

STAR LOG.EM-023

YROOMETJI



STAR LOG.EM-023

YROOMETJI

Author: Alexander Augunas
Cover Artist: Jacob Blackmon
Development: Owen K.C. Stephens

DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the *PATHFINDER ROLEPLAYING GAME* requires the *PATHFINDER ROLEPLAYING GAME* from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the *PATHFINDER ROLEPLAYING GAME* and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

STAR LOG.EM023:YROOMETJI © 2018 by Everyman Gaming, LLC.

ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle [@EMGamingLLC](https://twitter.com/EMGamingLLC).

ACCESSING STAR LOGS.EM

Access granted. Welcome to *STAR LOGS.EM*, brought to you by Everyman Gaming LLC! Here at Everyman Gaming LLC, we strive to bring you exactly what you need for your starfaring adventures. From new class options and archetypes to the latest information on alien life forms found throughout the galaxy, Everyman Gaming is here to make sure that your space ship is stocked and your datajacks filled with everything you need to have safe, fun, and profitable adventures throughout the known galaxy. (Warning: Everyman Gaming LLC takes no responsibility for any death, permanent affliction, potential brain scrambling, or similar impairments you may suffer during your adventures.)

Everyman Gaming's state of the art *STAR LOG.EM* series combines top talent spanning the known universe (and some parts unknown) to create state-of-the-art design for your *STARFINDER* experience. Some *STAR LOG.EM* files. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *STAR LOG.EM* files are intended to add something cool or weird to your tabletop experience. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *STAR LOG.EM* series you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC



ACCESSING ARCHIVES QUERY: YROOMETJI

Hello, and thank you for purchasing *STAR LOG.EM023:YROOMETJI!* The yroometji are relatively rare in the Xa-Osoro system, as they primarily herald from a star system roughly a week's travel away via hyperspace. According to those explorers who've gone to see their home world of Terros, their world is a verdant one much like lost Azan was before the Regicide. Curiously, many races native to different worlds within the Xa-Osoro system can be found living together in relative harmony on Terros, including catfolk, humans, kitsune, vanaras, and more. This has led some scholars to wonder if, millennia prior to the Nova Age, many of the races found in the Xa-Osoro system today were once immigrants from Terros, although archaeological evidence has thus far proven inconclusive.

Most civilizations known throughout the cosmos have experienced a mass loss of historical and cultural knowledge that the inhabitants of Xa-Osoro call the Nova Age, even those worlds far from Xa and Osoro's radiance like Terros. Despite most of their planet's history vanishing during the Nova Age like those of so many worlds, the yroometji have a near complete archive of their people's culture and traditions stored within their nation's capital, Rojanil, which is located at the spiritual center of their nation. Though these rites were annihilated alongside their people's history at some point during the Nova Age, their people's lost legacy was returned to them after the ascension of Bwamdulya, a yroometji folk hero-turned-deity. Scholars from the Reclamation, a faction of explorers and adventurers from Xa-Osoro, have several outposts on Terros where they study the millennia-old tablets gifted to the yroometji by Bwamdulya—which are suspiciously void of any and all historical references—for anything even remotely useful to their goal of rediscovering Xa-Osoro's lost past. As a result, most yroometji visitors to the Xa-Osoro system are in some way connected to the Reclamation, but the occasional yroometji traders and tourists visit the system as well.

YROOMETJI

Disparagingly called kangaroo folk for obvious comparisons, come from a verdant world far from the hustle and bustle of the Xa-Osoro system. Known equally for their compassion and equality, yroometji are burly and proud folk that typically stand just over six feet in height. Despite their formability, yroometji culture places heavy value on compassion and empathy, and are often more than willing to offer a bit of aid to weary travellers who find themselves on their doorsteps. Despite their home being a hub for modern activity, the yroometji have kept many of their traditions and customs unmolested for millennia, even against the effects of the Nova Age.

PHYSICAL DESCRIPTION

Yroometjis are lithe humanoid who are colloquially called kangaroo folk because of their kangaroo-like physical traits, including their furred bodies, slender faces powerful digitigrade legs, nailed digits, and abdominal pouches. Yroometjis are marsupials, but unlike animal marsupials yroometjis of both sexes possess pouches and neither sex has nipples or breasts. As a result, foreigners sometimes struggle to tell yroometji males apart from females. A yroometji's fur coloration ranges from fulvous to blond, ruddy, brown, beige, or gray, and they grow mops of hairs atop their heads.

Newborn yroometji are birthed directly into their mother's pouch after nine months of pregnancy, but are unable to leave the pouch until they're three months old. At this point, they're capable of peaking their heads out and trying to climb out to explore on their own. Yroometjis age at rates comparable to humans, but their younglings develop faster than their human peers, their wide feet and broad tails giving them an edge in learning to walk, run, and hop.

HOME WORLD

Yroometjis herald from Terros, a faraway world located several star systems over from the Xa-Osoro system. Coexisting alongside native humans, kitsune, and countless other races, yroometjis began taking to the stars after Terros was discovered by nagaji traders from the Xa-Osoro system, and their world was introduced to hyperspace engine technology. While most yroometjis are content to live out their days on Terros, adventuring types travel to and from the Xa-Osoro system to trade with the locals and see the sights. Over the past two or three decades, the yroometji even managed to establish a small enclave on Bantosian, one of Ulo's moons, where they mingle with the native catfolk.

SOCIETY AND ALIGNMENT

Yroometji culture is intrinsically tied to their ancestral lands, hence their people's apprehension about leaving it. Yroometji traditionally define their borders using slow-changing geographic boundaries like rivers, lakes, and mountains, in respect for the spirits that inhabit those lands. As a people, yroometji retain a surprisingly strong mystic element to their day to day affairs despite their eagerness in adapting

new technology to their society—to them, man's innovation does not preclude the wisdom of the spirits and vice versa. In ancient times, yroometjis were guardians of ancient places of reverence called bova, where the boundaries between the material world and the realm of spirits is thin. They maintain these traditions even today, and most yroometji settlements can be found within walking distance of such places. Traditionally, a yroometji is not considered to be of age until they are given their clan's totem and brought to the bova for a pilgrimage within the realm of spirits so they can gain understanding about themselves and their place in the world.

RELATIONS

Yroometjis are sociable folk who get along well with other races, especially those with ties to the spirits. They make fast friends with catfolk and kitsune, and are very accepting of open-minded humans. They respect the ancient rites of dwarves, kasathas, and vesks, although the yroometji culture of peace and spiritual growth clashes spectacular with the vesk traditions of honor and warfare, and many yroometjis fear the day when the great vesk empires turn their hungry gaze towards Terros. As much of yroometji spirituality centers around learning to coexist harmoniously with nature, they do not get along with cultures that blatantly pollute or defile nature.

ADVENTURERS

Nearly all yroometji encountered off of Terros are adventurers, as the average yroometji is far more interested in home than exploration. When a traditionally-minded yroometji leaves home, it is often after they've been tasked with a mission at the behest of their people's elders or the spirits of nature themselves. On the other hand, those who've been exiled from their tribe likewise become adventurers, although when a yroometji is exiled, they are brought to their community's bova and forcibly undergo a ritual that strips them of all memory of their tribe's secrets, a process that leaves many of their treasured memories faint and fleeting like a dream. Many such yroometji take to criminal pursuits should this occur, reduced to a mere shade of the person they once were.

NAMES

Yroometji are traditionally named after natural physical features or phenomena, using words either in Sylvan or their native tongue, Yroometji. Male names for yroometji include Adomi, Anmaroo, Araluen, Balumn, Girro, Grulae, Kalti, Lullam, Malwe, Mirro, Qedomoro, Ralree, Ruvro, Sulumn, and Xvecae. Female names include Alkira, Araluen, Corola, Delferru, Falsiphire, Grulea, Kefku, Jesjiru, Mekyra, Najinnu, Qyvira, Ruvre, Salmeri, Xya, and Ysmira.

RACIAL TRAITS

+2 Constitution, +2 Charisma, –2 Intelligence

Yroometjis are humanoids with the yroometji subtype and are Medium. They have a base speed of 30 feet.

Low-Light Vision Yroometjis can see in the dim light as if it were normal light.

Mighty Jump Yroometjis gain a +2 racial bonus on Athletics checks, and Athletics is added to their list of class skills. When a yroometji uses the Athletics skill to jump, they always count as having taken a running start and automatically succeed on their Athletics check to jump. When jumping, a yroometji moves as if they had a fly speed equal to their base speed with average maneuverability, except they must end their movement on the ground at the end of each turn or fall. When jumping in this manner, a yroometji must make Athletics checks in the same situations that a flying creature would need to make Fly checks, and such checks are modified by the current wind conditions. (See the Fly skill in Chapter 5 of the *STARFINDER CORE RULEBOOK* for more information.)

Natural Weapons Yroometji are always considered armed. They can deal 1d3 points of lethal damage with unarmed strikes and the attack doesn't count as archaic. Yroometji gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 × their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

Pouch Yroometjis are marsupials that can store up to 1 cubic foot of items weighing up to 1 bulk in total in a pouch located on their midrift, and they can transfer a single object between hand and pouch as a swift action. A yroometji can empty the entire contents of their pouch onto the ground in their square as a move action that does not provoke an attack of opportunity.

NEW AUGMENTATIONS

The following augmentations are available to any character, although their usefulness varies from species to species.

CYBERNETICS AUGMENTATION

The following cybernetics augmentation is often used by yroometji to enhance their pouch.

NULL-SPACE EXPANDER

SYSTEM POUCH

You install a hybrid device into your body that enables you to open an extradimensional space within your pouch by pressing a button on its rim. Opening or closing the extradimensional space is a swift action, and while open you cannot access anything you've stored within your pouch. This extradimensional space counts as a null-space chamber with a make ("mk") equal to the augmentation's make for all purposes. You can't fit items that couldn't fit into an opening smaller than one-quarter of your space into your pouch (roughly 1.75 feet for a Small or Medium creature).

NEW SPELL

The following spell is available to yroometji characters. Characters of other races can cast these spells at the GM

Table: Arms, Armor, and Augmentations

Augmentations (Biotech)

Augmentation	Level	Price	System
<i>Null-space expander, mk I</i>	5	4,575	Pouch
<i>Null-space expander, mk II</i>	9	18,375	Pouch
<i>Null-space expander, mk III</i>	13	75,000	Pouch
<i>Null-space expander, mk IV</i>	17	375,000	Pouch

POUCH ALLY

School transmutation; **Level** bard 2, cleric 2, mystic 2, wizard 2

Casting Time 1 standard action

Range touch

Target living creature touched; see text

Duration 1 day/level (D) or until the caster dies

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You can only learn or cast this spell if you are a living marsupial creature with a pouch (such as a yroometji) or have a biotech augmentation that functions as such. When you cast this spell, your target must be a living creature that is one size category larger than you or smaller. Your target shrinks to 1/16th of its normal size (about 1/4,000 of its normal mass and volume or four size categories, to a minimum of Fine) and is transferred to your pouch, where it combines with your body much like mother and child. Any gear or equipment the target wore or carried is left behind in its space. The target falls into a state of lucid dreaming for the spell's duration, even if it would normally be immune to magical sleep effects. While it slumbers, the target's body is warmed and nourished by yours, and if the target was dying when you cast the spell it immediately stabilizes. Each day it remains within your pouch, the target recovers ability damage, Stamina Point damage, and Hit Point damage as if it were resting, except at four times the usual rate.

While storing a creature within your pouch, you must consume twice the usual amount of food and drink to avoid starvation and dehydration and cannot use your pouch for any purpose other than to store the target with this spell. The target is protected from all environmental effects while within your pouch, functioning as the spell *life bubble*, and they aren't subjected to any area effects, attacks, or targeted abilities that would otherwise affect you or a creature in your space. The target's presence within your pouch counts as 1 bulk against your carrying capacity, regardless of its actual weight. When the spell ends, the target grows one category back towards its normal size every 1d4 rounds (a Small must regrow three size categories, a Medium creature must regrow four size categories, and a Large creature must regrow five size categories). When the creature grows too large for your pouch, it is immediately transferred into the nearest adjacent space, with nonhazardous spaces being prioritized over hazardous ones.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments,

creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions

HUNGRY FOR MORE STARFINDER?

UPDATING PROVEN FANTASY RACES AND CLASSES TO STARFINDER, THE **STARFARER'S COMPANION** FEATURES LEGACY CONTENT (SUCH AS SIX LEGACY CLASSES AND OVER A DOZEN LEGACY RACES) AS WELL AS ALL-NEW CONTENT INCLUDING NEW FEATS, SPELLS, STARSHIPS, COMPUTERS, AND MORE!



NOW AVAILABLE

<http://www.everymangaming.com/starfarer's-companion>

are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Starfinder Roleplaying Game Core Rulebook. © 2017, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, Thurston Hillman, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Amber E. Scott, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Star Log-EM002: Shadowdancer © 2017, Everyman Gaming, LLC; Author: Alexander Augunas