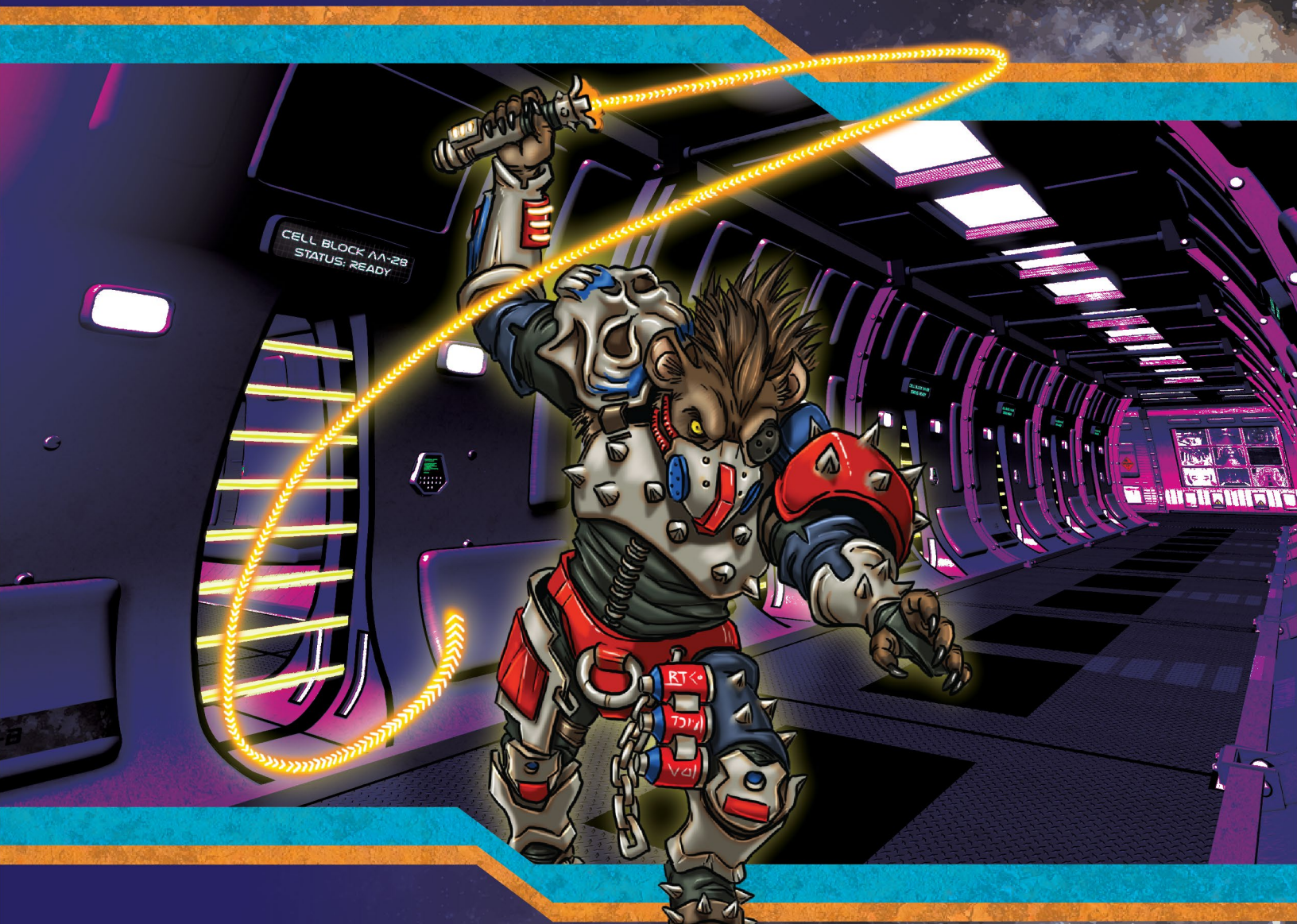


STAR LOG.EM-018

GNOLLS



STARFINDER
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STAR LOG.EM-017

GNOLLS

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

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: GNOLLS

Hello, and thank you for purchasing *STAR LOG.EM017: GNOLLS!* Gnolls have been a long-time fixture in many fantasy worlds, and it makes sense that their kind—as crafty and resourceful as they are—would survive into the age of interstellar exploration. Yet the vast majority of gnolls don't fit the role of the traditional hero. In the Blood Space campaign setting, most gnolls are born into large interplanetary crime families that resemble human mafias and perform services for corporations and other entities that others would find deplorable—they're thieves, thugs, mercenaries, smugglers, kidnappers, assassins, and worse, to the extent that a common saying in the Xa-Osoro system is, "Like a gnoll for coin," meaning that there's very little a gnoll mafia wouldn't do for even a small amount of wealth.

Yet for as terrible as gnolls can be, mafiosa lifestyles don't fully define their people. Growing up as a gnoll means seeing much of the worse that life has to offer you, and a special few gnolls grow up with powerful senses of empathy and compassion; traits that do not fit well within gnoll mafias. In a world where information and life experiences are quickly shared via infospheres and similar means, many gnolls become educated on the thoughts and feelings of others and eventually find themselves disenchanted with their people's culture, leading them to abandon their pack for new horizons and experiences. Of course, these wanderers carry their heritage with them wherever they go, and sadly experience much prejudice for the deeds of their people.



GNOLLS

Relentless and often unforgiving, gnolls are carnivorous humanoids that greatly resemble bipedal hyenas. Gnolls are infamous for their cruelty, brutality, and many believe that there's no depths that a gnoll won't stoop to in order to get what they want.

PHYSICAL DESCRIPTION

Massive and hulking, gnolls stand roughly 6 feet in height and weigh about 300 pounds, with female gnolls tending to be bigger and heavier than male gnolls. From a glance, it's difficult to tell male gnolls and female gnolls apart. Regardless of gender, gnolls bear close resemblance to hyenas—they have canine heads, digitigrade legs with burly paws, and are covered in shaggy fur that is typically pigmented in a combination of shades of brown, beige, tan, blond, and black. They have wickedly sharp teeth, and their hands and paws each sport short but deadly nails. Although they're technically taller than humans on average, gnolls tend to stoop when they stand, allowing them to see roughly eye-level to most humanoids. Gnolls are also surprisingly resilient to most types of disease and poison, including alcohol, and can take punishment that would easily fell a lesser race.

HOME WORLD

Like most of the races in the Xa-Osoro System, gnolls herald from Azan, humanity's cradle. There, gnolls were rightly feared by humanity and other native races for their brutality, cunning, and cruelty. Although traditionally associated with savagery and a lesser capacity for technology and intelligence, gnolls are frighteningly clever, and it wasn't long after the first humans took to the stars in their early starships that gnoll packs began to raid small human starship yards, enslaving the local mechanics and forcing them to construct starships for the pack while also teaching 'superior' gnoll minds to do the same. Although hardly inconvenienced by the destruction of their home world, the starfaring gnoll packs of Xa-Osoro began to set their sights on larger and grander schemes since the Regicide, though none can say whether these ambitions began during the Nova Age or in its wake. While still as chaotic and excessively cruel as their ancestral progenitors, modern gnolls are much more technologically advanced and sophisticated than their predecessors, having organized their packs into organizations resembling mafias. From slavery to butchery and beyond, there's very little that these terrors of the stars won't do for the right price (or simply because they want to).

SOCIETY AND ALIGNMENT

More than anything else, gnolls respect those with power, be it their own leaders or the leaders of governments or worlds. While they have little love for weakling politicians whose power is derived from others, they nevertheless admire the firepower that such leaders brandish, and so gnolls tend to cause few problems within civilized areas without proper motivation,

namely payment. Most gnolls would rather laze about a human cantina, heckling manlings at their leisure, then causing any real problems for the local government—better to have one's fun while tolerating the rules with grumpton than cause a scene and bring any real repercussions down upon themselves and their gnoll pack. As a result, gnolls not already angry or in combat tend to be approachable for a time, though those looking to deal with them best take care not to accidentally provoke a gnoll's ire, for their begrudging tolerance erodes quickly into brutish savagery. This savagery largely defines gnoll culture despite the better efforts of some gnoll packs to redefine—even redeem—their people's image. Those few gnolls willing to prove their value to society and adherence to its morals often slowly find its acceptance, but this is a struggle that repeats itself upon with every world they visit and every new person they contact.

RELATIONS

Most races in the Xa-Osoro System fear or hate gnolls; various gnoll packs sponsor many of the most illicit trades throughout the system, leading many to associate them with crimes and cruelties like arson, burglary, slavery, terrorism, vandalism, and worse. To say that most keep themselves wary whenever a gnoll is present is an understatement, and many gnolls use their people's reputation to their advantage when making threats and demands of others. Still, those willing to work with gnolls often find them to be an amazing asset—they are ruthless in pursuit of their goals and ideals, willing to devote themselves almost entirely to causes they believe in. For this reason, it isn't surprising that the morally-dubious deoxyians (see Starfarer's Companion) often work with gnolls, valuing both their forcefulness and their willingness to do work that other races often find 'distasteful.' Vesks respect gnoll tenacity and strength, but also bemoan them for their dishonorableness and lack of proper rigid discipline. These races aside, most view gnolls with disdain, viewing them as vagrants, criminals, or worse.

ADVENTURERS

Depending on one's definition of 'adventurer,' nearly all gnolls are adventurers or very few of them are. If 'adventurer' means 'someone who constantly puts themselves in danger,' then most gnolls are adventurers. Gnolls tend towards exceedingly dangerous lines of work, acting as pirates, brigands, or hired mercenaries. But few gnolls are willing to 'adventure' if there isn't something concrete in it for them, and very few are willing to put themselves in harm's way without potential reward. At their core, gnolls despise work in the traditional sense, and only work for things they feel they absolutely need. After all, why work when you can get someone else to work for you by scaring or enslaving them? Gnolls make frighteningly potent soldiers—they're able to withstand amazing amounts of punishment, and their brawn makes them skilled with melee and thrown weapons. Additionally, gnoll psychology sometimes drives them to become mechanics, where they design machines to do work for them or enhance themselves physically.

NAMES

Gnoll names use the traditional Gnoll language, and most have two names—their given name and the name given to them by the pack. In some gnoll packs, this is somewhat akin to having a first name and a surname, while in others both names are of equal rank and importance to the gnoll. Gnoll given names usually translate into virtues, values, or skills that gnolls value, while pack names usually refer to the most defining deeds that the gnoll has accomplished, such as “Mancatcher” for a gnoll who earned the pack a gratuitous amount of money through selling humans into slavery, or “Deserter” for a gnoll who abandoned their pack. Some examples of gnoll names are Anris, Bezz, Druh, Esh, Gorr, Grreis, Guzyt, Hrehn, Ikyk, Kheh, Liartu, Osh, Pawaa, Ritsai, Rur, Szohz, Tikxih, Tiarit, Vaatyh, and Xirk.

GNOLL RACIAL TRAITS

+2 Str, +2 Con, –2 Cha

6 Hit Points

Gnolls are humanoids with the gnoll subtype and are Medium.

They have a base speed of 30 feet.

Heckle: Gnolls possess the ability to heckle opponents, instilling fear into the hearts of even the bravest creatures. A gnoll adds Intimidate to their list of class skills. If they already have Intimidate as a class skill, they gain a +1 bonus on Intimidate checks instead. In addition, a gnoll can attempt to demoralize all opponents within 30 feet as a full action.

Low-Light Vision: Gnolls can see in dim light as if it were normal light. For more details, see the low-light vision section in Chapter 8 in the *STARFINDER CORE RULEBOOK*.

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

Resiliency: Gnolls gain a +2 bonus on saving throws against disease, fear, and poison.

NEW FEATS

The following feats are available to gnoll characters who meet their prerequisites.

CANINE GAIT

You drop to all fours to move faster than usual.

Prerequisite: Gnoll subtype.

Benefit: You can adopt a canine gait as a move action, dropping to all fours to boost your speed. Your land speed increases by 20 feet, but you cannot use tools or weapons that require hands and cannot attack except with your natural weapons. Standing up from a canine gait is a move action except when you charge—you can stand up from a canine gait as a swift action immediately after using the charge action.

CLAMOURING HECKLE (COMBAT)

You quickly and effortlessly unnerve enemy combatants with your heckling.

Prerequisites: Gnoll subtype, heckle racial trait.

Benefit: You can attempt to demoralize an opponent as a move action or a standard action, and you can use your heckle racial trait to demoralize all opponents within 30 feet of you as a standard action instead of a full action.

GOADING HECKLE (COMBAT)

Your heckling infuriates your enemies, distracting them and focusing their fury upon you.

Prerequisites: Antagonize, Diplomacy 5 ranks, Intimidate 5 ranks, gnoll subtype, heckle racial trait.

Benefit: Whenever you make an Intimidate check to antagonize an opponent using the Antagonize feat and your skill check is successful, the off-target condition and skill check penalties do not end when your target makes an attack against you, forces you to make a saving throw, or damages you if your target is shaken.

HECKLING CHATTER (COMBAT)

You constantly chortle and laugh menacingly in combat, distracting foes.

Prerequisites: Gnoll subtype, heckle racial trait, character level 3rd.

Benefit: As a move action, you can begin a heckling chatter. When you do so, all opponents within 30 feet that can hear you must succeed on a Will save (DC equals 10 + half your ranks in Intimidate + your Charisma modifier) or become off-target for 1 round. If an ally with this feat who is within 30 feet begins a heckling chatter, you can extend the duration of your ally's off-target condition by 1 round as a move action instead of creating a new effect.

HYENA SHAPE

You can assume the form of a hyena.

Prerequisites: Gnoll subtype, heckle racial trait, character level 3rd.

Benefit: As a standard action, you can assume the appearance of a specific single hyena form of the same age and sex. You always take this specific form when using this ability. You gain a +10 racial bonus on Disguise checks to appear as a hyena. You do not take any penalty for disguising yourself as a creature of a different size or type, and while in this disguise, you gain a +10 ft. bonus to your land speed and cannot use tools or weapons that require hands. In addition, whenever you successfully hit an opponent with an unarmed strike while in hyena form, if your attack exceeds your target's KAC by 8 or more, that target is knocked prone as if you had succeeded on a trip combat maneuver attempt (apply any bonuses to KAC that the target gains against trip attempts to its KAC when determining if it becomes tripped by this ability). You can also resume your normal form as a standard action.

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