



RACES OF THE OUTER RIM: THE OMENOT



STARFINDER
COMPATIBLE

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RACES OF THE OUTER RIM: THE OMENOI

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OMENOI (COMETFOLK)

Beyond the light of many stars in a gulf of serene darkness lies a vast ocean of frozen waters. These icy waves are composed of trapped gases, suspended cosmic debris, and mysterious energies not yet gauged by sentient minds. This prodigious anomaly measures six light years in diameter. The Void Sea, as some call it, and to others it is known as Alphrey's Glacier. It is from this crystalline oddity, which floated in a shadowy pocket of space, which the Omenoi's story of myth and history began.

In epochs past, a shard of the Void Sea broke free and flew out from the cold dark. This shard was, at first, the size of a jovian planet and infested with huge magical beasts known by many as frost worms. For cycles unmeasured, these creatures survived through cannibalism and on any lower lifeforms dwelling on the mass of minerals and ice.

As the great shard drew nearer to a solar system, it sprouted a tail of scintillating ice and became a speeding comet. The inhabitants of the nearby planets marveled at this massive celestial body, for life on those planets was only just becoming self-aware. The gravity of this system's star flung the shard to a neighboring binary star system, and so a great galactic game of catch began between these three stars; a game that continues to this day as the stars fling what remains of the shard back and forth in a great ellipse. It was the rays of these diverse suns which stimulated the frost worms' key evolutionary steps from magical beasts to a mystical race; a race that is now called *Omenoi*.

Every eighty-four years, the comet circles through these solar systems to pass through the midst of several planets, if only visible for a few days. The evolving Omenoi would glimpse at these planets from the surface

of their icy realm, wondering what they were and what their lives meant in the great cosmic scheme of things. Such a cycle from one solar system to another was something few Omenoi saw in a single lifetime.

The evolution of this people was slow, but unhindered, they were the lone species endowed with the curiosity needed to thrive as a race. According to their lore, they were shaped from the ice, and it was the ice of their comet-home that provided their bodies with the liquids and gases needed for their survival.

From the mineral debris in their rime they forged tools and works of artistic whimsy. Then, according to legend, an Omenoi called Skieryiz crafted the first weapon, an adamantine blade called Foephelor. With Foephelor in hand, Skieryiz became a demigod of war and conflict. Many Omenoi died from the strife he then began. When Skieryiz was finally slain in a duel by a mortal hero, the demigod's death throes caused the great comet to burst asunder, and many moon-sized fragments of the comet were carried throughout the cosmos, scattering the race across the countless starways. The largest fragment of the comet maintained its original course.

Throughout the eons, the other developing civilizations on the planets took notice of the comet's eighty-four year cycle, and many speculations were born from its appearance in the night sky. It became a thing of superstitious omens and astrological portents. Each cycle of passing through a solar system brought the Omenoi further advancements in the mystic arts, developing several traditions related to their many connections to mysticism.

Due to solar erosion, their comet-home became smaller and smaller as great chunks of ice went to "join the tail". Their population increased as they developed more peaceful societies. The combination of erosion and

peaceful expansion led to their apocalyptic crisis. They had to find new homes if the race was to survive.

There are conflicting accounts of whether the Omenoi first visited the planets via magic or planetary cosmonauts first visited the cometfolk via spacecraft. Such meetings were always fleeting instances of touch and go and hit or miss, due to the comet's cyclical nature. What is known is that the comet itself was shrinking, and starships filled with Omenoi refugees came in their thousands to the alien worlds they had always admired from a distance.

Now, the shard from the Void Sea is no larger than a small moon, and the scattered children of the comet must find new meaning on slow-moving planets in the starlit cosmos.

ABILITY ADJUSTMENTS

+2 STR, +2 WIS, -2 INT

Omenoi are powerful in body and will, but slow in comprehending complex concepts.

HIT POINTS: 4

RACIAL TRAITS

SIZE AND TYPE

Omenoi are Medium humanoids with the omenoi subtype.

COLD ACCLIMATED

Omenoi can dwell in areas with freezing

temperatures without risk contracting frostbite or dying from hypothermia. Omenoi have energy resistance (cold) 5.

ARCTIC BURROWING

Omenoi can burrow through earth or solid ice, but not solid stone or harder materials. Their burrow speed is 10 ft.

COLD ATTACKS

Once per day, an Omenoi can spend a resolve point to cause any melee attack to deal an additional +1d6 points of cold damage for 1 round.

FOUR ARMED

Omenoi have four arms, which allows them to wield and hold up to four hands' worth of weapons and equipment. While their multiple arms increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

TRILL

As a full-round action, an Omenoi can emit a strange trilling sound that affects a single target within 30 feet.



The creature must succeed on a Will save (DC 10 + ½ the Omenoi's level + the Omenoi's Wisdom bonus (if any) or be fascinated for as long as the Omenoi continues to trill (the Omenoi can maintain this trill by concentrating). Once a creature has resisted or broken the effect, it cannot be affected again by that same Omenoi's trill for 24 hours. This is a sonic mind-affecting effect. The save DC is Wisdom-based.

OMENOI RACIAL FEATS

COLD IMMUNITY (OMENOI)

Some omenoi have grown completely inured to the icy temperatures of space.

- **Prerequisites:** Omenoi race
- **Benefit:** You gain immunity to cold energy damage.

FREEZING BREATH (OMENOI)

Some omenoi can exhale great gouts of icy cold breath.

- **Prerequisites:** Omenoi race
- **Benefit:** Once per day, the Omenoi can use 1 resolve point to exhale a 15 foot cone of freezing breath. Creatures caught in the cone's area take 1d6 cold damage. A creature in the cone can attempt a Reflex save for half damage (DC = 10 + half the Omenoi's level + the Omenoi's Constitution bonus).

DEATH THROES (OMENOI)

Some omenoi have such coldness in their veins that when they die, they release it in a freezing cloud that solidifies the flesh of warmer creatures.

- **Prerequisites:** Omenoi race
- **Benefit:** When killed, an omenoi explodes in a 30-foot-radius burst that deals 1d6 cold and piercing damage for every 2 character levels the Omenoi possess. A creature in the burst radius can attempt a Reflex save for half

damage (DC = 10 + half the Omenoi's level + the Omenoi's Constitution bonus).

PHYSICAL DESCRIPTION

Omenoi closely resemble their frost worm ancestors with their mandible jaws and single red eye centered on their foreheads. Their bulky bodies are worm-like with no discernable neck and are covered in chitinous plates that range in colored hues of whites, pinks, purples and blues. Omenoi possess four arms and two legs that are usually darker than their main body. They do not possess fingers in the traditional sense; the edges of their hands are covered in prehensile fibers that act as digits. They are able to wear gloves without difficulty. Omenoi have powerful hearts that need only pump once every few seconds in order to maintain their cardiovascular system. Male Omenoi are distinguished by their pronounced spiny frills, while females possess smaller frills or no frills at all.

HOMEWORLD

Omenoi evolved on a planet-sized comet, of which now only scant traces remain. Now they make their homes in frozen places where no other race desires to eke out an existence.

SOCIETY AND ALIGNMENT

Omenoi advanced their civilization primarily through mysticism, as their home-comet could not provide the diverse materials needed for technological progression. They are rich in custom and tradition, but poor in historical record keeping. While they care for and nurture their young, it is strongly believed that teaching the next generation requires mutual cooperation between master and pupil. They see no point in instructing those who do not wish to know. Thus, only the

most inquisitive or autodidactic Omenoi ever receive a formal education.

As they were the only sentient species on their home-comet and sustenance was relatively easy to come by, Omenoi have few traditions in hunting and even less traditions in the arts of war. That said, Omenoi are quite fond of dueling to a romantic degree.

All Omenoi dream of the day when they meet someone who wants to best them as much as they want to best that special someone, a rival to be respected and even loved. They train to fight in hopes of dueling this person to defeat, to express through combat their mutual admiration. It is the romantic dream of many an Omenoi to perish in such a duel, for it is seen as better to die fairly by the hand of a trusted friend in formal combat than by disease or treachery. Such cherished duels, however, are rare, perhaps once in a generation. And Omenoi who duel regularly in this fashion are seen as promiscuous. Non-lethal duels between Omenoi are quite common, as they do not break this taboo.

Omenoi see their mystics as adopted children of the gods, and treat them as wise elders no matter their age. While they freely give their mystics reverence and respect, a mystic who demands loyalty and obedience is quickly shunned or disposed of. If the gods want something done, they can ask directly.

A common idiom among Omenoi is "Joined the tail", a reference to the time when fragments of their old comet broke away to form the comet's tail of debris. The idiom is now applied to lost friends, departed loved ones, lost luggage, untaken chances, wasted wealth, and other irretrievable things.

Many Omenoi are true neutral, each one seeking their own meaning independently.

RELATIONS

Omenoi are so named because planet-bound races often interpreted the passing of their comet as a time of omens, usually ill. Their mystical traditions do not help this stigma, and they are generally stereotyped as beings of bad luck and ill fortune. For many omenoi refugees, this outlook has aided their survival as other races are more apt to leave them alone. Omenoi usually populate arctic poles where the climate does not bother them. However, they still require resources that the polar ice cannot provide.

ADVENTURERS

As they developed without many technological advances, Omenoi adventure as mystics or soldiers when they leave their homes. However, with new worlds now open to them, their inquisitive nature entices them to try all manner of explorative vocations.

NAMES

Omenoi first names, or primary names, are constructed by their parents, each parent providing a syllable that expresses their love for the child, such as Erzak, Mahlo, Duyee, or Slembrit. Omenoi with first names consisting of only one syllable are typically "half-loved" bastards, such as Zak, Lo, Yee, or Brit. Omenoi secondary names relate to the subject or area of interest that an individual Omenoi seeks to master, such as Anatomy, Molecular Biology, or Piano.

PLAYING AN OMENOI

YOU LIKELY...

- View your adoptive planet with a mixture of wonder and terror.
- Propose friendly duels to new people as a way of greeting.

- Possess an irrational fear or aversion to fire.
- Love loud and fast music, valuing the energy of the sound over the quality.

OTHER RACES PROBABLY...

- Think you are bad luck, especially on long star voyages.
- Assume you can read horoscopes and tell fortunes.
- Are unsure of your intentions when you politely ask to duel them.
- Often mistake your gender when first meeting you.

OMENOI ARCHITECTURE

On their homeworld, many Omenoi tunneled and mined below the comet's surface, carving out cavernous halls and intricate tunnel-towns in the ice that nature provided. Other surface-dwelling Omenoi constructed igloos and made great cities of domed ice. Many of these igloos were so great in size, they rivalled the great pyramids of many desert planets.

Now, relocated in arctic regions throughout the galaxy, they continue to expand upon these architectural traditions. For a wayward tribe of Omenoi refugees, a glacier is a potential city.

CLASSES

The following is a list of how many Omenoi usually apply themselves to each class role. These roles are not always typical, and there are always exceptions for each individual.

ENVOY

Omenoi envoys are usually tribal representatives seeking new places to establish settlements for their people.

MECHANICS

While Omenoi mechanics are rare due to their lack of technological know-how, many make up for this handicap through pure enthusiasm.

MYSTIC

Omenoi mystics are quite common, and have a diverse range of traditions based on every mystical connection.

OPERATIVE

Omenoi operatives, like envoys, seek out new places for a tribe to settle, yet their methods are far more subversive and aggressive.

SOLARIAN

Omenoi solarrians are called star champions, and are usually military leaders chosen by destiny.

SOLDIER

As the race developed with little advancements in technology, most Omenoi soldiers are sophisticated melee combatants. Many are ever trying to perfect the semi-mythical "spiral thrust".

TECHNOMANCER

For Omenoi technomancers, it is the understanding of magic that bridges their comprehension of technology. Many are specialist in creating wormhole-related hybrid equipment.

OMENOI INVENTIONS

The three following hybrid items are inventions attributed to the Omenoi race.

WORM BRACES

These glimmering coils are worn about the wrists. When the coils are clapped together in a certain way, the coils glow bright red and create small extra-dimensional wormholes that your extremities fit through. This effectively detaches your extremities (and whatever items they are holding) from your arms and relocates them a certain distance away from your person. Clapping the coils together again deactivates the worm braces.

Mk 1: Your reach increases by 5 ft. Level: 4 Price: 3,000 Bulk: L

Mk 2: Your reach increases by 10 ft. Level: 8 Price: 11,000 Bulk: L

Mk 3: Your reach increases by 15 ft. Level: 12 Price: 42,000 Bulk: L

WORM COLLAR

This glimmering coil is worn about the neck. When a button on the side of the coils is pushed, the coil glows bright red and creates a small extra-dimensional wormhole that your head and neck fits through. Your head reappears above your body and your neck remains within the wormhole, effectively increasing your height by 1 foot and making it look like your disembodied head is floating over your body. You become immune to suffocation due to strangulation, decapitation effects, or any other effect that specifically targets the neck. Pushing the button on the side of the coil a second time ends the effect.

ARMOR UPGRADE: WORM GIRDLE (HYBRID)

Capacity 100; Usage 2/round

Worm girdled armor makes you immune to critical hits by stowing your vital organs away into extra-dimensional wormholes.

This upgrade can be installed only in light or heavy armor.

Price: 180,000

Slots: 2

Armor Type: Any

Bulk: L

OMENOI ARTIFACTS: SHARD VESSELS

DESCRIPTION

Before the cataclysmic death of the demigod Skieryiz, Omenoi mystics were able to fashion flying vessels cut from the comet's ice. Purely magical in design, these shard vessels could function like flying vehicles or even starships! It was by aid of these vessels the Omenoi explored the many planets and lifeforms they chanced by. There are also legends that a great fleet of shard vessels embarked from the comet-home to begin colonies elsewhere. One thing is certain, after the death of Skieryiz, all of the shard vessels were lost, as was the art of making them.

Shard Vessels function in all ways like flying vehicles or starships, but are considered magical instead of technological.

OMENOI DEITIES

The two following deities are the primary gods of the Omenoi race.

KAICENDRE

Kaicendre is the Guiding One, goddess of comets, omens, returning, and the patron deity of the Omenoi people.

History

When the great shard broke away from the Void Sea, it was Kaicendre that guided it to the stars to become a comet. It was she who helped the frost worms evolve

into sentient beings, and it was she who taught the secrets of mysticism. It was Kaicendre who created every comet known, each for a reason known only to her.

Worship

Kaicendre wishes only that her chosen people survive, no matter where they dwell. She adopts worshipers of other races, as well, if they be friends to Omenoi. She teaches her worshipers that to travel far and to return is to find meaning in life.

| | |
|--------------------|---|
| Home | The Void Sea (mortal form) |
| Alignment | True Neutral |
| Portfolio | Comets, Omens, Returning |
| Worshippers | Omenoi |
| Connections | Akashic Record, Empath, Healer, Star Shaman |
| Symbol | Light blue comet surrounded by three stars |

SKIERYIZ (SLAIN)

Skieryiz is the Overthrown, the Omenoi demigod of war, strife, and defeat.

History

Skieryiz rose to demigodhood by virtue of his skill at arms. It was said at his zenith of power, all other Omenoi threw down their weapons and made him their tyrant in a collective effort for peace. Skieryiz accepted this title eagerly, but soon after felt swindled as he realized that his love for war outweighed his desire for rule. It took a lone hero, whose name is now forgotten, to end Skieryiz's reign of evil. They challenged the demigod to single combat, and slew him with a spiral thrust of his adamantite blade. As the divine power of the dying warrior was released, the comet burst asunder.

Worship

While Skieryiz is no longer worshiped, per se, all Omenoi remember his legend as a cautionary tale that power without purpose will only bring destruction. Some Omenoi believe that in defeat he achieved to godly wisdom and in defeat he shed his mortal form and vanity.

| | |
|--------------------|----------------------------------|
| Home | Unknown or None |
| Alignment | LE (as a demigod), LN (as a god) |
| Portfolio | War, Conflict, Defeat |
| Worshippers | Omenoi |
| Connections | Mindbreaker, Overlord |
| Symbol | A broken sword over a crown |

COLONIES AND FACTIONS

The following is a list of Omenoi settlements throughout the star systems.

ENIG ICELANDS

This archipelago of floating icebergs serves as a fishery for Omenoi skilled in the maritime trade.

GLACIERIA

A mining province specializing in extracting valuable minerals in a freezing glacial environment. Most of the inhabitants live underground.

TUNDERIA

The name of many Omenoi small towns located in northern or southern wastes. Many of these settlements are dying due to lack of resources.

QLIWORS EXPANSE

A wintery paradise city of colossal domes constructed from massive blocks of ice. The streets are adorned with numerous ice sculptures both realistic and abstract.

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