

STAR SYSTEM SET

QUERRITIX



INCLUDES ALIEN RACE & PLANET,
CHARACTER OPTIONS, EQUIPMENT,
MONSTERS, AND A MINI-ADVENTURE!



STARFINDER
COMPATIBLE



HAESTEN

+2 DEX, +2 CHA, -2 STR
ABILITY MODIFIERS

4
HP

SIZE & TYPE

Haesten are Medium aberrations with the haesten subtype.

BALANCED

The glide wings of the haesten stabilize their movement, granting a +2 racial bonus on Acrobatics and Athletics checks.

DARKVISION

Haesten can see up to 60 feet in the dark.

DISTRACTION

The glowing eyes and wing membranes triggered during communication mesmerizes or distracts opponents, granting a +2 racial bonus to Bluff checks against creatures who can see the haesten.

FOUR LEGS

The nimble legs of the haesten grant a +2 bonus to KAC against combat maneuvers.

Though the multiple limbs, eyes, and wings of the haesten may appear unsettling, the race's natural grace and calm quickly allays fears when newly encountered. The soothing delicacy of the haesten's movement is amplified by the bioelectrical glow of its wing membranes and eye stalks when engaging in communication. After a hermetic youth and young adulthood of introspection and self-discovery, haesten form small communities working together to better understand their place in the universe. A willingness to bond and share with others makes them ideal companions in the close confines of deep space exploration.

Physical Description

Six limbs sprout from an armored torso at the waist, sheathed in the same blue-grey shell material as the rest of the haesten exoskeleton. Four of these appendages provide a stable platform for the haesten to navigate the rocky terrain of their homeworld. Two forelegs sport articulated pincers able to manipulate even the finest machinery and technology. At the shoulder, an additional pair of appendages terminate in sturdy, crescent-shaped wings, ranging from deep rust-red to mauve in color. While these glide wings do not provide the ability to fly, they do grant substantial benefits to balance, granting a grace belied by the haesten's bulky torso and limbs. Numerous eyes stalks along with membranes woven through the glide wings pulse with bioelectrical energy, especially when the haesten is engaged in communication. The pleasing glow of these currents helps to offset the bizarre appearance of the haesten. While the multiple stalk-eyes provide the ability to see in 360 degrees, haesten can only focus in one direction at a time, making their peripheral vision no better than other races'.

Haesten are genderless, reproducing asexually through clonal fragmentation at the end of their lifecycle. Astute observers of the haesten bioelectric glow will note that the creatures alter their light pattern to suit their conversational partners. Such variations are especially notable when haesten shift between addressing the different genders of other species, suggesting a sort of visual pheromone that facilitates an aura of calm during these interactions.

Homeworld

The haesten home planet of Rendari orbits the yellow dwarf star Querritix. The Querritix system includes four planets with an extensive asteroid belt at the limits of the habitable zone of the star. Rendari, the second planet in the system, is protected from inbound meteorite strikes from the asteroid belt by a combination of factors. Its sixteen orbiting moons are all heavily pockmarked, showing their efficacy as planetary shields. The strong magnetic pull of the iron-rich third planet Friktar offers additional protection, while an extended mesosphere burns off most of the meteoroids that enter Rendari's gravity well. Meteorites that strike the planet tend to arrive deep in the northern or southern hemispheres, leaving a wide swath of land near the equator protected by the lunar orbits. Consequently, most haesten population centers cling to this equatorial band. With the advent of space flight, the haesten planted numerous outposts in the asteroid belt, many of them designed as early warning stations for especially dangerous chunks of interplanetary debris.

Society and Alignment

The haesten life cycle drives the structure of their society. When a haesten approaches the end of its life, its arms and legs drop off. Each segment then develops into a hatchling, a clonal fragment of the parent haesten, now known as the podbrain. Before the next phase of development begins,

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the hatchlings attach to the podbrain by driving the single developed claw through the torso armor of the pod brain, which then enfolds the hatchling clutch in its enlarged glide wings, now engorged with additional bioelectric energy. Within this cocoon the podbrain transfers its racial knowledge to the hatchlings, surrendering its brain waves and thought patterns to offspring who then break out of the cocoon and spend the next 20 years assimilating the knowledge while growing into fully fledged haesten adults. This is a solitary process, with each hatchling seeking its own private domain to reflect and organize the thoughts and memories swirling around in its consciousness. Some haesten, especially those of advanced intellect or personality, spend much of their adulthood continuing this process.

The beginning and end of a haesten's life is often a hermetic existence, balanced by a middle age that seeks companionship and new experiences to add to the depth of consciousness. Cities and towns are filled with mature haesten, who often invite outsiders for extended visits to expand their points of view. The dichotomy of a life filled with strong social structure and bookended by solitude make haesten good candidates for deep space missions, where both skills grant their advantages.

Though the hermetic portions of the haesten life cycle offer some inner discipline, there is no telling how an individual Haesten may react to new stimuli. This tendency towards chaos is reflected in the exuberance with which mature haesten form social units. Their willingness towards community tends to support a good and lawful outlook on life rather than selfishness or neutrality.

Relations

Unless encountered in a cycle of solitude, haesten are eager to make new contacts, expand their social connections, and store up memories and knowledge for future reflection on the nature of the universe and one's place in it. Even interaction

with dangerous species advances self-knowledge. This willingness to engage with threats sometimes makes the haesten appear foolhardy rather than brave.

Adventurers

As seekers of knowledge, haesten can be found anywhere amongst the stars. Many young haesten spend their formative years on scouting missions piloting one-person craft, or else in remote outposts established by their podbrain before their birth. These haesten may adventure in pilgrimage to the homeworld. In contrast, haesten native to Rendari (or the asteroid outposts so popular for the cloning process) may seek to expand their horizons, seeking new experiences and cultures as a foil for their own introspection.

Names

Haesten have an inner name known only to themselves, though this may change as they become more self-aware. To others, they often choose a name to be reflective or descriptive of their first significant social bond. Friend by the Sea, Windwatcher, or Hunter's Mate are some examples. A powerful social bond later in life may cause a haesten to take a second name, or in rare cases change their identity entirely.



Featuring Rendari, home of the Haesten.



The second of four planets orbiting a yellow dwarf star known as Querritix, Rendari is the home of the spacefaring race known as the Haesten. These multi-limbed creatures spend extended amounts of their early and late lives in solitude, contemplating the meaning of the universe, and their place within it. The spread of their civilization reflects their life cycle. On the planet itself, the high mountains and isolated fjords of the northern and southern hemispheres provide secluded retreats for reflection. Beyond the home world solitary outposts and remote nursery creches are scattered amongst the system, especially in the extensive asteroid belt. Here population centers cluster on five dwarf planets, mimicking the cities of the equatorial landmasses on the home planet below.

Beyond the home system, one-man deep space scouts disperse the haesten to the far corners of the universe. Their asexual reproductive mode of clonal fragmentation seeds slow-growing but stable colonies in even the most remote expanses of space.

THE QUERRITIX SYSTEM

Star Querritix, yellow dwarf

SCHYLLUS

Body nickle planet; black with grey streaks

Atmosphere thin, radioactive; **Moons** none

Inhabitants none

ATMOSPHERE

Type poison (inhaled); **Save** Fortitude DC 13

Track Constitution; **Onset** 10 min; **Frequency** 1/10 min

Effect At each state of impaired and beyond, the victim must succeed at a DC 18 Fortitude saving throw or contract the radiation sickness disease.

Cure 2 consecutive saves

RENDARI

Body terrestrial planet; light blue skies and white clouds;

Atmosphere normal, habitable; **Moons** 16

Inhabitants the Querritix, an indigenous spacefaring race

Rendari is a mountainous terrain on salt water seas with a high preponderance of ice fields, glaciers, and fjords near the poles.

FRIKTAR

Body iron planet; heavy gravity; pockmarked fields of brown, red, and yellow

Atmosphere primarily composed of hydrogen, helium, and sodium

ASTEROID BELT

Body various; **Atmosphere** none or negligible

Gange, Hasta, Kala, Leron, and Sabu, are terrestrial worlds with very little atmosphere. Some areas of jungle with thin atmosphere, including fungus and plants. Some terraformed areas with normal atmosphere.

TYPICAL DWARF PLANET ATMOSPHERE

Type poison (inhaled); **Save** Fortitude DC 14

Track Constitution; **Onset** 60 min; **Frequency** 1/30 min

Cure 1 save

CRILLES

Body ringed gas giant; banded yellow and red

Atmosphere thick, severe, with high concentrations of helium and hydrogen

Moons 46; **Named Moons** Danos, Kelter, Waxxel

Querritix System



RENDARI AND THE ASTEROID BELT

The equatorial belt of Rendari tends more toward hilly terrain than the mountainous landmasses to the north and south. The belt is made up of three continental landmasses and numerous islands and archipelagos. Mostly temperate, a narrow band of tropical weather hugs the equator. The northern and southern hemispheres each contain huge polar ice fields that transition into deep fjords and islands as they drive north and south from the poles. It is amongst these magnificent vistas that the most contemplative of the haesten build small communities or solitary retreats, although such reserves are not unknown in the equatorial belt.

Haesten cities are small but vibrant. Each governs itself, with the mode of government varying from city-state to city-state. Loose confederations and leagues often spring up, usually to test a social, cultural, or governmental import from amongst the many alien species that find the peace of this contemplative world attractive. Rendari's main economic asset is a peculiar form of tourism. The planet's contemplative atmosphere breeds breakthroughs, and more than one expatriate scientist has had their "eureka" moment on Rendari. It is possible to find all manner of strange, if untested, technology in the varied labs and colleges of the planet. One popular settlement is Shrachkar, a tropical paradise located a few degrees north of the equator. The city-state boasts a large alien population.

SHRACKKAR

LN City

Population 17,567 (87% Haesten, 13% other)

Government utopia

Qualities academic, social

Maximum Item Level 14th

The asteroid belt houses five primary stations, one on each of its dwarf planets. The remainder of the belt, like the fjords and islands of the remote areas of Rendari, is littered with retreats, solitary preserves, or small communities of haesten edging towards the social whirlwind of mid-life. Some haesten prefer the safety of the asteroid belt to the remote areas of the planet below, as rogue asteroids and meteoroids sometimes break past the heavy magnetic pull of the iron-rich third planet of Friktar, or otherwise fail to burn up in the extended mesosphere of Rendari. Such dangerous planetary debris invariably strikes the sparsely populated polar regions, meaning that these otherwise tranquil retreats have been known to explode in the occasional blast of destruction. Rendari's sixteen orbiting moons (all heavily pockmarked by asteroid strikes) contribute to the meteor defenses of the planet, having orbital paths that protect many of the equator's population centers.

IMPORTANT NPCs

Sunrise Watcher (LG genderless haesten spacefarer mystic 14): The quintessential seeker, the star shaman Sunrise Watcher has spent their life amongst the stars, seeking connection and purpose in the diversity of the cosmos. A respected elder, Sunrise Watcher has returned to Rendari to prepare for their end-of-life cycle. Only some great crisis

(or extraordinarily patient wisdom seekers) could prompt Sunrise to interrupt their preparations.

Pain at Birth, Peace in Memory (CE genderless haesten xenoseeker mystic 6): A mindbreaker, Pain at Birth recalls and relives the trauma of their birth. While most haesten channel such memories deep into their subconscious, eventually dissolving any negative associations, Pain derives pleasure and power from reliving such pain, both in themselves and others. A secret torturer, Pain has graduated from causing and sharing the pain of native haesten, moving on to alien life-forms for new thrills. Within the cosmopolitan centers of the Rendari, Pain is a well-regarded fixture amongst the expatriate population. Their cover is charming and engaging, and only the most astute would suspect hidden motives.

Arms-As-My-Legs (LG genderless haesten scholar envoy 7): Arms took their name from their close association with the Kasatha seeker Maedar, who journeyed with them on their homecoming pilgrimage after attaining maturity. Arms and Maedar seek hidden truths in the most remote areas of the home planet, often serving as guides to others.

Maedar, seeker of far truths of Clan Jit-wa (NG male kasatha bounty hunter soldier 8): Maedar of Clan Jit-wa always sought the reasons behind conflict, and used his skills in tracking and information gathering to seek out great leaders and generals to better understand their paths. On one such mission, he encountered a young haesten commencing their journey to the home world. This new friend was the offspring of a famed haesten mercenary captain, and Maedar recognized that he might learn new wisdom as Arms-As-My-Legs distilled the memories and knowledge of their parent. Guide work in the Querritix system continues to bring Maedar into contact with interesting folk and further hone his understanding of leadership.

ADVENTURE HOOKS

A series of disappearances amongst the vibrant expatriate community in Shrachkar have stymied local law enforcement. As bodies begin to turn up, what was thought at first to be normal immigration and emigration fluctuations appears to be taking a dark theme. Perhaps the cosmopolitan haesten Pain at Birth, Peace in Memory could offer some insight?

A haesten technomancer is attempting to combine the magic and technology of hundreds of races by tapping into the past life consciousnesses of their ancestors at a remote site in the southern fjords. Only the hardest explorers could hope to survive an expedition to acquire this hidden knowledge.

The sixth offspring of an iconic haesten envoy was lost in space. The envoy had retired to a nursery creche in the asteroid belt to bear their young, but a malfunction within the nursery pod went undetected. The five siblings of the lost haesten have matured enough to realize their loss. The missing haesten is critical in a diplomatic negotiation that has taken place over generations. Each of the six will bring a new perspective to the talks, while tapping into the buried memories and emotions of their legendary parent.

HAESTEN HATCHLING

1 CR 400 XP



N Small aberration

Init +1; **Senses** blindsense (life) 5 ft., darkvision 60 ft.;

Perception +5

DEFENSE

EAC 11, **KAC** 13

Fort +3, **Ref** +3, **Will** +3

HP 20

OFFENSE

Speed 15 ft.

Melee pincer +8 (1d6+5 P)

Offensive Abilities electric death, memory scramble

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** -4; **Wis** +0; **Cha** +0

Skills Athletics +10, Survival +5

ECOLOGY

Environment any (Rendari)

Organization solitary or nursery (2-6)

SPECIAL ABILITIES

Electric Death (Ex) A hatchling releases all stored bioelectric energy when reduced to 0 hit points, dealing 1d8 electricity damage to all creatures within 5 ft. (Reflex DC 10 half).

Memory Scramble (Ex) On a critical hit, the target must make a DC 9 Will save or be affected by lesser confusion as the hatchling attempts a bioelectric link to its nervous system.

The clonal fragments of the haesten reproductive cycle bear little resemblance to their parent. Two weeks following the separation of the leg segments from the haesten brain pod, the hatchling forms a hard shell around its spinal cord and brain stem segment. These will eventually grow to full size as the pseudo-torso matures. From this early protective shell, five additional stunted legs and arms appear, identifiable as such about ten months into the growth process. Glide wings begin to develop in year three of the clonal maturation cycle. By the twelfth year of the process these new appendages are fully formed, and the hatchling is physically recognizable as a haesten.

Mental development and the growth of a fully formed sentience follow a much different timeline. The haesten hatchling seeks out its parent shortly after the formation of the hard torso shell. Its strong pincer breaks through the parent's shell, allowing feeder stems from its nervous system to attach to the parental spine. Thus begins the slow process of assimilation wherein the hatchling collects its parent's instincts and knowledge. This transfer generally lasts 2-6 weeks. After this period the hatchling disconnects from the parental brain pod, which dies shortly thereafter. The nascent mind of the hatchling then spends almost the entirety of its 16-year maturation cycle assimilating and sorting this information, creating its own identity during that time.

Throughout the course of its growth, the hatchling is little more than an animal, its brain patterns too disorganized for anything other than instinctual activity. From year 12 to 16 (and sometimes beyond), the young haesten's Intelligence score steadily grows, increasing as the hatchling formalizes its thought process. During this time the hatchling can understand language but not speak, and usually exhibits limited reasoning and logic. Some hatchlings organize their thoughts more efficiently than others. These advanced hatchlings gain a class graft and treat their intelligence bonus as +0. Despite these changes, the hatchling's reasoning capabilities and actions remain instinctual or animalistic until higher reasoning asserts itself.

Haesten hatchlings feed on the bioelectric energy generated by even the smallest micro-organisms, but will instinctively attack larger creatures. At first this aggression stems from the mistaken understanding that such prey is their parent. Later in the growth cycle, these attacks are merely an attempt to feed.



HAESTEN ROGUE BRAIN POD

3

CR

800

XP



N Medium aberration

Init +0; **Senses** blindsense (life) 30 ft., Darkvision 60 ft.; **Perception** +8

DEFENSE

EAC 13, **KAC** 14

Fort +3, **Ref** +3, **Will** +9

HP 32

OFFENSE

Speed 20 ft

Melee slam +6 (1d4+3 B and P)

Offensive Abilities multiple energy ray

Spell-like Abilities (CL 3rd)

1/day—**command** (DC 15), **mind thrust** (1st level, DC 15)

At will—**daze** (DC 14), **energy ray**

STATISTICS

Str +0; **Dex** +0; **Con** +0; **Int** +1; **Wis** +2; **Cha** +4

Skills Bluff +13, Intimidate +13, Sense Motive +8

Languages Common, Haesten, Sarcesian

ECOLOGY

Environment any (Rendari)

Organization solitary

SPECIAL ABILITIES

Multiple Energy Ray (Ex) A rogue brain pod's energy ray may target up to four creatures, no two of which can be more than 30 ft. apart. The brain pod rolls each attack separately. This ability is usable every 1d4 rounds.

Haesten spend their entire lives mentally preparing for the end-of-life cycle when their fragmented leg stalks give rise to the next generation of cloned offspring. Extreme discipline and introspection is required, as the physical, mental, and emotional rigors of the process can be overwhelming. Those haesten who fail to maintain a detached state of mind during the process often go mad, seeking to destroy their offspring or flee. Flight keeps these desperate creatures alive for only a matter of weeks, but does spare them the pain of being pierced by the claws and spine stalks of their offspring. Most haesten nursery creches lack vehicular methods of escape for this reason. If the mind breaks, the instinctual hunting of the hatchlings will eventually run the parent to ground in time to ensure the transfer of its mental energies.

After the legs detach from the haesten torso, the brain pod's glide wings meld to the waist, stanching the flow of blood and providing limited mobility. Bioelectric pulses levitate the creature a few inches above the ground, while the clawed ends of its wings pull it along. Soon the brain pod's head begins to swell in preparation for the transfer of knowledge to its offspring. Its eye stalks harden into horn as multiple eyeballs become defunct, crusting over and adding piercing damage to the pod's slam attacks. Until the creature's death, enough eyes remain functional for sight.

The mental energies running rampant in the brain pod's engorged head and nervous system give it powerful mental abilities. These include the ability to sense the bioelectrical energy of other life-forms, as well as blasts of both mental and elemental energy. The pulsing glow of the enlarged head beats in time with the raw mental energy that oozes from its suppurating casing.

A maddened brain pod remains capable of communication, but it does not act rationally and cannot be trusted. Tenders or rescuers in the pod's mind are excellent sacrifices to the monsters that hunt it, or beings working in league with the clawed hatchling horrors.



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ON THE NATURE OF THE BIOFIELD

There exists a bioelectric field which connects all things in the universe. Living creatures, including intelligent constructs and outsiders, each generate their own fields in varying degrees of strength. Inanimate objects that do not generate their own fields can nevertheless be manipulated by the energy pattern that connects all fields to one another.

The study of the biofield is generally one of magic and mysticism. Most practitioners of bioelectric manipulation begin with heightened self-awareness, seeking to understand their own pattern within the greater scheme, then increasing that understanding through ever greater feats of meditation. Some races have succeeded in tapping into the biofield through more scientific methods, but these instances are both newer and rarer than the mystical traditions.

NEW FEAT

Bioconnection

You can match the biopatterns of your companions to gain a portion of their knowledge.

Prerequisites: Iron Will

Benefit: Once per day, after spending 10 minutes in joint meditation with another willing creature, you gain the benefits of one feat known by that creature for 24 hours. You need not meet the prerequisites of the borrowed feat.

NEW THEME

Pattern Seeker +1 Wis

Currents of bioelectric energy run through all creatures, even interacting with the inanimate world around them. Years of meditation, introspection, and self-discovery have enabled you to read these patterns. You see how things are connected, recognizing similar patterns in disparate beings, and intuiting how they mold and fit into the larger pattern of the universe. A better understanding of these patterns demands constant discipline and self-awareness, but the rewards of reading the pattern are well worth it.

Theme Knowledge (1st): You are connected to all living things through bioelectric frequencies, allowing you to identify and form connections that grant hunches and insights into the world around you. Reduce the DC to identify creatures using Life Science or Engineering by 5. Sense Motive is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Sense Motive checks. In addition, you gain an ability adjustment of +1 to Wisdom at character creation.

Enhanced Connections (6th): Your connections to the bioelectrical frequencies become better honed. Not only are you able to connect with more esoteric creatures, you are better able to commune with all forms of life. Reduce the DC to identify creatures using Mysticism by 5. You gain a +2 bonus to Diplomacy checks against creatures you have identified.

Feedback Loop (12th): Your mastery of the bioelectric frequencies continues. Mundane life and technology are as easy to read as blueprints, and the fainter connections to the exotic burn brighter. You can exert your will across the frequencies to all manners of creatures. You gain a +2 bonus to Intimidate creatures you have identified. Once per day you can reroll an Intimate check against a creature you have identified before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll.

Pattern Master (18th): Reading and manipulating the bioelectric frequencies of the universe invigorates you, offering deeper insight into your own place in the pattern. Up to twice per day, after succeeding on a Diplomacy or Intimidate check against a creature you have identified, you can spend 10 minutes in contemplation of the larger pattern to recover 1 Resolve Point; this doesn't count as resting to regain Stamina Points.



NEW SPELLS

Calm Emotions**Level:** mystic 2**School:** enchantment (compulsion, mind-affecting)**Casting Time:** 1 standard action**Range:** medium (100 ft. + 10 ft./level)**Area:** creatures in a 20-ft.-radius spread**Targets:** one square**Duration:** concentration, up to 1 round/level (D)**Saving Throw:** Will negates; Spell Resistance yes

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells or class abilities. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Enhance Mind Thrust**Level:** mystic 1-5**School:** transmutation**Time:** 1 standard action**Range:** personal**Duration:** 1 minute or until discharged

You link your psychic energy to the bioelectric pattern connecting all things. For the duration of this spell, whenever you cast *mind thrust* treat the spell as being cast one spell level higher when determining its effect. You must cast *enhance mind thrust* at the same spell level (or higher) as the *mind thrust* being enhanced. Up to two *mind thrusts* can be enhanced while this spell is active; a DC 10 + (5 x this spell's spell level) Mysticism check is required to maintain *enhance mind thrust* thereafter. The DC of this check increases by 5 after each subsequent enhancement.

Drain Biofield**Level:** mystic 2-4, technomancer 2-4**School:** necromancy**Casting Time:** 1 standard action**Range:** touch**Targets:** one creature**Duration:** instantaneous**Saving Throw:** none; Spell Resistance yes

You disrupt and drain the bioelectric field of your target. Make a melee attack against the target's EAC.

2nd: When you cast *drain biofield* as a 2nd-level spell, you deal 4d10 nonlethal damage to the target.

3rd: When you cast *drain biofield* as a 3rd-level spell, you deal 4d10 lethal or 7d10 nonlethal damage to the target.

4th: When you cast *drain biofield* as a 4th-level spell, you deal 7d10 lethal damage or 10d10 nonlethal damage to the target. If you choose to deal non-lethal damage, you convert the energy to your own use, gaining half the damage dealt as temporary Hit Points that disappear after one hour.

Biofield Boost**Level:** mystic 1-3, technomancer 2-4**School:** abjuration**Casting Time:** 1 standard action**Range:** see text**Targets:** see text**Duration:** 1 minute/level**Saving Throw:** Will negates (harmless); Spell Resistance yes (harmless)

You boost the strength of your targets' biofields, allowing them to ignore ability damage and ability drain for the duration of the spell. Technomancers cast each version of this variable-level spell one spell level higher than mystics. The description below follows the mystic progression.

1st: When you cast *biofield boost* as a 1st-level spell, the target ignores the effects of ability damage and ability drain to one ability score for the duration of the spell. The target cannot take any additional ability damage or ability drain to the chosen ability score for the duration of the spell.

2nd: When you cast *biofield boost* as a 2nd-level spell, you may touch up to four willing or unconscious creatures, choosing one ability score per target. Alternatively, you may touch a single willing or unconscious creature, choosing up to four ability scores. The targets ignore the effects of ability damage and ability drain to the chosen ability scores for the duration of the spell. The targets cannot take any additional ability damage or ability drain to the chosen ability scores for the duration of the spell.

3rd: When you cast *biofield boost* as a 3rd-level spell, you can target multiple willing or unconscious creatures at close range (25 feet + 5 feet/2 levels) and affect them as per the 2nd-level version of the spell. You can target one creature per caster level, all of which must be within 30 feet of each other.



Starships and equipment from the Querritix system.

HAESTEN STARSHIPS

Haesten starships are usually smaller craft designed for deep-space exploration or diplomatic missions. Other than single-manned scout probes or shuttles, these ships tend to sport extensive guest quarters and entertainment centers to appease the species' hunger for social contact. Haesten tactical doctrine revolves around outrunning any hostiles, or else swamping attacking craft with bio-boarders to facilitate escape. Fast engines and strong shields are reflected in haesten starship architecture. Unlike other races, some long-range starships do not carry drift engines. Journeys of 15-20 light years between star systems are not considered onerous by the haesten, who use the time for meditation. Some ships may be designed with a one-shot drift booster, allowing for single jumps towards a target star system before switching to near-light-speed standard engines.

NEW SPECIAL PROPERTY: BOARDING

A boarding weapon introduces varied boarders to the enemy ship, from robotic drones to full scale boarding teams with arc cutters, point transporters, or teleportation magic intended to breach or clamp onto the hull and disrupt critical systems. A boarding weapon that damages the hull of an enemy ship successfully delivers its boarding teams. Roll on the Critical Damage Table to determine where the boarders breach the target. If the affected officer/team succeeds on a (DC 15+2 x enemy ship's tier) check for the impacted system, they repel the boarders with no further damage. On ships with more than one officer/team in charge of the impacted system, a boarded ship receives a +2 bonus on this check for each additional team. On a failed check, the enemy boarding team delivers one level of critical damage to the system (which stacks with any damage dealt from the same attack due to critical hits or damage thresholds). The boarding teams remain active in subsequent rounds, and continue to reduce the affected system by one degree on the enemy ship's initiative until contained (see new crew action: Repel Boarders). All boarding weapons striking in the current round target the same system: if more

than one weapon delivers its team, the DC to repel boarders is increased by 2 for every additional team. Over multiple rounds, it is possible for enemy boarders to target multiple ship's systems.

NEW EXPANSION BAYS AND WEAPON DESCRIPTIONS

Expansion Bay: Drift Booster (PCU: -; BP 2 x Size Category) Designed to propel smaller solo craft to distant star clusters, this Signal Basic drift engine is good for one journey through the drift, and might be considered as an emergency back-up engine. A drift booster requires two expansion bays. Once used, the bays may be repurposed as cargo bays without a refit.

Expansion Bay: Security Bay (PCU:10; BP 5 + Size Category) Additional security such as automated antipersonnel systems, brigs, and full-blown security teams secure the ship. Each bay grants a +2 bonus on any Repel Boarders action or skill check vs. a boarding weapon. Some boarding weapons require a matching security bay to provide crew quarters or machine shops for boarding teams/drones. The expenditure of these weapons in combat does not reduce the defensive bonus of the bay.

Bioplasma Torpedo: The iconic haesten weapon, the bioplasma torpedo leeches a burst of bioelectric energy from its target, activating bio-seeds or micro-robots in the warhead to form a boarding team that targets vulnerable ship's systems.

Drone Penetrator: The drones delivered by the penetrator missile usually clamp to the hull of the enemy ship and work their way under the armor to attack critical systems.

Heavy Boarding Torpedo: Slipping past shields and latching onto the enemy hull, this torpedo is designed to deliver a small boarding team to the enemy vessel, the make-up of which varies by race or design. Each torpedo system requires a matching security bay to house the boarding teams.

Boarding Pinnacle: This larger craft delivers a more substantial team for combat between capital ships. Each pinnacle requires a matching security bay to house the boarding teams.

New Starship Weapons and Special Properties

Light Weapons

TRACKING WEAPONS	RANGE	SPEED	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Light bioplasma torpedo	Long	12	3d6	10	5	Boarding, Limited Fire (5)
Drone Penetrator	Long	10	3d6	5	6	Boarding, Limited Fire (5)

Heavy Weapons

TRACKING WEAPONS	RANGE	SPEED	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Heavy bioplasma torpedo	Long	10	5d8	20	10	Boarding, Limited Fire (5)
Heavy boarding Torpedo	Long	8	5d8	10	10	Boarding, Limited Fire (5)

Capital Weapons

TRACKING WEAPONS	RANGE	SPEED	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Swarmer Bioplasma Torpedo	Long	8	2d8 x 10	30	25	Boarding, Limited Fire (5)
Boarding Pinnacle	Long	6	2d8 x 10	10	25	Boarding, Limited Fire (5)



NEW STARSHIP CREW ACTION: REPEL BOARDERS

(Any, Engineering, Helm, or Gunnery Phase)

Officers and teams repel boarders affecting systems under their purview, making a skill check to do so. The captain may act in any phase using the same skill check to repel borders as the impacted system and officer/team would (computers: science officer; engineering: engineer; gunnery: gunner; piloting: pilot). The DC (established when the boarders penetrate the hull) is (15+2 x enemy ship's tier) plus any modifiers for additional teams. On boarded ships with multiple teams in charge of each system, additional teams of similar types (and/or the Captain) may assist in the check, granting a +2 bonus for each additional team. Success destroys or contains the boarders. If the result rolled exceeds the Repel Boarders DC by more than 5 any teams involved may take an additional non-push action during their phase.

HAESTEN STARSHIPS

NURSERY POD

TIER 1

Small shuttle

Speed 10; **Maneuverability** perfect (turn 0); **Drift** none*

AC 14; **TL** 14

HP 35; **DT** -; **CT** 7

Shields light 60 (forward 15, port 10, starboard 10, aft 25)

Attack (Forward) light laser cannon (2d4)

Attack (Aft) light bioplasma torpedo (3d6 plus boarders)

Power Core Pulse Brown (90 PCU); **Drift Engine** none* (or **Drift Booster**); **Systems** basic computer, basic mid-range sensors, crew quarters (common), mk 2 armor, mk 2 defenses; **Expansion Bays** cargo holds (2) or **Drift Booster**; **HAC** recreation suite

Modifiers +2 Computers, +2 Piloting; **Complement** 4

CREW

Captain Diplomacy +10 (1 rank), Intimidate +5 (1 rank), Piloting +7 (1 rank)

Engineer Engineering +5 (1 rank)

Gunner gunnery +5

Science Officer Computers +7 (1 rank)

Haesten nursery pods are crewed by robotic drones bio-electrically linked to the mind of the meditating hatchling, which organizes the drone's experiences into its own growing self-awareness. Prior to holding a hatchling, a master computer links the drone crew.

NURSERY CRECHE

TIER 9

Huge bulk freighter (haesten class)

Speed 10; **Maneuverability** poor (turn 3); **Drift** 1

AC 17; **TL** 17

HP 200; **DT** -; **CT** 40

Shields medium 100 (forward 25, port 20, starboard 20, aft 35)

Attack (Forward) linked particle beam (16d6)

Attack (Aft) heavy bioplasma torpedo (5d8 plus boarders)

Power Core Gateway Heavy (400); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), mk 2 duonode computer; **Expansion Bays** guest quarters, **HAC** recreation suite, shuttle bays (6)

Modifiers +2 to any two checks per round, +2 Computers, -1 Piloting; **Complement** 20

CREW

Captain Computers +19 (9 ranks), Diplomacy +22 (9 ranks), Engineering +17 (9 ranks), gunnery +17, Intimidate +17 (9 ranks), Piloting +16 (9 ranks)

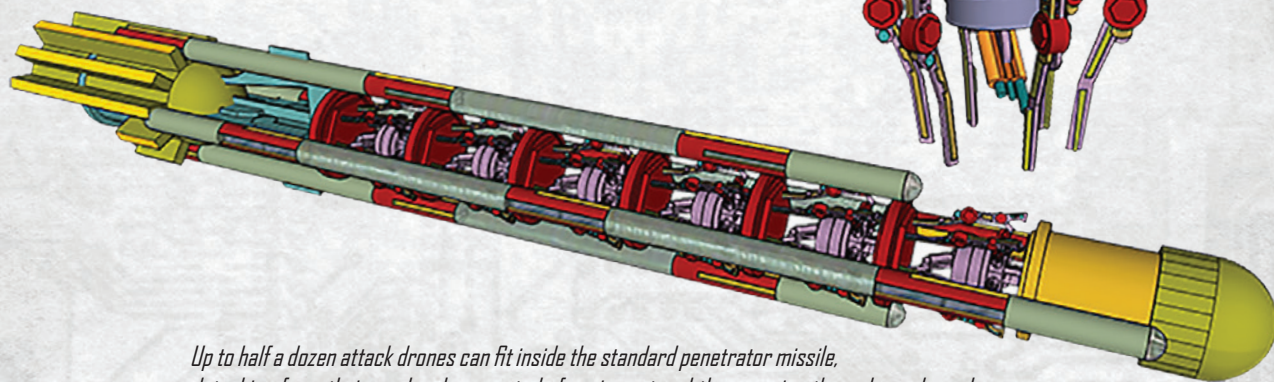
Engineer (1 officers, 6 crew) Engineering +17 (9 ranks)

Gunners (1 officers, 3 crew) gunnery +17

Pilot (1 officer, 3 crew) Piloting +16 (9 ranks)

Science Officer (1 officer, 3 crew) Computers +19 (9 ranks)

Haesten class bulk freighters sacrifice their Damage Threshold, turrets, and crew capacity (Max 30) to increase the number of expansion bays to 14. The shuttle bays hold nursery pods which, in a pinch (and if "unfertilized" with hatchlings) can be launched and recovered or replaced after combat. Nursery creches are typically manned by robotic crew in support of a lone haesten on its end-of-life cycle, although family members or close friends may be aboard as guests prior to the final stages of the cloning process.



Up to half a dozen attack drones can fit inside the standard penetrator missile, detaching from their warhead moments before impact and then pouring through any breach in enemy shields.

An adventure for 4-5 level 2 PCs

TROUBLE IN THE NURSERY

by Michael Allen

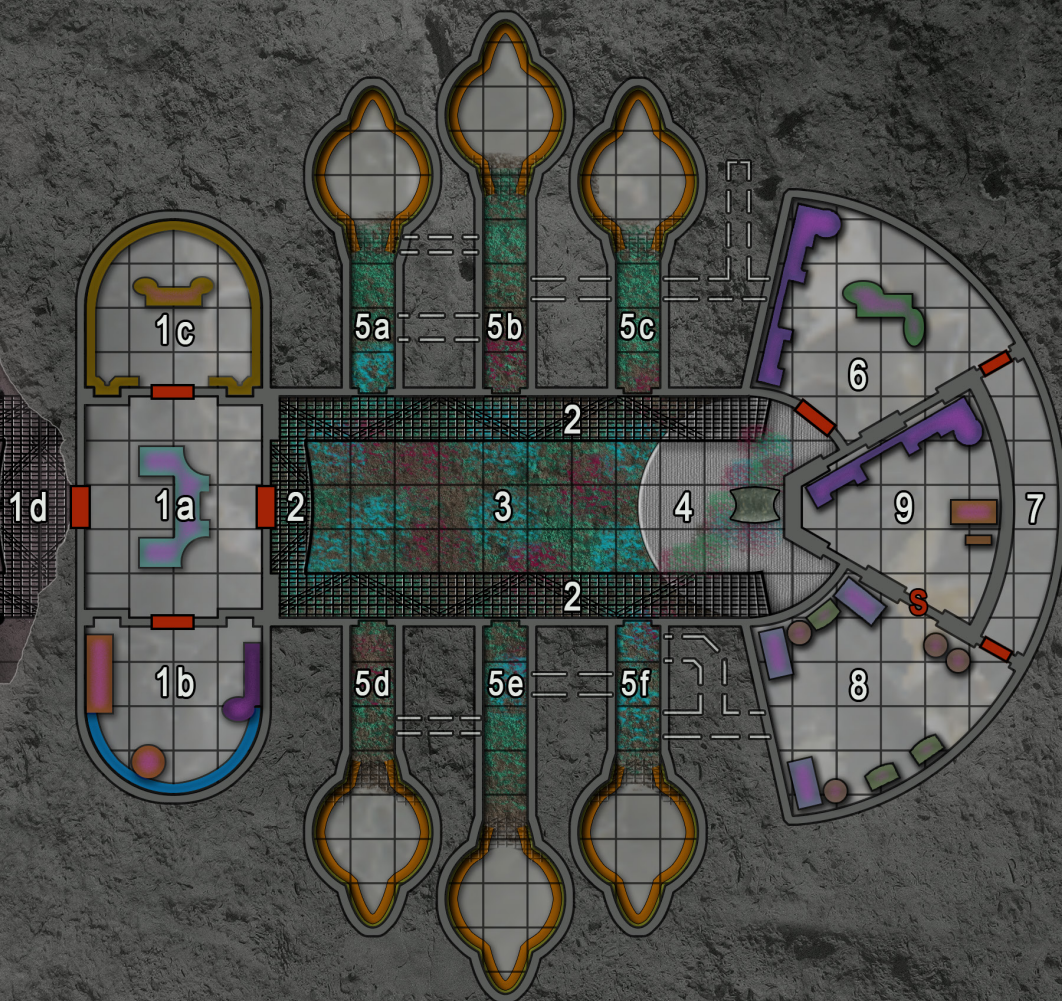
The haesten poet Soft Words on Wind thought all was in order when they prepared their nursery creche on a solitary moon far from the Querritix System. Retiring with the collected works of hundreds of their favorite poets, Soft Words awaited the clonal fragmentation process that would birth a new generation of philosopher poets. The haesten prepared long-range nursery escape pods to distribute their poetry with their offspring to the far corners of the universe. Soft Words was unprepared for the pain of the fragmentation process, and their mind broke under the strain. The maddened and dying brain pod retreated into the nursery complex after sending a distress signal: "Help! Help! They are trying to eat me!"

THE MOON:

The unnamed moon sports a severely thin atmosphere (see the "Environment" section in Chapter II of the Starfinder Core Rulebook) and jungle-like terrain adapted to the thin air. The nursery creche complex is built into the side of a cliff overlooking a colorful valley. Within the complex the atmosphere is thin unless the PCs repair the damaged air system vents near the entrance (see 1d).

1. Prenatal Quarters: Soft Words prepared for the end of their life in comfortable rooms, including a meditative garden (a), a sleeping chamber (b) and library (c). The library contains 1,200 credits worth of rare poetry. A DC 16 Culture check notes the preponderance of haesten works, hinting that this is a haesten complex. A DC 21 Life Science check confirms this information, allowing the PCs to automatically recognize the hatchlings as haesten offspring when they're encountered. A DC 20 Computers or Engineering check provides access to the airlock doors leading up a flight of steps from the landing platform (d). The air handling intake and exhaust vents here are noticeably damaged. Repairing the system takes 30 minutes and requires a DC 20 Engineering check.

2. Catwalks: Sturdy catwalks overlook the life pool (3), terminating at the birthing chair (4); ladders at both ends lead down to the pool. Air vents just above head height vent into the large chamber. These terminate directly above the corresponding launch tube below. A haesten hatchling waits in ambush in vent 5b to attack passing creatures.



3. Life Pool: Ten feet below the catwalks, ankle-deep sludge filled with tiny microorganisms (food for the hatchlings) glows with bioelectric energy. The sludge acts as slimy doom (see the “Afflictions” section in Chapter II of the Starfinder Core Rulebook). Noticing the hazard requires a DC 23 Perception check. A DC 18 Life Science or Medicine check identifies the equipment necessary to vent the sludge, negating the hazard throughout the complex. Access passages to the launch tubes terminate under the catwalks. Dealing with the sludge is a CR 2 challenge.

4. The Birthing Chair: Alien ichor and dried biofluids coat the chair Soft Words reclined in to begin the cloning process. The life pool sludge here has died due to shorts in the life-support system. The pain of the birthing process put the Haesten into a coma while the hatchlings developed sufficiently for the second phase of their birth. When the first hatchling attempted to nurse, Soft Words awoke, killed it and retreated to area 9. The other five hatchlings eventually made their way into the life pool, launch tubes, and ductwork below, hunting for their parent. The corpse of the dead hatchling looks like the dismembered leg of an insect-like creature, but a DC 21 Life Science check correctly identifies the creature as a haesten hatchling.

5. Hatchery Launch Tubes: Six tunnels lead to the long-range pods intended to disperse the hatchlings. Useless for other species due to their design, the escape pod in bay E is damaged enough to be dangerous (Jolting Console Trap, CR 3; see the “Traps” section in Chapter II of the Starfinder Core Rulebook). Two haesten hatchlings lurk in the ductwork off the main tubes. The access points look forced or damaged, and medium creatures must squeeze to fit through the ducts. The eastern ducts lead to area 8, but the waiting hatchling near tube F must be neutralized to pass. The hatchling in the ducts near tube C has fed recently, and does not attack unless provoked.

6. Control Room: A tier 3 computer holds engineering schematics and data on the birthing process, informing the PC that the hatchlings are intended to nurse from the brain bod (Soft Words) in a disturbingly violent process. Damage to the station’s air system, escape pod E, and the engine room are also noted. A firewall (Computers DC 27) guards the schematics of the laser trap in area 8. Any failed attempt to hack the firewall results in a one-hour lockout.

7. Corridor: The doors are locked from the server room (DC 28 Computers or Engineering).

8. Power Plant: Laser burns pockmark the floors and walls of the power plant. This damage is concentrated on the NW wall near the secret access panel (Perception DC 28 to notice). Soft Words set up a laser blast trap (CR 1, see the “Traps” section in Chapter II of the Starfinder Core Rulebook) targeting squares within 15 ft. of the panel. Two haesten hatchlings hiding deeper in the room eagerly attack new life forms. They’re hungry to nurse on anything, but have learned to avoid the laser’s area of effect. The hatchling in the ductwork (near tube F) joins the combat on round 3 if not previously neutralized.

9. Server Room: Soft Words is completely irrational and attacks any creature entering the server room. If the rogue brain pod can be subdued without being slain and transferred to the birthing chair in area 4, any surviving hatchlings soon arrive and commence nursing. Three days of work and a DC 25 Engineering check restores all function to the facility, enabling surviving hatchlings to embark upon their escape pods at the correct time. Award experience for any hatchling advanced in the birthing cycle as if they had been defeated in combat. The servers contain data on the life sludge sufficient to modify the substance, providing a mk 1 personal upgrade for each PC. Also in the chamber are an advanced medkit and a weaponsmithing kit.

HAESTEN HATCHLING

(N Small aberration) (XP 400)

Init +1; **Senses** Blindsight (life) 5 ft., Darkvision: 60 ft.; Perception +5

EAC 11; **KAC** 13; **HP** 20

Fort +3; **Ref** +3; **Will** +3

Speed 15 ft.

Melee: pincer +8 (1d6+5 P)

Str +4; **Dex** +1; **Con** +2; **Int** -4; **Wis** +0; **Cha** +0

Electric Death (Ex): 1d8 electricity damage to all creatures within 5 ft. (Reflex DC 10 halves) when killed.

Memory Scramble (Ex): On a critical hit, target suffers lesser confusion (DC 9 Will negates)

SOFT WORDS ON WIND

Genderless haesten rogue brain pod

(N Medium aberration) (XP 800)

Init +1; **Senses** Blindsight (life) 30 ft., Darkvision 60 ft.; Perception +8

EAC 13; **KAC** 14; **HP** 32

Fort +3; **Ref** +3; **Will** +9

Speed 20 ft.

Melee slam +6 (1d4+3 B and P)

Str +0; **Dex** +0; **Con** +0; **Int** +1; **Wis** +2; **Cha** +4

Skills Bluff +13, Intimidate +13, Sense Motive +8

Multiple Energy Ray (Ex): Energy ray may target up to four creatures within 30 ft. Usable every 1d4 rounds.

Spell-Like Abilities (CL 3rd)

1/day□ command (DC 15), mind thrust (DC 15)

At will—daze (DC 14), energy ray