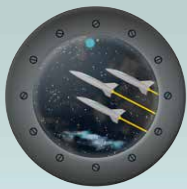


EPIC RACES: GALACTIC RACIAL ABILITIES



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EPIC RACES: GALACTIC RACIAL ABILITIES

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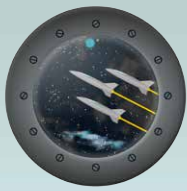
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» THE GALACTIC RACES

ANDROIDS

Androids are superficially identical to humans in many ways, and to the uninformed it can be difficult to differentiate the two. In the right light, though, androids' alien nature is revealed by the metallic sheen in their eyes and the biological, tattoo-like circuitry that riddles their skin. Their bodies are completely artificial, though made of materials that mimic the flexibility, shape, and density of human flesh and bone. Their organs mirror those of humans so well that only by examining the materials and makeup of these systems—which use sheeny oils and polymer alloys rather than blood and marrow—could one guess that their physiology is alien. Androids are roughly the same size as humans; on average, they are 6 feet tall and weigh 200 pounds.

HUMANS

Humans are warm-blooded omnivores with internal skeletons. Typical adults are just short of two meters in height and walk upright. Humans have two arms and two legs. Their hands consist of four fingers and an opposable thumb. The physical characteristics of humans are as varied as worlds in the cosmos. Human skin color ranges from pale white to almost ebony. This color is maintained through their life cycle but does darken when exposed to ultraviolet radiation. Most humans have hair covering their head and most males have the ability to grow it on their face. Hair color varies greatly white, yellow, red, brown, and black are all common among different ethnic groups. Hair color often turns gray with age.

KASATHAS

Kasathas are a nomadic humanoid race from a desert world that orbits a red sun.

They are a clannish and secretive people with a matriarchal society, but other races have difficulty recognizing any physical difference between females and males. They keep their mouths hidden behind clothing,

and don't remove this clothing in the presence of other races. They are omnivores, but prefer meat and salty foods. Upon reaching adulthood, many kasathas leave their clans to search the world for adventure or treasure. A renegade few decide to forsake their clan and spend their life adventuring. This ritual "tempering" allows young adults to undergo a period of self-discovery before they assume their adult responsibilities.

LASHUNTAS

To survive on the predator-rich world, the telepathic humanoids called lashuntas evolved adaptive genetics that allow children to develop into one of two subspecies, depending on the stresses they endure at puberty: either the tall, intellectual, and adaptable *damaya*—who make up most of their race's political leaders and ambassadors—or the short, burly, headstrong *korasha*, who excel as warriors and explorers. Both feature short forehead antennae that focus their natural telepathy, as well as colorful swirls and raised markings on their faces unique to each individual. Due to natural pheromones and lashuntas' almost perfect physical symmetry, most humanoid races find lashuntas of both subspecies subconsciously (and sometimes unnervingly) attractive.

Both clades of the species bear the same genetics, allowing them to intermarry and have children. While all lashunta children inherit complexions and certain distinguishing features from their parents, their subspecies is not one of them. Through psychic ritual and force of will techniques applied at puberty, modern lashuntas have mastered the ability to determine what subspecies a child will grow into, activating certain epigenetics and shutting down others. While some lashunta city-states attempt to steer children in particular directions, such as via government-run aptitude tests, most lashuntas believe passionately in a child's right to choose. In ancient lashunta history, their starkly divided gender roles led to subspecies almost universally correlated with gender, but as lashunta



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culture has grown more egalitarian, gender balance between the two subspecies has become roughly equal.

SHIRRENS

Shirrens were once part of the Swarm, a monstrous race traveling from world to world, consuming all they encountered before moving on. Generations ago, however, a mysterious mutation caused an entire subcolony to break from the hive mind, with each of its members gaining a sense of self. Addicted to the new drug of individualism, these renegades rejected the Swarm's mindless consumption, forming a new race called shirrens.

Shirrens are arthropods with chitinous exoskeletons, large compound eyes, and sensitive antennae. Unlike many arthropodan races, they walk upright, manipulating items with three-clawed hands. In addition to their two sets of main limbs, they also have two sets of smaller limbs growing from their thoraxes. While often displayed, these "mating arms" are extremely weak and used only for ceremonial and reproductive purposes—to use them for mundane activities would be seen as grotesque and shameful.

Shirrens have three sexes: male, female, and host. During reproduction, female and male shirrens provide the initial eggs and sperm, and hosts incubate the fertilized eggs while also adding their own genetic material and immunities. In some shirren societies, a single host queen incubates for many partners and is considered the true parent, while in others, three-party marriages are common. Shirren young spend their first 2 years in a tiny, wormlike larval form, and they are often carried around in protective containers to let them safely observe the world.

VESK

Vesk society is highly organized and militaristic. While merchants and others with peaceful professions can advance economically, political power is the exclusive domain of those who've proven themselves in armed conflict. Surprisingly, this proof doesn't need to come through military service, or even benefit the vesk

homeworld. Many vesk attain similar elevation in social status through performing mercenary work, engaging in dueling, or providing security on exploration missions. Though obsessed with conquest, dominance, and social rank, vesk have an equally strong sense of honor and pride in fulfilling their agreements and treating subordinates of all races fairly. They are stoic and taciturn with strangers but capable of great bursts of emotion in private or in the heat of battle. Vesk society tends to be efficient, respectful, and law-abiding—especially since nearly any insult or violation of custom could trigger a brutally violent blood debt. Even outside of their home system, vesk are most often lawful, though usually according to their own code of honor rather than that of whatever society they happen to be in. They tend toward a neutral morality, though individuals can easily skew good or evil.

YSOKI

Ysoki are extremely communal, and live in large warrens with plenty of hidden crannies in which to stash their hoards or flee in times of danger, gravitating toward subterranean tunnels or tightly packed tenements in city slums. They feel an intense bond with their large families and kin networks, as well as with ordinary rodents of all sorts, living in chaotic harmony and fighting fiercely to defend each other when threatened. They are quick to use their stockpiles of gear in combat, but prefer to work out differences and settle disputes with mutually beneficial trades.

When a specific ysoki warren grows overcrowded and the surrounding environment won't support a larger community, young ysoki instinctively seek out new places in which to dwell. If a large enough group of ysoki immigrants all settle down in a new, fertile area, they may create a new warren, often with strong political ties to their original homeland. Otherwise, individual ysoki are inclined to simply leave home and take up residence elsewhere, or wander via starship trips that last most of the year, reducing the pressure of overcrowding at home.



ALTERNATE RACIAL TRAITS

Race traits are keyed to specific races. In order to select a race trait, your character must be of the trait's race.

BURROW

Prerequisite: Ysoki race

Benefit: Ysoki gain a burrow speed of 20 feet.

This ability replaces **Cheek Pouches**.

DEFENSIVE TRAINING, GREATER

Prerequisite: Kasatha race

Benefit: Kasathas have a +2 dodge bonus to EAC and KAC.

This racial trait replaces **Historian** and **Natural Grace**.

DESERT BOND

Prerequisite: kasatha race

Benefit: Kasathas gain a +1 racial bonus to all saving throws when in desert terrain.

This ability replaces **Desert Stride**.

DESERT RUNNER

Prerequisite: Kasatha race

Benefit: Kasathas have a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, and other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

This racial trait replaces **Historian**.

ELECTRIC SOUL

Prerequisite: Android race

Benefit: Some androids have an affinity with electricity, and gain fast healing 2 for 1 round anytime they take electricity damage. Androids with the electric soul racial trait can heal up to 2

hit points per level per day with this ability, after which it ceases to function.

This ability replaces **Exceptional Vision**.

EXOSKELETON

Prerequisite: Shirren race

Benefit: These shirren have a thicker exoskeleton, and gain a +2 natural armor bonus to KAC.

This racial trait replaces **Blindsense**.

GRACEFUL SPEAKER

Prerequisite: Kasatha race

Benefit: Once per day, Kasathas can roll twice when making a Bluff or Diplomacy check and take the better roll. Additionally, when Kasathas successfully use Diplomacy to win over an individual, that creature takes a -2 penalty on attempts to resist any of the character's Charisma-based skills for the next 24 hours.

This ability replaces **Natural Grace**.

HEART OF THE SPACER

Prerequisites: Human race

Benefit: Humans born on starships or space stations are always drawn to the stars. They gain a +2 racial bonus on Culture and Piloting checks, and these are always class skills for them. They also gain a +2 racial bonus on Reflex saving throws against explosions and area of effect spells with the fire descriptor.

This ability replaces **Skilled**.

HEROIC

Prerequisites: Human race

Benefit: Heroic humans may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may do this once per day for every four levels they



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posses, but never more than once per round.

This ability replaces **Bonus Feat**.

HOLD BREATH

Prerequisite: Vesk race

Benefit: Vesk can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

This ability replaces **Low-Light Vision**.

HYPNOTIC

Prerequisite: Shirren race

Benefit: Shirren add +1 to the DC for all saving throws against spells or effects they cast that inflict the fascinated condition. Once per day, when a creature rolls a saving throw against such an effect from a shirren, the shirren can force that creature to reroll the saving throw and use the second result, even if it is worse.

This ability replaces **Communalism**.

INFILTRATOR

Prerequisite: Android race

Benefit: An android designed for stealth missions is a master of disguise. Flexible skins with color shifting pigments cover highly adaptable metallic skeletons with the ability to change shape. Liquid filled sacks beneath the flesh allow for weight and mass redistribution. Once per day, an android with the infiltration alternate trait may assume the features of any other Small or Medium being of the humanoid type, for 1 minute per level as a standard action. This ability does not allow for the impersonation of specific beings.

This racial trait replaces **Flat Affect**.

IMPROVED NATURAL ARMOR

Prerequisite: Vesk race

Benefit: Vesk gain a +1 natural armor bonus to KAC.

This ability replaces **Fearless**.

LUCKY, LESSER

Prerequisite: Vesk race

Benefit: Vesk gain a +1 racial bonus on all saving throws.

This ability replaces **Armor Savant**.

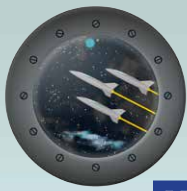
MAGICAL DEFENSE

Prerequisite: Lashunta race

Benefit: Lashuntas with this trait gain spell resistance equal to 11 + their character level.

This racial trait replaces **Lashunta Magic**.





NANITE SURGE

Prerequisite: Android race

Benefit: An android's body is infused with nanites. Once per day as a swift action, an android can cause her nanites to surge, granting a bonus equal to 3 + the android's level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a flashlight in illumination for 1 round.

This ability replaces **Upgrade Slot**.

PLANAR MAGIC

Prerequisite: Lashunta race

Benefit: Some lashuntas form bonds with planar portals, rather than their innate magic. These lashuntas gain the following spell-like abilities:

1/day: planar binding

See Spell-like Abilities in Tactical Rules. The caster level for these effects is equal to the lashunta's level.

This ability replaces **Lashunta Magic**.

PREDATORY SURVIVOR

Prerequisite: Ysoki race

Benefit: Ysoki receive a +2 racial bonus to Acrobatics, Athletics, and Stealth checks.

This ability replaces **Scrounger**.

RABID

Prerequisite: Ysoki race

Benefit: Members of this race gain a +2 racial bonus on saving throws against disease, ingested poisons, and becoming nauseated or sickened. Rabid ysoki gain a natural bite attack, dealing 1d2 points of damage. Additionally, when ysoki bites a target, that target risks contracting the disease filth fever. *Note: See Afflictions section of Chapter 11: Game Mastering for details.*

This ability replaces **Moxie**.

REFLECTIVE SKIN

Prerequisite: Android race

Benefit: These androids have reflective, crystalline skin that grants them a +2 racial bonus to EAC against energy damaging weapons. Once per day, they can deflect a single energy weapon attack targeted at them. When she would normally be hit with an attack from a ranged weapon, the android may deflect it so that she take no damage from it. She must be aware of the attack and not flat-footed. Attempting to deflect a energy weapon attack doesn't count as an action. Unusually massive ranged weapons (such as starship weapons) and ranged attacks generated by natural attacks or spell effects can't be deflected.

This ability replaces **Upgrade Slot**.

RESISTANT EVOLUTION

Prerequisite: Shirren race

Benefit: The swarm that shirrens evolved from, were highly resistant to toxins. These shirren gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases.

This ability replaces **Cultural Fascination**.

RIDER

Prerequisite: Lashunta race

Benefit: Lashuntas calvary form a strong bond with their saurian mounts. Lashunta with this trait gain a +2 bonus on Intimidate and Survival checks. In addition, if the Lashunta has the limited telepathy racial trait, they gain an additional +1 racial bonus on Survival checks used to command and train animals.

This ability replaces **Student**.

SHIRREN FEROCITY

Prerequisite: Shirren race

Benefit: Once per day, when a shirren is reduced to fewer than 0 hit points but is not killed, they can fight on for 1 more round as if disabled. At the end of its next turn, unless brought to above 0



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hit points, they immediately fall unconscious and begins to die.

This ability replaces **Communalism**.

SILVER TONGUED

Prerequisites: Human race

Benefit: Humans are often adept at subtle manipulation and putting even sworn foes at ease. Humans with this trait gain a +2 bonus on Bluff and Diplomacy checks. In addition, when they use Diplomacy to shift a creature's attitude, they can shift up to three steps up rather than just two.

This ability replaces **Skilled**.

SLAPPING TAIL

Prerequisite: Vesk race

Benefit: Vesks are always considered armed. They have a tail they can use to make attacks of opportunity with a reach of 5 feet. The tail is a natural attack that deals 1d8 points of damage plus the user's Strength modifier and the attack doesn't count as archaic. Vesks gain a unique weapon specialization with their tails at 3rd level, allowing them to add $1\frac{1}{2} \times$ their character level to their damage rolls for their tails (instead of just adding their character level, as usual).

This ability replaces **Natural Weapons**.

TECHNOLOGICAL MAGIC

Prerequisite: Lashunta race

Benefit: Some lashuntas form bonds with technology, rather than their innate magic. These lashuntas gain the following spell-like abilities:

At will: mending, transfer charge

1/day: detect tech

See Spell-like Abilities in Tactical Rules. The caster level for these effects is equal to the lashunta's level.

This ability replaces **Lashunta Magic**.

SCENT (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as trash heaps or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

TELEPATHIC

Prerequisites: Human race

Benefit: Years among the stars have altered the human mind. These humans can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as speaking and listening to multiple people simultaneously. This ability can be used for 1 minute/level, once per day. The ability does not need to be used consecutively.

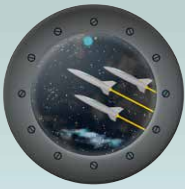
This ability replaces **Bonus Feat**.

TUNNEL RAT

Prerequisite: Ysoki race

Benefit: Members of this race gain the scent ability, but, are dazzled as long as they remain in an area of bright light.

This ability replaces **Darkvision**.



>> FEATS

Racial feats are summarized in the list below. The following format is used for all feat descriptions:

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to.

Prerequisite: A minimum ability score, a required race, a level requirement, a minimum bab, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

ASSOCIATES

You can call on friends for help.

Prerequisite: Lashunta race, 5th level

Benefit: You can attract two 1st-level NPCs with this feat, and can't recruit followers. These NPCs are non-combatants, and stay at their homes or places of business. You can call on these associates to assist you with skill checks, as aid another, for free. These NPC associates must always remain at least 3 levels lower than your level.

ASSISTANT

You are exceptionally good at helping others.

Prerequisite: kasatha race, level 2

Benefit: When you attempt to aid another, you provide an additional +1 bonus for every 4 levels beyond 1st that you possess.

TABLE: ASSISTANT BONUS

Character Level	Additional Bonus
2-5	+1
6-10	+2
11-15	+3
16-20	+4

Normal: You must attempt your skill check before the creature you want to help, and if you succeed at a DC 10 check, that creature gains a +2 bonus to his check, as long as he attempts the check before the end of his next turn.

BLINDING STRIKE

You're trained at disabling your opponents.

Prerequisite: Kasatha race, 7th level

Benefit: Whenever you score a critical hit, your opponent is blinded for 1d4 rounds.

CONSERVATIVE

You maximize the charges in your equipment.

Prerequisite: Human race, Level 3

Benefit: When you use a technological item that requires charges, that item is treated as though it has 10% more charge capacity in your hands.



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DEFIANT LUCK

You can sometimes defiantly shrug off spells and attacks that would kill a lesser creature.

Prerequisites: Human race

Benefit: Once per day, after you roll a natural 1 on a saving throw or critical hit against you, you can either reroll that saving throw, or force the creature that rolled the critical hit against you to reroll the attack roll. This does not stack with other effects that allow you to reroll a saving throw or an attack roll. You may only make one reroll.

Special: If you are using the hero point system, you can also spend 1 hero point when a critical hit hits you to have the opponent reroll the attack roll.

DESERT SWIFTNESS

You can move more swiftly in deserts.

Prerequisite: Kasatha race, desert runner racial trait, 3rd level

Benefit: You gain a +10 foot enhancement bonus to your land speed in desert terrains. A kasathas in heavy armor or carrying a medium or heavy load loses this extra speed.

Special: This feat may be taken multiple times. Each time it's taken, add an additional +5 feet to the enhancement bonus.

FEARSOME

You are a frightening opponent.

Prerequisites: Vesk race, Intimidate +1.

Benefit: You can strike fear in the hearts of your foes with your terrifying presence. You gain a +1 racial bonus to the DC of saving throws against spells you cast with the fear descriptor.

FEEDING FRENZY

Food energizes you.

Prerequisite: Shirren race, Con 14

Benefit: When you eat a meal, you take a -2 penalty on Will saving throws, but gain a +5 to your speed, and gain a +2 racial bonus on Fortitude and Reflex saving throws. These bonuses last 1 hour.

HOLD-OUT WEAPON (COMBAT)

You have a weapon built into your arm.

Prerequisite: Android race

Benefit: You have either a one-handed basic melee weapon, or, a one-handed small arms weapon built into your arm. Because this weapon is built into your body you receive a +20 equipment bonus on Stealth checks to conceal the weapon. The weapon can be drawn as a swift action.

Special: This weapon can be replaced with a successful Engineering skill check where the DC is equal to 15 + your level. Additionally, no augmentation can be added to the arm with the hold-out weapon.

HONOR DUEL (COMBAT)

You gain bonus' when dueling a single opponent

Prerequisites: Vesk race, base attack bonus +1.

Benefit: When you challenge a single opponent to a one-on-one duel, you gain a racial bonus of +1 to attack, and a racial bonus on +2 to initiative.

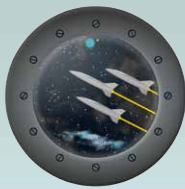
IMPROVED EXCEPTIONAL VISION

Your ability to see in dim and dark light is better than normal.

Prerequisite: Android race, exceptional vision trait

Benefit: Your low-light and darkvision range extends to 120 feet.

Normal: Your low-light and darkvision range is 60 feet.



IMPROVED RABID

Your bite is worse than your bark.

Prerequisites: Ysoki race, Rabid racial trait

Benefit: The damage of your bite attack increases to 1d3 points of damage, and your strain of filth fever is harder to resist, increasing the DC by +2.

INDIVIDUALIST

You're individuality helps protect your mind.

Prerequisite: Shirren race

Benefit: You gain a +1 bonus to Will saving throws against spells and spell-like abilities from the enchantment school of magic.

JUNKBOT MASTER

When you summon junkbots, they are heartier than usual.

Prerequisite: Human race, able to summon junkbots.

Benefit: When you use a spell to summon a junkbot, it's EAC and KAC add a +2 enhancement bonus to their normal AC scores.

MECHANICAL ATTUNEMENT

+2 bonus to Computer and Engineering skill checks.

Prerequisite: Android race

Benefit: You get a +2 bonus on all Computer and Engineering skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

MINUTEMAN

+2 bonus to Profession (Soldier) and Survival skill checks.

Prerequisite: Human race

Benefit: You get a +2 bonus on all Profession (Soldier) and Survival skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

OVIPOSITOR STRIKE

Your melee weapon can implant insect eggs.

Prerequisite: Shirren race, 5th level

Benefit: Creatures damaged by your melee weapon attacks have a chance to become hosts to parasitic wasps. See the Shirren Mind-Maggot sidebar for details.

PACIFIST

You choose to forgo violence in favor of diplomacy.

Prerequisite: Shirren race

Benefit: You take a -1 penalty on all attacks, but gain a +2 racial bonus on Bluff, Diplomacy, and Intimidation checks.

RODENT EMPATHY

You have a bond with other rodent creatures.

Prerequisites: Ysoki race

Benefit: Ysoki gain a +4 racial bonus on Survival checks made to influence rodents.

SHIRREN MIND-MAGGOT

An egg is deposited in the wounds of a living creature. The larva that hatches from the egg follow the electrical impulses of the nervous system to the brain, where they begin feeding; causing loss of experience and memory.

Type infestation, parasites, contact; Save Fortitude DC 18; Onset 1 week; Frequency 1/day

Effect 1 negative level. Such negative levels never become permanent, but as long as the victim remains infested, they cannot be removed. A creature that dies from this sickness cannot rise as undead.

Cure 3 consecutive saves

Special If the target takes 10 or more points of electricity damage from a single effect, they must attempt a Fortitude save against the disease's save DC. If they succeed, the damage destroys the parasites. If they fail, they are stunned for 1d4 rounds.



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SPIT OUT

You're able to spit equipment exceptional distances.

Prerequisites: Ysoki race, Cheek Pouch racial trait

Benefit: As a move action, any one item stored within your cheek pouch can be spit out as a ranged attack. The item deals 1d3 B points of damage, and has a range of 10 feet. A critical hit deals an additional 1d3 B damage. This attack does provoke an attack of opportunity.

STALKER

+2 bonus to Perception and Stealth skill checks.

Prerequisite: Kasatha race

Benefit: You get a +2 bonus on all Perception and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

STEALTHY RIDER

+4 bonus to Stealth and Survival.

Prerequisite: Lashunta race, Rider racial trait

Benefit: You get a +4 racial bonus on Stealth and Survival checks when riding a mount.

SYNTHETIC BODY

Your body accepts augmentations more easily.

Prerequisite: Android race, Level 2

Benefit: Reduce the augmentation level and surgery time for all augments by 1, to a minimum of 1.

Special: This feat may be taken multiple times.

TELEPATHY, GREATER

You've extended your telepathic ability.

Prerequisite: Lashunta race; telepathy, lesser

Benefit: You can mentally communicate with

any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as speaking and listening to multiple people simultaneously.

TINKER

You are exceptionally good with technology.

Prerequisites: Ysoki race

Benefit: Ysoki gain a +2 racial bonus on Computers, Engineering, and Perception checks.

VESK DISCIPLINE

The presence of other vesk bolsters your resolve.

Prerequisites: Vesk race, base attack bonus +1.

Benefit: While you are within 30 feet of at least two other vesk, you gain a +1 morale bonus on saving throws.

VESK SNIPER

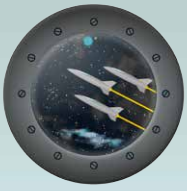
You snipe quickly, making it harder for others to find the location of your attack.

Prerequisites: Vesk race, stealth 1 rank.

Benefit: When you are using a sniper weapon, you only take a -10 penalty on your Stealth checks to stay hidden.

Normal: You take a -20 penalty on your Stealth check to maintain your obscured location while sniping.





» FACTIONS, ORGANIZATIONS, AND THREATS

The following list are examples of interests, such as businesses, churches, governments, organizations and species working together, or competing against each other, for fame, resources, territory, or wealth.

DIVINE LIGHT OF THE STARSOULS

Religious Organization

Leader: Divine Guru Kumu

Headquarters: Colonial Space, Loptr's 2nd Moon

Kumu founded Divine Light of the Starsouls as a non-profit spiritual organisation in on the second moon of Loptr during the Colonial Wars. It was registered as a spiritual society and non-governmental organisation with its head office on Loptr. The organisation claims to have about 30 billion followers. It has 3,500 branches spread across Colonies and Inner System worlds, and the value of its property holdings has been estimated to be above 10 trillion credits; rivaling many mega-corporations. According to the organisation's mission statement, they are to "Usher into a galaxy wherein every individual becomes an embodiment of truth, fraternity, and justice through the eternal science of self-realization, uprooting in its wake all social evils and threats".

As the head of the organisation, Kumu is seen as a controversial figure among the religious communities, who have alleged her to be a con artist who is hurting religious sentiments. She has been accused of distorting religious teachings, and making negative comments about other faiths and their leaders. Various religious bodies demanded a ban on her activities. There have been several violent clashes between her followers and other faith groups, including one on Odin II which resulted in a death. Through political maneuvering, she was provided "Omega+" security by the Loptr government, placing her at a higher security rating than even Loptr's president.

After the Colonial Wars, Kumu suffered a heart attack and was declared clinically dead by a team of doctors. Her followers however firmly believe her to be alive and in a state of deep meditation called "tofwa." Since then, her body has been kept in a cryogenic freezer by the DLS management to create "a suitable environment for deep meditation."

After Kumu's body was frozen, Nura-somi filed a suit, seeking the release of Kumu's body. After the lawsuit was rejected, he petitioned the court for a post-mortem examination of the corpse. A lashunta named as Carini, who claims to be the son of Kumu, also appealed to the Loptr court, demanding that the body be brought to his hometown in Loptr for cremation according to local rituals. The DLS management have claimed that Kumu was single and had no family. Two years later, the Loptr High Court ordered that the last rites for Kumu be performed in 15 days. The ruling was later suspended. Rumors persist that the judge received a "modest" gift from the Divine Light of the Starsoul church. Almost three years later, the Loptr High Court granted permission for the followers to preserve her body in a cryogenic freezer, although it was unclear whether the court had agreed with the sect's argument that its founder was still alive.

Former DLS member, and pop-icon, Driver claims the DLS is a pyramid scheme; that as members gain levels within the organization, they are expected to "donate" more credits to the church for further spiritual training. It's her belief that Kumu is dead, and that the Divine Light of the Starsoul management are paying off officials to keep Kumu from being pronounced dead. If that were to happen, trillions of credits would be dispersed amongst her remaining relatives, and the organization would go bankrupt.



DOGS OF WAR

Inner System Mercenary Unit

Leader: Captain Jack "Wild Dog" Dixon

Headquarters: Starship "Dog Pound"

During the Inner System War, the planets Freyja and Odin II as a result of border disputes and ambitious expansionism of both the belligerent parties. The war ended with the signing of the Reconstruction Treaty.

Odin captain Julia Dixon was among the first to recognize the potential of Freyjan mecha pilots in Odin military service. During the war the Odinites were keen to use defectors from the Freyjan army and employ them as irregular forces. Her confidence in their loyalty was such that she proposed forming them into a battalion under her son, Lieutenant Jack Dixon, called the Hellhounds. This regiment, which later became the Dogs of War, saw action against android terrorists at the Galactic Rugby Tournament, where Captain Dixon was heard to report that she "had the greatest reason to be satisfied with their piloting skills".

About 5,000 people from Freyja and Odin II joined the Dogs of War and trained in the art of starship and mecha piloting. This unit became the backbone of Inner System military units sent into Colonial space.

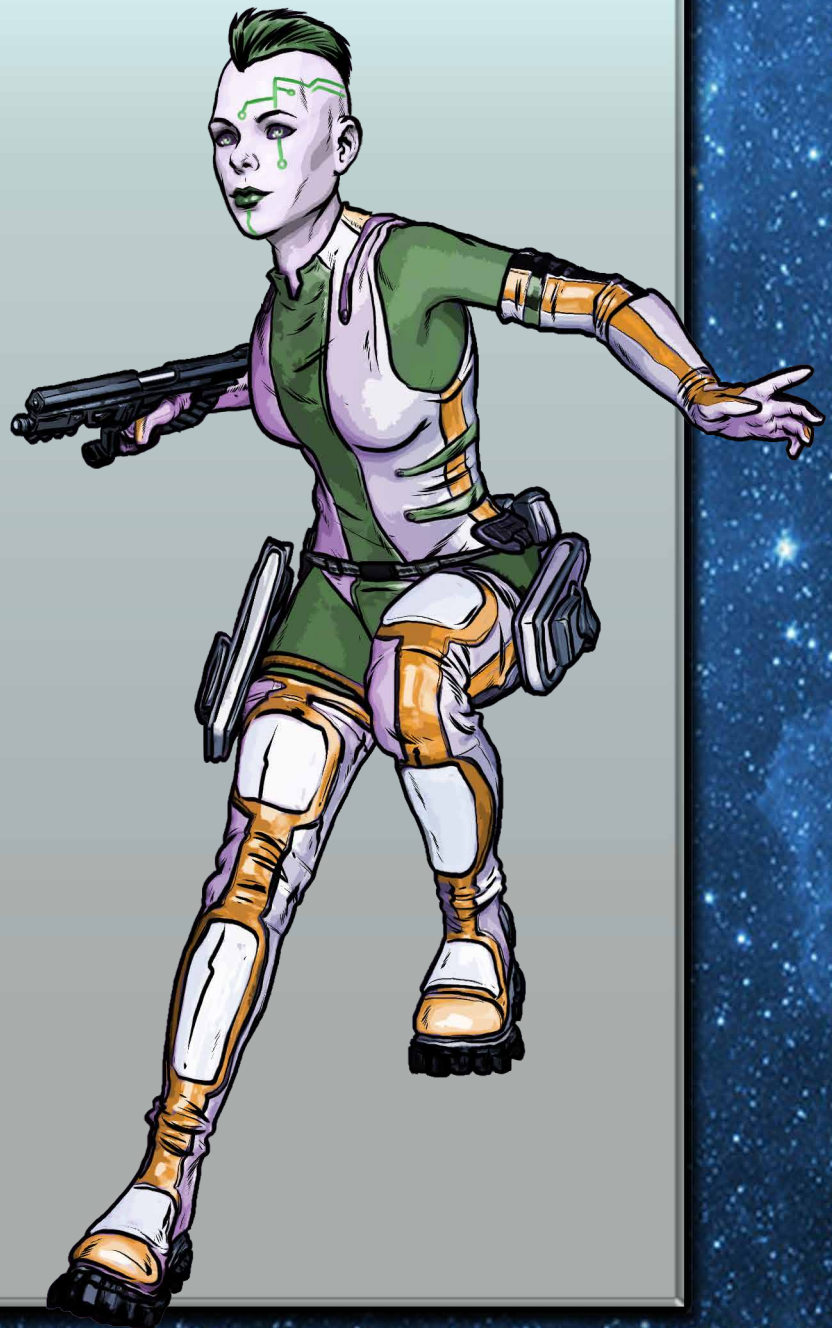
The Dogs of War were used in multiple battles, both offensively and defensively against the android terrorist cells, providing the heavy artillery to breach subterranean bunkers, and halt enemy starships. The Dogs of War became one of the highest honored military units within Inner System fleets.

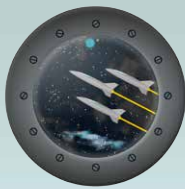
At the battle of Vidar, the Dogs of War were sent in to reinforce the 99th infantry, which were barely hanging on. The Dog's mecha proved to be the deciding factor, and the Vidaran forces were pushed from the capital. This victory was costly however, and the Dogs of War lost over 60% of their units.

After the Inner System War, but prior to the Colonial War, the Dogs of War were reorganized. With 10 regiments, and 2 battalions per regiment, the Dogs had 20,000 beings in their ranks. During the Colonial War, the Dogs lost a mere 10% of their numbers, while 1% gained medals of honor for their bravery and efforts during the war.

Due to Inner System budget cuts, the Dogs of War were disbanded, with their soldiers moved into support positions within other units.

With the help of wealthy backers, and retired former Dogs, Jack Dixon has managed to procure his former military hardware, and reformed the Dogs of War as a mercenary unit. The newly formed Dogs of War can be hired by the ultra-elite as a security force, although they often take lower paying jobs to defend people of the Inner System from Colonial threats. The Dogs specialize in starship combat, and heavy artillery.





EXTERZONE INC.

Megacorporation Pharmaceutical Company

Leader: Thath the Benevolent

Headquarters: Meteor Belt, planetoid Glitnir

Doctor Thath is currently the head of Exterzone, Inc; one of the system's leading pharmaceutical companies. However, Extrazone wasn't always the powerful medical supplier that they are now. Exterzone began as a shirren psychological experiment in sensory deprivation and hallucinogens as a means to expand and evolve the insectile race's minds further away from the hive-mind mentality their race evolved from in the first place.

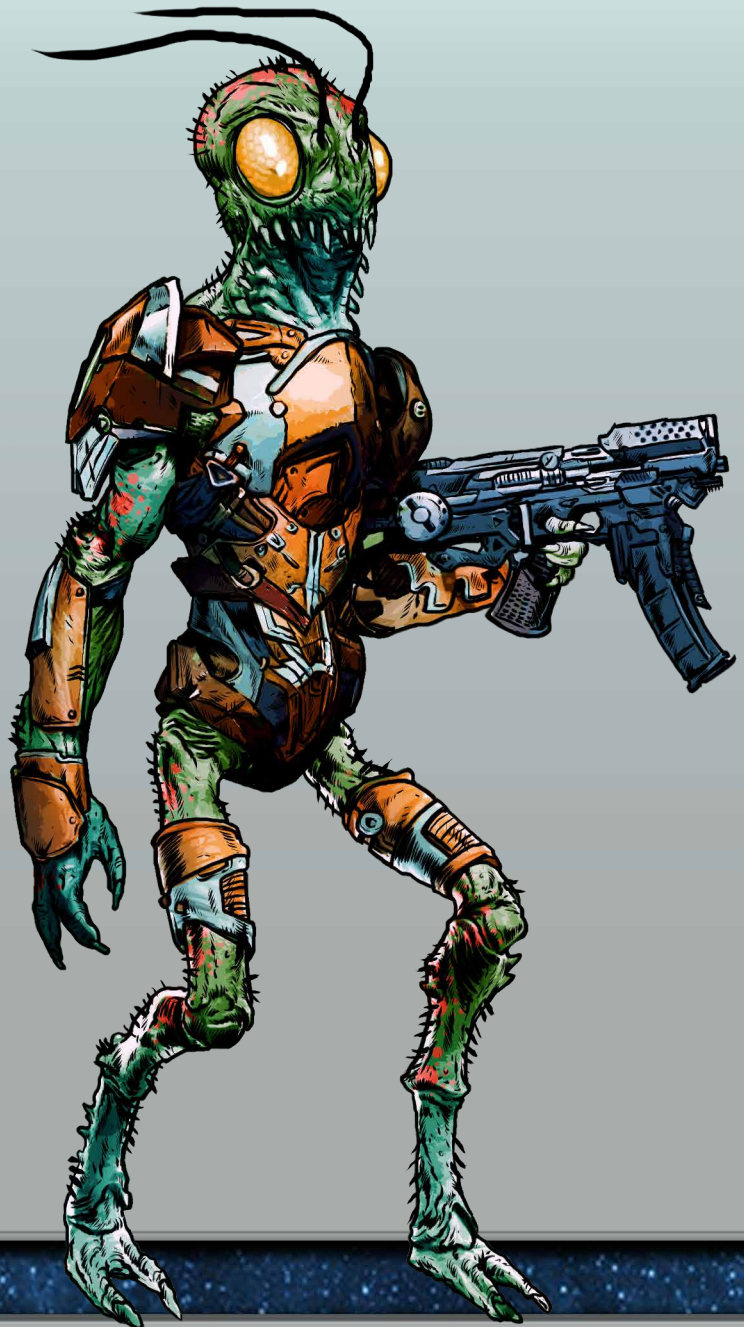
During the Colonial Wars, a small fleet of refugees entered Colony Space from out of system. These ships contained Thath, and a group of shirrens as they explored the galaxy, fleeing the destruction of the hive swarm. The shirrens managed to make it into the meteor belt, where they settled on a small planetoid designated Glitnir. The Colonial Wars waged all around Glitnir, which declared itself neutral in these conflicts.

Thath, a hyperspace theorist by training, began noticing other shirren suffering from withdrawal symptoms after leaving the hive-mind. During the war, she trained as a psychoanalysis, where she began researching the physical structures of the shirren brain, nervous system, and consciousness. With the desire of isolating a brain from external stimulation, she devised the first experiments to isolate the shirren mind, in which subjects laid long periods in sensory isolation. Later, Thath began a series of experiments in which she ingested a psychedelic drug while her mind was isolated. She believed that these experiences were helping her mind to evolve into a "superior, cosmically-connected mind."

Word spread throughout Glitnir of Thath's experiments, and the desperate population, attempted replicating the mind-altering experiments. During the war, Thath decided to create a new product for the shirren market, using only ingredients available in Glitnir at the time—the "leftovers of leftovers," as many thought of them. Thath founded Exterzone Inc. as a pharmaceutical company, to produce "thathassis." The medications did help ease the shirren minds, saving

many lives. Thathassis, began being exported, through back channels, to other worlds. The pharmaceutical proved to have drastically different effects on mammalian species and quickly rose in prominence as a sports enhancement drug. Thathassis was classified for mammals as an illegal amphetamine, and as a legally prescribed mood-stabilizer for shirrens.

Currently, Exterzone Inc. provides pharmaceuticals throughout the system, for all races. Exterzone hires top level scientists and doctors to develop new drugs, delivery systems and medical equipment. They have research vessels throughout the system, which are heavily guarded against potential digital and physical pirates.



IMPERIAL SOLDIER CHALLENGE

Sports Organization

Leader: Captain Kasukamo "Gunbreaker"

Headquarters: Vesk starship *Champion's Heart*

Recorded aboard the flying fortress, *Champion's Heart*, Imperial Soldier Challenge is broadcast across the system's networks twice a year. The show features 100 contestants competing in a variety of intense physical challenges. Imperial Soldier Challenge has run for 39 years, resulting in only one contestant to finish all the challenges. While there is a credit-based prize for completing all the challenges, vesk compete for the honor and glory of getting further through the challenge than others. In recent years, Imperial Soldier Challenge has opened itself to other races to compete as well.

Only one vesk has completed all the challenges of Imperial Soldier Challenge; "Champion" Colomati. Colomati rose to power within the Imperial government after completing the Challenge, and has since gained a large, cult following of would-be competitors. Colomati isn't the only one to gain a following however. Five contestants have joined the Challenge for each recording of the show. These vesk have gained strong positions within military ranks. Additionally, some non-vesk have gained followings outside of the Empire as pop icons, and B-listed actors.

A spin-off series of squad-based competitions is currently in the works. This series, Squad Tactics and Race, will match teams of athletes, soldiers, and others against each other, as well as against the show's own Champions, in contests of strength and agility.

KASATHA ACADEMY

Educational Center

Leader: Headmaster Ninsar Monar Abala Vudra of Clan Mopa, House Cral, Swift Feet of the Ge line

Headquarters: Inner System planet Oden II

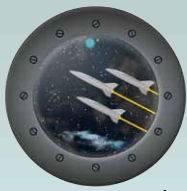
Post Inner System War, the Odin II Reconstructional Government was given a proposal for a museum and Conservatory of Art and Science.

A decade later, the governor of Odin II signed a charter for the incorporation of the "Kasatha of Technology and Odin II Society of Art" which had been submitted by Kasatha Hig, a natural scientist. Hig sought to establish a form of higher education to address the challenges posed by rapid advances in science and technology post Inner System War, that she believed classic institutions were ill-prepared to deal with.

With the charter approved, Hig began raising funds, developing a curriculum and looking for a suitable location. The Hig Plan, as it came to be known, was rooted in three principles: the educational value of useful knowledge, the necessity of "learning by doing," and integrating a professional and liberal arts education. Kasatha Academy was a pioneer in the standardization of laboratory instruction. Its founding philosophy is "the teaching, not of the manipulations and minute details of the arts, which can be done only in the workshop, but the inculcation of all the scientific principles which form the basis and explanation of them."

Because open conflict in the Colonial War broke out shortly afterwards, Hig faced enormous difficulties raising funds to match conditional financial commitments from the Odin II government. Thus, her recruitment of faculty and students was delayed, but eventually Kasatha Academy's first classes were held in rented space in a decommissioned defense platform, orbiting Odin II.

Kasatha Academy's financial position was severely undermined following the Post-War Depression. Enrollments decreased sharply after, the university had abolished three professorships, reduced faculty salaries, and there was talk among members of the Odin II Educational Commission of closing the Academy. During



the depression, Hig retired from a nine-year tenure as the Academy's president, but the board of trustees was unable to secure a new successor. With financial difficulties, and a lack of clear leadership, the Kasatha Academy closed its doors.

Hig wrote long-time friend, and starship captain Yokug to offer him the Presidency. Because no alumni of Kasatha Academy were of sufficient age to fill the position, most scientific leaders lacked experience, and few leaders shared the founder's, faculty's, or Corporation's vision for the young technical institute, Yokug's previous experience and reputation made him uniquely qualified for the position. Yokug ultimately accepted this position and was formally elected President by the Kasatha Academy Corporation; however, the assassination attempt on Odin II's governor Joseph Dow and the ensuing illness before Dow's death upset Yokug's transition and delayed his formal introduction to the faculty of Kasatha Academy. During Yokug's first Commencement exercises, Yig died mid-speech where her last words were famously "hyperdrive mechanics".

Yokug established a new general course of study emphasizing economics, history, law, literature, and alien languages. Yokug also set out to reform and expand the Institute's organization by creating an Executive Committee, apart from the Odin II Educational Corporation, to handle regular administrative issues. He also emphasized the importance of faculty governance by regularly attending their meetings and seeking their advice on major decisions.

Kasatha Academy's inability to secure a more stable financial footing during this era can largely be attributed to the existence of the competing Odin Technological Institute. Given the choice between funding technological research at a planetside university or an independent and adolescent institution, potential benefactors were indifferent or even hostile to funding Kasatha Academy's competing mission. Earlier overtures from founding Kasatha Academy faculty member and now OTI President Charles Vail towards consolidation of the two schools had been rejected or disrupted by Hig. Also, despite his previous tenure as a starship captain, Yokug now remained committed to Kasatha Academy's independence from the larger institution.

During the Colonial Wars, the Synth Supremacy Movement attacked the planet-bound Odin Technological Institute. The attack began in the early morning when six android terrorists, wearing explosive belts entered the Institute after having scaled the walls. Before entering the school, the terrorists detonated explosives, destroying the all terrain transport in which they had arrived. The terrorists, bearing plasma weapons, and grenades, moved straight toward the auditorium located at the centre of the complex and opened fire indiscriminately on the students who were gathered there for First aid training. The SSMs did not intend to take any hostages but instead wanted to kill as many pupils as they could. As the terrorists opened fire, many of the pupils ran toward the two exits on the other side of the auditorium, but many of them were gunned down in the garden.

The SSM attacks destroyed multiple buildings of the Institute, and caused a high casualty count. The Odin Technological Institute was unable to bounce back from this tragedy, allowing the Kasatha Academy to become Odin II's premier technical institute.

Recent studies indicated that the Kasatha Academy has a higher than average Kasathas presence. Since the study, the number of other races enrolled increased from 34 percent to 42 percent, and other races outnumber Kasathas in 10 undergraduate majors. Additionally, grants such as the Hig Grant, have made the enrolment of financially disadvantaged citizens of other races more common. Currently, the Kasatha Academy leads the Inner System planets in Hyperdrive technologies, energy systems, and nature conservation technologies. Top ranked students and faculty are often contracted for government projects, or recruited by mega-corporations.



EPIC RACES: GALACTIC RACIAL ABILITIES

RED HANDS

Criminal Organization

Leader: "Red Handed" Micci

Headquarters: Inner System, planet Odin II

Micci rose from middle-class simplicity and obscurity to one of the system's wealthiest beings. Beginning in the Inner System War, Micci started developing his drug smuggling operation, flying out ships several times, mainly between Odin II and Freyja, along smuggling routes into Frigg. When he later bought fifteen larger starships, according to his son, a dear friend of Micci's died during the landing of one of the ship's shuttles, which was destroyed. Micci reconstructed the shuttle from the scrap parts that were left and later mounted it above the gate to his ranch at Odin II.

Micci and several of his men were arrested and found in possession of 49 pounds of white paste, attempting to return to Odin II with a heavy load from Frigg. Initially, Micci tried to bribe the Odin II judges who were forming a case against him, and was unsuccessful. After many months of legal wrangling, he ordered the murder of the two arresting officers, and the case was later dropped. This is the point where Micci began his pattern of dealing with the authorities, by either bribery or murder.

Micci fell into the drug business simply because other types of contraband became too dangerous to traffic. As there were no drug cartels then, and only a few drug barons, Micci saw it as untapped territory he wished to make his own. On Vanir, Micci would buy the Thathassis paste, which would then be refined in a laboratory in a two-story house on Odin II. On his first trip, Micci bought a paltry 30 pounds of paste in what was noted as the first step towards building his empire. At first, he smuggled the Thathassis in old starship engines, and a pilot could return as much as 500,000 credits per trip, dependent on the quantity smuggled.

Soon, the demand for Thathassis was skyrocketing on Odin II, and Frigg organized more smuggling shipments, routes, and distribution networks on Vanir, Freyja, and other parts of the system. He developed a new transshipment point in the meteor belt, on a planetoid called Baldr. Baldr included a starship port, a harbor, a

hotel, houses, boats, and pleasure craft, and they built a refrigerated warehouse to store the Thathassis. During the Colonial Wars, this was used as a central smuggling route for the Red Hand Cartel. With the enormous profits generated by this route, Micci was soon able to purchase land, on which he built the Tick-Tock Tower. The luxury house he created contained a xeno-zoo, a stocked pond, a sculpture garden, a private drone battling pit, and other diversions for his family and the cartel.

It is estimated that 15 tons of drugs are being shipped to Odin II every day, worth more than 70 million credits per day.





SYNTH SUPREMACY MOVEMENT

Racially-Motivated Hate Group

Leader: Grand Leader of the Free: Luxus 9

Headquarters: Unknown location/ Decentralized

A group including many former android slaves founded the first branch of the Synth Supremacy Movement, then known as the “Synthetic Survivor’s Movement,” as a social club after the Inner System War. Local branches of the SSM met in a general organizing convention and established what they called an “Indombinal Fighting Force.” Leading Colonial general Echo Delta Two Five was chosen as the first leader, or “Grand Leader of the Free,” of the SSM; he presided over a hierarchy of subordinates until his assassination.

From the time of the post-Inner System War onward, freed android participation in public life in the System became one of the most radical aspects of Reconstruction, as androids won election to Colonial World governments. For its part, the SSM dedicated itself to an underground campaign of violence against Inner System leaders and voters (both android and human) in an effort to eliminate human supremacy in the Inner System.

Within 10 years, the Synth Supremacy Movement had cells in nearly every Colonial World. Even at its height, the SSM did not boast a well-organized structure or clear leadership. Local SSM members—often wearing masks and dressed in the organization’s signature yellow jumpsuits and gold face masks—usually carried out their attacks acting on their own, but in support of the anti-human agenda and solidifying android supremacy in the Colonial Worlds. SSM activity flourished particularly in the regions of the Colonial Worlds where humans were a minority or a small majority of the population, and was relatively limited in others.

The Synth Supremacy Movement adopted cell organization prior to the Colonial Wars, because they are remarkably difficult for foes to penetrate. SSM cells intend to overthrow existing Inner System governments. SSM cells may be extremely ad hoc in function. A planning cell for one operation may be tapped as an execution cell for the next.

“Planning” or “support” cells may have fewer than 10 members, often local residents from Colonial Worlds, responsible primarily for fundraising. They may also be responsible for providing execution cells with false IDs, creditsticks, or ships, as well as procuring materials for weapons to be used against human populations.

The members of SSM sleeper cells may have lived on the target world for years, doing nothing until activated. According to Inner System Intelligence, there are millions of “sleeper” terrorists throughout the Inner System. This is why many SSM androids have no prior criminal record.

“Execution cells” are brought in at the final stages of an attack. They will utilize resources supplied by other cells. These cells specialize in high-causality attacks against human populations, in an effort to destabilize the local government, sow chaos, and eliminate as many organic lives as possible.

“Operation commanders” may come in only at the last moment before the attack. They may be the only link between local cells and the larger umbrella organization of the Synth Supremacy Movement. The commander may not even perform the operation themselves, often leaving the planet before the attack occurs. The commanders in the SSM are well educated, multilingual, computer experts, and still at large. Operation commanders role in these attacks are often limited to serving as the frontman, financier, and publicist.



EPIC RACES: GALACTIC RACIAL ABILITIES

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