanent

Saving Throw none; **Spell Resistance** no

You infuse an unattended object or a creature with a charge of your personal arcane radiation. Thereafter you can always identify the marked object on sight or by touching it. This radiation can be detectable by *detect radiation* and *detect magic* if you choose. You can decide whether the affected object emits a pale glow or not.

If you place this mark on a creature, the radiation fades after two weeks.

SCRAMBLE ACCESS T1

School transmutation

Casting Time 1 standard action

Range touch

Effect one unattended device

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell scrambles the access codes of a computer, security panel, door lock, or similar secured device. While this spell affects the device, the correct code or password has only a 25% chance of working when entered.

This spell can only affect a computer with a tier equal to half your caster level or lower (minimum of tier 1).

THE AFFLICTION

All anarchane, including those born off-world, suffer from arcane radiation poisoning. Simply put, massive quantities of magical energy course through their body, to the degree where it damages their cells continuously. To date, no cure has been found and no form of magic or healing ability has been able to permanently remove this radiation.

This curse goes by several names, including Mages' Malady, Mageburn, and, most commonly, the Affliction. It has proven surprisingly difficult to understand, let alone treat, not least because it operates under its own strange rules. As mentioned, even anarchane born off-world who've never visited their home planet suffer from the Affliction. Perhaps even more concerning, evidence continues to mount that the radiation has the possibility of infecting other races, even if they never visit the anarchane homeworld.

The average anarchane can expect to live thirty years—forty at the outside. At this point, the anarchane's body deteriorates faster than it can heal and they literally burn up from within. The magical fires infusing their cells ignite and they flare into embers and ash.

Individual anarchane respond to this shared curse in different ways. Some surrender to hopelessness, while others seek to burn out in a spectacular fashion with strong drink and debauchery. Many of their kind, however, have become determined to find a cure for themselves and their loved ones no matter what it takes. Finally, a

handful of anarchane have accepted the impossible challenge of saving their entire homeworld from the Affliction.

GM's Note: No game mechanics are provided for the Affliction, partially because its slow, long-term effects are unlikely to come into play during a campaign that spans but a few years of game time. In addition, starting a 1st-level character with a debilitating condition could prove lethal.

If the player of an anarchane wishes to simulate the effects of the Affliction without hampering their character, the best way involves role-playing and good description. How does the character look, sound, and feel immediately following combat or a stressful event? Do they take longer to wake up, or perhaps require a little more sleep than other creatures? Maybe they lack any appetite and eat little, or they eat constantly yet continue to lose weight, becoming increasingly frail.

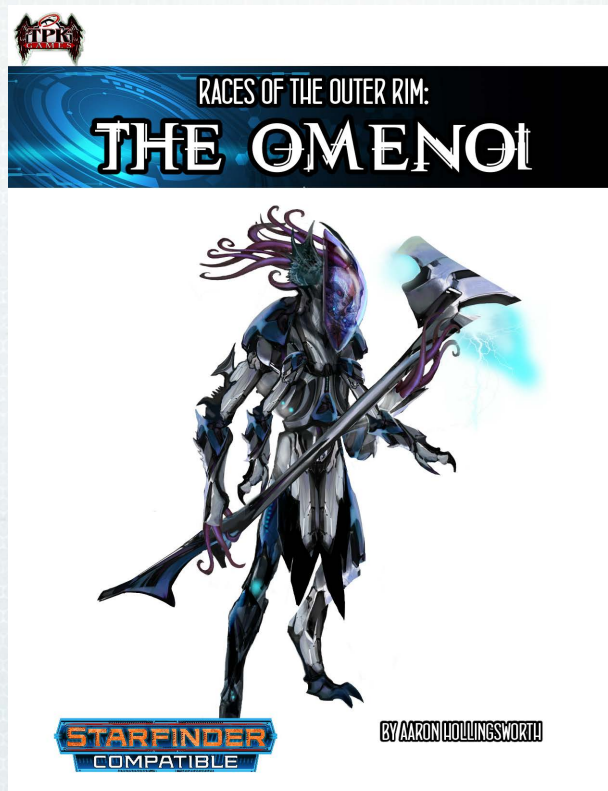
RELIGION & THE GODS

In their distant past, the anarchane worshipped a variety of primitive nature deities. The discovery of magic, however, changed everything for their race. They abandoned their spiritual beliefs and consigned deities to the realm of folklore and myth. In many ways, arcane magic became the one true god of the anarchane.

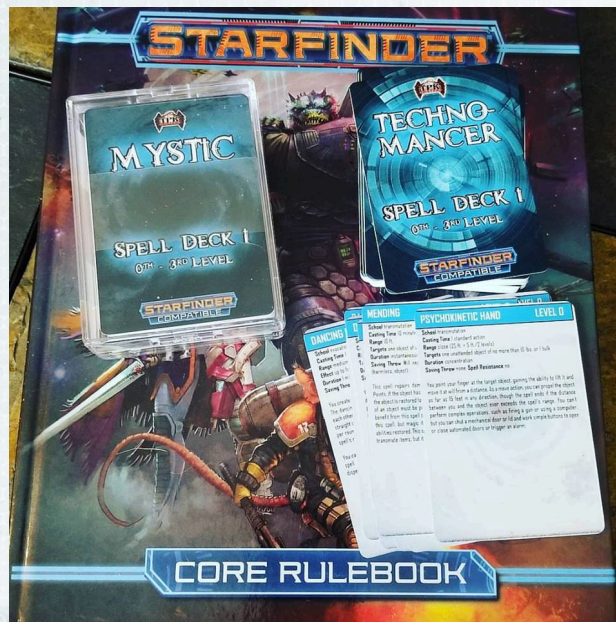
The Burn forced the anarchane to reexamine their place in the cosmos and to look beyond the narrow boundaries of their homeworld for hope and inspiration. The result has been an increasing number of anarchane, especially those wary of their own magical talent, who have embraced faith, spirituality, and elements of the divine. While anarchane mystics remain an oddity, a segment of their race has developed an appreciation for spirituality. They find comfort in the belief that something greater than themselves exists in the universe.

Not surprisingly, some anarchane seek out the divine in hopes of a cure and a way to save their planet. As their greatest heroes scour the galaxy for that cure, the anarchane may discover that the gods alone hold the secret to their salvation.

GET YOUR HANDS ON ALL OF THE RACES OF THE OUTER RIM!



CLICK BELOW TO SEE OUR STARFINDER SPELL DECKS!



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