



RACES OF THE OUTER RIM:

THE RUANOCH



STARFINDER
COMPATIBLE

BY MARK HART

RACES OF THE OUTER RIM: THE RUANOCH

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RUANOCH

According to myth, the gods created all other sentient races first, leaving the ruanoch for last. With each new race, a god stepped forward to become their patron. With each creation, the deity reached into a coffer filled with talents and offered one to the new race as a gift.

When the last new race was fashioned, there stood the First of the ruanoch, tapping an impatient foot. A moment of silence stretched into years, but no god claimed themselves as patron of the ruanoch.

Growing tired of the other gods' cowardice, the goddess Aru offered her patronage though she was considered the Last and the Least. The other gods reacted with outrage but none interfered. She reached into the coffer for a gift, only to find it empty—her brothers and sisters had given everything to the other races and left nothing for her ruanoch.

Aru bowed at the feet of the First ruanoch and, to the consternation of her peers, offered her apologies. "Nothing is left to offer you, save my love, my devotion, and the knowledge that your people shall forever be dear to me."

And the First rewarded her with a feral grin. "That'll do, m'lady. Your name shall forever be a prayer upon our lips and a curse upon the ears of thine enemies."

Beer, Belligerency & Bad Attitudes

If the gods ever created a grumpier, surlier, or more irritable race than the ruanoch, such a race would surely resemble a storm cloud. Most creatures—at least those with common sense—go out of their way to avoid insulting or angering a ruanoch. Indeed, most folk follow two simple rules when it comes to these creatures: never make them angry, and never, ever refuse to share your booze.

Impatient Troublemakers

Although exceptions exist, for the most part the ruanoch rarely survive beyond 40 or so years of age. They seldom succumb to illness, poison, or old age. Most often, they die in physical arguments, tavern brawls, and spectacularly large explosions. The ruanoch tendency towards belligerence and aggression, combined with their stubbornness, often propels them into dangerous situations with little patience for diplomatic solutions.

Overall, these creatures are mercurial at best. Their mood shifts depending on the time of day, how much sleep they've had, or how much drink they've imbibed. Through it all, however, one thing remains constant: the enormous chip every ruanoch seems to carry on his shoulders.

Freedom Above All

Ruanoch prize many things, but they hold freedom and independence above all else. They will do anything to preserve their freedom, and freedom is something they believe crucial for all races, not only their own. They abhor slavery and slavers, and they detest any creature that imposes its will on others through magic. This doesn't mean ruanoch won't serve a master or join a cause, but rather that they never surrender their right to speak out, protest, or part company if it suits their heart.

The ruanoch have limited patience for laws and traditions. They understand such things, but assume the rules don't apply to them. They dislike authority and as a result don't always take orders with an open, receptive attitude. Mocking authority figures is a cherished pastime among these folks.

ABILITY ADJUSTMENTS

+2 STR, +2 CON, -2 WIS

Ruanoch are among the most resilient and hardy of creatures. At the same time, they are also some of the most stubborn, contrarian, and fierce-tempered.

HIT POINTS: 6

RACIAL TRAITS

SIZE AND TYPE

Ruanoch are Medium humanoids with the ruanoch subtype.

DARKVISION

Ruanoch can see up to 60 feet in the dark.

FEROCIOUS FRENZY

After suffering damage from any source, the ruanoch may enter into a frenzy once a day as a reaction. This frenzy grants 1 temporary hit point per level. These temporary hit points last for up to 1 minute, or until they are expended. Once these temporary hit points are expended, the ruanoch becomes fatigued for 1 minute.

HARD TO KILL

When reduced to 0 hit points, the ruanoch can choose to remain standing. In exchange, he becomes exhausted. If he suffers any additional damage while at 0 hit points, he immediately begins dying.

RESILIENCE

A ruanoch gains a +2 racial bonus to saving throws against diseases, poison, and radiation.

RUANOCH RACIAL FEATS

DEMOLITION EXPERT (RUANOCH)

You possess a masterful talent at blowing things up.

- **Prerequisites:** Ruanoch race
- **Benefit:** Whenever attempting an Engineering check to arm explosives or make explosives more difficult to disarm, assess the stability of a structure or piece of machinery, or disable a device on a bomb or similar explosive, you do not suffer any special failure when missing the check by 5 or more.

In addition, the DC for any of the above checks is reduced by 5, and you can perform these skill checks in half the normal time required.

Finally, any explosive or grenade you use or build increases one of its damage dice by one step (e.g., 2d4 becomes 1d6 and 1d4; 2d6 becomes 1d8 and 1d6, etc.).

FULLY AUTOMATIC (RUANOCH)

Nothing makes you more ecstatic than unleashing a barrage of bullets.

- **Prerequisites:** Ruanoch race
- **Benefit:** When you make a full attack with a weapon in full automatic mode and you roll a natural 20, you score a critical hit against that target. You may only score one critical hit per burst of fire, regardless of how many 20s you roll.



In addition, if you also have the Suppressive Fire feat, your bonus for covering or harrying fire increases to +6. If you also spend 1 Resolve Point, this bonus increases to +8.

INFURIATING PRESENCE (RUANOCH)

Your mere presence aggravates enemies, leaving them flustered.

- **Prerequisites:** Ruanoch race
 - **Benefit:** When another creature you can see or hear attempts a Bluff, Diplomacy, Sense Motive, or Charisma-based Profession skill check, as a reaction you may force them to reroll one of these checks and take the lower of the two results. Once you use this ability against a creature, it becomes immune to the effect for 24 hours. If you use this ability, the affected creature's attitude towards you automatically shifts one category worse.
-

PHYSICAL DESCRIPTION

A ruanoch stands about 5 feet tall (although tending to the shorter side) and resembles a bipedal badger—albeit one armed to the teeth and usually with a cigar chomped between formidable teeth. Ruanoch are covered in thick, coarse hair, typically black or different shades of gray, but sometimes deep auburn in color. For the most part, ruanoch care little about personal grooming or appearance; if you don't like the way they look, you can go [expletive deleted] yourself. Even the smallest specimen is packed with dense muscle covered by a layer of insulating fat, giving them a pudgy appearance.

Despite their bulk, however, ruanoch aren't clumsy or slow. Although not considered graceful, ruanoch can move with explosive speed and ferocity when necessary.

HOMEWORLD

The ruanoch originated on a water-soaked world dominated by swamps, overgrown with carnivorous plants, and crowded with hungry beasts. Although most ruanoch refuse to hear any insult spoken about their home, even they are forced to admit it is little more than a swampy ball of mud covered with rotting vegetation. Ruanoch find any excuse possible to leave home—and they seldom return.

SOCIETY AND ALIGNMENT

Not long ago, the ruanoch were a technologically backward people, stuck on a brutal world of devil wasps, bloodthorn stalkers, and sadistic treants. The ruanoch survived, and even prospered, in an environment seemingly designed to kill most other creatures.

When an alien invasion came, the ruanoch lacked the weapons or ships to fight back. No amount of bravery, ferocity, or determination could give them hope against plasma rifles, frag grenades, and orbital bombardment.

Had it not been for divine intervention and sheer stubbornness, the ruanoch would've gone extinct. Fortunately, their goddess answered their prayers and summoned the primal forces of the world to annihilate the invaders.

With their world once more free, the ruanoch set about learning everything they could about the new weapons and instruments of destruction left behind. Imitative and clever, the ruanoch (with some outside assistance) revealed a knack for putting these new toys to destructive use.

A few at a time, ruanoch began leaving their homeworld in search of adventure. Each year, more and more of their kind take to the stars. They seek glory, they seek wealth, they seek excitement, but most of all they seek to learn

about potential enemies before another invasion. The ruanoch have no intention of enduring another war; if they find a true nemesis, they will attack first.

Overall, they distrust laws, authority figures, and rules. They value freedom and independence over everything. On the plus side, this makes the ruanoch staunch warriors in defense of the weak and the oppressed. On the downside, it makes them prone to squabbling with everyone and everything they meet. (Ruanoch have been known to get angry even at doors and furniture.)

Despite their aggressive and grumpy nature, ruanoch nonetheless possess a simple, yet powerful, connection to the primal forces of the cosmos. They understand their survival is only thanks to the intervention of their patron goddess. This serves to keep them humble and willing to learn new concepts from other creatures—even if they grumble the entire time.

RELATIONS

It would be a mistake to claim that the ruanoch have problems getting along with any specific race. To the ruanoch, race is irrelevant—they have problems with all races. Indeed, they have difficulty cooperating with their own kind, let alone outsiders. Even the kindest, most affable ruanoch is cantankerous, contrarian, and difficult to get along with—at least in times of peace.

Once a ruanoch accepts you as friend, however, the equation changes. When it comes to comrades, ruanoch remain surly, grumpy, and irritable, but they are also fierce and loyal in protecting those comrades.

Ruanoch hold the strongest emotions towards the vesk. On the one hand, both races love a good fight and strong drink, but on the other the ruanoch detest the vesk's love of conquest and their attempts to dominate other species.

Ruanoch are especially fascinated by the shirren, especially since the insectoids are so enamored with freedom of choice, a common love the ruanoch share.

ADVENTURERS

Life on the ruanoch homeworld involves constant struggle for survival. Even on peaceful days, they live on a planet swarming with giant insects and overrun by bloodthirsty plants. After the defeat of the invaders that had come to plunder their world, the ruanoch took these events as a sign and a blessing and the bravest among them traveled to the stars. Once they gained a taste for what the rest of the galaxy had to offer, most of their kind became eager to leave home in search of guns, glory, treasure, and all the strong drink and delectable foods they could consume. Though they live for simple pleasures, ruanoch are still emotionally complex beings on the rare occasion they are inebriated enough to divulge their history.

NAMES

As befits their contrary nature, ruanoch have few consistent naming conventions. Within a family or clan, individual members might follow a tradition, but there are always those who buck tradition simply because they wish it. In general, a ruanoch possesses two names, including a blood name used by close friends and family, and a traveling name given to everyone else. It is a sign of trust and respect when a ruanoch shares their blood name with another person not of their family or clan.

Male Blood Names: Chogo, Denkar, Grimmen, Ravix, Thune, Vultch

Female Blood Names: Benda, Luca, Rilnis, Maris, Sammea, Vulkis

Traveling Names: Belcher, Bleeder, Gnarl, Marcher, Patch, Quicktooth, Raker, Scar

PLAYING A RUANOCH

YOU LIKELY...

- Love a good fight, especially when the odds are stacked against you.
- Would do anything for your friends, whether they wish it or not.
- Keep a tight rein on your temper until you find someone worth losing it over.
- Know when to break kneecaps, when to throw a party, and when to run for cover.

OTHER RACES PROBABLY...

- Are afraid of triggering your temper.
- Feel apprehensive when you get your hands on hard liquor.
- Want you on their team when violence is imminent.
- Cringe at your social habits and mannerisms in public.

THE RUANOCH HOMEWORLD

The ruanoch homeworld, Cenosus, is a wet, stinking, miserable planet. Vast, trackless swamps dominate much of its surface, with impenetrable rain forests and jungles covering the rest.

Everything on Cenosus wants to kill you, eat you, or kill and eat you. The insects grow to the size of large dogs, and most of them exude poison or acid (or acidic poison). Even the plants are carnivorous, cunning, and capable of alarming mobility. At night, gangs of hungry treants (many of which practice blood magic) wander the forests in search of tasty meat snacks. Nothing on Cenosus should be taken as safe; if you happen to encounter a fluffy, cute, harmless creature, you are already doomed, poor fool that you are.

The ruanoch are proud of their planet, and they will defend its qualities with righteous anger and plentiful cussing. Those ruanoch who leave their planet seem perpetually homesick. They become positively wistful with reminiscences about storms, clouds of stinging insects, and the constant, unceasing rain. Of course, when given the chance to return home, most ruanoch rush to find an excuse—any excuse—to stay away “a little longer.”

CLASSES

The ruanoch are capable of learning any role or excelling in any class. Despite a ruanoch's appearance and habits, they love surprising people and confounding expectations. That being said, most ruanoch are better suited to some roles than others.

ENVOY

Ruanoch “diplomacy” often comes across as coarse and blunt. Nonetheless, they understand the necessity for avoiding pointless fights or wasting ammunition when words and beer can do the trick.

MECHANICS

Since the ruanoch homeworld lacks much in the way of technology, relatively few of their kind have joined this class. Over time, however, their love of gadgets and weapons see an increasing number of them enter this profession.

MYSTIC

The ruanoch possess an appreciation for the primal forces of creation. On their homeworld, the most revered ruanoch were those who learned to appease the nature spirits and control the gigantic trees roaming the swamps. Despite outward attitudes, ruanoch hold a deep connection to the forces of creation and life—a connection that serves mystics well.

OPERATIVE

You wouldn't know it based on appearances, but ruanoch can move with surprising stealth. They appreciate the value of moving unseen—an essential survival technique on their planet. While most of their kind prefer open confrontation, they all share an appreciation for a proper ambush and a good sneak attack.

SOLARIAN

The ruanoch have limited experience with solarians; few of their race have followed this path, largely because they know little about it. Those ruanoch choosing this calling find that it suits their stubborn, resilient nature, but they may chafe at any hierarchical authority.

SOLDIER

Ruanoach are born soldiers. Their love of battle and appreciation for the tools of combat make them a natural fit for this vocation.

TECHNOMANCER

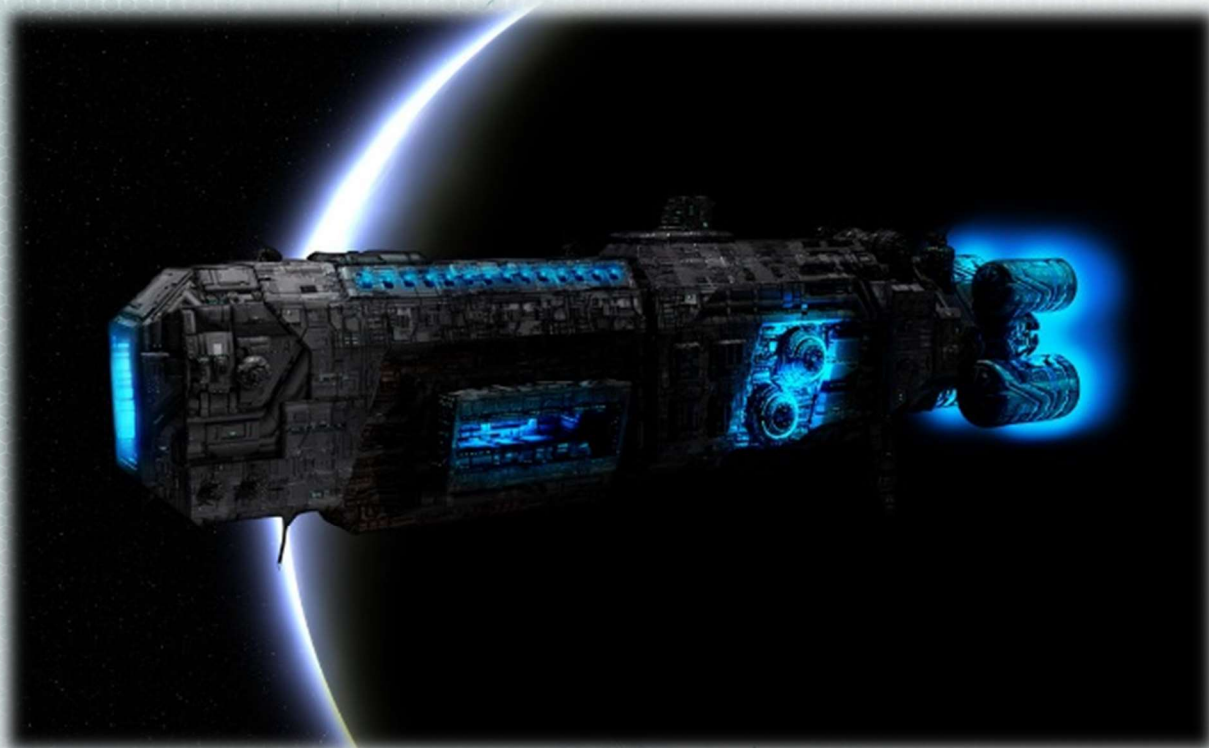
Computers and advanced technology are new to the ruanoch. Still, something about combining tech with magic appeals to their chaotic nature. There aren't many ruanoch technomancers—yet—but more and more of them are willing to pursue this way of life to see where it leads.

RUANOCH WEAPONS

Here are three new weapons devised by the ruanoch to wreak havoc on their enemies. For the most part, the ruanoch continue to play catch-up in building and designing technological items. They do not yet build their own starships, for example, and most of their weapons are taken from other races or scratch-built to look as intimidating as possible.

BUG-BUSTER GRENADE

Given the infestation of flesh-burrowing beetles, devil wasps, and armored ants on the ruanoch homeworld, it comes as no surprise the ruanoch developed an explosive



weapon for such pests. Upon detonation, this grenade releases a cloud of acid.

The grenade is especially effective against insects and plants, inflicting d6's for damage dice instead of d4's. (Also, see **New Weapon Property, Corrosive**, below.)

HELLSTORM SCATTERGUN

This crude, overbearing weapon features four barrels held together in a diamond formation with a metal band. When fired, it discharges four shells at the same time, unleashing a hailstorm of metal shards in a cone. It is an ugly, but effective, tool of destruction. As a downside, it is bulky and requires reloading after every discharge.

BOLT LAUNCHER PISTOL

Loud, obnoxious, and possessing a massive recoil, the bolt-launcher pistol epitomizes the ruanoch style of combat. The weapon discharges large caliber armor-piercing rounds, known as bolts, at high velocity. The weapon is loud and prone to misfires. Bolt ammunition costs double that of normal small arm rounds (i.e., 80 credits for 30 bolts).

New Weapon Property: Corrosive

A grenade with this property creates a cloud of acid that inflicts damage twice. First, it causes damage upon initial explosion. In addition, any creature caught in the area of effect must make a Reflex saving throw (DC = 10 + the weapon's item level + the attacker's Dexterity modifier) or suffer half that damage again at the start of their turn the next round.

The acid damages any unattended objects in the area of effect, dealing d6's for damage dice, and half that damage again on the following round.

New Weapon Property: Unreliable

A weapon with this property is prone to misfire. When an attack roll comes up a natural 1, the weapon misfires and becomes broken. Removing the broken condition requires a standard action. Using the weapon while broken increases the misfire chance to 1-5 on d20. If a broken weapon misfires, the weapon explodes, destroying it, and the wielder suffers maximum damage as if hit by that weapon.

One-Handed Weapons, Small arms: Projectile

Weapon	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Bolt launcher pistol	5	3,250	2d8	30 ft.	—	6	1	2	Analog, unreliable

Two-Handed Weapons, Longarms: Projectile

Weapon	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Hellstorm scattergun	13	53,500	3d12 P	10 ft.	Wound	4 shells	4	2	Analog, blast, unwieldy

Grenades

Grenade Type	Level	Price	Range	Capacity	Bulk	Special
Bug-buster grenade I	2	275	60 ft.	Drawn	L	Corrosive, explode (1d6 A, 10 ft.)
Bug-buster grenade II	4	675	60 ft.	Drawn	L	Corrosive, explode (2d6 A, 10 ft.)
Bug-buster grenade III	8	2,700	60 ft.	Drawn	L	Corrosive, explode (4d6 A, 15 ft.)

RUANOCH DEITIES

The ruanoch revere two deities believed to protect their race and their homeworld from enemies.

ARU

Outsiders refer to Aru as the Least and the Last, suggesting she stands as one of the weakest of the gods. For their part, the ruanoch refer to her as Emerald Queen or the Mistwalker for her predilection for appearing unexpectedly and in times of need.

History

Although the ruanoch worshipped Aru throughout most of their history, it wasn't until aliens invaded their planet, intent on conquest and genocide, that she revealed her true power.

When the invaders attacked, the ruanoch found themselves outgunned and overpowered by a technologically advanced enemy. For a time, they raced against extinction.

In desperation, the surviving ruanoch shamans gathered the clans and called for a collective prayer to their goddess. In this, their hour of greatest need, Aru rose from the waters of the swamp in answer to their plea.

As Aru's first act, she summoned her only son, Maelstrom, to appear and destroy those who dared attack her world and her chosen people. Driven by Aru's fury and the primal forces of the planet, Maelstrom inflicted massive destruction on the invaders.

Aru has not been seen since the end of the war, yet the ruanoch continue to worship her. They anticipate the day she'll return—no doubt when they need her the most.

Worship

Aru's power is strongest on the ruanoch homeworld, and that is where her worship remains most prevalent.

As the ruanoch took to the stars in search of glory and adventure, they continued to hold Aru as the true goddess of their race. They understand she has little interest in or concern for other worlds, but they believe they owe her an eternal debt of gratitude for saving them from genocide.

In general, ruanoch worship of the goddess is low-key, quiet, and reserved for peaceful moments. That being said, most ruanoch happily invoke her name during battle, either to add to her glory or to call upon her spirit to give them strength.

Home	Cenosus (ruanoch homeworld)
Alignment	Chaotic Good
Portfolio	Nature, swamps, protection of home
Worshippers	Ruanoch
Connections	Healer, Xenodruid
Symbol	Weeping willow decorated with skulls

THE MAELSTROM

The other ruanoch deity, the Maelstrom, has no real name. Although many ruanoch call this a god, it is more accurately a force of nature—the embodiment of the violence, fury, and destructive potential of their homeworld.

History

The ruanoch have long believed their world seeks to murder them. Everything about their home planet seems created for maximum lethality. Rather than feeling upset or hopeless, however, the ruanoch view this as a compliment. Their world tests them daily, and they are stronger for it. No other race could survive such a place.

Until the alien invasion, the ruanoch never prayed to the Maelstrom; in fact, they never considered the possibility their world could manifest its rage as a single, corporeal entity. In their time of desperation, the ruanoch called to their goddess, Aru, and she answered. She summoned the rage of the world into a massive storm of fire, lightning, wind, and hatred. This was the Maelstrom.

No sane ruanoch desires to see the Maelstrom come to life ever again. Despite saving their world, this monstrous entity inflicted devastation on a global scale, including storms that have yet to fully abate after hundreds of years. Nonetheless, the ruanoch know that if they ever need to, should their world come under peril once more, they can call upon this god to destroy their enemies. All ruanoch pray that day never comes.

Worship

Only a handful of deranged ruanoch actually worship the Maelstrom as a god. Most ruanoch instead worship it more as the ideal of rage and destructive might—something to bring them strength in times of danger, or something to fill them with righteous frenzy. There's no point in praying to Maelstrom since he won't answer—at least the sane hope he doesn't.

Home	Cenosus (ruanoch homeworld)
Alignment	CN
Portfolio	Destruction, Fury, Storm
Worshippers	Ruanoch
Connections	Star Shaman, Xenodruid
Symbol	A cyclone emitting lightning bolts

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