

STAR LOG.EM-018

MSVOKAS



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STAR LOG.EM-018

MSVOKAS

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Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: MSVOKAS

Hello, and thank you for purchasing *STAR LOG.EM018: MSVOKAS!* Among the Xa-Osoro system's natives, the msvokas (pronounced miz-Vok-ah) are relatively recent discoveries, as none of the pre-Regicide documents that remain ever mention their centuries-old culture existing. Msvokas hail from the formerly metallic world of Deizenra, ninth planet from the Emperor and Empress. Lack of knowledge about this fascinating race is largely attributed to the belief that Deizenra was completely inhospitable to life due to its highly toxic atmosphere, which the denizens of the Radiant Imperium often tapped for highly lucrative electric-green gases.

Following the Regicide and the advent of Blood Space, however, the msvokas' way of life quickly became threatened when Blood Space's influences greatly reduced Deizenra's natural radioactivity. Any other race would consider such circumstances a blessing, but the msvoka feed on radioactive isotopes. The famine resulting from Blood Space's effects on their world led to the decision to undergo a mass exodus to worlds across the Xa-Osoro system, and the msvoka were welcomed into the shattered ranks of the Radiant Imperium with open arms. They take on odd jobs throughout the system and spend their hard-earned money on radioactive waste from the planet's energy plants. In recent years, many msvokas have found employment with the deoxyian corporation Helix, who has been studying their unique methods for rebirthing in an attempt to apply them to other species.



MSVOKA

Bubbly and somewhat childish in temperament, the msvoka are a race of humanoids that resemble a cross between an avian humanoid and a cuttlefish. Wise and hardy despite their behavior, the msvoka thrive in radiation, and are virtually immortal—like alien phoenixes, msvoka are reborn from the ashes of their failed bodies when they die, and routinely shed their flesh annually to purify themselves of dangerous toxins.

PHYSICAL DESCRIPTION

Small and oddly cute, Msvoka stand roughly 2 feet tall and typically weigh just over 50 pounds. At a glance, they appear as something like a cross between a feathered avian and a cuttlefish—their bodies are covered with downy feathers that radiate in a neon colors, while large, protruding eyes dominate most of their oval head. Roughly a half-dozen tentacles droop over their faces, guarding sensitive beaks. Otherwise, their bodies are humanoid in shape, and possess clawed hands and feet. Of course, their chimeric appearance belies the most unusual aspect of their physiology—rather than consume food, msvoka subsist exclusively on radioactive material, their cells specially designed to stabilize consumed radioactive isotopes and draw energy from the process. However, this process leaves potentially harmful waste with the msvoka's body that must be expunged annually, so once every year a msvoka undergoes a startling rejuvenation during which their bodies crumble to ash, leaving behind an egg from which they reemerge as a newborn after a week or two. Following their hatching, the msvoka's body rebuilds its physical and mental facilities over the course of a month of rapid aging before returning to full adulthood, its memories, personality, and former abilities completely intact. For this reason, msvoka draw obvious parallels to legendary phoenixes, and like those majestic creatures msvoka live indefinitely; provided they're capable of acquiring radioactive sustenance and are reasonably cared for during their nymph phase, of course.

HOME WORLD

Msvoka originally hailed from Deizenra, ninth planet from Xa-Osoro's binary suns. Native to the surface of the planet's otherwise uninhabited metal core, the msvoka were largely left alone by those seeking to harvest their planet's atmosphere for its valuable gases, instead preferring to subsist on the radioactive materials found deep within the planet's earth. Even after Deizenra's electric green atmosphere was stripped away following Osoro's collapse during the Regicide, the msvoka were largely unaffected by the changes their planet experienced until Blood Space (see Starfarer's Companion) seeped deep into Deizenra's core, eroding its metallic surface into a highly-oxidized core suited for hosting a variety of living organisms, but ill-suited for harvesting radioactive isotopes. Threatened with starvation, the msvoka underwent a mass exodus across the Xa-Osoro system looking for food, and many of them found it in the great metropolises of the

Radiant Imperium. Within these great civilizations, msvokas found their calling helping to dispose of radioactive material safely and effectively, literally consuming waste that would otherwise take thousands of credits and man hours to move. As a result, most msvoka can be found throughout the Xa-Osoro System, but they tend to flock in greater numbers to the great cloud cities of Ulo, Lunox, and even the fantastic ship-worlds of the deoxyians.

SOCIETY AND ALIGNMENT

To many, msvoka society feels alien and almost incomplete compared to those of more 'advanced' races, such as humans. This is largely a result of the msvoka psyche—they very rarely express emotions of extreme negativity or sadness save in the face of true tragedy. Msvoka explain their optimistic, somewhat naïve viewpoints as a byproduct of their life cycles—msvoka do not die easily; it usually takes horrific circumstances or purposeful intent to truly kill a msvoka, and just as they themselves are continuously reborn from the ashes of their former identities, so too do they view most worldly problems as temporary inconveniences destined to fade away. For this reason, the greatest horror and tragedies known to their people are those that cannot be undone—concepts like the utter annihilation of the soul or the complete and definitive destruction of something precious horrify msvokas far more than they would other races for this reason.

RELATIONS

Msvoka generally like others, and hold few grudges for specific races. Instead, they're more likely to dislike specific individuals and take new individuals at face value. Msvokas find individuals who display frantiness, eccentricity, and energy to be the most exciting and enjoyable, and often get bored by more traditional and proper folks. However, most msvoka can find something interesting about virtually every person, be it a ysoki's stretchy cheeks, a kasatha's four arms, a kitsune's shapechanging, or even a human's multitude of cultures. The only exception to this generality are samsarans—a race of reincarnating humanoids tied to occult forces. Msvoka tend to feel a sense of comradery with samsarans for the similarities between their peoples, and friendships between a single msvoka and a samsaran soul have been known to cross through several samsaran lifetimes. Since msvoka usually end up reaching their "final birth" long before samsarans become realized, friendships between these races often last for the msvoka's entire existence.

ADVENTURERS

Msvokas constantly seek out new experiences and entertainments, so those who become adventurers usually do so to take to adventuring as a means of meeting new people, seeing new sights, and gathering new experiences. Compared to other races, msvokas have a strict time table on which they can embark on adventures—they must be careful not to put

themselves or their clients at risk by undergoing the rebirthing process while on a job, as this could potentially lead to the msvoka's current life being their last. Msvokas often become envoys, as they love meeting and talking to new people, and find few callings as rewarding as inspiring others. Msvokas also find themselves drawn to the callings of the mystic, their cyclic existences lending itself to cosmic enlightenment.

NAMES

Msvokas have a limited vocal range compared to other races—their vocalizations tend to be high-pitched, soft, and somewhat bubbly. As a result, msvoka names usually sound disgustingly cute to humans and other races, usually consisting of a combination of purrs, squawks, and squeaks. Some examples of msvoka names are Amheo, Bal, Cogh, Dil, Diodhai, Fufu, Hwini, Igu, Moinn, Mos, Ogith, Quivi, Ran, Reidh, Riani, Ridea, Tiomh, Ulogi, Xu, and Zizi.

MSVOKA RACIAL TRAITS

+2 Con, +2 Wis, –2 Str

Msvokas are humanoids with the Msvoka subtype and are Small. They have a base speed of 30 feet.

Darkvision: Msvoka can see with no light source at all to a range of 60 feet in black and white only. For more details, see the darkvision section in Chapter 8 in the *STARFINDER CORE RULEBOOK*.

Radiation: Msvokas are naturally radioactive and emanate low radiation from their bodies. Unlike most radiation effects, a msvoka's radiation has a radius of 0 feet—it emanates just above the surface of their skin. Creatures grappling or that are grappled by a msvoka must succeed on a Fortitude save (DC 10 + their Constitution modifier) or become poisoned as if by radiation (see the environment section in Chapter 11 of the *STARFINDER CORE RULEBOOK*).

As a standard action, a msvoka can unleash a radioactive blast from its mouth as a ranged attack targeting EAC. If the attack hits, the target must succeed on a Fortitude save (DC 10 + 1/2 the msvoka's level + their Constitution modifier) or become poisoned as if by low radiation. If the msvoka spends 1 Resolve Point when using this attack, their blast ignores the environmental protections against radiation of any armor their target is wearing (although the target still gains a +4 bonus to their Fortitude save for having such protections).

Radiation Immunity: Msvokas are immune to nonmagical radiation, and gain a +4 bonus on saving throws against magical radiation. In addition, they gain fire resistance 5.

Rebirth: A msvoka's body quickly accrues toxic materials from the radioactive isotopes they consume, requiring them to annually reconstruct themselves via rebirthing. Once a msvoka has been alive for 6d4 months, they are immediately affected by isotopic degradation (see below). Whenever a msvoka rests for 8 hours, at the end of their rest they can undergo rebirthing to immediately cure this disease. Upon

rebirthing, the msvoka's body crumbles into ash, leaving behind an egg roughly 1 foot long with negligible bulk. The egg is inert unless incubated by a source of radiation (such as a living msvoka's radiation ability) for 4d6 days, after which a newborn msvoka hatches. After hatching, a msvoka rapidly grows from infancy to toddlerhood, then from toddlerhood to childhood, and finally from childhood to adolescence, taking 1d3 days per stage. As an Infant or Toddler, the msvoka is an NPC under the GM's control and cannot take actions. As a Child, the msvoka retains its class levels, base save bonuses, Stamina Points, and Hit Points, but has a base attack bonus of +0, half as many Resolve Points, calculates its skill bonuses as if it only had a single rank in each of its trained skills, and loses the benefits of its class features and feats. Upon becoming an adolescent, the msvoka regains its full base attack bonus, number of Resolve Points, and skill bonuses.

Msvokas can also undergo rebirthing whenever they die as described above, except the trauma causes them to gain two permanent negative levels in addition to the process described above, as if they had been revived by *raise dead* (see the bringing back the dead section in Chapter 10 in the *STARFINDER CORE RULEBOOK*). If a msvoka dies from isotopic degradation, a death effect, or from accumulating too many negative levels, it cannot use this ability. If a msvoka's egg is destroyed, it similarly cannot rebirth itself. Spells that revive msvokas always return them to life as an infant (see above).

ISOTOPIC DEGRADATION

Type poison (ingested); **Save** Fortitude DC 15 + 1-1/2 × the affected character's level

Track Constitution; **Onset** 1d6 days; **Frequency** 1/month for the rest of the affected character's life

Effect This poison is the result of a lifetime of feeding on isotopes, and as a result it cannot be distilled into doses to inflict onto enemies. Effectively, only msvoka are affected by this poison as a result of their rebirth racial trait.

Cure incurable; ignores immunity to poison (characters normally immune to poison gain a +4 bonus to their save instead)

NEW FEAT

The following feat is available to msvoka characters.

RADIATION FLARE

You are able to flare your innate radiative powers, causing you to emanate a true aura of radiation.

Prerequisites: Radiation racial trait, msvoka subtype, character level 3rd.

Benefit: As a standard action, you can spend 1 Resolve Point to flare your radioactive aura, increasing the radius of your radiation racial trait's emanation to 10 feet for a number of rounds equal to your character level. During this time, your radiation affects all creatures within its area as is typical of an area of low radiation (see the environment section in Chapter 11 of the *STARFINDER CORE RULEBOOK*).

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