

STARFINDER™

SECOND EDITION

PLAYTEST RULEBOOK

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CHAPTER 1: INTRODUCTION

A NEW ERA OF STARFINDER!

Howdy Nufriends, and welcome to the *Playtest Rulebook* for the Starfinder Roleplaying Game's Second Edition! My name is Captain Concierge and I'll be your virtual tour guide through this fancy new book.

See, this rulebook is the first major step in ushering in a new edition of the popular Starfinder Roleplaying Game that was first released back in 2017—some year before the Gap happened. Using the rules in this book alongside the tried-and-true Pathfinder Roleplaying Game, you can play in the realm of a futuristic science-fantasy setting, or even bring aliens and lasers into your existing game of Pathfinder. Pretty cool, huh?

After years of feedback, it was overwhelmingly clear to the folks making Starfinder that fans of the game wanted greater compatibility with the latest edition of the Pathfinder Roleplaying Game. This playtest is intended to give people all the tools they need to run Starfinder games in the latest version of the Pathfinder Roleplaying Game, while also giving the Starfinder team the opportunity to test out the individual rules elements and systems that they believe are critical to a core science-fantasy experience. This whole fancy process starts here, and the Starfinder team can't wait to take the journey with you over the next year, from the release of this product to the release of the final Starfinder Second Edition rules.

This new edition of Starfinder stands—or floats, depending on your species preference—entirely on its own, while also complementing the existing Pathfinder Roleplaying Game. The Starfinder team's goal here is complete compatibility between systems. This means that we expect to see parties of adventurers where classic fighters and wizards play alongside soldiers and witchwarpers—pretty *Drift*, huh? In the same way, Starfinder gives Game Masters more content and control than ever before, by allowing immediate use of existing hazards and monsters from the Pathfinder line, without any finicky retooling or reworking. If you want to put a mirage dragon in your Starfinder game, all you need to do is pull out *Pathfinder Monster Core* and run it from the book. If you want to spice up your Pathfinder game with a scary cybernetic zombie or a big ol' security robot, all you need to do is get the statblock and drop it in your game.

The team tells me that not everything is just about changing the core system; they're also looking at opening new content for people to play with. In this playtest you'll get a peek at two species new to the core Starfinder lineup: barathu and pahtra. Barathus are a jellyfish-like species who float around vast gas giants. Pahtras are a feline-themed species who've recently liberated their homeworld from the Veskarium empire—don't worry, skittermanders like me are pretty happy with our vesk buddies, but we get the pahtra wanting to branch out. Both species have been a part of Starfinder from the earliest days, and some of our current setting events are really bringing them to the forefront. Oh yeah, and the weird witchwarpers are now a core spellcasting class, exploring the magical traditions of the arcane and occult.

It's an exciting time to be a Starfinder fan, or even a newcomer to the Starfinder setting. This playtest is going to help the Starfinder team put together the best game they can, and they're excited to work alongside the community to bring this next version of the world's leading science fantasy roleplaying game to life!

Captain Concierge... and...

Thurston Hillman, Starfinder Managing Creative Director

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REQUIRED PRODUCTS

To cram as much playtest content as we could into this book, the *Starfinder Second Edition Playtest Rulebook* requires two other books to run. This includes:

- **Pathfinder Player Core**
- **Pathfinder GM Core**

Both books are necessary to run Starfinder Playtest games, as they contain the core rules of the engine that you'll need to play. This book contains a variety of additional rules that work on top of the core rules framework presented in *Player Core* and *GM Core*. The intent of not reproducing that material is so the playtest can focus on providing new content and not reprinting existing content that will exist in the final Starfinder rulebooks.

BOOK BREAKDOWN

A quick breakdown of rules present in this book includes:

- **Ancestries:** A total of ten core ancestries and two new versatile heritages. Information on languages and a variety of new backgrounds to choose from.
- **Classes:** A total of six new core classes.
- **Skills & Feats:** New skills and updated uses for existing skills. New general and skill feats.
- **Equipment:** New equipment and rules for different equipment types in Starfinder. New armor and weapons, as well as rules for scaling item level equipment. Upgrades for armor and weapons. Augmentations that can be installed on the body. Magic items and tech gear.
- **Spells:** A whole selection of science fantasy inspired spells and focus spells.

- **Relevant Rules:** A final compilation of additional rules to assist in running Starfinder games. Includes new conditions and rules for exploration mode and downtime mode.

PLAYTEST PROCESS

The Starfinder team needs help to get valuable data about your play experiences. Did you feel some classes overshadowed others? Are area weapons not powerful enough? Do some of the ancestries not capture the flavor that you were looking for? The team wants to get as much feedback as they can, and you can help us by visiting **Starfinderplaytest.com** and submitting all your important feedback by participating on our forums and by completing online surveys.

Accompanying this release is our first playtest adventure, *A Cosmic Birthday*, which is available online and at your local game store. This beginner-friendly adventure has been built to help introduce players to core concepts of the new edition, while also letting them experience one of the defining setting events as a new deity emerges!

Shortly after launch, the Starfinder team will also be releasing their second playtest adventure, *Empires Devoured*. This module starts at 10th level, giving players and Game Masters a chance to explore higher level play and get involved at the start of another edition defining event, with the start of an interstellar war between two major empires.

Everyone is welcome to submit feedback and thoughts about the playtest on our forums at **Starfinderplaytest.com**.



CHAPTER 2: ANCESTRIES



There are as many species in Starfinder as there are stars in the sky. This section details a wide variety of new and updated ancestries that are prevalent in the Starfinder setting. It also provides details on the use of languages in Starfinder, from within the core of the Pact Worlds to countless planets beyond!



LANGUAGES

The galaxy is filled with countless species and even more languages, many of which have hundreds of dialects and regional variations. Most characters in Starfinder can get by with Common (also known as Pact Worlds Common). Many species pick up their own languages, as well as planetary regional speak, meaning that most characters are fluent in two or more languages. Languages afford you the chance to contextualize your character in the world and give meaning to your other character choices.

Your ancestry entry states which languages you know at 1st level. Typically, this means you can both speak and read these languages. Having a positive Intelligence modifier grants a number of additional languages equal to your Intelligence modifier. You can choose these languages from the list presented in your character's ancestry entry and from those available from your region (which often includes whole planets). Ask your GM if there's a language you want to select

that isn't on these lists, as it could have a major impact on your adventures. If your Intelligence changes later on, adjust your number of languages accordingly.

The languages presented here are grouped according to how common they are throughout the Pact Worlds, the core of the Starfinder setting. Languages that are common are regularly encountered in most places, even among those who aren't native speakers. Languages that are uncommon (see the Uncommon Languages and Regional Languages tables) are most frequently spoken by native speakers, but they are also spoken by certain scholars and others interested in the associated cultures.

It is possible for your character to learn languages later in their adventuring career. Selecting the Multilingual feat, for example, grants a character two new languages chosen from those listed below. Other abilities and effects might grant access to common or uncommon languages, as detailed in their descriptions. Rare or secret languages can only be discovered through play.

REGIONAL LANGUAGES

Regional languages vary based on the planet. The tables below list the regional languages of the Starfinder setting and where they're spoken.

Most characters learn the Common language. This is the most widely used language in the galaxy and is the dominant language of the Pact Worlds. In many systems, even if Common is not the dominant language, it's still present as a trade language. For example, in the Veskarium, the primary language is Vesk, but most inhabitants also speak Common. Characters who speak Common might face a language barrier if they travel to a planet or settlement with little interplanetary contact, including many locations in the Vast and countless undiscovered worlds in the galaxy.

SIGN LANGUAGE

The language entry for most characters lists the languages they use to communicate in spoken words. However, you might know the signed languages associated with the languages you know, or how to read lips. You can learn these by taking the Sign Language or Read Lips skill feats, or both. If you are creating a character who is deaf, hard of hearing, or unable to speak, discuss with your GM whether it makes sense for your character to know sign languages or lip reading. If so, your GM might allow you to select one of these feats for free (even if you don't meet the prerequisites) to represent your character concept.



LANGUAGES IN THE FUTURE!

The Starfinder setting has a LOT of languages, gree?

Most ancestries have an ancestral language and an appropriate regional language; otherwise, they get access to their choice of a regional language. This means that a kasathan or shirren would know the languages their ancestry grew up with but be able to pick something like Akitonian or Triaxian if they grew up on those worlds. The Vesk language is pretty neat here, in that it's an ancestry and regional language (the vesk get everywhere), so you could have an android who maybe grew up in the Veskarium and picked up vesk as their regional language.

Androids get some special treatment here compared to their ancient Pathfinder versions. Androids on old Golarion came from some planet called Androffa and spoke Androffan. Well, even with the invention of Drift engines, no one has been able to find Androffa... so modern androids don't speak Androffan anymore! Maybe you and your friends can go out and find what happened to that missing planet. If you do, can you maybe find Golarion while you're at it?

COMMON ANCESTRY LANGUAGES

Language	Speakers
Common	Humans, most citizens of the Pact Worlds
Pahtra	Pahtras
Kasatha	Kasathas, inhabitants of the <i>Idari</i> or Kasath
Shirren	Shirrens, some Swarm
Vesk	Vesk, inhabitants of the Veskarium
Ysoki	Ysoki

COMMON REGIONAL LANGUAGES

Language	Speakers
Akitonian	Inhabitants of Akiton (shobhads, ysoki)
Brethedan	Inhabitants of Bretheda (barathu), Liavara, and their moons
Castrovelian	Inhabitants of Castrovel (lashuntas)
Diasporan	Inhabitants of the Diaspora (sarcesians)
Eoxian	Inhabitants of Eox (elebrians)
Triaxian	Inhabitants of Triaxus (dragonkin, ryphorian)
Vercite	Inhabitants of Verces (verthani)
Vesk	Inhabitants of Pulonis (pahtra) and the Veskarium (vesk)

UNCOMMON ANCESTRY LANGUAGES

Language	Speakers
Azlanti	Azlanti, inhabitants of the Azlanti Star Empire
Draconic	Dragons, reptilian humanoids
Dwarven	Dwarves
Elven	Aiuvarins, Elves
Fey	Fey, plant and fungus creatures
Gnomish	Gnomes
Goblin	Goblins, hobgoblins, bugbears
Halfling	Halflings
Jotun	Giants, ogres, trolls, cyclopes
Necril	Undead
Orcish	Dromaars, Orcs

UNCOMMON EXTRAPLANAR LANGUAGES

Language	Speakers
Aklo	Evil fey, otherworldly monsters
Chthonian	Demons
Diabolic	Devils
Empyrean	Angels
Petran	Earth elemental creatures
Pyric	Fire elemental creatures
Shadowtongue	Netherworld creatures
Sussuran	Air elemental creatures, flying creatures
Thalassic	Aquatic creatures, water elemental creatures

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Pahtra

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Skittermander

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Borai

Prismeni

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ANDROID

Androids first emerged as synthetic beings crafted by many technologically advanced civilizations throughout the galaxy. The first androids were created by humanoid peoples in their own images, but after the technology that animated the living constructs spread, androids began displaying a fantastic diversity of forms. Androids in the Pact Worlds were originally designed as servants, but today androids stand as equals to other citizens under the Pact. Many androids have formed their own independent communities, while others integrate seamlessly into Pact Worlds societies. Unlike many other technological constructs, androids are more than intricate synthetic organs and complex programming, and each possesses their own soul.



8
HP

SIZE: MEDIUM
SPEED: 25 FEET

ATTRIBUTE BOOSTS
Dexterity
Intelligence
Free

ATTRIBUTE FLAW
Charisma

LANGUAGES
Common

Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

ANDROID HUMANOID

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

CONSTRUCTED

Your synthetic body resists ailments better than that of a purely biological organism. You gain a +1 circumstance bonus to saving throws against diseases, poisons, and radiation.

EMOTIONALLY UNAWARE

You sometimes find it difficult to process and express complex emotions. You take a -1 circumstance penalty to Diplomacy and Performance checks, and on Perception checks to Sense Motive.

YOU MIGHT...

- Try to avoid having others take advantage of you.
- Seek to understand your purpose in the wider galaxy.
- Judge others based on how they treat service workers, blue collar laborers, fans, or pets.

OTHERS PROBABLY...

- Have trouble parsing your emotions or understanding when you express them.
- Secretly covet your lack of aging.
- Have some level of guilt for their ancestors' use of your species as laborers.

Androids thrive in nearly any environment and exist as part of myriad cultures, meaning they can be found almost anywhere in the galaxy. Many androids are curious about their origins, traveling alone or with others in search of answers to a variety of metaphysical and material questions about their identities and the greater cosmos. Androids are diverse, with few individuals sharing the exact same appearance, despite their manufactured state.

If you want to roleplay a character on a journey of self-discovery, you should play an android.

PHYSICAL DESCRIPTION

Androids are biomechanical constructs that typically resemble humanoids with glowing circuitry. Most were created in specialized birthing sites called foundries. Older variants of androids, such as androids on Golarion (*Pathfinder Lost Omens: Ancestry Guide* 68-69), were primarily biological, but androids in the modern era usually incorporate more technological components and synthetic elements into their bodies. Androids need to eat and sleep, but they do not reproduce, do not age, and have no innate concept of gender—though many express humanoid gender identities or shift fluidly between them. Most androids voluntarily release their bodies after a century or so, allowing new souls to inhabit them in a process called renewal.

SOCIETY

Androids tend to be cautious when visiting new places and meeting new people. Once comfortable, androids tend to form tight bonds of friendship and kinship, forming found families, and adopting entire streets and communities as their home, rather than remaining confined by the boundaries formed by walls. Androids often go out of their way to help one another and their chosen families and communities, and most are loath to end the life of another android, knowing that to do so ends not one life, but the countless other souls who could one day inhabit that body.

Sample Names: Asha, Blue-17, Celita, Daniv, Emene-3, Era-4, Flick, Garro, Historia-6, Hope-1, Iseph, Melody, Naga, Olas, Omen, Prime, Ruby-17, Stringer, Twenty Six, Urdun, Verity-3, and Yose

BELIEFS

Androids hold a variety of religious and philosophical views, with individuals sometimes collecting beliefs and practices through decades of lived experiences. Similar to elves and other long-lived species, androids tend to view things differently than beings with shorter lifespans. Many androids are patient in achieving their goals and might create plans that span decades or centuries, hoping they will be alive to

experience the results. Elder androids who voluntarily pass on to the next part of their cycle may bequeath their goals to the next soul to inhabit their body.

Popular Edicts discover your origins, plan for the future, help others achieve liberation

Popular Anathema engage in reckless or self-destructive behavior

ANDROID HERITAGES

An android's heritage often reflects the purpose for which they were originally created or how they've adapted their body to best suit their present life. Choose one of the following android heritages at 1st level.

ANCIENT ANDROID

Your body was created by an ancient civilization, and your anatomy is forged from obsolete technology that continues to function through a combination of enduring nanites and your own willpower. Choose from one of the following ancient android heritages.

Artisan: Your body was originally designed to create works of art or complex tools, or to maintain advanced machinery. You become trained in Crafting (or another skill if you're already trained in Crafting), and you gain the Specialty Crafting skill feat in a specialty of your choice.

Laborer: Your body is adapted to endure physical hardships or perform hard labor for long periods of time. You become trained in Athletics, and you gain the Hefty Hauler skill feat.

Polyglot: You were preprogrammed with a multitude of linguistic proficiencies, likely to act as a translator. You learn two new languages, chosen from common languages and any uncommon languages you have access to. These languages take the same form (signed or spoken) as your other languages. If you select the Multilingual feat, you learn three new languages instead of two.

Warrior: Your body was originally forged for combat, likely created to function as a security officer or soldier. Your synthetic and organic components are optimized for battle, and you possess intrinsic tactical ability regardless of your current disposition. You're trained in all simple and martial weapons.

ARTIFICIAL SCION

Your body wasn't created in the image of a biological creature; a powerful artificial intelligence created you to interface with other machines. Your physiology is nearly identical to other

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androids, but uncanny details give away your non-standard origins (for example, you might have impossibly symmetrical features, extra fingers, or double pupils). You become trained in Computers, and you gain the Phreaker skill feat.

MOD FANATIC

You or your previous iterations have modified your body to be compatible with armor upgrades, enabling you to personally customize your body and its capabilities. Your body has one armor upgrade slot that you can use to modify your body. You can install and uninstall armor upgrades into your upgrade slot using the Install Upgrade activity. Choose one common armor upgrade with an item level of 1 or less. You begin with this armor upgrade already installed in your upgrade slot (you don't need to pay the credits to purchase this starting upgrade).

NETWORKED

Your body was modified to network seamlessly with anacites, robots, and other technological beings from Aballon. You gain shortwave, allowing you to communicate wirelessly with any creatures within 30 feet, as long as they have shortwave or are a construct with the technological trait. This doesn't give any special access to their thoughts or programming, and communicates no more information than normal speech would. You can attempt Computers checks to Hack System and Thievery checks to Disable a Device or Pick a Lock on technological devices at a range of 30 feet.

RENEWED ANDROID

Many souls have inhabited your synthetic body before you, and you might incorporate a number into your name to honor them. You might know your body's history and strive toward a goal bequeathed to you by a departed soul, or you might seek to unravel the mystery of a forgotten legacy. Muscle memory hints at your body's past, and people you've never met strangely recognize your face. The first time in a day that you lose the dying condition, you don't gain the wounded condition. You become trained in a skill of your choice that has the Recall Knowledge action, and you gain the Dubious Knowledge skill feat.

ANDROID ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As an android, you choose from among the following ancestry feats.

1ST LEVEL

ANDROID LORE

FEAT 1

ANDROID

You have a keen interest in the origins of your people. You become trained in Crafting and Thievery. If you would automatically become trained in one of those skills (from your

background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Android Lore.

EMOTIONLESS

FEAT 1

ANDROID

Your inhibited or malfunctioning emotional processors make it difficult for you to feel strong emotions. You gain a +1 circumstance bonus to saving throws against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

INTERNAL COMPARTMENT

FEAT 1

ANDROID

You can hide a small object of up to light Bulk inside a hollow cavity on one of your forearms. It takes 3 Interact actions to store an object in this way. You gain a +4 circumstance bonus to the DCs of checks for others to Seek or Steal objects stored inside your arm. If you store a weapon in your arm, you can use a single action to Interact to draw the weapon into the hand corresponding to your internal cavity, then Strike with the weapon.

MEMORY RECOVERY

FEAT 1

ANDROID

You retain instincts and fragmentary memories from the androids who previously occupied your body or from ancient programming embedded in your system. During your daily preparations, you can tap into these archived memories to become trained in one skill of your choice. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

NANITE SURGE

FEAT 1

ANDROID

Frequency once per hour

Trigger You attempt a skill check requiring 3 actions or fewer. You stimulate your nanites, forcing your body to temporarily increase its efficiency. You gain a +2 status bonus to the triggering skill check. In addition, your circuitry glows, lighting a 10-foot emanation with dim light for 1 round.

NIGHTVISION ADAPTATION

FEAT 1

ANDROID

The nanites in your ocular processors have adapted to darkness, enhancing your ability to see in the dark. You gain darkvision.

QUICKENED PROCESSOR

FEAT 1

ANDROID

You can quickly identify your surroundings, and you can use that information to your advantage while in the midst of danger or while in the process of piloting vehicles in hazardous situations. You gain a +1 circumstance bonus to Perception checks for initiative rolls and a +2 circumstance bonus to Piloting checks for initiative rolls.

5TH LEVEL

ADVANCED TARGETING SYSTEM

FEAT 5

ANDROID

Your ocular processors are augmented with advanced targeting systems, allowing you to more easily pinpoint your enemy and predict their movements. You can cast *sure strike* once per day as a 1st-rank arcane innate spell.

MACHINE SABOTEUR

FEAT 5

ANDROID

You were created to fight other synthetic creatures, and your attacks unleash destructive nanites that disrupt their systems. When you roll a critical hit against a creature with the tech trait, the target becomes glitching 1.

PROTECTIVE SUBROUTINE

FEAT 5

ANDROID

Prerequisites Nanite Surge

Your nanites augment your defenses. You can choose to activate Nanite Surge when you attempt a saving throw instead of when you attempt a skill check. If you do, you gain a +2 status bonus to the triggering saving throw.

9TH LEVEL

INTERNAL RESPIRATOR

FEAT 9

ANDROID

Your body can internally synthesize oxygen for limited periods of time. When you hold your breath, you can do so for an additional hour by rebreathing from your internal air reservoirs. At the end of this hour, your air reservoirs are expended. Refilling your empty air reservoirs takes 10 minutes of exposure to breathable air.

OFFENSIVE SUBROUTINE

FEAT 9

ANDROID

Prerequisites Nanite Surge

Nanites augment your attacks. You can choose to activate Nanite Surge when you attempt an attack roll, instead of when you attempt a skill check. If you do, you gain a +1 status bonus to the triggering attack roll.

REPAIR MODULE

FEAT 9

ANDROID CONCENTRATE

Frequency once per day

You trigger your body's self-repair programming, stimulating your body's nanites to heal your wounds. You gain fast healing equal to half your level for 1 minute. While Repair Module is active, you can't use other feats that require the use of your nanites.

13TH LEVEL

CONSISTENT SURGE

FEAT 13

ANDROID

Prerequisites Nanite Surge

Your nanites are incredibly effective, capable of improving your body's efficiency more often. You can use Nanite Surge with a frequency of once per 10 minutes, rather than once per hour.

REVIVIFICATION PROTOCOL

FEAT 13

ANDROID

Frequency once per day

Trigger You have the dying condition and are about to attempt a recovery check.

Your nanites are programmed to automatically revive you. You're restored to 1 Hit Point, lose the dying and unconscious conditions, and can act normally on this turn. You gain or increase the wounded condition as normal when losing the dying condition in this way.

SYNTHETIC SPEECH

FEAT 13

ANDROID

Prerequisites artificial scion or networked heritage

Your nanites augment your defenses. You can cast *speak with computers* on yourself once per day as an innate arcane spell.

17TH LEVEL

MEMORY MATRIX

FEAT 17

ANDROID

You refuse to surrender your autonomy and have erected mental bulwarks and technological protocols to safeguard your mind and memories. Whenever you attempt a Will save against a spell or effect that would give you the confused or controlled condition, roll that save twice and use the higher result (this is a fortune effect). If you would start your turn confused or controlled, you can immediately attempt a DC 5 flat check. On a success, you fight that mental control, becoming paralyzed until the end of your turn rather than acting against your will. If you roll a 20 on this flat check, you immediately end the confused or controlled condition.

NANITE FORM

FEAT 17

ANDROID CONCENTRATE POLYMORPH

Frequency once per day

You disincorporate into a swarm of nanites for up to 1 minute or until you spend a single action to return to your normal shape. You become Huge, gain the swarm trait, and gain a fly Speed of 40 feet. As a swarm, you have the following characteristics.

- You are immune to the grabbed, prone, and restrained conditions.
- You have weakness 5 to area and splash damage.
- You can occupy the same space as other creatures and must do so to use your damaging ability.
- As a 2-action activity, you can deal 10d6 acid damage to all creatures sharing your space (basic Reflex save with a DC equal to your class DC or spell DC, whichever is higher).
- You can't speak, Cast Spells, use manipulate actions requiring your hands, Activate magic items, or make any Strikes with your normal body.
- You don't gain the swarm mind ability, so you are still affected normally by mental effects.

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BARATHU

Barathus are floating jellyfish-like beings that evolved on the gas giant Bretheda. Barathus rewrite their own genetic code instinctively and at will, shaping their bodies into a stunning array of unique forms.



8
HP

SIZE: MEDIUM

SPEED: 25 FEET; FLY 20 FEET

ATTRIBUTE BOOSTS

Constitution
Wisdom
Free

ATTRIBUTE FLAW

Dexterity

LANGUAGES

Common, Brethedan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your homeworld).

TRAITS

ABERRATION BARATHU

GENETIC ADAPTATION

You can reshape and adjust your body to adapt to new situations. You can retrain an ancestry feat in one day of downtime, rather than in one week. You can retrain any ancestry feat, even lineage feats.

LIMITED TELEPATHY

You can communicate mentally with creatures within 30 feet. You can communicate only with creatures that share a language with you. This doesn't give you any access to their thoughts, and it communicates no more information than normal speech would.

Barathus are floating, blimplike beings that edit their own genetic code and merge together into countless bizarre and beautiful configurations. Early-stage barathus tend to be individualistic and gravitate toward learning about other cultures, while more experienced barathus develop a fluid sense of self and seek communion with others on a deeper level.

If you want a character with an alien appearance and mindset who adapts to any situation, you should play a barathu.

PHYSICAL DESCRIPTION

The average barathu has a floating, blimplike body with colorful tentacles and limbs dangling from it. Since barathus frequently change their bodies at a genetic level, a barathu might experience dozens of unique evolutions in their lifetime. Barathus mold themselves into larger, more fantastical forms after merging. Barathu conglomerates might appear as enormous jellyfish, blooming ooze-flowers, or rainbow-colored rings.



YOU MIGHT...

- Enjoy new experiences and eagerly adapt to new ideas.
- Change your body frequently based on the environment or situation.
- Merge with your companions or copy their genetic structure to learn about them.

OTHERS PROBABLY...

- Are intrigued by your unique anatomy.
- Admire your adaptability.
- Struggle to recognize your frequently changing appearance.

SOCIETY

Most barathus have a fluid sense of self. In their early stage, young barathus often take inspiration from other cultures and exhibit more individualistic tendencies, then temper this worldview as they gain experience and merge with others. A barathu can merge with other barathus into a compound being called a conglomerate. A barathu conglomerate is greater than the sum of its parts, with an entirely new identity and worldview created by the fusion. Barathus who split back into their component parts recall only hazy memories from their time within the conglomerate, described by some as watching a holoivid reel. While young barathus tend to find this disconcerting, most older barathus consider joining a conglomerate an honor. As their bodies and memories begin to fade with age, many barathus choose to merge permanently with a conglomerate, letting go of their individual self to join a greater consciousness and being.

Because many barathus “move past” individuality as they age and embrace adaptation and merging as a solution to most problems and disputes, they can have difficulty fitting in among other societies. Many barathus have trouble understanding greed, ownership, jealousy, and stagnation, often forgetting that their companions can't change their own bodies without magical or technological aid, or their viewpoints without great consideration and time. They're unaccustomed to the static.

Sample Names: Barathu names change when they merge into new entities and split back into their component parts. Many early-stage barathus choose their own names, selecting words for concepts that resonate with them or making combinations of sounds they find pleasing. Some barathu names include Ataraxia, Breeze, Bubble in Flight, Dololola, Evanessa, Gleelee, Harmony of Many, Ixeelu, Lilting Song, Sigh, Tenfold Storm, Unity of Purpose, Vortex, Wonder Among Iridescent Clouds, Xonswe, and Y

BELIEFS

Many barathus identify with Oras and choose to explore his faith, seeing their own constant evolution as a mirror of his journey from cell to god. Barathus who explored Liavara and experienced its cosmic song have their own beliefs, which they share in songs unfathomable to everyone except other Dreamers. A barathu's worldview and religion shift throughout their lifetime as they merge with others and literally expand their mind.

Popular Edicts work together to solve problems, adapt to new situations, change your body into the shape you choose

Popular Anathema tackle problems on your own

BARATHU HERITAGES

Choose one of the following barathu heritages at 1st level.

DREAMER

You have communed with the cosmic melody of Liavara and it changed you. You struggle to express the fragments of memory and sensation you recall from the experience, except through singing and other similar psychic emanations. Choose one cantrip from the occult spell list. By weaving magic into your song, you can cast this spell as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Your magic is adaptable, and you can channel your music to enhance it. Once per day, you can meditate on your cosmic song to change the cantrip you have chosen to a different cantrip from the occult spell list. This is a 10-minute activity that has the concentrate trait.

EARLY STAGE

You are young and inexperienced compared to other barathus, with an individualistic worldview likely shaped by your interactions with other cultures. You've yet to see the full breadth of the cosmos and haven't adapted yourself to overcome its many threats or understand its various lifeforms. Your form is highly mutable as you haven't yet chosen to specialize or merge with other barathus. You're Small instead of Medium. You gain Quick Squeeze as a bonus feat. Additionally, you gain resistance to precision damage equal to half your level (minimum 1).

MANUFACTURER

Your body is a living laboratory, allowing you to ingest raw materials and refine them into useful medicines and other products. You become trained in Crafting (or another skill of your choice if you're already trained in Crafting) and gain the Pharmaceutical Crafting feat.

MERGED

You are a unique entity, formed from the constant union of two or more barathus who enjoy the act of combination so much that they chose not to return to isolation as their former selves. You're Large instead of Medium. You gain 10 Hit Points from your ancestry instead of 8, and you gain a +1 circumstance bonus to saving throws against emotion effects.

INTRODUCTION

ANCESTRIES

Languages

Android

Barathu

Human

Kasatha

Lashunta

Pahtra

Shirren

Skittermander

Vesk

Ysoki

Borai

Prismeni

BACKGROUNDS

CLASSES

SKILLS

FEATS

EQUIPMENT

SPELLS

RULES

BARATHU ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a barathu, you choose from among the following ancestry feats.

1ST LEVEL

ADAPTABLE LIMBS

FEAT 1

BARATHU

You grow sturdy lower limbs that allow you to walk on land. Increase your Speed to 20 feet. Additionally, you gain the Adaptive Locomotion action.

Adaptive Locomotion ◆ (barathu, morph) **Frequency** once per hour; **Effect** You transform your limbs into either flippers or hooked pseudopods, to better traverse the surrounding environment. If you select flippers, you gain a swim Speed of 20 feet. If you select hooked pseudopods, you gain a climb Speed of 20 feet. This transformation lasts for 10 minutes.

BARATHU LORE

FEAT 1

BARATHU

From your upbringing, you've learned the ways of your people while also seeking to expand your own mind in the fields of creation. You gain the trained proficiency rank in Crafting and Medicine. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Barathu Lore.

DERMAL SPIKES

FEAT 1

BARATHU

Spiky protrusions jut from your body, which you can use to wound your attackers. Your Fortitude DC against Athletics checks to Grapple or Shove you increases by 1. Additionally, you gain the Piercing Spikes reaction.

Piercing Spikes ➤ **Trigger** You become grabbed by a creature; **Effect** You twist and thrash your body around, dealing 1d4 plus your Strength modifier piercing damage to the triggering creature. This damage increases by 1d4 at 5th level and every four levels thereafter.

GRASPING TENDRILS

FEAT 1

BARATHU

You've adapted more of your tendrils and limbs with complex musculature and cellular structure, improving articulation and fine motor skills. Increase your number of arms by two. At any time, one pair of your hands is designated as your active hands. You can change this designation from one pair of hands to another by taking the Switch Active Hands action, which is a single action. You can only perform actions with your active hands. For more information on playing characters with more than two hands, see page 172.

Special You can take this feat multiple times.

METABOLIC MANIPULATION

FEAT 1

BARATHU

Through careful experimentation and selective adaptation, you've manipulated your immune system and internal chemistry, enabling you to better fight off illness and infection. You gain the Fast Recovery skill feat and the Targeted Immunization action.

Targeted Immunization ◆ (concentrate) **Trigger** You recover from a disease or poison; **Effect** You instinctively synthesize antigens that make you immune to the triggering disease or poison. This immunity lasts for the next day or until you next use Targeted Immunization.

SYNTHESIZE MEDICINAL ◆◆

FEAT 1

BARATHU

Prerequisites manufacturer heritage

Frequency once per day

You can synthesize beneficial remedies within your own body and immediately digest them. You create one elixir, potion, or serum that you know the formula for with a level equal to your level or lower. You don't pay any cost to create this item. You immediately consume and digest this item, Activating it as a free action that has the concentrate trait, rather than its usual activation method.

TENTACLE WHIP

FEAT 1

BARATHU

You grow a tentacle that can lash out like a whip. You gain a tentacle unarmed attack that deals 1d6 bludgeoning damage. Your tentacle is in the brawling weapon group and has the barathu, finesse, reach, and unarmed traits.

5TH LEVEL

COLLECTIVE CONNECTION ◆

FEAT 5

BARATHU FORTUNE

Prerequisites merged heritage

Frequency once per hour

You can tap into one of your merged minds to better focus. If your next action is to Recall Knowledge, roll the Recall Knowledge check twice and use the better result.

FLUID ANATOMY ➤

FEAT 5

BARATHU

Frequency once per hour

Trigger An enemy's Strike against you is a critical hit.

Your anatomy instantly shifts to redistribute damage away from vital areas. The triggering attack deals only the damage it would deal on a hit (typically normal damage instead of double damage). Any other effects of the attack caused by a critical hit still occur, such as critical specializations. Until the beginning of your next turn, you're off-guard against the triggering enemy.

MOLECULAR MODIFICATION

FEAT 5

BARATHU

You modify your body to resist a certain type of damage. You gain resistance to acid, bludgeoning, cold, electricity,

fire, piercing, poison, slashing, or sonic damage equal to half your level.

Special You can take this feat multiple times. Each time you do so, select a different damage type.

VENT GAS ◆

FEAT 5

BARATHU

Frequency once per hour

You vent gas from sacs inside your body to propel you forward. The area you currently occupy, plus all squares in a 5-foot emanation, become filled with your vented gas. All creatures in the gas become concealed, and all creatures outside the gas become concealed to creatures within it. This gas disperses at the beginning of your next turn.

You gain a +10-foot circumstance bonus to all your Speeds. Then you either Stride or Fly. At the end of your turn, your gas reserves are depleted, and the bonus to your Speeds ends.

9TH LEVEL

CONVERGENT EVOLUTION

FEAT 9

BARATHU

You sample the genetic code of creatures and people you contact and mimic them. When you take this feat, select up to three different ancestries with which you have had significant contact. You can select ancestry feats from the ancestries you chose, in addition to barathu ancestry feats. Additionally, you gain one ancestry feat you qualify for of 5th level or lower, from one of the selected ancestries. You can retrain the selected feat once per day during your daily preparations.

EXPANSIVE VERSE

FEAT 9

BARATHU

Prerequisites dreamer heritage

Your songs become more complex and tinged with greater magic. Each day during your daily preparations, you can choose one common 2nd-rank spell from the occult spell list. You can cast this spell as an occult innate spell once before your next daily preparations.

PLENTIFUL ADAPTATION

FEAT 9

BARATHU

Prerequisites Adaptive Limbs

You can transform your limbs more often. The frequency of Adaptive Locomotion becomes at will.

13TH LEVEL

CORROSIVE VENTING

FEAT 13

BARATHU

Prerequisites Vent Gas

You can control the strength and causticity of your internal gases as you vent them. When you Vent Gas, increase the area of your emanation to 10 feet. Additionally, you can choose to make the gas you vent caustic. If you do, non-barathu creatures within the vented gas when you create it, or who begin their turn in the gas, are dealt 3d6 acid damage, with a

basic Reflex save against your class DC or spell DC, whichever is higher. On a critical failure, a creature additionally takes 1d4 persistent acid damage. At 17th level, the acid damage increases by 2d6 and the persistent acid damage increases by 1d4.

INTERNAL CHEMISTRY

FEAT 13

BARATHU

You tweak your anatomy and bodily systems to metabolize pharmaceuticals more efficiently. Consumable items that have the healing trait and restore Hit Points to you restore an additional number of Hit Points to you equal to half your level.

PLENTIFUL SYNTHESIS

FEAT 13

BARATHU

Prerequisites Synthesize Medicinal

Your body can create and metabolize remedies regularly. The frequency of Synthesize Medicinal increases to once per hour, rather than once per day.

17TH LEVEL

COMBINE ◆◆

FEAT 17

BARATHU | MANIPULATE

Frequency once per day

You temporarily merge your body with that of an adjacent willing creature, overlaying yourself atop them to better shield them from harm. This transformation lasts for 10 minutes. You can Dismiss this effect. When you do, you emerge in a space adjacent to the target you were merged with.

While combined, you and your target each take your own turns as normal and must be targeted separately for purposes of abilities and other effects. Additionally, you and your target gain the following benefits.

- If the target is Medium or smaller, their size increases to Large and their reach increases to 10 feet.
- You occupy the target's space. If the target moves, you move with them, so that you always occupy their space. You can't take actions with the move trait.
- For each Speed you possess, compare it to that of your target. If your Speed is faster, or they lack that Speed, they gain your Speed.
- Your body shields the target from harm, granting them greater cover, though you do not gain cover. Your body doesn't obscure their vision or block line of sight.

MANIFOLD EVOLUTION

FEAT 17

BARATHU

Prerequisites Convergent Evolution

You've cataloged genetic code from countless ancestries and can draw upon any of them to enhance and evolve your body. Increase the number of ancestries you can select with Convergent Evolution to six. You gain two additional ancestry feats you qualify for of 17th level or lower, chosen from among the ancestries selected with Convergent Evolution. You can retrain one or both of these selected feats once per day during your daily preparations.

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