



# STARFINDER FIELD TEST #3

## THE CANTINA STAYS OPEN

Welcome to the third in our ongoing series of *Starfinder Field Tests*, documents dedicated to giving insight behind our ongoing process on the design and development of a new edition for the Starfinder Roleplaying Game. This latest field test document showcases a preview of two ancestries, as voted on by our player base through a survey we conducted a few months ago. We'll be showcasing the android and vesk ancestries (formerly referred to as species) and how you can expect them to appear in the upcoming *Starfinder Playtest Rulebook*.

## The (Space) Elephant in the Room

Starfinder first edition had a lot of species. For the game's second edition, it's going to take us a while to get all those species—as well as plenty of new ones—covered.

Ancestries in second edition's game engine take up a lot more space: on average about four to six pages to get all the proper feats and abilities in place. This is a far cry from the species stat blocks of first edition, which could generally be contained in a single sidebar and was how Starfinder managed to create so many playable species in its life span. While the smaller stat block had perks, it really shortened what could be explored in each ancestry and often created play paradigms where people only played a handful of species with the best numerical values and immediate abilities. This is something we want to improve on in the new edition, and having more space to explore ancestries is key to that. In the new edition, ancestries unlock new available ancestry feats at set levels, letting us create a ton of new content for each ancestry.

One thing the team is passionate about in the new game is making sure that, when we introduce a new ancestry, we provide the tools and information to properly play as that ancestry. Starfinder's first edition did a lot to set the groundwork for the setting's many species, introducing the concepts of over a hundred playable species that players could dive into. It's our plan to reach those lofty goals, but we also want to make sure that, as we introduce ancestries, we provide guidelines and information on how they fit into the setting.

The current plan is that almost every product we release should include one or more ancestries, granting a constant flow of new

options that existing Starfinder players have become used to throughout Starfinder's history. However, this means that we'll be more tactical with the ancestries we release, tying them to specific themes or working them into ongoing storylines where they'll fit best. This starts with the *Playtest Rulebook* and the following core rulebooks, which establish our core ancestries and baseline assumptions for the game. As new products come out, our intent is to supplement them with ancestries appropriate to the themes we're exploring in those products.

## The NuFriends

This third field test provides previews of our first two ancestries: the android and vesk. Readers who are familiar with Pathfinder Second Edition know that androids already exist, having first appeared in *Pathfinder Lost Omens Ancestry Guide*. With that in mind, we wanted to make sure that we weren't invalidating the prior android by creating an entirely new version, as that wouldn't mesh with our vision for compatibility between the two systems. Our two previewed ancestries provide a look at how we're approaching updating existing Pathfinder ancestries (such as the android) while also approaching ancestries made to be completely unique for the Starfinder setting (such as the vesk).

On a final note, since the Starfinder team posted our survey to figure out what ancestries we'd highlight in this document, one thing became apparent: people wanted to know where the adorable skittermanders were hiding. So let it be known that the adorable, helping, furball skittermanders will be appearing in the *Starfinder Playtest Rulebook*, alongside the other ancestries we had available in the survey. This brings all the current first edition Starfinder core ancestries into the game, along with newcomers in the form of barathus and pahtras as well as new versatile heritages representing both the undead borai and the Drift-touched priseni.

### -The Starfinder Team

- Thurston Hillman, Managing Creative Director
- Jenny Jarzabski, Senior Developer
- Dustin Knight, Developer
- Mike Kimmel, Developer
- Jessica Catalan, Starfinder Society Developer

# 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.*

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.

## 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 ancestry as laborers.

## Physical Description

Androids are biomechanical constructs who typically resemble humanoids with glowing circuitry. Most were created in specialized birthing sites called foundries. Older variants of androids (such as androids on Golarion from the Pathfinder RPG) 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 don't reproduce, don't age, and have no innate concept of gender—though many express humanoid gender identities or shift fluidly between them.

Androids are considered mature from the day they emerge from their creation foundry. Most androids voluntarily release their bodies after a century or so, allowing new souls to inhabit them in a process called renewal. Androids with versatile heritages are often the results of experimentation or planar catastrophe, or they were born in a specialized foundry that produces unique variants of their kind.

## Society

Androids tend to be cautious when visiting new places and meeting new people. Some are wary of the unknown and ever alert for signs of betrayal or danger, but most prefer to lead with observation, paying close attention to societal customs and social cues before attempting to engage personally. Once comfortable, androids tend to form tight bonds of friendship and kinship, establishing 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 loathe 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.

Androids use a variety of naming conventions based on their adopted cultures and personal preferences. Some use descriptive or serial names given to them at their foundry,

## HIT POINTS

8

## SIZE

Medium

## SPEED

25 feet

## ATTRIBUTE BOOSTS

Dexterity  
Intelligence  
Free

## ATTRIBUTE FLAW

Charisma

## LANGUAGES

Common  
Regional language of your choice  
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 homeworld).

## 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 to Perception checks to Sense Motive.

while others take names from folklore and popular media. One common naming convention involves the addition of a number to the end of a name, which they use as a means of denoting the current soul to inhabit a single android's body through renewal.

**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 ancestries, androids tend to view things differently than beings with shorter life spans. Many androids are patient in achieving their goals, and they might create plans that span decades, if not centuries, hoping they'll still be alive to experience the results. Elder androids who voluntarily pass on to the next part of their cycle might choose to bequeath their goals to the next soul to inhabit their body.



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

**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

An ancient civilization created your body, and your anatomy is forged from obsolete technology that continues to function through a combination of enduring nanites and your willpower. In addition, 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 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. 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 a wounded condition to match. 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.

#### CLEANSING SUBROUTINE

FEAT 1

##### ANDROID

Your nanites help purge your body of harmful chemicals and toxins. Each time you succeed at a Fortitude save against an ongoing poison, you reduce its stage by 2, or by 1 against a virulent poison.

Each critical success you achieve against an ongoing poison reduces its stage by 3, or by 2 against a virulent poison.

#### 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 and fear effects. If you roll a success on a saving throw against an emotion or fear 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. 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.

## RADIANT CIRCUITRY

FEAT 1

ANDROID CONCENTRATE LIGHT

Your biological circuitry emits light like a torch, casting bright light in a 20-foot radius (and dim light for the next 20 feet). The light shuts off when you take this action again or are knocked unconscious.

## 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* as a 1st-rank arcane innate spell once per day.

### 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.

### NANITE SHROUD

FEAT 5

ANDROID

**Frequency** once per day

Your nanites fly out of your body, swarming around you in a cloud. You become concealed for a number of rounds equal to half your level. You can't use this concealment to Hide or Sneak, as normal for concealment that makes your position obvious. While Nanite Shroud is active, you can't use other feats that require the use of your nanites.

### 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

You can connect with computers. You can cast *speak with computers* on yourself as 5th-rank arcane innate spell once per day.

## 17TH LEVEL

### MEMORY MATRIX

FEAT 17

ANDROID FORTUNE

You refuse to surrender your autonomy and have erected mental bulwarks and technological protocols to safeguard your mind as

well as your memories. Whenever you critically fail a Will save against a spell or effect that would give you the confused or controlled condition, you count it as a failure instead. 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're immune to the grappled, 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 items, or make any Strikes with your normal body.
- You don't gain the swarm mind ability, so you're still affected normally by mental effects.

# VESK

*Vesk are a warmongering, reptilian people who conquered the eight worlds in their solar system shortly after they developed spaceflight, forming the Veskarium empire. Vesk tend to embrace conflict and respect strength and military might.*

Vesk have a long history of conflict, first as conquerors within their own star system and later in clashes with neighboring stellar powers, such as the Pact Worlds and the Swarm. Currently, the Veskarium are poised on the brink of war with the Azlanti Star Empire. Conflict permeates most aspects of vesk cultures, creating powerful militaristic empires devoted to the bloody worship of their warrior god Damoritosh. Their brutal history and militaristic values have shaped vesk society, which often embraces conflict and values strength, duty, and honor. Individual vesk are just as likely to apply these cultural values to other aspects of life besides battle, notably in business and sports, and vesk might abandon or oppose the ruthless values enforced by the rulers of their homeworlds entirely. It's up to each vesk to claim their role as a conqueror or a collaborator—or something else entirely.

If you want a character who's duty bound, honorable, and stoic, you should play a vesk.

## You Might...

- Relish the chance to prove yourself in combat against worthy opponents.
- Have a strong sense of duty and honor.
- Surprise your companions with tenderness and emotional outbursts in private.

## Others Probably...

- Respect and fear your brutal reputation but appreciate your strength as an ally.
- Mistake your stoicism for heartlessness.
- Fear facing you in battle.

## Physical Description

Vesk stand up to 7 feet tall, are generally muscular, and are covered in tough, scaly skin. Spiky horns grow from their skulls and form bony "beards" along their jaws that sometimes extend down their spines to their powerful tails. Vesk scales generally appear in shades of green but can also display vibrant, mottled coloration that's sometimes considered an indicator of health and attractiveness.

Vesk adopted technological weapons early in their history but retain the brutal claws and teeth of natural predators. They take great care in grooming and painting their scales and claws to showcase their personal style and intimidate others.

## Society

Vesk society is highly organized and militaristic. Vesk first dwelled on a single planet but quickly spread to other worlds in their system. Today, the name for these conquered worlds is the Veskarium, with each given a number to mark their distance from the sun (such as Vesk-6). Vesk Prime, the vesk ancestral home, is the seat of Veskarium government and the heart of their traditional culture.

In the Veskarium, social status is based around battlefield experience, usually earned through military service or mercenary work. Vesk culture strictly dictates everything from interpersonal behavior to mode of dress, and many vesk take pride in upholding these traditions. Vesk value stoicism outside of intimate relationships (including those forged through intense battle) and often follow rigid rules of etiquette. Breaking social customs or insulting a stranger could trigger a violent blood debt, so many vesk default to polite aloofness.

Vesk names typically combine elements of their parents' names as well as those of other prominent ancestors. Companions often shorten these names for casual use, but doing so without permission is a grave insult. Some vesk take on epithets that signify their victories in combat, such as "Three Guns," "Voidwalker," or "Squadeater."

## HIT POINTS

10

## SIZE

Medium

## SPEED

20 feet

## ATTRIBUTE BOOSTS

Strength

Constitution

Free

## ATTRIBUTE FLAW

Wisdom

## LANGUAGES

Common

Vesk

One regional language of your choice

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

Humanoid

Vesk

## 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.

**Sample Names:** Abazobari, Ahadigar, Astonad, Dotralan, Evdokayo, Goromitali, Julukesh, Katara, Obozaya, Oromeras, Radokama, Sarangari, Sobok, Terikoraz, Vindasorn, and Yuluzak.

## Beliefs

Most vesk in the Veskarium honor Damoritosh the Conqueror, god of duty and war, and his army of battle saints. In life, the saints were mortal paragons who embodied vesk cultural values and attained divinity after earning Damoritosh's blessing; now, they're worshipped alongside their deity. A typical vesk faces all of life's struggles armed with ideals of honor and strength, recognizing that not all conflicts occur on the battlefield. Many vesk find comfort in rigid systems of law, while others hold their personal sense of morality above all else—in either case, most vesk don't hesitate to fight for what they believe is right. Even while fighting, vesk apply a code of honor to their actions, and conflicts within the Veskarium tend to be as disciplined as they are violent, stretching

to accommodate opposing sides following the prescribed order of war and maintaining honor. A typical vesk always respects their opponent and shuns tactics considered dishonorable, such as executing prisoners or harming civilians.

**Popular Edicts** battle honorably, keep private emotions in check, never show weakness to enemies

**Popular Anathema** betray an ally

## VESK HERITAGES

Vesk were shaped over time by the worlds they inhabited and battled over. Choose one of the following vesk heritages at 1st level.

### Briskwander Vesk

You come from a line of vesk who were constantly on the move. Your Speed increases by 5 feet.

### Nightstalker Vesk

You've adapted to live your life in darkness, perhaps due to living underground, in poorly lit starship corridors, under smoke-shrouded skies, or on a planet far from its sun. You gain darkvision.

### Plated Vesk

Your ancestors were the hardest specimens of vesk, having traveled far and wide while enduring hostile environments. Your scales count as medium armor in the plate armor group that grant a +4 item bonus to AC, a Dex cap of +1, a check penalty of -2, and a Strength threshold of +3, and has the comfort trait. You can wear a flight suit but can't wear other armor. You can etch armor runes (*Pathfinder GM Core* 226) onto your scales, but you can't install armor upgrades.

### Venomthought Vesk

You're one of the notable vesk born with psychic talents. According to folklore, your lineage originated with an ancient cave-dwelling society on Vesk Prime who modified themselves with occult rituals, gaining "venomous thoughts" that could manifest in any future progeny. You can cast *daze* as an occult innate cantrip at will. A cantrip is heightened to a spell rank equal to half your level rounded up. You gain a +1 circumstance bonus to Occultism checks to Recall Knowledge about psychic traditions and philosophies.

### Warblood Vesk

You come from a bloodline of renowned warriors who have honed their bodies over centuries to become lethal weapons. You gain the Brutal Anatomy ancestry feat twice.

### Wavecrested Vesk

You come from a world of warm seas and primal magic that has caused your body to develop soft scales, a wide head, and frilled gill stalks. You gain a swim Speed of 20 feet, and you gain the amphibious trait, enabling you to breathe in water and in air, indefinitely. However, you're ill-suited to overland travel. Reduce your land Speed by 5 feet (to 15 feet for most wavecrested vesk).

## VESK 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 vesk, you choose from among the following ancestry feats.





## 1ST LEVEL

### ARMOR ACE

FEAT 1

VESK

You've learned through trial and painful error how to make the most out of your armor, deflecting damage from explosions and similar effects. Armor you wear gains the bulwark trait. When you're wearing armor that already has the bulwark trait, increase the modifier to Reflex saves to avoid damaging effects granted by that armor to +4, rather than +3.

**Special** A plated vesk's scales count as worn armor for the purposes of this feat.

### BATHED IN BLOOD

FEAT 1

VESK

You've spent most of your life on the battlefield, and you know how to inflict vicious, bloody wounds upon your enemies. You gain a +1 status bonus to any persistent bleed damage you deal. You can spend a 1-action activity during your turn to roll a DC 10 flat check to remove any persistent bleed damage you have.

### BRUTAL ANATOMY

FEAT 1

VESK

You're a natural predator who has trained to use part of your body as a weapon. When you select this feat, you gain one of the following unarmed attacks of your choice: claw, jaws, or tail. Each of these attacks is in the brawling weapon group.

A claw unarmed attack deals 1d6 slashing damage and has the agile, finesse, unarmed, and vesk traits.

A jaws unarmed attack deals 1d6 piercing damage and has the grapple, unarmed, and vesk traits.

A tail unarmed attack deals 1d6 bludgeoning damage and has the sweep, trip, unarmed, and vesk traits.

At 5th level, whenever you get a critical hit with one of these attacks, you get its critical specialization effect.

**Special** You can take this feat three times. Each time you do, select a different attack from the options listed above.

### FEARLESS

FEAT 1

VESK

Whether it comes from a sense of duty or a desire to succeed, you rarely flinch when confronted by the horrors of the wider cosmos and inspire your allies with your strength. If you roll a success at a saving throw against a fear effect, you get a critical success instead.

### MENACING SNARL

FEAT 1

AUDITORY VESK

**Frequency** once per hour

**Trigger** You frighten a creature.

You snarl, hiss, shout, or otherwise verbally menace the triggering creature as you frighten them. Increase the value of the frightened condition by 1.

### VESK WEAPON FAMILIARITY

FEAT 1

VESK

You're trained with all doshkos. In addition, you gain access to

all uncommon weapons with the vesk trait. For the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

## 5TH LEVEL

### BLOOD SENSE

FEAT 5

VESK

You have a keen sense of smell capable of detecting bloody wounds at a distance. You gain blood sense as an imprecise sense with a range of 30 feet. This means you can use your sense of smell to determine the location of a living creature that isn't at its full Hit Points, though it's still concealed if you can't otherwise see it. Creatures that don't have blood, such as constructs and oozes, can't be detected with your blood sense.

### COMMAND TACTICS

FEAT 5

VESK

Whenever an ally selects you as the target of their attempts to Follow the Expert, you increase the circumstance bonus they receive to their skill check by an additional +1, or an additional +2 if you have master proficiency or higher (+3 for expert, +5 for master, and +6 for legendary).

### DAMORITOSH'S CLAW

FEAT 5

VESK

**Prerequisites** focus pool, worship Damoritosh

**Frequency** once per day

**Requirements** You're engaged in combat.

You pray to Damoritosh for a blessing in the heat of battle—and Damoritosh answers. You regain 1 Focus Point, up to your usual maximum.

### TEAR WOUND

FEAT 5

VESK

**Prerequisites** Bathed in Blood

**Requirements** Your most recent action was a critical success on a Strike with a melee weapon.

You tear your weapon out of your foe, leaving bloody, vicious wounds. You deal 1d4 persistent bleed damage to your target, or 1d6 persistent bleed damage if you have the critical specialization for the weapon used in the triggering Strike. You gain an item bonus to this bleed damage equal to the weapon's tracking bonus.

### TERRIFYING BRAVADO

FEAT 5

VESK

**Trigger** You critically succeed at a save against a fear effect whose source was a creature, or a creature fails or critically fails an Intimidation check to Demoralize you.

You laugh at your enemy's failed attempts to bully you, turning the tables on your foe with a display of terrifying bravado. You attempt an Intimidation check to Demoralize the triggering creature.

## 9TH LEVEL

### EAGER COMBATANT

FEAT 9

VESK

**Trigger** You roll Athletics or Intimidation for initiative. You eagerly stride into battle, giving no thought to the consequences. You Stride in a straight line directly toward an enemy.

### ONE WITH THE NIGHT

FEAT 9

VESK

**Prerequisites** nightstalker vesk heritage

Whether through magic, technology, or painstaking training, you've honed your darkvision to exceptional levels. You gain greater darkvision, enabling you to see through magical darkness even if it normally hampers darkvision (such as the darkness created by a 4th-rank *darkness* spell).

### OPENING ROAR

FEAT 9

VESK

**Prerequisites** Expert in Intimidation

At the start of a combat encounter, if you are aware of your foes and aren't attempting to Sneak or Hide, you can roll Intimidation for your initiative and can use the result to Demoralize one foe within range.

Additionally, if you have the Battle Cry feat, you can Demoralize up to two creatures within 60 feet of you who you're aware of.

### PLATED DEFLECTION

FEAT 9

VESK

**Prerequisites** plated vesk heritage or Armor Ace

You've mastered either using your own plate scales or worn armor to absorb devastating strikes. You gain the Plate Deflection reaction.

**Plate Deflection** ➤ **Frequency** once per day; **Trigger** A foe hits you with a critical hit; **Effect** You deflect the attack to a heavily armored part of your body. You don't take double damage from the critical hit but still take any other effects.

## 13TH LEVEL

### ADVANTAGEOUS ASSAULT

FEAT 13

VESK

When your enemy is weakened, you press the attack. When you successfully Strike a creature that has the frightened or persistent bleed condition with a melee or ranged weapon, you gain a circumstance bonus to the damage roll equal to the number of weapon damage dice of the weapon used for the Strike.

### BLOODLETTER

FEAT 13

VESK

**Prerequisites** Tear Wound

Gutting your foes has become second nature. You can use Tear Wound as a free action, rather than as a single action.

### CALL DOWN THE SAINTS

FEAT 13

VESK

You have a deep reverence for the vesk battle saints and aspire to join their ranks one day. You can cast *spiritual guardian* as

a 5th-rank divine innate spell once per day. When you do, the spiritual guardian that appears is a divine echo of one of the vesk battle saints.

At 15th level, the rank of *spiritual guardian* increases to 7th.

### OVERCOME SHAME

FEAT 13

FORTUNE VESK

**Frequency** once per 10 minutes

**Trigger** You critically fail a melee or ranged Strike against an enemy. You clear your mind of distractions and focus on your foe, determined to overcome the shame of your dishonorable failure lest it forever blemish your reputation. The next time you attempt to Strike the triggering creature before the end of your current turn using the same weapon you used for the triggering Strike, you roll the attack roll twice and use the higher result. If the attack roll fails, you become overwhelmed with shame, gaining the off-guard condition until the end of your next turn.

## 17TH LEVEL

### BATTLE SAINT

FEAT 17

VESK

You have ascended to the rank of battle saint and expect to become a true divine servant of Damoritosh upon your death. You can cast *blessed boundary* and *divine decree* as 7th-rank divine innate spells once per day each.

### BOLSTERED BY BATTLE

FEAT 17

**Frequency** once per hour

**Trigger** You deal the killing blow to an enemy.

You live for combat and find the threat of battle and the thrill of victory invigorating. You gain a number of temporary Hit Points equal to your level. These temporary Hit Points last until the end of the current battle or for 1 minute, whichever is shorter.

### IMPROVED BLOOD SENSE

FEAT 17

VESK

**Prerequisites** Blood Sense

Your ability to detect the bloodied wounds of others improves. Blood sense gains a range of 60 feet and becomes a precise sense against any target with persistent bleed damage.

### REGENERATIVE BLOOD

FEAT 17

VESK

**Prerequisites** wavecrested vesk heritage

Your blood has the power to heal wounds and regrow lost limbs if applied with care and ritual prayer. You can cast *regenerate* as a 7th-rank primal innate spell twice per day.

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**Paizo Inc.**  
15902 Woodinville-Redmond  
Rd NE, Unit B.  
Woodinville, WA 98072-4572  
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