

# Origins

## Additional Proficiencies and Languages

**Arcana.** The existing Arcana skill covers knowledge of psionics, psionic items, and psionic creatures, all of which are also available as specialties. If magic exists in the game setting, then Arcana deals with that area of knowledge as usual also; if the setting does not include magic then this skill simply covers psionic elements.

**Engineering.** The existing Engineering skill adds *robotics* and *starships* to its list of specialties.

**Science.** Science is a broad skill measuring a character's aptitude or knowledge of the hard or advanced sciences that aren't covered by Engineering, Nature, or Medicine, and how to apply them to best effect. Specialties include *chemistry*, *physics*, *astronomy*, *earth science*, and *mathematics*.

**Tools.** Adding to the land and sea vehicle proficiencies, voidrunners may also have access to air and space vehicles, along with a range of specialist tools. The computers tool proficiency measures a character's knowledge of automated systems and devices and allows them to operate electronics and machines.

**Weapons.** Added to simple, martial, and rare weapon proficiencies, characters may also gain proficiency in starship weapons.

**Machine.** Machine is the digital language, a high speed binary dialect most often spoken between artificial lifeforms. It can awkwardly and slowly be spoken by organic creatures, but its true home will always be in the digital world transmitted between devices.

## Languages

While no civilization is a monolith, many planets have at least one "official" language that government business is conducted in.

Additionally, with the interconnectivity that starships and high technology bring, nearly every planet has been exposed to what is known as Common. The Narrator may include additional languages based on the game's setting, but the following languages are a default part of the game: Common, Machine.

## Heritage

### Android

#### Android Traits

All androids share common traits that set them apart from purely organic beings.

**Age.** An android's lifespan varies widely depending on its purpose. Some are constructed with predetermined lifespans, some built on organic frames that face insurmountable aging challenges, and others are potentially immortal with proper maintenance, upgrades, and care.

**Size.** Small or Medium, unless otherwise stated by your gift.

**Speed.** 30 feet.

**Artificial Advantage.** You have the construct creature type instead of humanoid. You are immune to poison damage and do not need to breathe. You do have to consume Supply, though this takes the form of power cells or other fuel, rather than food.

**Constructed Constitution.** Many standard healing methods for humanoids are completely ineffective on you, as in the case of psionic powers. Medical treatments utilizing nanobots work on you as normal, however, and specialized treatments exist. Most rolls that would call for a Medicine check for an organic creature are substituted for an Engineering check, depending on the condition and availability of parts. Additionally, you can still expend Hit Dice

and regain hit points as normal on a short or long rest due to your self-repair functions.

**Basic Programming.** You gain proficiency in computers.

## Android Gifts

You gain the following heritage gift.

### Integrated Systems

You have specialist systems integrated into your frame which enhance your performance or grant you unique capabilities. Choose two of the following traits.

**Access Ports.** You are able to plug into computer systems directly, granting you an expertise die on all computers checks when you are within reach of the target system.

**Armored Chassis.** You are built to withstand the violence of battle. While you wear no other armor your chassis provides an AC of 13 + your Dexterity modifier. You also have disadvantage on Dexterity (Stealth) rolls due to the clank of metal, the buzz of processors or the whirring of mechanized parts. You can use a shield and still gain this benefit.

You can select this trait a second time to gain an AC of 14 + your Dexterity modifier instead.

**Compact.** Your size is Tiny. You gain a +1 to your Armor Class against creatures of a size category larger than you.

You can select this trait a second time, gaining the ability to hover up to 5 feet off the ground and a fly speed equal to your normal Speed.

Your carrying capacity is halved and you can't carry bulky items. Additionally, you suffer disadvantage when wielding

weapons without the light property and can't use shields or armor that haven't been made for you (this restriction doesn't apply to force shields). Customizing items or equipment for your size generally costs three times as much as the item's standard price. Your base Speed is 25 feet.

**Enhanced Senses.** You gain proficiency and an expertise die in Perception. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Expert Subroutines.** You gain proficiency in one of the following skills: Culture, Engineering, History, Nature, Science, or Religion. In addition, you gain a specialty of your choice in the chosen skill.

You can select this trait a second time to gain proficiency and a specialty in a second skill from the above list.

**Integrated Transmitter.** You are always considered to be carrying a personal communicator, which cannot be taken from you.

**Integrated Weaponry.** You have either an integrated ranged weapon or an integrated melee weapon. You may choose the appearance of this weapon. The weapon cannot be disarmed or thrown, and deals damage equal to 1d4 + your Strength modifier (if it is a melee weapon) or 1d4 + your Dexterity modifier (if it is a ranged weapon). Choose the damage type of this weapon when you first select this trait from the following list: slashing, piercing, bludgeoning, fire, lightning.

**Jump Jets.** You can jump 30 feet vertically and horizontally. You can use this feature a number of times equal to your proficiency bonus, after which you must take a long rest in order to reset your uses.

**Linguist.** You are programmed with many languages. You can automatically speak, sign, understand, and write in any current language by making a DC 10 Culture check. Extinct languages require a DC 15 History check. This does not enable you to break codes, cyphers, or encryptions.

**Mechanized Might.** You count as one size larger when determining your carrying capacity and you can carry a number of additional bulky items equal to your proficiency bonus.

**Mimic.** You have a voice synthesizer which can mimic any voice or sound.

**Organic Appearance.** Your synthetic technological capabilities are subtle and not immediately apparent to the casual observer. Your inorganic systems are hidden beneath layers of skin-like polymers making you look wholly organic without close inspection.

Creatures can discern your cybernetic nature if they observe you take lightning damage or if they succeed on a Medicine check against your passive Deception.

**Reconnaissance Drone.** You have the service of a **utility drone** (you may select any variety of utility drone), a robot you command with voice control or through one of your devices. Your drone normally rests in a docking port amidst your machinery, but you can deploy it as an action. In combat it takes its turn immediately after you. It follows your

directions, but commanding it to Attack uses your action and its reaction. Repairing your drone is free if you have access to its remains and your gear over the course of a long rest. Otherwise, the materials to replace your drone cost 25 credits.

**Sentinel.** Your charge cycle does not require you to lose consciousness. This allows you to monitor systems and perform other low level activities and you remain fully conscious during rests.

**Tractor Beam.** You have the power to project a small tractor beam as an action. This beam can reach up to 30 feet, carry up to 10 pounds, and can be used to operate simple switches. You can move a held object 10 feet each round using your bonus action.

**Tracks.** You move on tracks rather than legs. You are able to ignore the effects of difficult terrain.

**Wheels.** You move on wheels rather than legs. Your base Speed increases by 5 feet.

## Android Paragon

Your subroutines constantly suggest ways to enhance your performance. At 10th level you finally complete a significant upgrade. Choose one from the following list.

### Cybernetically Superior

One of your ability scores increases by 2, to a maximum of 22.

### Jet Propulsion

You gain a fly speed of 30 feet. Maintaining this speed requires a check after the first minute and every minute after as though you were undertaking a forced march. You

gain an expertise die on these checks to avoid fatigue from a forced march.

## Lore Upload

Choose four from the following: Arcana, Culture, Engineering, History, Nature, Religion, and Science. You gain an expertise die on checks using the chosen skills, as well as two specialties of your choice. These specialties must be selected from the chosen skills.

## Systems Upgrade

Choose two more traits from the Android Gifts section.

## Suggested Cultures

While you can choose any culture for your android character, the following cultures are linked closely with this heritage: artificial, programmed, technotronic, virtual.

# Axon

## Axon Traits

Characters with the axon heritage share a variety of traits in common.

**Age.** Axons mature at about the age of 40, and typically live about 200 years.

**Size.** Medium.

**Speed.** 30 feet.

**Powerful Build.** You count as size Large for the purposes of determining carrying capacities.

**Fur Coat.** Your thick fur protects you from cold environments. You have resistance to cold damage, and you gain an expertise die on Survival checks made in arctic environments.

**Keen Senses.** You gain an expertise die on skill checks that rely on hearing or smell.

## Axon Gifts

In addition to the traits found in your axon heritage, select one of the following gifts.

### Extendable Claws

Some axons sport sharp, extendable claws. The claws are natural weapons, which you can use to make unarmed strikes that deal slashing damage equal to 1d6 + your Strength modifier.

### Mighty Roar

As a bonus action you can bellow a loud and frightening roar. Your roar affects all creatures who are not allies within a 15-ft. cone. Targets within that area must make a Wisdom saving throw or become frightened of you until the end of its next turn. The DC of the saving throw is equal to 8 + your proficiency bonus + your Constitution modifier. Once you have used this feature you cannot use it again until you take a long rest.

### Thick Fur

Your fur is thick enough to protect you from attacks. While you aren't wearing armor, your AC equals 12 + your Constitution modifier. You can use a shield and still gain this benefit.

## Axon Paragon

When you reach 10th level, you are an exemplar of axonkind, and you gain one paragon gift from the following list.

### Bellowing Roar

**Prerequisite:** *Mighty Roar*

When you use your Mighty Roar feature, it affects all non-allied creatures within 30 feet of you. Additionally, you now regain use of your Mighty Roar feature whenever you complete a short rest.

### Fierce Claws

**Prerequisite:** *Extendable Claws*

Your claws, and your fang-like teeth, are longer and sharper than many of your kind. Your claws and teeth are natural weapons which do damage equal to 1d8 + your Strength modifier. Your claws do slashing damage and your teeth do piercing damage.

## Massive Build

All axons are strong, but some grow even larger as they get older. You have advantage on all Strength ability checks and saving throws.

## Suggested Cultures

While you can choose any culture for your axon character, the following cultures are linked closely with this heritage: backwater, belter, drifter, rustic, underclass.

# Grey

Characters with the grey heritage share a variety of traits in common.

**Age.** Greys are fairly long-lived, reaching adulthood at around 30 years of age, and entering old age at about 150.

**Size.** Small.

**Speed.** 30 feet.

**Telekinesis.** You can freely telekinetically move and manipulate a single object which you can see within 30 feet, weighing up to 3 pounds, a distance of up to 30 feet. If the object is held by another creature, they can make a Strength saving throw against a DC equal to 8 + your Wisdom ability modifier + your proficiency bonus to prevent you from moving it.

If the object would normally require a Strength check to move, you must make a Wisdom check to move it against the same DC.

You can only move one object at a time using this feature, and you cannot use it to make attacks.

## Grey Gifts

In addition to the traits found in your grey heritage, select one of the following gifts.

## Natural Psionics.

All greys are born with inherent psionic abilities. You learn two psionic reflexes which do not count towards any limit to the number of reflexes you may know.

## Improved Telekinesis

You can freely telekinetically move and manipulate a single object weighing 10 pounds or less which you can see within 60 feet.

If the object is held by somebody else, they can make a Strength saving throw against a DC equal to 8 + your Wisdom ability modifier + your proficiency bonus.

If the object would normally require a Strength check to move, you must make a Wisdom check to move it against the same DC.

You can only move one object at a time using this feature, and you cannot use it to make attacks.

## Telekinetic Shield

You maintain a telekinetic shield to protect yourself from damage. When you are not using a shield, you can use your bonus action to gain temporary hit points equal to 3 times your proficiency bonus. The temporary hit points wear off after 1 minute. You can use this feature a number of times equal to your proficiency bonus. Your uses reset when you finish a long rest.

## Grey Paragon

When you reach 10th level, you are an exemplar of greykind, and you gain one paragon gift from the following list.

## Greater Shield

### **Prerequisite:** *Telekinetic Shield*

Your telekinetic shield grants you even more protection. When you are not using a shield, the temporary hit points granted by your Telekinetic Shield feature are doubled to 6 times your proficiency bonus.

## Greater Telekinesis

### **Prerequisite:** *Improved Telekinesis*

You can freely telekinetically move and manipulate a single object weighing 30 pounds or less which you can see within 100 feet. If the object is held by somebody else, they can make a Strength saving throw against a DC equal to 8 + your Wisdom ability modifier + your proficiency bonus.

If the object would normally require a Strength check to move, you must make a Wisdom check to move it against the same DC.

You can only move one object at a time using this feature, and you cannot use it to make attacks.

## Suggested Cultures

While you can choose any culture for your grey character, the following cultures are linked closely with this heritage: enlightened, stoic, technetronic.

# Houseki

## Houseki Traits

All characters with the houseki heritage share the following traits.

**Age.** Houseki do not die of old age. They reach maturity somewhere between 40 and 150 years.

**Size.** The growth process of the houseki is not fully understood. Your size is based on your adventuring tier. At Tier 0 you are Small and weigh between 50 and 75 pounds; at Tier 1 you are Small and weigh about 100 pounds; at Tier 2 you are Medium

and weigh between 200 and 300 pounds; at Tier 3 you are Medium and weigh between 300 and 400 pounds; and at Tier 4 you become Large and weigh in excess of 400 pounds.

**Speed.** 25 feet.

**Crystalline.** As a crystalline creature, you do not need to breathe, and are unaffected by vacuum. Additionally, you are immune to poisons and poison damage, but when you take thunder damage you make a DC 10 Constitution saving throw or become rattled until the end of your next turn.

**Enervore.** You consume energy instead of food. A small hand-held electronic device contains enough power to constitute 1 Supply for you.

**Grinding.** When you move, you cannot hide the tinkling and grinding noises of your crystalline joints. Unless you remain still, you make Stealth checks with disadvantage.

## Houseki Gifts

Houseki characters may choose one of the following gifts.

### Color-change

Whenever you take a long rest, you may alter the color of your crystalline body. You can only be one color all over, usually choosing from red, blue, green, and yellow. The color you choose grants you resistance to one damage type—fire (red), cold (blue), acid (green), or radiant (yellow).

### Crystal Healing

Your crystalline body repairs itself at a rapid rate, visible as new crystals form and grow. You can use an action to expend one hit die, rolling it and adding your Constitution modifier. You recover that many hit points.

### Implacable

Houseki are noted for their slow, ponderous nature. You have advantage on saving

throws made to resist the charmed, confused, and frightened conditions.

## Jagged Crystal

Jagged crystals protrude from your body. Creatures who hit you with a natural melee weapon take 1d4 piercing damage.

## Houseki Paragon

When you reach 10th level, you have grown into a paragon of houseki-kind. Choose one of the following paragon gifts.

### Hard As Diamond

Your crystalline body is as tough as diamond. You gain resistance to slashing and piercing damage.

### Ponderous

You are so slow and deliberate in your thoughts that you rarely make mistakes. When you make an Intelligence or Wisdom check, any roll of less than 10 on the d20 counts as a 10. This does not apply to attack rolls or saving throws.

### Shockwave

As a bonus action you can emit the energy you consume as a spherical shockwave emanating from you. All creatures within 10 feet of you must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failure, the target takes 6d8 force damage and is pushed 10 feet and knocked prone. On a success, the target takes half damage and is not pushed or knocked prone. Once you have used this feature you cannot use it again until you take a long rest.

## Suggested Cultures

The houseki can be found throughout known space. However, the following cultures are linked closely with this heritage: enlightened, belter, stoic, underclass.

## Human Traits

Characters with human heritage share a variety of traits in common.

**Age.** Humans reach basic maturity around age 18, although most continue to grow in body and mind through their twenties. Without medical intervention, 100 years is a life for a human.

**Size.** Medium or Small.

**Speed.** 30 feet.

**Fast Learner.** Although short-lived, humans are remarkably fast learners, even adapting to new technologies quickly. You gain proficiency in one additional skill of your choice. In addition, you require half as much time as normal to train yourself in the use of a suit of armor, skill, tool, or weapon during downtime.

**Intrepid.** You possess a powerful survival instinct. When you make an ability check, attack roll, or saving throw, you can choose to gain an expertise die on that roll. Once you use this trait, you cannot use it again until you finish a short or a long rest.

## Human Gifts

Humans are highly adaptable. Their originally remarkable physical and mental endurance pushed them to adapt to the harshness of the greater galaxy. In addition to the traits found in your human heritage, select one of the following gifts.

## Adapted

As humans began to venture away from their world and explore the galaxy, they encountered hardships and challenges they never could have imagined—and proved themselves to be one of the most adaptable species in the cosmos. Confronting each new hurdle head-on, humans began to tinker with their genetics, creating new adaptations capable of surviving anything the galaxy could throw at it. Through splicing non-human or synthetic DNA,

ancestors of these humans take human survival skills to a new frontier. Beyond basic survivability, you are adapted for one specific environment. You gain the following trait:

*Just Like Home:* Choose one type of terrain, reflecting the area from which your family hails: arctic, desert, mountain, or swamp. You ignore all naturally created difficult terrain of that type. Additionally, you gain an expertise die on Survival checks made within this terrain type, and gain a type of damage resistance related to your chosen terrain: arctic—cold, desert—fire, mountain—lightning, swamp—poison.

## Diehard Survivor

Foes of humanity may see them as ants, but humans are equally difficult to eliminate. The ancestors of human beings learned to survive through the harshest conditions, including drought, winter, and famine. Humans, in their stubbornness, can even pull themselves back from the brink of death to fulfill their dreams. You have the following traits:

**Feast and Famine.** You can tighten your belt during hard times. You can go a number of days equal to your Constitution modifier without suffering any fatigue from lack of Supply. Afterward you require twice as much Supply for as many days as you went without.

**Radical Perseverance.** Through your sheer stubbornness and will to live, you sometimes manage to wriggle out of death's grasp. You die after 4 failed death saving throws instead of 3.

## Ingenuous Focus

Not all human minds work the same—some have a nearly miraculous level of focus. People with this intellectual mode often bring a surprising level of insight and passion to almost any topic they engage. In spite of their brilliance, they typically have difficulty with more general awareness. You have the following traits:

**Inexorable Concentration.** When you fail a Constitution saving throw to maintain concentration, you can immediately reroll it, taking the new result. You may use this trait a number of times equal to your Intelligence modifier (minimum 1), and regain all expended uses after a long rest.

**Resident Expert.** You have a reputation for painstaking detail on certain tasks and subjects. Choose two tools with which you are proficient, or a skill with which you are proficient. When you make a check with that tool or skill and the d20 shows a natural result of less than 10, you can count the d20 result as being 10.

## Jovian

Growing up on a high-gravity world has lent you remarkable endurance. You recover one level of fatigue during a short rest as long as you have only two or fewer levels of fatigue, and you count as size Large when determining your carrying capacity.

## Prodigy

Humans once believed they only used a portion of their total brain, and that using more would give them access to supernatural abilities. Whether through natural or forced evolution, space-time anomalies, or other strange quirks of galactic exploration, some humans have evolved beyond the limitations of the physical. Many people with this gift are marked by some telltale sign of their mental power or their evolution, such as glowing eyes or loss of vestigial or unused traits.

Your natural abilities allow you limited ability to command a potent effect. Choose a level 1 psionic power. You know your chosen power and you can manifest it once without expending psionic points. You must finish a long or a short rest before you can manifest it in this way again. Your manifesting ability modifier for this trait is the same as the ability score used in the manifesting class in which you have the



highest level, or Intelligence if you have no levels in a manifesting class.

## Spirited Traveler

The power of movement is one of humanity's evolutionary advantages. An ancient human hunting strategy for killing fast game is persistence hunting—following prey relentlessly, shifting between walking and running endlessly until a beast became too exhausted to defend itself. Many humans maintain their health through running, and foot races are a universal favorite game. In a word, humans gifted at running will go far. You have the following traits:

**Desperate Dash.** When you take the Dash action, your movement this turn does not provoke opportunity attacks. During this movement, you gain an expertise die on Athletics checks made to jump, and Dexterity saving throws. Once you use this trait, you cannot use it again until you finish a short rest.

**Marathon Runner.** The first time between each long rest you would gain a level of fatigue, you do not gain that level of fatigue. You still suffer a level of fatigue from finishing a long rest without any Supply.

**Sojourner's Fortitude.** You gain an expertise die on saving throws made to resist fatigue for marching longer than 8 hours.

## Unbound

When humans began to venture into deep space, many never settled down. Whether living their lives as asteroid miners within their solar system, living aboard space stations, or as members of generational colony ships, some humans found themselves particularly suited to life within zero gravity. For some, this is evolution in action, for others it is wanderlust turned outward toward the stars. You have the following traits:

**Space Legs.** You are adapted to the unique rigors of zero gravity, suffering minimal disorientation and even showing increased mobility. While in zero gravity,

your base speed increases by 10 feet and you gain a climb speed equal to your base speed.

**Vacuum Resistance.** The harsh vacuum of space is an ever-present threat in space travel, but you are adapted to it, for a time. You gain an expertise die to Constitution checks to resist the effects of a hard vacuum, and add your proficiency bonus to the number of minutes you can hold your breath. In addition, you gain resistance to cold damage.

## Human Paragon

When you reach 10th level, you are an exemplar of humankind, and you gain one paragon gift from the following list.

### Determined

When you are bloodied and make an attack roll or saving throw, you can use this feature to treat the result of the d20 roll as a natural 20. Once you use this feature, you cannot use it again until you finish a short or long rest.

### Enduring Persistence

You become proficient in your choice of two saving throws.

### Supreme Adaption

**Prerequisite:** *Adapted*

You are now immune to the damage type you were resistant to and gain darkvision to 30 feet (or extend your existing darkvision by that amount).

### Voracious Learner

You gain an expertise die in each of three different skill or tool proficiencies.

### Wind At Your Back

Your Speed increases by 10 feet. You ignore difficult terrain when you Dash. When you make a melee weapon attack against a creature, until the end of your turn you do not provoke opportunity attacks from it.

## Suggested Cultures

While you can choose any culture for your human character, the following cultures are linked closely with this heritage: backwater, belter, drifter, imperium subject, underclass, union, urbanite.

# Hurroc

## Hurroc Traits

All characters with hurroc heritage share the following traits:

**Age.** Hurrocs reach physical maturity at around 18–20 years of age and die of natural causes at around 150.

**Size.** Medium.

**Speed.** 30 feet.

**Lesser Darkvision.** You have darkvision to 30 feet.

**No Use For Doubt.** You gain an expertise die on saving throws against fear effects.

**Adrenal Burst.** Hurroc can use their adrenaline to perform incredible feats of physical prowess. You can choose to gain advantage on any Strength, Dexterity, or Constitution check, attack roll, or death saving throw. Once you have done so, you cannot use this feature again until you have taken a short or long rest.

## Hurroc Gifts

The hurrocs' survival prowess does not present in only one form. Like all heritages, they are varied and adaptable, filling a wide range of roles across the cosmos. Choose one of the following gifts.

## Adrenal Surge

The adrenal glands for which Hurroc are known are even more pronounced in your metabolism. You can use your Adrenal Burst feature a number of times equal to

your proficiency bonus between long rests. If you do not already have the Adrenal Burst trait, you gain the Adrenal Burst trait instead.

## Deadly Horns

Your horns are particularly sharp and are considered to be natural weapons with which you are proficient. You can make a horn attack which deals piercing damage equal to 1d6 + your Strength bonus, and if your target is a creature of your Size or smaller it must succeed on a Strength saving throw vs. your maneuver DC or be knocked prone.

## Indomitable

The adrenaline which permeates your body lends you courage. You are immune to the frightened condition. Additionally, if you have the Adrenal Burst trait, can use a bonus action to use your Adrenal Burst feature to recover a number of hit points equal to three times your proficiency bonus.

## Resilient

While all hurroc are physically tenacious, you have a particularly tough physique and determined mindset that's unusually difficult to harm. You gain the following traits:

**Naturally Armored.** While you aren't wearing armor, your AC equals 13 + your Constitution modifier. You can use a shield and still gain this benefit.

**Diehard.** When you are reduced to 0 hit points, you are instead reduced to 1 hit point. You cannot use this trait again until you have taken a long rest.

# Hurroc Paragon

The trials you encounter on your path to 10th level have made you one of the most impressive of your people. Choose one of the following paragon gifts.

## Iron Core

**Prerequisite:** *Resilient*

Your adventures have made you one of the hardest of your kind. You gain one additional hit point per level, as well as resistance to poison damage and an expertise die on saving throws against poison effects. Additionally, your Constitution score increases by 1, to a maximum of 20.

## Unstoppable

Your tenacity and determination know no bounds. You are unaffected by difficult terrain, immune to the slowed condition, and your armor class increases by 1.

## Relentless Pursuit

Like the greatest warriors and hunters of legend, your skill for pursuing your enemies knows little equal. Your base Speed increases by 10 feet. You gain both a climb speed and a swim speed equal to your base Speed. In addition, your dextrous grip means you can climb even on difficult surfaces, including upside down on ceilings, without having to make an ability check. Additionally, you gain an expertise die on Perception and Survival checks made to track.

## Suggested Cultures

The hurroc have traveled the cosmos as valued mercenaries, soldiers, diplomats, and even scholars and merchants. However, the following cultures are linked closely with this heritage: imperium subject, honorbound, militant, rebel.

# Keridani

## Keridani Traits

Characters with the keridani heritage share a variety of traits in common with one another.

**Age.** Keridani physically mature at a similar rate as humans. They intellectually mature faster, as they possess lifetimes of memories from birth, but their emotional

maturity develops at the same rate as their bodies. Keridani can live to be 200 years old without advanced medicine.

**Size.** Medium.

**Speed.** 30 feet.

**Telepathy.** Keridani are able to communicate mentally with others. You can speak telepathically to any creature you can see within 60 feet of you that shares a language with you. This does not give the creature the ability to respond to you telepathically.

**Venomous Mandibles.** Your mandibles are natural weapons, which you can use to make unarmed strikes that deal piercing damage equal to 1d4 + your Strength modifier. A creature damaged by your mandibles makes a Constitution saving throw. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d4 poison damage on a failed save. You can use the poison element of this feature number of times equal to your proficiency bonus before you need to take a long rest.

**Adhesive Pads.** Keridani are able to secrete adhesive fluid from their hands and feet, helping them to climb. You gain an expertise die on ability checks made to climb and on saving throws to resist being disarmed.

## Keridani Gifts

Keridani are exemplified by their mental control, their telepathy, and their ancestral memories. In addition to the traits found in your keridani heritage, select one of the following gifts.

## Ancestral Walking

Some keridani have stronger ties to their ancestral memories. They gain access to the skills and wisdom of their ancestors as they lucidly walk through those past lives. Whenever you finish a long rest, choose one skill, tool, or language. You are proficient with the chosen skill, tool, or language until you complete a long rest. If

you were already proficient, you instead gain an expertise die.

## Empathic Sense

Some keridani display more sensitive innate psychic ability than others. You are able to sense emotions in creatures you can see. A creature may attempt to hide their emotions from you by making a Deception check vs. your passive Insight.

## Stronger Poison

Your poisonous bite is even more toxic. Your target makes their saving throw against it at disadvantage, and additionally gains the slowed condition upon a failed save. If you do not already have the Venomous Mandibles trait, you gain the Venomous Mandibles trait instead.

## Telepathic Bond

You can create a mental link between you and up to a number of willing creatures equal to your proficiency bonus. For the next hour, you and the targets can speak telepathically with each other. You need physical contact in order to create the bond, but once it is established it continues to operate no matter the distance, as long as you are on the same plane of existence. After you use this trait, you must complete a long rest before you can use it again.

## Keridani Paragon

It takes a lifetime of experience to master one's mental abilities. Upon reaching 10th level, you gain one of the following paragon gifts.

### Ancestral Awakening

**Prerequisite:** *Ancestral Walking*

You can channel the skills and strengths of your forebears. Each time you use this feature, choose two ability scores to represent these ancestors. As a bonus action, you can gain an expertise die to all rolls using the chosen ability scores for 1

minute. Once you have used this feature a number of times equal to your proficiency modifier, you can't do so again until you finish a long rest.

## Inscrutable Mind

Your insectoid mind is almost impenetrable. You are immune to effects which would detect or read your thoughts or emotions, and you have advantage on saving throws made to resist the charmed, confused, frightened, or rattled conditions, or to maintain concentration. Finally, you recover one level of strife any time you take a long rest, even if you are not at a haven.

## Telepathic Intrusion

**Prerequisite:** *Empathic Sense*

Your empathic sense becomes sensitive enough to read the very thoughts of your targets. You learn the *read mind* psionic power and can activate it once without expending psionic points. Choose Intelligence, Wisdom, or Charisma to be your manifesting ability for this power. Once you make this choice, you cannot change it. If you have a psychic reservoir and are able to use psionic powers, you can activate this power with those points as normal.

## Suggested Cultures

While you can choose any culture for your keridani character, the following cultures are linked closely with this heritage: backwater, drifter, enlightened, union, stoic.

# Naato

## Naato Traits

Characters with the naato heritage share the following traits:

**Age.** Naato are long-lived, reaching adulthood at about the age of 30, and becoming old-aged at around 150 years. Naato typically live about 200 years.

**Size.** Medium.

**Speed.** 30 feet.

**Cold-blooded.** When you take cold damage you are slowed until the end of your next turn.

**Balancing Tail.** You get advantage on ability checks and saving throws made to balance or avoid falling prone.

**Scales.** When you are not wearing armor, your AC is equal to 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

## Naato Gifts

In addition to the traits found in your naato heritage, select one of the following gifts.

### Amphibious

You can breathe normally in both air and water and you have a swim speed of 30 feet.

### Camouflage

While all naato have some ability to alter their coloring, you can use a bonus action to change the color of your scales to match your surroundings for a period of up to one minute. You gain advantage on Stealth checks. Once you have used this feature you cannot use it again until you have taken a long rest.

### Spiky

When a creature grabs you it takes 1d6 piercing damage. Each turn it maintains the grab, it takes this damage again.

### Tail Swipe

Your tail is edged with spikes, making it a potent weapon. You can use a bonus action to make an attack with your tail with a reach of 5 feet, and which counts as a natural weapon and does piercing damage equal to 1d4 + your Strength modifier. Alternatively, if you use it to trip your target with the knockdown basic maneuver, the target makes their saving throw at disadvantage.

## Naato Paragon

Upon reaching 10th level, you become a personification of the ideals of your people. You gain one of the following paragon gifts.

### Perfect Camouflage

**Prerequisite:** *Camouflage*

Your camouflage ability becomes more pronounced, enabling you to blend in perfectly with the environment. You can use a bonus action to become invisible. You remain invisible for as long as you continue to use your bonus actions to maintain your camouflage. If you take damage, you must make a Wisdom saving throw against a DC equal to 10 + the amount of damage, or your camouflage ends. Once you have used this feature you cannot use it again until you take a long rest.

### Poison Breath

You are able to exhale poisonous fumes in a 15-foot cone in front of you. As an action, you exhale poisonous fumes, and all creatures (except yourself and other naato) in the area must make a Constitution saving throw or take poison damage equal to 3d8 + your Constitution modifier. The DC of this saving throw is 8+ your proficiency bonus + your Constitution modifier. You can use this feature a number of times equal to your proficiency bonus, after which you must take a long rest before using it again.

### Suggested Cultures

While you can choose any culture for your naato character, the following cultures are linked closely with this heritage: drifter, rustic, underclass.

## Sipher

### Sipher Traits

Characters with the sipher heritage share the following traits:

**Age.** Siphers mature more slowly than humans and are typically found to settle down into an adult life in their late 60s. They can live to be nearly 300 years old.

**Size.** Small.

**Speed.** 25 feet.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

**Hiveminded.** You draw strength from the hivemind, gaining an expertise die when making an Intelligence, Wisdom, or Charisma saving throw. Once you have used this feature you cannot use it again until you have taken a long rest.

**Insightful.** A sipher's life of connectivity grants them a natural intuitive empathy. You gain an expertise die when making Insight checks.

## Sipher Gifts

While most siphers are born with a variety of ways to connect to and benefit from the hivemind, some are born without any connection at all. Some siphers are able to harness planetary energy, and use it to directly aid or harm those around them. In addition to the traits found in your sipher heritage, select one of the following gifts.

### Core Child

A sipher born particularly close to a planet's core amidst the heat, may have a particular kind of connection to such places. You have resistance to fire damage.

Additionally, you are able to superheat yourself for one minute as a bonus action. While superheated, your skin glows red, and your unarmed attacks do fire damage. Any creature which touches you or which hits you with a natural weapon or unarmed attack automatically takes 1d6 fire damage. Once you have superheated yourself, you cannot do so again until you finish a long rest.

## Earthmeld

You have a burrowing speed of 10 feet. As long as it has not been manipulated with psionic powers, you can use your burrowing speed to move through sand, loose earth, loamy soil, or mud, but not solid rock. You do not naturally leave any sort of tunnel behind, but you can attempt to create a 5-foot by 5-foot wide tunnel in earth or soil by spending extra time and effort shoring up and adding support. This reduces your burrowing speed to 5 feet every 15 minutes.

## Energy Bolt

Choose an energy type from acid, cold, fire, and lightning. As an action you can muster a bolt of planetary energy and make a ranged attack with a range of 30 feet. This attack counts as a natural weapon for you. On a hit, the bolt does damage equal to 1d8 + your Dexterity modifier.

## Hivebound

Some siphers are more connected to the hivemind than others. You can tap into the hivemind to gain advantage on an Intelligence, Wisdom, or Charisma saving throw. You cannot use this feature again until you finish a long rest.

## Planetary Invocation

As an action you can touch a creature and channel planetary energy. The target regains hit points equal to your level. You can use this feature a number of times equal to your proficiency bonus. Your number of uses resets when you take a long rest.

## Tremorsense

As long as you are in contact with the ground, you can sense vibrations and use them to pinpoint the location of anything that is moving and also in contact with the ground within 30 feet of you.

## Sipher Paragon

Upon reaching 10th level, you become a personification of the ideals of your people. You gain one of the following paragon gifts.

### Planetary Connection

**Prerequisite:** *Core Child*

You gain immunity to fire damage.

### Hivemind Expertise

**Prerequisite:** *Hivebound*

Whenever you would make an ability check, you can use this gift to tap into the hivemind and gain an expertise die on the roll. You can use this gift a number of times equal to your proficiency bonus and regain all uses upon completing a long rest. Additionally, you gain proficiency with Intelligence saving throws. If you already had proficiency, you instead gain an expertise die.

### Warded Mind

Your connection to the hivemind allows you to better ward yourself against psychic attacks. You gain proficiency in Wisdom saving throws (if you already had proficiency, you instead gain an expertise die) and gain an expertise die on all Intelligence, Wisdom, and Charisma saves to resist psionic abilities.

### Suggested Cultures

While you can choose any culture for your sipher character, the following cultures are linked closely with this heritage: belter, technotronic, urbanite, virtual.

## Culture

### Artificial

Characters raised in the artificial culture share a variety of traits in common with one another.

***I Know A Back Door.*** Your lifelong familiarity with robotics and computers gives you an intuitive sense of how they work. You get an expertise die when using hacking tools.

***Pattern Recognition.*** You are so used to an environment where everything is ordered and in its place that something unusual sticks out to you like a sore thumb. You gain an expertise die on Investigation checks and initiative rolls.

***Surrounded By Tech.*** You gain proficiency in computers and Engineering, and an Engineering specialty in *robotics*.

***Languages.*** You can read, sign, speak, and write Common and Machine.

## Backwater

Characters raised in the backwater culture share a variety of traits in common with one another.

***Blastin' Rats.*** You gain proficiency with rifles and land vehicles and gain an expertise die on checks to repair them, even if you do not have the appropriate tools.

***Eye for Parts.*** Whether you're at a spaceport, on a space station, or visiting an alien world, you know how to find parts and components for ships, weapons, and armor, as well as where to get the right parts at the right price. So long as you have two hours to work through junk yards and consignment shops, you can get almost any part or material component for 15% below market value.

***Tightened Belt.*** On backwater worlds supplies can be scarce. You can go a number of days equal to half your Constitution modifier without suffering any fatigue from lack of Supply.

***Versatile Skill.*** Living in a lonely world where the population tends to be very condensed into pockets of civilization means you often need to be self-sufficient just to make it through the

day. You gain proficiency in Survival and one other skill of your choice.

**Languages.** You can read, sign, speak, and write Common and one other language.

## Belter

Characters raised in the belter culture share a variety of traits in common with one another.

**All Hands on Deck.** From an early age you got to know the machines of your asteroid hopper, and as you grew up you were instructed on their care and maintenance. You gain proficiency in the Engineering skill and space vehicles. In addition, when you undertake the Repair journey activity, you count your result as one higher. Critical failures become failures, failures become successes, and successes become critical successes. If you roll a critical success, you can remove an additional critical malfunction of your choice.

**Gauge Threat.** Growing up on asteroid hoppers and the space stations where you dropped your cargo, you learned how to pick out the petty toughs from the actual threats. You can use an action to make an Insight check against a DC equal to the target's passive Deception check score (or an Engineering check in the case of androids and other constructs) against a creature you can see within 60 feet. On a success, you learn the creature's Challenge Rating. (or level in the case of a creature with character levels).

**Vent-Rat.** As a child and young adult you got skilled at hiding in cramped spaces, particularly if you were boarded. You gain an expertise die when making a Stealth check in cramped spaces and can move at full speed while squeezing.

**Languages.** You can read, sign, speak, and write Common and one other language.

## Drifter

Characters raised in the drifter culture share a variety of traits in common with one another.

**At The Ready.** You developed the habit of keeping your tools on your person for quick access. You are proficient with a tool of your choice. Taking the Use an Object action to use this tool is a bonus action for you.

**Familiar Operations.** Living in a space colony means you are well-versed in such systems. You gain proficiency in your choice of computers or Engineering, and with space vehicles. You also gain an expertise die on checks with the chosen skill that involve working with your home ship or station or similar system.

In addition, being born into a life in the cold blackness has made you mentally resilient. You gain an expertise die on checks to resist becoming rattled or suffering a level of strife

**System Hotwire.** Your familiarity with starships and space stations allows you to optimize their systems. Choose two deck types. Up to three times per long rest, when you make a system maneuver through those decks, you can reduce the power point cost of the maneuver by 1, to a minimum of 0. You can change your chosen deck type over the course of a long rest.

**Void Native.** You know how to maneuver easily with little gravity. Zero-g does not count as difficult terrain for you. When you make a Dexterity check to maneuver in zero- or low-gravity conditions, any rolls under 10 count as 10 instead.

**Languages.** You can read, sign, speak, and write Common and two other languages.



# Enlightened

Characters raised in the enlightened culture share a variety of traits in common with one another.

**Defensive Training.** Self-cultivation also includes the practice of meditation and martial arts. Choose one of the following:

**Student of the Body:** Choose one 1st degree combat maneuver from any tradition. Once per short rest, you can use this combat maneuver without spending exertion.

**Student of the Mind:** You learn one psionic reflex. Your psionic ability for this trait is your choice of Intelligence, Wisdom, or Charisma.

**Inner Path.** Your people value cultivating the intellect and spirit, so you can always find your way in life. Choose two from History, Insight, Nature, Religion, Performance, or Science. You have proficiency in the chosen skills.

**Artisan.** You have proficiency in a musical instrument or artisanal tools.

**Languages.** You can read, sign, speak, and write Common, plus three other languages.

# Honorbound

Characters raised in an honorbound culture share a variety of traits in common with one another.

**Gentler Pursuits.** While combat and physical capabilities are important to your culture, there is little respect for one who spurns intellect and beauty. You are proficient with your choice of either Culture, Performance, two musical instruments, or two artisan's tools.

**Peak Performance.** You have trained relentlessly to become a paragon of physical capability. Choose two from Athletics, Acrobatics, or Intimidation. You are proficient with the chosen skills.

**Save Face.** You are careful not to show weakness, lest your capabilities or

dedication be questioned. If you miss with an attack roll or fail an ability check, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum +3), possibly changing a failure into a success. Once you use this trait, you cannot do so again until you finish a short or long rest.

**Weapon Training.** You have been taught the ways of combat from an early age. You gain proficiency with 2 martial weapons of your choice and with starship weapons.

**Languages.** You can read, sign, speak, and write Common, plus one other language.

# Imperium

Characters raised as an imperium subject share a variety of traits in common with one another.

**Conscript.** All citizens must register for the draft and receive basic training packets and educational courses on blaster safety, as well as basic vehicle skills. You are proficient with pistols and rifles. You also have proficiency with land, air, and space vehicles.

**Sheltered Education.** Those at the safe center of empires often have privileged access to fine teachers and the opportunity to follow academic interests that might otherwise be too impractical. You gain proficiency in History and either Culture, Nature, Performance, or Religion.

**Station in Society.** As a citizen of the empire you benefited from some measure of station that those outside your society did not. When interacting with merchants from a sector associated with your empire, you are able to use your station to secure a 10% discount on most goods and services.

**Languages.** You can read, sign, speak, and write Common and one other language.

# Mercantile

Characters raised in a mercantile culture share a variety of traits in common with one another.

**Accumulated Wealth.** You start play with twice the credits you ordinarily would. If you are creating a character of higher than 1st level, this feature does not affect your starting wealth.

**Expert Trader.** Negotiation is a fundamental skill. You gain proficiency in Culture, Insight, and Persuasion.

**Quick Valuation.** You can readily determine the value of any object by examining it for one minute.

**Languages.** You can read, sign, speak and write Common and two other languages.

# Militant

Characters raised in a militant culture share a variety of traits in common with one another.

**Dueling Challenge.** You can issue a challenge of single combat to a single creature you can see who can hear and understand you. If that creature accepts your challenge, you enter a duel with them. When engaged in a duel, you gain an expertise die on attack rolls against your designated foe. If any other creature attacks your foe, or assists you in any manner, you no longer gain that expertise die.

**Military Traditions.** You are proficient in History, and gain a specialization in military history. You are also proficient with light armor, starship weapons, one martial weapon of your choice, and your choice of land, air, or space vehicles.

**Languages.** You can read, sign, speak and write Common and one other language.

# Pre-Industrial

Characters raised in a pre-industrial culture share a variety of traits in common with one another.

**Rural Life.** You are proficient in Animal Handling, Nature, and Survival. Additionally, you are proficient in your choice of an artisan's tool, a musical instrument, or smith's tools.

**Simple Cooking.** You gain an expertise die on saving throws made to resist the effects of poisons.

**Temporary Expert.** You pick up new skills quickly. Each time you gain a level, you may choose to lose proficiency in one skill or tool and gain proficiency in a different skill or tool in its place. You cannot trade a skill proficiency for a tool proficiency, and vice versa.

**Weather Sense.** After observing an area for 1 minute, you can predict the weather in this terrain within the next 24 hours. You cannot foresee non-natural changes, but you can use an action to make an Insight or Perception check to notice them.

**Languages.** You can read, sign, speak and write Common and one other language.

# Rebel

Characters raised in a rebel culture share a variety of traits in common with one another.

**Beacon of Hope.** Once per long rest, if you have inspiration, you can use your reaction to transfer it to another ally within 30 feet.

**Born Fighter.** Raised in near-constant conflict, you gain an expertise die to resist the frightened and rattled conditions. Additionally, you are proficient with pistols, rifles, and one martial melee weapon of your choice.

**Versatile.** Your people are adept at mastering skills necessary to survive.

Choose two from Athletics, Science, Stealth, and Survival. You are proficient with the chosen skills as well as space vehicles or computers.

**Languages.** You can read, sign, speak, and write your native language, Common, and two other languages of your choice.

## Rustic

Characters raised in a rustic culture share a variety of traits in common with one another.

**Natural Movement.** You gain your choice of either a climb speed or a swim speed equal to your base Speed.

**Hidden Technology.** You are adept at making technology blend into the surroundings. You can hide a number of items equal to your proficiency modifier which you are carrying and which each weigh 5 pounds or less about your person; these items will not be noticed unless you are searched, in which case the searcher must make an Investigation check opposed by your Sleight of Hand check to discover them.

**Outdoor Living.** You have proficiency in Survival and Nature, and one set of tools.

**Languages.** You can read, sign, speak and write Common and one other language.

## Stoic

Characters raised in a stoic culture share a variety of traits in common with one another.

**Defensive Training.** Self-cultivation includes effective countermeasures. Choose one of the following:

**Student of the Body:** Choose one 1st degree combat maneuver from any tradition. Once per short rest, you can

use this combat maneuver without spending exertion.

**Student of the Mind:** You learn one psionic reflex. Your psionic ability for this trait is your choice of Intelligence, Wisdom, or Charisma.

**Unshakable.** You are immune to the effects of the rattled condition and gain an expertise die on saving throws made to resist being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

**Scientific Upbringing.** You have proficiency in Science and with computers.

**Languages.** You can read, sign, speak and write Common and one other language.

## Technetronic

Characters raised in a technetronic culture share a variety of traits in common with one another.

**Enclave Specialization.** You have grown up learning a particular scientific approach, as much a part of your identity as the color of your eyes. You gain proficiency with your choice of computers and one other specialist tool and your choice of land, air, or space vehicles. Also, you gain proficiency with Science and one of your choice from Engineering, Medicine, or Nature.

**Hereditary Expert.** You gain two specialties from Science or the skill you chose from Enclave Specialization. In addition, you know the related jargon so well, you can always use it to assert something confidently. When you use either Deception or Persuasion to make a point related to these specialties, you gain your expertise die from the specialty and use your choice of Intelligence or Wisdom for your ability check.

**Ingrained Expertise.** You gain an expertise die on Science checks, to a

maximum of 1d10, exceeding the usual limit on expertise die.

**Languages.** You can read, sign, speak, and write Common, Machine, and one other language.

## Union

Characters raised in a union culture share a variety of traits in common with one another.

**Broad Education.** Your education was thorough and broad. You gain proficiency in two of the following: History, Nature, Religion, or computers.

**Diverse Worlds.** Accustomed to meeting beings from other worlds, you are proficient in Culture.

**Good Healthcare.** You had ready access to excellent healthcare. Your hit point maximum increases by one hit point per character level and you gain an expertise die when making saving throws against an illness or disease.

**Languages.** You can read, sign, speak, and write Common and one other language.

## Underclass

Characters raised in the underclass culture share a variety of traits in common with one another.

**Faceless.** Few truly see those of your social standing as individuals, and you've learned to use this to your advantage. You gain an expertise die to Deception, Persuasion, Stealth and disguise kit checks made to pose as a servant (such as custodial crew, wait staff, or the like), likely granting you access to areas where you would otherwise be unable to access, and to move unobtrusively through such spaces (though doing so still likely requires an appropriate uniform or other prop). Additionally, you gain an expertise

die on Stealth checks to blend into crowds.

**Good in a Pinch.** You are used to defending yourself by whatever means available. You are proficient with improvised weapons.

**One Step Ahead.** Growing up on the wrong side of everything has taught you to be hyper aware of authority figures. You gain an expertise die to Insight and Perception checks made to spot active-duty law enforcers, such as police and security, and to discern plainclothes police, undercover security, and the like as being in disguise.

**Pull Together.** Relying and being relied upon by your community makes you adept at lending a hand. You can perform the Help action as a bonus action.

**Languages.** You can read, sign, speak, and write Common and one other language.

## Urbanite

Characters raised in the urbanite culture share a variety of traits in common with one another.

**Crowd Proficiency.** Choose one of the following skills: Deception, Persuasion, Sleight of Hand, or Stealth. You gain proficiency in that skill. Additionally, you have an expertise die on checks to use the chosen skill on or while in a crowd, such as pickpocketing in a packed train or asking around a teeming tourist attraction for directions.

**Opportunistic.** You are quick to act when the opportunity presents itself. Once per long rest, you can add an expertise die to your initiative roll or move up to your Speed as a bonus action.

**Pseudo-Polyglot.** Pick two languages you do not know. You cannot speak, write, or sign in these languages, but you can understand and read them. You also gain an expertise die to Culture or Insight checks to discern what is being

said in a language you are unfamiliar with.

**Starting Line.** Your family or upbringing determined what kind of opportunities you had when young, though you may have chosen a different crowd. Choose one of the following:

**Boarding School:** You are proficient in your choice of either Culture or History.

**Street-Roader:** You are proficient in your choice of either Insight or Survival.

**Trade Institute:** You are proficient in your choice of either Engineering, or two tools.

**Urban Exposure.** You're used to the stressors of city life. You gain an expertise die on saving throws against environmental effects such as intense heat, smog, or bright lights.

**Languages.** You can read, sign, speak, and write Common and one other language.

## Virtual

Characters raised in a virtual culture share a variety of traits in common with one another.

**Digital Literacy.** You are proficient with computers and gain an expertise die on checks using them and hacking tools.

**Information Overlay.** You can navigate and access data much faster than others. During a short or long rest, you may choose to become proficient with one skill, weapon, or tool of your choice. You remain proficient with your chosen skill, weapon, or tool until you choose another.

**Neural Interface.** In addition to your normal starting gear, you begin play with a set of hacking tools that are integrated into your brain or neural processor, all of which you are proficient with. Assuming that you have the proper credentials, these tools allow you to access a network through purely mental commands, although you still need physical proximity to an access point for certain procedures.

**Languages.** You can read, sign, speak, and write Common and Machine.

## Warped

Characters raised in a warped culture share a variety of traits in common with one another.

**Mindwarps.** Nobody quite understands how warped minds work. Creatures attempting to make Intimidation or Persuasion checks vs. a creature from a warped culture do so at disadvantage.

**Ghostly Allies.** The ghosts which the warped interact with are able to impart information. You may ask the Narrator one yes/no question, which they will answer truthfully. Once you have used this feature you cannot use it again until you take a long rest.

**Warped Psionics.** Choose one psionic reflex. You are able to use this reflex even if you have no psionic class features. Once you have used this feature you cannot use it again until you take a long rest.

**Languages.** You can read, sign, speak, and write Common and one other language.

# Background

## Academy Graduate

**Ability Score:** +1 to Intelligence and one other ability score.

**Skill Proficiencies:** Choose two from Engineering, History, Medicine, Nature, and Persuasion.

**Weapon Proficiencies:** You are proficient in space vehicles and starship weapons.

**Tool Proficiencies:** Choose two from computers, multi-scanners, and space vehicles, plus one additional tool of your choice.

**Languages:** You can read, sign, speak, and write any two additional languages of your choice.

**Suggested Equipment (Cost 60 credits):** fleet uniform, personal communicator (badge), tactical baton.

**Feature: Fleet Rank.** You hold military rank in the Fleet, whether you are in active duty or in the reserves. You can use the Fleet's vast resources under request, though such use is scrutinized by your superiors. Minor information or replacement equipment is expected, but access to more powerful equipment (such as a starship) or classified information will be harder to justify and may be outright denied without further explanation.

**Adventures and Advancement.** In the course of your voidrunning, if you engage with alien civilizations in a respectful and peaceful manner, you might achieve a promotion. If you do so, use of your fleet rank feature becomes easier and, at the Narrator's discretion, you might be awarded command over your own starship.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Academy Graduate Connections

1. Your fiercely optimistic teacher who restored your faith in the Fleet.

2. Your hotshot pilot buddy who never backs down from a challenge.
3. Your old flame from the Academy days, a relationship not quite over.
4. The mentor who helped you understand what the Fleet is actually about.
5. The leader of that first mission when you lost everything you once held dear.
6. Your former best friend who worked behind your back to outrank you.
7. The fearsome-looking stranger you convinced to enlist.
8. A retired Fleet officer who always seems to know what you need.
9. Your idealistic friend who'd rather quit the Academy than lower their moral standards.
10. A demanding teacher or officer who was too hard on you because they understand your true potential.

### Academy Graduate Mementos

1. A picture of your class, taken on graduation day.
2. A recording of your first commander's launch speech on your first star journey.
3. A datapad filled with your old academy notes.
4. Your deceased friend's emblem.
5. A scar that marks where your original limb ends and where your cloned replacement begins.
6. A piece of debris from your most monumental failure.
7. A piece of physical art from an alien civilization.
8. A written promise to a fellow officer you must keep.
9. A medal you received, even though you didn't deserve it.
10. A poem that invokes a strong feeling of hope towards the future, done in beautiful calligraphy.

## Celebrity

**Ability Score Increases:** +1 to Charisma and one other ability score.

**Skill Proficiencies:** Performance and either Insight or Persuasion.

**Tool Proficiencies:** Any one artisan tool or musical instrument, disguise kit.

**Suggested Equipment (Cost 32–80 credits):** Any instrument, costume, disguise kit.

**Feature: Star Power.** Unless you put active effort into disguising yourself, you're instantly recognized on your home planet, as well as a number of settled planets equal to half your Charisma modifier (round down). These locations must have access to the network that made you famous. Work with the Narrator to make sure your selections make sense for the story being told. While at one of these locations, you and your companions are treated to a rich lifestyle by a fan, as long as you indulge them with appearances at parties and the like. Being recognized can be a double-edged sword, however. There may be no such thing as bad publicity, but there's no end of bad intentions.

**Adventures and Advancement.** You might not be actively pursuing the limelight right now, but you still have influence that grows with every mission you undertake. Powerful figures will seek you out to endorse or decry certain people or policies as the media clamors for your opinions. The more you accept these jobs and lean into your role, the more well known you become until your face is seen across the galaxy. You gain the benefits of your Star Power feature on every settled planet.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Celebrity Connections

1. Your old manager who gave you your big break.
2. A former bandmate who split to go solo after a fight.
3. The powerful king- or queenpin to whom you owe money.
4. A childhood friend who has always supported your career.
5. Your head of security, who once saved your life.

6. A rival performer who has sworn retaliation for a slight, either real or perceived.

7. A tabloid writer who you have fed scandalous—and perhaps untrue—information to.

8. An aspiring star, eager for your guidance.

9. Your grasping parents, who have always tried to profit from your fame.

10. Your career-politician sibling who feels you are tarnishing their image.

### Celebrity Mementos

1. A packet of fanmail from your most fervent supporters.

2. An article of clothing—socks, undergarment, or the like—that you refuse to perform without wearing.

3. The small pet that kept you company on tour or set.

4. A letter from someone claiming to be a distant relation, asking for assistance.

5. An outlandish, iconic costume you often performed in and are always recognized while wearing.

6. A letter criticizing your early work that you keep as spiteful inspiration.

7. A fantastically-crafted, non-magical tool of your trade, such as a spatula, instrument, or accessory.

8. A tattoo you got on a whim that you're beginning to suspect has great significance.

9. A half-finished manuscript, song, or concept that could relaunch your career—if only you could find the inspiration to finish it.

10. A glowing review of your work from a respected critic.

## Clone

**Ability Score Increases:** +1 to each of any two ability scores.

**Skill Proficiencies:** Choose any two skills. Additionally, you gain an expertise die when using your choice of one of those two skills.

**Tool Proficiencies:** Choose any one tool or vehicle proficiency.

**Suggested Equipment (Cost 0 credits):** Basic clothing.

**Feature: Rapid Healing.** Your genetic makeup allows you to heal slightly faster than most others. When you spend a hit die to recover hit points, you recover an extra hit point per die.

**Adventures and Advancement.** You were a clone of somebody—your template—and they may decide to seek you out, either to know you, or to destroy you. Alternatively, the facility which created you may seek to recover you.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Clone Connections

1. Your template, who may either resent you or seek a connection with you.
2. The profiteering head of the facility which created you.
3. Another clone, identical to yourself, out there adventuring too.
4. A bounty hunter who has been tasked by your template to eliminate you.
5. An evil version of yourself, doing crime in your name.
6. The scientist who created you then mysteriously disappeared.
7. Your old military squad, also all clones of the same template.
8. A relative of your template who sought to replace a loss.
9. A loan shark who holds you responsible for your template's debts.
10. A detective who is convinced you are responsible for crimes committed by your template.

### Clone Mementos

1. Your ID tags from the clone army you deserted from.
2. A barcode tattooed onto your neck. You haven't been able to decipher it.
3. A photo of a family you never had.
4. A mysterious phrase encoded into your thoughts and dreams. What does it mean?
5. A small unopened box with a cipher lock which the person you were cloned from gave you.
6. A recurring nightmare somehow linked to your template's past..

7. A datapad with a list of a dozen other identical clones to yourself.

8. A chip in your brain. Nobody knows what it's for, and removal is too risky to attempt.

9. The deeds to a house once owned by your template.

10. An overwhelming craving for the taste of malt candy, a sweet tasty treat.

## Convict

**Ability Score Increases:** +1 to Constitution and one other ability score.

**Skill Proficiencies:** Insight and either Athletics, Intimidation, or Sleight of Hand.

**Languages:** One of your choice

**Suggested Equipment (Cost 6 credits):**

Common clothes, crowbar, light blade.

**Feature: Prison Lessons.** Incarceration affects different people differently. Choose one of the following options.

*Hardened Reputation.* You gain an expertise die on Intimidation checks against other former prisoners, criminals, and others who know how tough those who have served time can be.

*Cell-Dwelling Scholar.* You spent your time locked up reading anything you could get your hands on, but had a particular interest that you studied over all others. You gain a skill specialty of your choice from either Arcana, Culture, Engineering, History, Nature, Science, or Religion.

**Adventures and Advancement.** You may occasionally meet someone you knew from your time as a prisoner or one of the parties who put you there. They will be interested to see how you are using your freedom. Depending on how you play your cards, you may acquire the services of up to 8 **bandits** who may form the start of a new gang or an organization devoted to something less nefarious, depending on the example you set.

**Connection and Memento.** Roll 1d10, choose, or make up your own.



### Convict Connections

1. Your old cellmate, who insisted they were innocent.
2. The cruel guard who made your time incarcerated even more miserable.
3. The leader of the prison gang you joined or avoided joining at all costs.
4. The attorney who swore they'd get you released.
5. The (perhaps former) friend that you took the fall for.
6. The greedy guard who smuggled contraband for you.
7. The prison "fixer" who knew how to get whatever illicit goods you wanted.
8. The only other member of your escape team who made it out.
9. The cop who busted you.
10. The one person who always visited you.

#### Convict Mementos

1. Your old shackles.
2. A prison shiv you managed to keep hidden and took with you when you left.
3. A copy of your sentence.
4. A set of parole papers.
5. A copy of the decree that freed you.
6. The remnants of your old prison uniform.
7. A piece of jewelry, returned to you on release.
8. A letter from a mysterious party promising freedom in exchange for a small favor.
9. A hand-drawn map to riches given to you by your dying cellmate.
10. The tattoo or brand you were marked with.

## Detective

**Ability Score Increases:** +1 to your choice of Intelligence or Wisdom, plus one other ability score.

**Skill Proficiencies:** Investigation, and either Deception, Perception, or Stealth.

**Tool Proficiencies:** Computers, hacking tools, thieves' tools.

**Suggested Equipment (Cost 29 gold):**  
Data wafer, flashlight, handcuffs, plastic

mirror, synthetic rope (50 feet), traveler's clothes.

**Feature: On The Case.** You gain an expertise die when making Investigation or Insight check.

**Adventures and Advancement.** Your employer, practice, precinct, or patron provides you with as much detective work as you could desire, including administrative work during your downtime.

After you crack an important case, big names will seek you out to have you on retainer—to have you at their beck and call. If you accept this high profile patronage, you acquire a yearly retainer fee, which accrues wealth yearly and allows you to live a rich lifestyle.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Detective Connections

1. A childhood friend now with the Fleet—who sends leads and warnings when able.
2. A kindly neighbor who often sends you meal kits and leftovers.
3. The librarian, hacker, or barkeep who flirts with you for free but provides information at a price.
4. The coroner or mortician who is like an aunt or uncle to you.
5. A government official who owes you a favor for your discretion in a previous case.
6. A suspicious person—they've been tailing you for weeks.
7. The one who got away—now engaged to a celebrity.
8. The crime boss who once addressed you in public by your full name.
9. The waiter or barkeep who keeps confidence when you ask "highly specific questions"—and often has some answers.
10. The murder victim whose case you were once assigned. But if they're dead, why do you see them around town?

### Detective Mementos

1. A (perhaps unhinged) idea board linking conspiracy theories, people of interest, and miscellaneous evidence.

2. A flask of hard liquor you've ascribed a name and personality (like "Clarissa" or "Hamilton").
3. A photo album (physical, digital, or hologram) showing good times and bad with your late partner.
4. A letter reminding you of your 3,000 credits of gambling debt.
5. An unknown Tiny-sized alien creature—kept in a glass jar.
6. Your lucky hat.
7. Your adorable sidekick, a pet **rat** or similar creature from an alien world.
8. The amulet bearing a cryptic symbol you seem to see at every turn.
9. The deed to an old, profoundly damaged starfighter... It's beyond busted, right?
10. A personal computer with evidence in a murder investigation, highly encrypted.

## Devotee

**Ability Score Increases:** +1 to your choice of Charisma or Wisdom, plus one other ability score.

**Skill Proficiencies:** Religion, and either Arcana, Insight, Performance, or Persuasion.

**Tool Proficiencies:** Any one artisan tool or musical instrument.

**Language Proficiencies:** You can read, sign, speak, and write an additional language of your choice.

**Suggested Equipment (Cost 37 credits):** Acoustic guitar, sacred amulet, traveler's clothes.

**Feature: Convene the Flock.** You can use your religious training to convene a spiritual space, such as to meditate, deliver a sermon, or discuss occult matters. When you do, determine the size and effectiveness of the gathering with a Wisdom or Charisma check using one of your devotee skill or tool proficiencies. In a public livestream or while in a city, capital ship, or other highly populated area, on a result other than a natural 1, you attract a crowd of people no smaller than your Charisma or Wisdom score (whichever is better).

### **Adventures and Advancement.**

Certain attendees of your flock might come to you in a moment of crisis, seeking help for spiritual matters, interpersonal problems, unexplained phenomena, or the like.

Solving these problems spreads word of your activities, which popularizes your outreach and mission, granting you a following of your own. You gain the free service of up to 4 devotees (use the stats for an **acolyte**), and when you convene your flock the minimum size is multiplied by your character level.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### **Devotee Connections**

1. Your beloved mentor, whose murder remains unsolved.
2. A (supposed) member of your tradition's hierarchy, who digitally delivers you anonymous commands.
3. An enemy of the faith—the hacker, serial killer, or terrorist who targets people or places sacred to you.
4. The orphan you mentor, who now sees you like a parent.
5. A Fleet cadet who is a devoted fan of your teachings.
6. A rival devotee of another faith (friendly or otherwise).
7. A religious superior whose unfounded libel puts you at odds with the hierarchy.
8. A mysterious person who attends most all your gatherings—but disappears without a word.
9. A former devotee you once admired—now a washed-up has-been.
10. An entity you've seen in sacred visions, who at times gives you messages when nobody else is around.

### **Devotee Mementos**

1. A prismatic crystal skull.
2. A thick leather-bound tome of scripture and prophecies, centuries old.
3. Your credentials of ordination—a certificate, ornamental lamp, sacred staff, or the like.

4. An alien artifact that looks like a symbol of your faith, made from an unknown material.
5. A set of oracle cards, bag of runes, crystal ball, or other occult divination device.
6. A traditional tea set, complete with a tea said to soften even the hardest hearts.
7. The (possibly unhinged) manifesto, theological work, or self-help program written by you or your predecessors.
8. Three flasks of holy water (real or feigned).
9. Ceremonial regalia, conferred to you by your predecessors on the faith's homeworld.
10. The tapestry of tattoos covering almost your entire body.

## Diplomat

**Ability Score:** +1 to Charisma and one other ability score.

**Skill Proficiencies:** Persuasion and Insight.

**Tool Proficiencies:** Computers and space vehicles.

**Languages:** You can read, sign, speak, and write an additional three languages of your choice.

**Suggested Equipment (Cost 20 credits):** formal clothes, a book on the culture you're currently studying, signet ring, a data wafer expressing the goodwill of your country or employer.

**Feature: Diplomatic Language.** Even if you don't know a creature's language, if you can listen to their speech (or engage with their communicatory means, if it's not a speech-based language) for one hour you can make out enough of their language to understand simple meaning. You can't grasp elaborate ideas, but you can get the gist of what they're saying. Your own communication is much more limited-basically "yes" and "no", adjusted for tone.

**Adventures and Advancement.** As you learn about more cultures and travel across space, your name becomes known. Your growing fame (or infamy) in diplomatic circles causes you to be invited for social events such as concerts,

birthday dinners and art exhibits. Certain planets might want to hire you as an attaché for special jobs or even get you as an official diplomatic representative.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Diplomat Connections

1. A family member who helps you connect with your roots.
2. A diplomat from another planet who dislikes you, but also respects your judgment.
3. A small-time bureaucrat who owes you a favor.
4. An old flame who brings bad memories of a job gone sour.
5. The only survivor of that one time your mistranslation caused a war to escalate.
6. A snotty intergalactic reporter who keeps misquoting you.
7. Your old boss who'd do anything to get you back in their employ.
8. A criminal after a secret you have yet to realize you know.
9. Your loyal childhood friend who still keeps tabs on you.
10. The tutor who could never get you to learn that one language.

### Diplomat Mementos

1. Your diploma in a wooden frame.
2. A video recording of your family, congratulating you for your recent achievements.
3. A trinket from a distant civilization you visited once.
4. A verbal tic you can't seem to shake, acquired from another culture.
5. The most charming accent this side of the cosmos.
6. A fancy outfit stained with wine.
7. An antique diplomatic passport, from before digital processing.
8. A datapad filled with notes on several different civilizations.
9. An audio recording of an inspiring speech.
10. A very impressive hat.

# Employee

**Ability Score:** +1 to Charisma and one other ability score.

**Skill Proficiencies:** Deception and either Engineering, Intimidation, or Persuasion.

**Tool Proficiencies:** Computers, and either land or space vehicles.

**Languages:** You can read, sign, speak, and write an additional language of your choice.

**Suggested Equipment (60 credits):** formal clothes, individual computing device, any game set.

**Feature: Ruthless Work Ethics.** You still remember how your old bosses used to think, with an eye towards results and no concern towards the wellbeing of others. When you are involved in a group check, if you succeed, you can transform another character's failure into success, but that character must spend a hit die.

**Adventures and Advancement.** It's more likely that your corporate past is going to bring you trouble as you adventure more and more. Life as a voidrunner might put you against the corporation itself, and is more than likely to force you to face the consequences of choices you made back in the company days. Worse, your exploits might intrigue the company enough that they want you back. And no one knows better than you that they don't take no for an answer.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

## Employee Connections

1. Your former secretary who is still with the company.
2. That one client you didn't screw over.
3. A former boss who doesn't completely hate you.
4. The HR consultant who helped you finally quit.
5. Your office rival who dreads you ever coming back.
6. A sleazy former colleague who has some dirt on everyone—for a price.
7. The family of a deceased coworker, the most decent fellow in the company.

8. A corporate mentor who barely remembers you.

9. That guy who started the rumors on you.

10. That product you worked on for years and is now a big deal everywhere you look.

## Employee Mementos

1. A dirty check you vowed to never cash in, but can't seem to throw away.
2. The strongly worded resignation letter you never sent.
3. An old fashioned pen you got as a gift for your first major success.
4. A piece of company memorabilia.
5. The habit of fixing your tie when you're nervous.
6. A fake tan which is still all the rage among corporate employees.
7. Your old company ID card, with a red CANCELED stamp covering half of it.
8. The abysmally ugly tie you wore to your first day at work.
9. An audio recording of your last company meeting.
10. Crippling anxiety attacks when you enter a crowded office.

# Gambler

**Ability Score Increases:** +1 to Charisma and one other ability score.

**Skill Proficiencies:** Deception, and either Insight or Sleight of Hand.

**Tool Proficiencies:** Gaming set (dice set, playing cards set).

**Suggested Equipment (Cost 16 credits):** Fine clothes, dice set, playing card set.

**Feature: Lady Luck.** Each week you may attempt a "lucky throw" to support yourself by gambling. Roll a d6 to determine the lifestyle you can afford with your week's winnings (1–2: poor, 3–5: moderate, 6: rich).

**Adventures and Advancement.** Once you've had more than your fair share of lucky throws, you attract the attention of richer opponents. You add +1 to all your lucky throws. Additionally, you and your friends may be invited to exclusive games with more at stake than money.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Gambler Connections

1. The mentor you have now surpassed.
2. The duelist who will never forgive you for fleecing them.
3. The legendary gambler you aspire to beat.
4. The friendly rival who always keeps you on your toes.
5. The noble who publicly accused you of cheating.
6. An ink-stained academic who wants you to test a risky theory about how to beat the house.
7. The gang leader who would rather kill you than pay up.
8. The kid who strives to emulate you.
9. The cardsharp rival who cheats to win.
10. The rival who won something from you that you want back.

### Gambler Mementos

1. Gambling debts owed you by someone who's gone missing.
2. Your lucky coin that you've always won back after gambling it away.
3. The deeds to an alien-infested duranium mine, a mansion on a remote, abandoned planet, and several other valueless properties.
4. A pawn shop ticket for a valuable item—if you can gather enough money to redeem it.
5. The hard-to-sell heirloom that someone really wants back.
6. Loaded dice or marked cards. They grant advantage on gambling checks when used, but can be discovered when carefully examined by someone with the appropriate tool proficiency (dice or cards).
7. An invitation to an annual high-stakes game to which you can't even afford the ante.
8. A two-faced coin.

9. A torn half of a card—a long-lost relative is said to hold the other half.
10. An ugly trinket that its former owner claimed had hidden psionic powers.

## Miner

**Ability Score Increases:** +1 to Constitution and one other ability score.

**Skill Proficiencies:** Engineering and Survival.

**Tool Proficiencies:** Multi-scanners and land vehicles.

**Suggested Equipment (Cost 177 credits):** Flashlight, gas mask, multitool.

**Feature: Danger Sense.** You are accustomed to dangerous environments and know how to negotiate them. You gain an expertise die on skill checks made to detect a trap or hazard.

**Adventures and Advancement.** Hardship breeds strong bonds, and you feel a connection to those you left behind. Perhaps you may get the opportunity to return and make their lives better in some way, or get revenge on the organization which exploited you.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Miner Connections

1. The cruel overseer who made your life hell.
2. A fellow miner who left at the same time you did.
3. A fellow miner who was supposed to leave, but somehow got left behind.
4. A corporate lackey who you know was hiding equipment faults which led to accidents.
5. A miner who was seriously injured in a terrible accident.
6. The supervisor who framed you for theft and had you drummed out of the job.
7. An engineer who made a terrible mistake with mining equipment.
8. A trader who used to collect shipments from the mine.

- 9 The miner who stole valuable minerals and is now on the run.
- 10 The strange local who insisted the mine had secrets best left undisturbed.

### Miner Mementos

- 1 A glowing rock made of a rare element..
- 2 The file which proves the mining company was ignoring safety protocols.
- 3 The ID tag of a fellow miner who was killed in a terrible accident.
- 4 Your old mining helmet which sports dents from falling rocks.
- 5 The tattoo which you and your fellow miners were given by the company.
- 6 A sturdy pair of workboots which have served you well for years.
- 7 The contract, which has not yet expired, which compels you to work for the company for several more years.
- 8 A strange alien artifact you discovered in the mine. You don't know what it is.
- 9 A set of coordinates you found impossibly carved into the rock a mile beneath the surface.
- 10 A terrible scar caused by a mining accident but which the company denies any responsibility for.

## Pilot

**Ability Score Increases:** +1 to Constitution or Dexterity and one other ability score.

**Skill Proficiencies:** Perception and either Acrobatics or Performance.

**Tool Proficiencies:** Air vehicles, space vehicles, and engineer's toolbox.

**Weapon Proficiencies:** Starship weapons.

**Suggested Equipment (Cost 20 credits):** uniform, flashlight, first aid kit.

**Feature: *Piloting Instincts*.** With your experience as a pilot you know how to anticipate and power through challenges

behind the control column. You gain an expertise die on saving throws made while piloting a flying vehicle.

***Adventures and Advancement.*** You may be flying for voidrunners now, but whatever organization you flew for before may want you for a special job, or they might go after you for wrecking their ship with your hot-rodding. An accomplished pilot is useful for any number of endeavors and you may find your services are desperately needed. Your pilot's credentials may even be able to get you jobs that can take you and your allies off-world.

***Connection and Memento.*** Roll 1d10, choose, or make up your own.

### Pilot Connections

- 1 A mechanic who used to repair your ship that you grew close with.
- 2 Your former captain that commanded a vessel you piloted.
- 3 A fellow pilot buddy who washed out due to a single bad mistake.
- 4 A kid you mentored who always wanted to grow up and be a pilot.
- 5 An ace pilot for the other side that you clashed with but now see as an old friend.
- 6 A wingman that you flew with on numerous missions.
- 7 A co-pilot that made a critical error and blamed you, losing you your job.
- 8 A former lover who couldn't handle the long-distance relationship but stayed your friend.
- 9 A former employer that fired you after you learned and protested over what they were smuggling on your ship.
- 10 A diplomat you personally transported for several years.

### Pilot Mementos

- 1 A pebble from every world you've set foot on.
- 2 A lever head from the first ship you ever flew that you always install into whatever you're flying.
- 3 A picture of a lost love that you clip onto your viewscreen.

- 4 A retro bobblehead toy you like to put on your dashboard.
- 5 An old fashioned pilot's jacket that belonged to your ancestor.
- 6 An embarrassing tattoo you and your buddies got during flight training.
- 7 A handful of bizarre colorful collectables you bought off-world (you're not entirely sure what they are.)
- 8 A tangled bit of wreckage from a ship you crashed.
- 9 Pilot's lounge passes for every major spaceport.
- 10 A toy spaceship you played with as a child, the same type of ship you later flew.

## Preserver

**Ability Score Increases:** +1 to your choice of Intelligence or Wisdom and one other ability score.

**Skill Proficiencies:** Culture and one other skill of your choice, which represents the knowledge you bear.

**Tool Proficiencies:** One artisan tool of your choice and one musical instrument.

**Suggested Equipment (Cost 10–87 credits):** musical instrument, any set of artisan's tools except alchemist's supplies, traveler's clothes, pen and notebook

**Feature: Bearer of the Flame.** You are almost universally respected by those of your culture (or those whose family once was) and are expected to share your knowledge with them—teaching traditional arts, performing religious ceremonies, and the like. In exchange, such communities (which may be neighborhoods, districts, settlements, or similar groups) will provide you and your companions food, lodging, and a moderate lifestyle.

Alternately, the Narrator may say that you have similarly caught the interest of other such groups, such as academic institutions or fellow historians, and can gain the same benefit from them.

**Adventures and Advancement.** Once you have made a name for yourself,

people may approach you out of respect for your specialized knowledge. After aiding such folk, whether by helping in preservation methods of their own, shielding them from persecution, or recovering lost artifacts and the like, you may be granted access to restricted archives (such as those necessary for a DC 25 knowledge check) and files. You may also be asked to speak on your culture by academies and other institutions of learning.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Preserver Connections

1. An elder and storyteller of your people, now in their twilight years.
2. A professor who rejects your culture's traditions.
3. An activist or diplomat of your people—who is sometimes leery of you.
4. A mentor who you owe a favor to, ever since "that one time."
5. A young fan of an ancient form of videogame your people produced, who looks to you as a role-model.
6. The spouse and child of a late colleague, who you were asked to look out for.
7. The leader of an obscure band that performs your people's cultural music.
8. Your childhood best friend who has turned their back on your culture's teachings
9. A fellow researcher that specializes in the early computers your people made, eager to share their knowledge.
10. Your rival, who always seems to get ahead of information just before you can.

### Preserver Mementos

1. The deed to the family farm back on your homeworld.
2. A print or replica of a famous piece of art from your culture.
3. A book detailing the practices of a defunct cult from your planet that revered a prophesied "Summer of Love."
4. A recreation of a traditional weapon you have been trained in. For you it's a one-handed simple melee weapon (choose

blade or baton) that deals 1d6 bludgeoning, piercing or slashing damage, as appropriate.

5. Your first successful attempt to utilize an ancient crafting technique.
6. A data wafer containing a language-learning course for a language from your homeworld.
7. Your late grandparent's ceremonial battle armor.
8. A game set or videogame console developed on your homeworld.
9. A faithful animal companion, native to your planet (use stats for **mastiff**).
10. A sprig of a special plant from your homeworld.

## Salvager

**Ability Score Increases:** +1 to Wisdom and one other ability score.

**Skill Proficiencies:** Engineering and Investigation

**Tool Proficiencies:** Land, water, and space vehicles, computers, multi-scanners, engineer's toolbox.

**Suggested Equipment (Cost 18 credits):** Chemical light stick (5), common clothes, earplugs, entrenching tool, flashlight, plastic mirror, spraypaint, synthetic rope (50 feet)

**Feature: Multitasker.** You've developed a keen eye for useful material and pick it up almost without thinking. While traveling you can undertake two journey activities instead of one, as long as one of them is Salvaging.

**Adventures and Advancement.** No matter where you go, you don't forget your roots. Salvagers are usually among some of the most vulnerable of a given population, and either are or live with young children, the elderly, the unhomed, and the impoverished. The more you lend aid to such folk, the more the whisper network about you grows, even from port to port. Often overlooked, a child or beggar may come to you with important information they overheard. Furthermore, you can consult the whisper network yourself. If you roll lower than a 15 on an

Investigation check to gather information while in a space port, capital ship, or city, your roll is treated as a 15.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Salvager Connections

1. The cruel opportunist who supposedly rescued children like you from the streets, but in reality sent you into wrecks to salvage in exchange for your supper.
2. A former crewmate who stole a choice piece of loot from you.
3. The skinflint mentor who taught you the trade.
4. A customs official who is convinced you're part of a smuggling operation.
5. A fellow urchin you grew up with, who has resurfaced as a person of wealth.
6. The kindly elder who raised a gaggle of orphans, yourself included.
7. A fellow treasure hunter who trusted your instincts—and dogged your steps trying to take advantage of them.
8. A Fleet officer who enabled the training that let you leave a life of scavenging.
9. The retired voidrunner who traveled with your crew, sharing stories that inspired you to follow in their footsteps.
10. The dodgy pawnbroker who has put you in contact with prospective buyers.

### Salvager Mementos

1. A trinket you long ago salvaged but can't bear to get rid of.
2. A strange device from a wrecked ship. You sometimes hear it humming at night.
3. A memento, such as a ring, you were left holding when you were discovered as a foundling.
4. An academic textbook you pulled from a decommissioned Fleet craft that fascinates you with its contents.
5. The small animal you rescued while on a job.
6. A data wafer containing half-realized plans for a revolutionary ship design.
7. A gaming set from an older crewmate who claims it's especially lucky.
8. A data wafer that only holds an unknown set of coordinates.



9. A worry stone or similar item you take on every job.
10. A commendation for bravery from the Fleet you found stashed away.

## Socialite

**Ability Score Increases:** +1 to Charisma and one other ability score.

**Skill Proficiencies:** Culture, History, and either Insight or Persuasion.

**Tool Proficiencies:** One gaming set.

**Suggested Equipment (Cost 21 credits):** fine clothes, gaming set, signet ring.

**Feature: Well-Connected.** You don't know every old money family in the galaxy, but you do know a friend of a friend most of the time. On most settled planets such families will offer you (and your companions, if they comport themselves properly) a rich lifestyle, as well as assistance, such as weapons repairs, invitations to upscale parties, and the like. Be cautious, however, as being associated with certain families may carry a degree of risk.

**Adventures and Advancement.** Since you insist on gallivanting about, your family (and perhaps those they are allied with) will expect you to be useful on occasion: discreetly settle a score, keep a certain scandal from reaching the press, serve as a representative of your family's interests at a political or social event. If you continue to advance the agenda of the rich and powerful you gain the free service of 4 **cadets** from a private security firm. Additionally, you and your group will find yourselves invited to exclusive clubs and gatherings, opening doors to opportunities and clientele you would otherwise never have access to.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Socialite Connections

1. The stern parent whose approval you could never win.
2. A rakish older sibling who was disinherited.

3. A muckraking reporter constantly trying to catch you in a scandal.
4. One of your family's staff, who snuck you sweets in between lessons.
5. A spiteful rival who smeared your name in public, leading to your fall from grace.
6. The tutor who could always coax the best out of you.
7. An elderly relative who makes frivolous demands of your time.
8. The child of a member of your family's staff with whom you grew up and possibly had a romance with.
9. The mysterious old sage who approached your family to tell them you had a gift.
10. An old school chum you're always having to bail out of trouble—sometimes literally.

### Socialite Mementos

1. A locket containing the hologram of a lover your family forbade you from seeing.
2. A signet ring or other piece of jewelry that represents your family.
3. The diary of a black sheep relative, anonymously mailed to you.
4. A jeweled fan or other trinket you were given the night you were first introduced to high society.
5. A letter from an unknown person claiming to know your family's dark secret, which you may or may not be aware of.
6. An extremely fashionable set of clothing, especially designed for you.
7. A small item, such as a golden die or other game piece, that allows you entry to an exclusive, elegant club.
8. A discreet tattoo or brand that marks you as a member of a secret society.
9. A token of affection from an older suitor looking for a second spouse.
10. Your letter of acceptance into the Fleet, which you've taken pains to keep a secret.

## Soldier

**Ability Score Increases:** +1 to Strength and one other ability score.

**Skill Proficiencies:** Athletics, and either Engineering or Intimidation.

**Tool Proficiencies:** One type of gaming set.

**Languages:** One of your choice.

**Weapon Proficiencies:** You are proficient with 2 martial weapons of your choice.

**Suggested Equipment (Cost 5 credits):** Uniform, common clothes, 7 days rations.

**Feature: Military Bearing.** Soldiers recognize their own. Off duty soldiers are usually willing to trade tales and gossip with you. On duty soldiers, while not obeying your orders, are likely to answer your questions and treat you respectfully on the off chance that you're an unfamiliar officer who can get them in trouble.

***Adventures and Advancement.***

You will occasionally run into old comrades, some of whom may need favors. If you perform a few celebrated martial deeds your old military outfit (or a new one) is likely to offer you an officer's rank. You gain the free service of up to 8 **troopers**. Your new commanders will occasionally give you objectives: you will be expected to act independently in order to achieve these objectives.

**Soldier Connections**

1. Your old commanding officer who still wants you to rejoin.
2. The commander who callously sent your unit into a slaughter.
3. Your shady war buddy who can get their hands on anything with no questions asked.
4. Your best friend who went missing on the battlefield.
5. The comrade who saved your life at the risk of their own.
6. The ghost who haunts you.
7. The superior officer you punched (for abusing civilians? For insulting your honor? For preventing you from looting?)
8. The scary experimental war construct you accompanied on a dangerous mission.
9. The psyknight who was always giving inspiring speeches.
10. The enemy officer who captured you.

**Soldier Mementos**

1. A broken horn, tooth, or other trophy salvaged from an alien critter's corpse.
2. A trophy won in a battle (a tattered banner, a ceremonial sword, or similar).
3. A gaming set.
4. A letter from your sweetheart.
5. An old wound that twinges in bad weather.
6. A letter you're supposed to deliver to a dead comrade's family.
7. A horrifying memory you can't escape.
8. Your old uniform, still pressed neatly and ready for use.
9. The letter which discharged you dishonorably from the military which you still read every day.
10. A medal for valor.

## Space Pirate

**Ability Score:** +1 to Strength or Dexterity and one other ability score.

**Skill Proficiencies:** Deception, Intimidation.

**Tool Proficiencies:** Engineer's toolbox, weapon and armor maintenance tools, space vehicles.

**Weapon Proficiencies:** Starship weapons.

**Languages:** You can read, sign, speak, and write an additional language of your choice.

**Suggested Equipment (Cost 35) :** antiseptic, fine clothes, stun stick, pistol.

**Feature: Rough Living.** You know how to make do with very little, even in open space. You can go a number of days equal to half your Constitution modifier without suffering any fatigue from lack of Supply.

**Adventures and Advancement.** Aside from the violence and greed, life as a voidrunner is not that different from life as a pirate. With a few adventures under your belt, perhaps enough money to get your own pirate ship, you might even consider: why not? On the other hand, your old crew might have different ideas, and any survivors from previous raids definitely have grudges of their own.

Once you have won enough fame, through either legal or illicit means, your name becomes synonymous with high adventure( and potentially a handsome reward). Your reputation means informants are eager to bring you news of potential targets and also brings you the services of 8 aspiring crewmates (use stats for a **bandit**).

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Space Pirate Connections

1. An old crewmate who abandoned pirating and joined the law.
2. Your old captain and mentor, who hates your guts for leaving.
3. A rival who can't get over you surpassing them.
4. A space officer who never managed to catch you.
5. The most annoying of all your previous crewmates, who owes you a favor.
6. A survivor from one of your attacks, who holds a grudge.
7. The most dirty fixer in all of the galaxy, the only person you ever trusted.
8. The family you found but chose to lose.
9. A planet that still considers you a criminal.
10. A treasure you were never able to find, but you know it's out there.

### Space Pirate Mementos

1. Your old WANTED digital ad, with a bounty on your head.
2. A datapad with designs for your pirate logo.
3. A bloodstained picture of someone you wish you could see again.
4. The wrecked remains of the first blaster you ever shot.
5. A star chart leading to a haul that was tricked away from you.
6. Broken shards of a weapon that almost killed you.
7. An unopened pack of cigarettes you mean to return to a special someone.
8. A broken space compass.
9. An old scar that still stings.

10. A strange item you found on a raid, possibly valuable but never identified.

## Student

**Ability Score:** +1 to Intelligence and one other ability score.

**Skill Proficiencies:** Choose two from Engineering, History, Medicine, Nature, and Persuasion. You gain proficiency in both, and a specialization in one of them.

**Tool Proficiencies:** Choose one from computers, multi-scanner, and medical pouch.

**Languages:** You can read, sign, speak, and write one additional language of your choice.

**Suggested Equipment (Cost 125 credits):** individual communication device, portable computing device.

**Feature: Qualified.** You have a qualification in your chosen area of expertise. When in a non-hostile urban area, you are able to gain access to major educational institutions during normal working hours in order to perform research or access specialized equipment.

**Adventures and Advancement.** In the course of your studies, you may gain higher level qualifications and greater recognition in your field, or even publish a text. Those who are dedicated to the same academic field as you will recognise your name.

**Connection and Memento.** Roll 1d10, choose, or make up your own.

### Student Connections

1. Your charismatic lecturer who turned out to be a famous explorer.
2. Your roommate with whom you shared many experiences but have not heard from in a long time.
3. An old flame with whom things went very wrong. There is little love lost between you.
4. The student who you went out of your way to help tutor.

5. The dean who reprimanded you for your lazy work ethic but who admired your natural talent.
6. A colleague who helped you cheat on your exams.
7. The college bully who still hasn't gotten their comeuppance.
8. The brilliant student who had to leave the college after a scandal.
9. The friend who went on to join the intelligence services.
10. A demanding teacher who was too hard on you because they understand your true potential.

### **Student Mementos**

1. Your college notebooks which you insisted on writing in by hand.
2. A photograph of yourself in your graduation clothes. You don't know who that stranger is you have your arm around.
3. A letter of recommendation from your old professor.
4. A textbook written by a scientist whose research has fallen into disgrace..
5. The qualification certificate and medal of which you are so proud
6. A pile of student debt you have yet to pay off.
7. The scandalous novel you borrowed from your roommate. You never did give that back!
8. The university jacket, emblazoned with its logo, which doesn't really fit you any more.
9. A piece of mysterious rock which you 'borrowed' from a university lab.
10. The letter an old flame left you when they suddenly disappeared from your life.

## **Destiny**

## **Exploration**

**Source of Inspiration: Discovery.** You seek out new worlds and new civilizations.

You gain inspiration whenever you discover something new and significant.

*Set foot on a planet new to you, make first contact with a new species.*

**Inspiration Feature: Veteran Traveler.** You are used to new and unusual environments. For the next hour you get an expertise die on saving throws to resist environmental effects and encounter elements.

## **Fulfilling Your Destiny**

You fulfill your destiny of exploration when you make a truly momentous discovery.

*Discover a legendary planet that nobody believed existed, travel through time, travel further than anybody has traveled before.*

**Fulfillment Feature: Explorer of Legend.** Your discovery is one which will guarantee your legacy. Whether it be a creature, culture, or planet, it is named after you. Your Prestige rating increases by 2 points. Additionally, whenever you make a Charisma check against a creature which could have heard of your exploits and understand their importance, you have advantage.

## **Reason**

**Source of Inspiration: Logical Thinking.** You apply your rational thought processes to every problem. You gain inspiration when you critically succeed at an Intelligence check or successfully save against the charmed, confused, frightened, or rattled conditions.

**Inspiration Feature: Application of Reason.** For the next hour you gain an expertise die whenever you make an Intelligence check.

## Fulfilling Your Destiny

You fulfill your destiny of reason when you overcome the limits placed upon you by the vagaries and uncertainty of emotion and make a major sacrifice which is logical but emotionally painful.

*Willingly face near-certain death for the benefit of the many, choose a logical action over the life of a loved one.*

**Fulfillment Feature: Calm Rationality.**

Whatever the circumstance, you act with equanimity and care. Whenever you make an ability check, you may treat rolls of less than 10 as being a roll of 10.

Intimidation check. On a failure, the target is rattled until the end of its next turn.

## Victory

**Source of Inspiration: Triumph.** You seek to overcome others at all costs. You gain inspiration whenever you defeat a worthy foe in a contest or battle.

**Inspiration Feature: Direct Conflict.** For the next hour you gain an expertise die whenever you make an opposed check against another creature.

## Fulfilling Your Destiny

You fulfill your destiny of victory when you finally achieve your ultimate victory.

*Defeat a long-time foe against whom you have had multiple clashes, win the gold medal or championship in a major tournament, lead an army to victory.*

**Fulfillment Feature: The Sweetness of Victory.** Your victory will be spoken of for years to come. Your Prestige rating increases by 2 points. Additionally, you have advantage on all Intimidation checks and as a bonus action you can force a creature within 30 feet of you which can see, hear, and understand you, to make a Wisdom saving throw against a DC equal to your