Races

- Synths
- Greox
- Consorts
- Qui'leth

Synths

Synths were created by Vader-San, and are used here with permission.

Racial Traits

Ability Adjustments: (See Active Blueprint, below)

Hit Points: 4

Size and Type: Synths are Medium or Large constructs with the technological subtype, though unlike other constructs, they have Constitution scores.

Active Blueprint: All Synths receive a +2 Cha and a -2 Wis at character creation. Their size determines their last Ability Adjustment. Medium Synths are agile (+2 Dex). Large Synths are burly (+2 Con). This decision is made at character creation but can be changed at GM discretion using a process that requires downloading a new blueprint from an infosphere with other Synths on it and several months of downtime in order for internal nanites to affect the changes.

Adaptive Sensors: Synths have low-light vision and darkvision. As a result, they can see in dim light as if it were normal light, and they can see with no light source at all to a range of 60 feet in black and white only.

Synthetic: Synths are synthetic creatures, and certain biological processes and adaptations don't work for them the same way they do for their biological counterparts. Synths are immune to diseases, poisons, and death effects unless they specifically affect constructs or computers. A character must use the Engineering skill to perform the tasks of the Medicine skill on a Synth. Magical healing works on Synths, but any such healing that restores Hit Points is halved when used on a Synth. Synths are unable to use necrograft augmentations at all, and can only use biotech augmentations per the rules of the Programmable Nanites racial trait below. Finally, Synths do not suffocate in a vacuum, but do gain the paralyzed condition as long as they're exposed.

Modular Bodies: A Synth's body is composed of modular components, and can be swapped or upgraded easily. This manifests in three specific exceptions to the normal rules:

First, a Synth may treat cybernetic augmentations as armor upgrades for the purposes of adding or removing them from their person. A Synth may keep multiple cybernetic upgrades, but may only have as many installed as their augmentation systems allow. Additionally, a Synth may sell back cybernetic augmentations for the standard 10%, the same as other equipment.

Second, a Synth has both an internal standard datajack and an internal comm unit, which may be removed without harming the Synth if they are helpless, and can be replaced or upgraded for the standard price of the equipment.

Third, Synths can install a single armor upgrade in their bodies that can be installed into light armor, but this upgrade occupies an augmentation system of the synth's choice.

Programmable Nanites: Synths may purchase biotech augmentations as cybernetic augmentations for an additional 10% cost. Any augmentations purchased in this way are not subject to the Modular Bodies racial trait. This otherwise functions as the Adaptive Biochains biotech augmentation.

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Greox

Racial Traits

Ability Adjustments: +2 Con, +2 Int, -2 Str

Hit Points: 6

Size and Type: Greox are small humanoids, with the greox subtype.

Natural Weapons: Greox have natural weapons that functions like those of vesk, except the greok's bite deals piercing damage.

Scrounger: Greox receive a +2 racial bonus to Engineering, Stealth, and Survival checks.

Scrappy: Despite their small size, greox are surprisingly resilient. Greox gain 1 additional Resolve Point at 1st level.

Toxicity Resistance: Greox have a +2 racial bonus to saving throws vs poisons and diseases. Greox have acid resistance 5, which stacks with one other source of acid resistance.

Easily Frightened: Greox have a -2 racial penalty to saving throws vs fear effects.

Description

Physical Description

Greox (singular: Greok) are intelligent lithotrophic animals. They are bipedal with plantigrade legs, a short tail, and two toes per foot. They stand upright at around 1 to 1.3 meters tall. Their bodies are covered in sandy colored scales with hair/fur on their head and belly area. Almost all of their body is squishy and rubbery, including their horn-like features. Greox consume rock and require sources of iron and copper. Eating processed sugar will cause them to foam a black substance from their mouths. All Greox are adapted to subterranean habitats and suffer from severe nearsightedness and poor hearing. The species has two sexes: male and female. Greox are fast breeders and give birth to between three and ten live young. They lack maternal instinct and modern child raising relies on communal foster care.

Homeworld

The Greox originate from the carbon planet Phenol. It orbits the class T brown dwarf star Ene. It is a rocky planet with several land masses surrounded by oceans. The planet once hosted large predators. The majority of Greox live in underground megacities and excavated areas. The Greok civilization has dramatically altered the environment of Phenol through land development, pollution, and greenhouse gasses. The predators that once preyed on Greox are now extinct. The surface features an orange sky and brown waters. Visitors should be familiar with the hazardous conditions of Phenol’s surface and settlements.

Society and Alignment

Greox are non-hostile and industrious. They are highly communistic and lack words related to personal property. The population of Phenol has increased to over 21 billion causing numerous problems including pollution and deteriorating infrastructure. Poor construction and planning continue to make Greok settlements dangerous. The Greok civilization’s industrious nature has led to many impressive breakthroughs in space despite being in the atomic era including construction of a space elevator.

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Consorts

Racial Traits

Ability Adjustments: +2 Con, +2 Wis, -2 Str

Hit Points: 2

Size and Type: Consorts are medium oozes with the shapechanger subtype, but they do not gain the normal ooze immunities.

Compression: A consort can move through an area as small as one-quarter their space without squeezing or one-eighth their space when squeezing.

Limited Telepathy: Consorts can communicate telepathically with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak.

Sonic Susceptability: When a consort takes sonic damage, it becomes dazed for 1 round. Multiple sources of sonic damage within the same round do not increase the duration.

Change Shape: As a standard action, a consort can physically alter their form to imitate any kind of creature that they have seen before, but cannot change their default coloration. They can attempt to look like a general creature of the chosen type. The consort gains a +10 bonus to Disguise checks to appear as a creature of the type and subtype of the new form. The DC of the consort’s Disguise check is not modified as a result of altering major features or if they disguise themself as a different creature type, as long as the consort's natural coloration isn't unnatural for the new form. The consort can remain in an alternate form indefinitely (or until they take another form).

Bonding: As a full action, a consort can bond with a living aberration, animal, dragon, humanoid, magical beast, or monstrous humanoid that it is touching, optionally making an unarmed strike as part of this action. An unwilling host can prevent this bonding with a successful DC 15 Fortitude save. The bonding lasts until either consort or host is killed, the consort chooses to leave its host, or the consort is removed with a medical procedure (usually requiring a successful DC 25 Medicine check).

The two creatures become one for the purposes of being targeted by effects or attacks while bonded. The pair uses the host creature's AC, with the consort providing a +2 bonus. The consort may cast a spell with a range of personal on their host instead of on themselves. Any spell cast this way ends immediately if the two are separated. When making a saving throw, both creatures roll simultaneously, and take the worst of the two rolls.

Energy Feeder: A consort doesn't need to eat like most creatures. Instead, it needs to feed off of a host organism regularly in order to survive. A consort must bond with a creature per the Bonding ability, above, for several hours out of every 24 hour period. This can usually be done during an 8-hour rest period. If it fails to do so, it is affected by the starvation rules as though it has gone without food for the same amount of time.

Polymorphic Biology: As a full action, a consort can use any spell it knows with the polymorph descriptor as though it was an extraordinary ability, with a range of personal (inlcuding their host). This ability costs 1 Resolve Point per spell level of the spell cast in such a way. Additionally, the consort gains the Polymorph Adept feat for free once it qualifies for it.

Magic Mimic: As a standard action, a consort can consume a spell-gem containing a spell with the polymorph descriptor, destroying it. Doing so allows it to learn the spell until the end of its next turn. This ability works with Polymorphic Biology, even if the character cannot otherwise cast the spell.

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Qui'leth

Racial Traits

Ability Adjustments: +2 {Dex}, +2 {Int}, -2 {con}

Hit Points: 4

Size and Type: Qui'leth are medium humanoids, with the qui'leth subtype.

Low Gravity Flight: Qui'leth have a 30ft flight speed in low and zero gravity, atmosphere is still required and hands are un usable mid flight.

EVA Savant: Qui'leth feel at home in low and zero gravity, as such they are immune to the off-kilter status, gain +2 acrobatics when ,moving in low and zero gravity.

Spacial Mechanics: +2 piloting and +2 engineering

Cybernetic Obsession: Qui'leth culure has a fascination with cybernetics. Augmentations designed for qui'leth are commonplace in thier society. Freeby cybernetic at half lvl min 1, Panda pls complete.

Description

Physical Description

Homeworld

- Original Homeworld
- Floatilla of ship stranded in the lost systems
- Possibly bad first contact situation, resulting in hostilities with The Co-Op.
- Ships were merged together to try to create a base of operations and a shipyard in orbit of the gas giant/rings

- Station name based on Grafton or Union
- Likely still run by the admiralty
- Adventure hook involving secret extended lifetimes/consciousness transferral of leaders into new bodies

Society and Alignment

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