

# Starfinder races and classes

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You can find a list of all the Starfinder races here. Random Race Starfinder Role Game is about more than just meeting aliens - it's also about playing alien characters. In Starfinder, the word race usually refers to a reasonable, self-aware species whose members can be considered characters rather than mere monsters. While not all races are suitable for character players, many are; Any creature with racial traits of entry is a member of a potentially playable race, provided that your grandmaster approves of it. Choosing a race is one of the biggest options in creating a character, since as it is made, it cannot be changed. In addition to its cultural flavor, each race comes with a set of the number of hit points that you get on level 1, as well as a number of other racial traits that change your stats or provide you with additional abilities. Ability assessment modifiers are the most significant of these. These bonuses and penalties apply over a generation of your scoring abilities, and reflect the natural abilities of your race and disadvantages such as vesk being stronger on average than other races and ysoki being weaker. If you already know what class you want to play, it's often a good idea to compare its key assessment abilities to score modifiers provided by the respective races when choosing a race, so you don't accidentally end up with your racially adjusting your scoring ability making it difficult to play the type of character you want. The power bonuses of some races make them ideal for certain classes, such as vesk power bonuses and constitutions that make them natural soldiers. However, don't be afraid to play against the type if the idea excites you - every race represented here has members of every class in their community. The languages of the Miriads of the peoples of civilized worlds speak a variety of languages, from a systemic trading language called Common, to hide alien dialects and ancient languages from other planes of reality. Many worlds share a common planetary language, most races speak racial language, and all the common languages of civilized worlds have both signed versions and written versions (including both visual and tactile writing). The character begins to play speaking and reading Common, her racial language (if any), and the language of her home planet (if any). She can also choose a few bonus languages, equal to her intelligence bonus from the lists below. A character can learn a signed or tactile version of a language she knows, either as a bonus language or as a rank in a culture skill. A character who starts playing blindly automatically knows tactile versions of any language she knows; The character who starts playing deaf automatically knows the signed versions. A surprising number of languages are spoken in civilized worlds, and not all of them are understood or reproduced by other races Complex technology some of the most common languages in civilized civilized civilized представлены ниже. Распространенные языки Общие, наиболее распространенный язык торговли цивилизованных миров, как полагают, основаны на одном или нескольких старых человеческих языков. Другие наиболее распространенные языки, на которых говорят в цивилизованных мирах (и их типичные носители), включают следующее. Другие языки Следующие языки несколько менее распространены, но они часто встречаются учеными, орфографиями и теми, кто делает бизнес на соответствующих домашних мирах своих носителей. Abyssal (demons, chaotic evil outsiders, inhabitants of the Abyss) Aquan (inhabitants of the Plane of Water) Auran (inhabitants of the Plane of Air) Celestial (angels, good outsiders, inhabitants of the good-aligned planes) Draconic (dragons, reptilian humanoids, dragonkin) Drow (drow) Dwarven (dwarves) Elven (drow, elves, half-elves) Gnome (gnomes) Goblin (bugbears, goblins, hobgoblins) Halfling (halflings) Ignan (inhabitants of the Plane of Fire) Infernal (devils, lawful evil outsiders, inhabitants of Hell) Orc (orcs, half-orcs) Terran (inhabitants of the Plane of Earth) Vital Statistics Race Avg. Height Avg. Weight Age of Maturity Maximum Age Android 5-7 ft. 100-200 lbs. 0 years Technically immortal Astrazoan 5-7 ft. 120-160 lbs. 16 years 80+2d20 years Bantrid 3-4 ft. 70-100 lbs. 8 years 70+2d20 years Borai See Details See Details 0 years 200+5d20 years Contemplative 3-4 ft. 75-125 lbs. 50 years 300+3d9% years Draelik 6-8 ft. 130-270 lbs. 15 years 70+2d20 years Dragonkin 8-20 ft. 500-2,500 lbs. 25 years 100+d9% years Drow 5-1/2-6-1/2 ft. 100-150 lbs. 100 years 350+4d% years Dwarf 4-4 1/2 ft. 150-200 lbs. 40 years 250+2d100 years Early Stage Barathu 4-6 ft. 150-250 lbs. 30 years 500+3d9% years Elf 5 1/2-6 1/2 ft. 100 -150 lbs. 100 years 350+4d100 years Formian 6-8 ft. 150-250 lbs. 1 years 15+1d10 years Gnome 3-3 1/2 ft. 40 lbs. 40 years 200+3d100 years Gray 2-4 ft. 30-60 lbs. 25 years 400+4d9% years Haan 8-20 ft. 120-250 lbs. 10 years 70+1d20 years Half-elf 5 1/2-6 1/2 ft. 100-200 lbs. 20 years 125+3d20 years Half-orc 5-7 ft. 130-200 lbs. 14 years 60+2d10 years Halfling 2 1/2-3 1/2 ft. 30 lbs. 20 years 100+5d20 years Human 5-7 ft. 100-300 lbs. 18 years 80+2d20 years Ikeshiti 2-1/2-3-1/2 ft. 30-90 lbs. 25 years 60+1d20 years Kalo 5-6 ft. 75-125 lbs. 18 years 100+3d10 years Kasatha 6-7 ft. 120-200 lbs. 25 years 100+2d20 years Хизар 6-7 футов 150-250 фунтов 60 лет 500'3d9% лет Lashunta 5-7 футов. 140-180 фунтов 20 лет 80'2d20 лет Maraquoi 5-1/2-7 футов 100-250 фунтов 12 лет 40'3d10 лет Nuar 7-8 футов 260-350 фунтов. 13 лет 90'2d20 лет Reptoid 5-6 футов 100-180 фунтов 30 лет 200'5d20 лет Ryphorian 5-7 футов 100-200 фунтов 18 лет 80'2d20 лет Sro 3-8 футов. 45-200lbs. 0 лет Подробная информация Sarcesian 10-15 футов 400-500 фунтов 20 лет 140'3d20 лет Ширрен 5-6 футов 100-150 фунтов 5 лет 50'1d20 лет Shobhad 11-13 футов 400-600 фунтов 0 лет 90'3d10 лет Skittermander 2-4 ft. 25-45 фунтов 6 лет 60'2d20 лет Космический Гоблин 3-4 фута 30-40 фунтов 7 лет 40'1d20 лет 5-6 feet 115-150 pounds. Pounds. 50'1d20 years Urog 10-15 feet 500-1000 pounds 50 years 300'2d % years Verthani 7-9 feet 200-350 pounds 16 years 80'3d20 years Vesk 6-8 feet 200-300 pounds. 16 years 70'1d20 years Witchwyrd 6-8 feet 200-400 pounds 100 years 600'10d % years Ysoki 3-4 feet 60-100 pounds. The 10 year 60 1d20 years table above offers some basic ranges to help you determine your character's height weight and age. While most characters fall somewhere in the middle of the range for their race, some exceptional faces may be larger or smaller. Gender plays a significant role in the size and shape of some races, but even for these races, you should feel free to build a character that feels good for you. Environmental factors may also play a role in determining the size and shape of your character - a character from a low-gravity environment is probably taller and thinner than average, while one raised in a highly gravitational world may be shorter and more muscular because of the stresses imposed on his body. The age of maturity listed on the chart represents the age at which a member of the race is likely to be considered an adult. It is a generalization based on physical and cultural factors - individual cultures may differ. The maximum age listed includes an element of randomness to reflect the capriciousness of death, and this assumption for the longevity of a race without magical or technological intervention- with the right to prolong the life of technology, people of all races can become almost immortal. In addition, most of the races represented here are average; They have a space and reach of 5 feet and a ground speed of 30 feet per round. While ysoki are small, their space reach, and the speed of the earth are those of the average creatures. Reading Race Entries Follows the page explain the rules for the main races and describe how they fit into the Settings Starfinder RPG, but some key elements deserve further explanation. Ability Adjustments: These are racial adjustments to ability scores implemented during character creation. For example, the ability adjustment for androids is 2 euros for Dexterity and Intelligence respectively, but -2 for Charisma. Hit Points: These are additional hit points that you get from racing on level 1. Racial traits: The first page of each race lists the special abilities you get by playing the character of that race. You automatically get all these- you don't have to choose. Game Of Race: These notes offer a starting point for how you, as a symbol of this race, can interact with the world. Note that, like other cultural details presented in the race record, these are just suggestions based on a typical member of your race. Personalities vary, and your character may be wildly different from suggestions, especially if she was brought up in a different culture or under unusual circumstances. Starfinder characters come in many ways The character's race determines a number of additional factors that influence the way they play on the table, from factors representing their unique biology for role-playing opportunities as a result of their native culture. For the tropes that apply to these races in Pathfinder, see open/close all core races folders Android Type: Humanoid (Android)Size: MediumMade of Equal Parts Machine and Biology, androids were once a slave race before breaking free to form their own society. Unlike other creations, androids have souls, a distinction that plays a big role in distinguishing them as reasonable. Artificial man: their most visible trait. Differences between them and normal humans androids are often portrayed as unusually pale (almost white), with unnatural hair colors and Tron Lines on them. Ascended Extra: They started out as a rather minor, background playable race in Pathfinder, but became one of the main Races of Starfinder. Discard and draw: Starfinder androids don't have the Nanite Surge Androidrean/Number Android abilities of the past. Instead, they have a built-in armor upgrade slot. However, the Character Operations Guide offers a choice option that replaces the slot with the classic Nanite Surge again. Mechanical Life Forms: Androids are funny human robots, bleed water cool and even showers. There are several times that amplify that androids are purely synthetic artificial people, but respond to healing magic and souls as organic beings do. They breathe and eat just like humans, but through artificial organs, and they circulate their healing nanites like blood through their bodies through pale fluids. They are inexhaustible, immune to disease and resistant to other biological influences, and are fortified against mental consequences, but also suffer from the same ailments and vulnerabilities of structures and are subject to supernatural curses, including lycanthropo. Nth Doctor: Inverted, the same organ is the master of a sequence of different people. Reincarnation: Invented. When an android has lived that it feels full enough, it causes it to nanites in accelerated repair mode that fixes the body just like the new one, but their own soul will go to Boneyard while a whole new soul will come to inhabit it. They call it Update. Ridiculously human robots: They tend to pass like humans, despite clumsy manners (although some go for more obvious mechanical features) but bleed water cool liquid. What's more, they actually have souls. Slave race: What they originally were, and what some places still use them as. Throne Lines: They cover their bodies. Who wants to live forever?: Androids are functionally immortal as long as they have proper maintenance, but most are willing to undergo upgrades in about a century. Human Type: Humanoid (Human)Size: MediumOriginating from Golarion and Aquilon, humans have since taken in station as their home world after the breakup. Ambitious and and race, they are often seen as brash and reckless by others. Captain Ersatz: Achton people have red skin. People are average: They don't have any eye-grabbing special abilities, just general knowledge in most things. Jack-of-All-Stats: People's universal racial bonuses give them good for every class - although there are some instances where specific races have a special synergy class that tops people. Kasata Type: Humanoid (Kasata)Size: MediumFour armed natives of a distant, desolate world, kasathas fled their home as their star approached the collapse and arrived in the worlds of the Covenant in the generation of the ship Idari. Raised Extras: They started out as a rather minor, von-playable race in Pathfinder-in fact, they were an example of what you can build in the Advanced Race Guide, but became a major Race Starfinder. Doomed hometown: Their native world of Kasat dies, and kasatha try to carve out a new life in the world of Covenant as immigrants. Faceless: There has never been an image of kasatha that shows his lower face, with each of them hiding it with a scarf, mask or other piece of clothing. Covering the lower part of the face is a tradition that stretches back millennia in the past, but no one knows the origin of it. For the curious, the image of the skeleton toucha in Pathfinder shows quite a man-like jaw. Generation ship: Idari, slower than light, is a colony ship originally sent from Kasat to colonize Akitone. Multi-Armed and Dangerous: They have four hands, though with Starfinder changes about how many attacks you can do it just gives them more flexibility, such as being able to use a rifle while still having your hands free for backup weapons or the like. Named after their planet: the killer whale came from the planet Kasat; it is not known whether the planet was named after a race or vice versa. Our nudity is different: The modesty of Kasata requires that the mouth be covered around all but the most intimate comrades. Lashunta Korash lashunta. Type: Humanoid (Lashunta)Size: MediumNatives of Castrovela, lashuntas are divided into two subspecies, bulky and muscular korash and cast and graceful damaya, with each lashunta starting as uncertain at birth and developing into one or the other subspecies as a response to environmental factors or as conscious choice helps medication and meditation. Both subspecies have congenital psychic forces useful for self-defense and communication. Amazon beauty: Korasha lashunta is a little short for this trail, but being fat and well muscular does not take away from their attractiveness, as the book says. Arch-Enemy: They have been at war with the Formian hives of their home world for thousands of years, with peace only being announced in the last few decades. Ascended Extra: They started out as a rather minor, background playable race in Pathfinder, but became one of the main Races of Starfinder. bleached underpants: Although still very and often worn to wear clothes, the fact that they wear the right clothes at all is more modest than their ancestors in pre-Gap time Pathfinder. Bishenen: Male ladies are the default, given both the willow and the graceful caste. Fantastic racism: While lashunta usually pride themselves on being cosmopolitan and accepting, their long, long, long history of war with formians has left them suspicious of other races, with many expanding that to shirren, wondering how long it will be up to mistakes to include them. Green-skinned space babe: Damaya lashuntas look like idealized humans or elves (both sexes, admittedly - men damaya share these traits in full), are famous for their beauty, and live on a hot planet that is most comfortable in minimal clothing. Thin. Korasha lashuntas are understated versions; they're not quite as idealized, but they're still more than solidly handsome enough to qualify for the Charisma bonus. Progressively prettier: Corash's Pathfinder people. Rats marked as ugly, while in Starfinder they are more enduringly beautiful. Proud Race Scientist: Lashunta is drawn to scientific and magical pursuits and get a bonus to intelligence. Proud Warrior Race: Korasha addresses the physical and military career and the Constitution bonus. Psychic powers: They have minor telepathic abilities that they can learn to amplify to help their Bond allies and creatures, and their my my planet is famous for its psychics. Rubber-Forehead Aliens: Their most alien feature is their antenna. Aside from that, they look just like elegant and beautiful (if damaya) or thick and muscular (if cosha) people. Space elves: Damaya lashuntas are tall, willows and graceful humanoids with a pair of small antennas, known for their ancient and scientific civilization and have an affinity for magic and psychic forces. Korash, on the other hand, is more like a cosmic dwarf, being short, strong and muscular, although they still have telepathy and antennas. Shirren Rasa: Humanoid (Shirren)Race: Mean Members of rogue subhive Roy, shirrens are insect-eating creatures, foreign in the world of Covenant. Bizarre alien sexes: Shirrens have three sexes; A man, a woman and a master. The hosts, as their designation suggests, actually carry the fertilized egg to term, and make their own DNA for the baby in the process. Horde of alien locusts: They emerged as a sub-beehive of one such horde, Roy, until the mutation provided them with sapience and free agency. After being able to control their own lives, Shirren decided to reject Roy's life of thoughtless, constant and aggressive consumption, and decided to try to live alongside other life forms instead of eating them. insect-eating aliens: they resemble large, bipedal locusts. They have six limbs - two legs, two free arms and two smaller arms - but they keep their smaller pair hidden most of the time: in their culture, hands (usually referred to as marriage hands) are only supposed to be used during breeding, and should not be used or identified for any other reason. They used to be part of Hive Mind as well, but they've long since come off it, only keeping a soft form of telepathy away from it. My kind of doth protest is too much: They used to be part of Roy's, Hive Minded Horde of Alien Locusts. They broke away and developed individuality because of the mutation. They deserted from her rest of Roy, deciding to live as their own beings and try to coexist peacefully with other races rather than mindlessly destroy and consume everything they found. Our nudity is different: their main physical taboo refers to their smaller second and third pairs of weapons. They should only be used in mating and in certain ceremonial situations, and the use of these weapons for any other purpose is considered obscene and taboo. Rogue Drone: They were once part of Roy's stray predatory Hive Mind. They developed an independence consciousness because of a mutation, and then abandoned Roy to live his own life as free beings. Telepathy: One of the features they have retained from their old Hive Mind is the soft ability to feel the thoughts and emotions of other beings, weakened by a derivative of Roy's general consciousness. Unpronounceable: Because of their insect physiology, shirren names can sometimes be harsh and inconvenient for members of other races to pronounce. They willingly accept nicknames given by representatives of other races. Vesk Type: Humanoid (Vesk)Size: MediumBurly reptiles from Veskarium, a warrior of civilization originating in the nearby star system. Enemy mine: Vesvarium and the Covenant Worlds first interacted through open warfare and then coexisted in a tense Cold War for several centuries. By now the game, they have been forced into an uneasy alliance to face the growing threats of Roy and the Star Empire azlanti, which no one can face alone. Expy: As an interstellar empire of honorable alien warlords, in a pre-alliance with the covenant worlds, they are very similar to the Klingons. I gave my word: Vesk have a strong sense of honor and pride in the implementation of their agreements. Lizard Folk: Starfinder is the main race of reptile aliens, vesk are more traditional lizard folk compared to the reptoids' reptiles. Appearance-wise, they resemble burly people with scaly skin, clawed fingertips and reptile heads and tails. They also come in a variety of colors, mostly blue and green. Personality-wise, they are very aggressive and expansionist warriors, with the main concern of their civilization fighting against and conquering all other kinds that they meet. Proud Warrior Race Guy: Vesk came from an empire known as the Veskarium, a militant civilization focused on combat values and military expansion. They quickly conquered their entire star system after reaching space travel, and their first reaction to getting Drift technology from the Covenant World was her for to a full-scale invasion of the same thing in an attempt to conquer the Covenant Worlds too. Ysoki Type: Humanoid (Ysoki)Size: SmallSmall rat-like creatures known for wit and technological prowess. Their home world is unknown, as rats were found on several worlds before spaceflight was possible. Nickname: Nicknames are often just as important to ysoki as their actual names, and they tend to give both other ysoki and their non-ysoki friends nicknames that relate to their personality or physiology. Rats humans: they resemble small, bipedal rats. Tertiary sexual characteristics: You can tell women in the job are mostly their long lashes. Their seeming androgynous is actually marked in the text. Golarian RacesThese classes, many of them the main Pathfinder races, are still around now, and often still play an important role in the covenant world. Downgraded to extra: With the disappearance of Golarion, many of these races have declined to prominence. Dwarf type: Humanoid (dwarf)Size: MediumA short, chunky, long-story race, gnomes strongly appreciate tradition. One of the most famous traditions is the search for the sky, and while some believe it is fulfilled, others believe that it will not be complete until they find a new home world for themselves. They are mainly concentrated at Absalom station or on dwarf star citadels. Good old ways: With a long life and strong traditions, dwarves are slowly changing their way of life. Long live: they can live several hundred years before dying of old age. Our dwarves are all the same: Very standard dwarves, who are short, stocky, conservative and traditionalist, live in a clan society and have an affinity for mining and technology. They no longer live underground though as Golarion is gone. Elf Type: Humanoid (Elf)Size: MediumElegant humanoids with long lifespans, the gap hit them harder than most. With huge swaths of their population missing most of their memories, many elves made sure they were betrayed during the breakup. Unable to determine who might be the guilty party, if it was at least, the elves retired to Souririan on Castrove and quickly turned into a reclusive and xenophobic society. Elves deeply appreciate magic as a continuation of the work of their ancestors, and many elves seen outside of their kind look for fragments of knowledge or magical objects. Hidden Village of the Elves: After the breakup, the elves largely retreated to their ancestral homeland of Souririan in Castrove and isolated themselves from the rest of the universe. Long-lived: Especially more than dwarves, with a life expectancy of capping about a thousand years. Our elves are better: zigzagge. Elves are still the same flexible, long-lived, whimsical and passionate races of humanoids with characteristic pointed ears who live in relative isolation with other races. They have also been the hardest hit by this gap and have accepted xenophobia. Pointed ears: Specified ears trademark elves that set them out of people. People. Foreigners: They come from Castrove and look like people with pointed ears. Type of gnome: Humanoid (Dwarf)Size: Small Emigrants first of the First World, then of Golaion, Of dwarfs - a variety of people. There are two nationalities of dwarves. Feychildren have wildly colored hair and skin, but are forced to constantly look for new experiences to maintain their activity or go through bleaching. Bleaching are the descendants of those who survived this process without having wild personalities and the appearance of their faide relatives. The dwarves are also the only external race welcomed by Castrove's elves for unknown reasons. Half-Elf Type: Humanoid (Elf, Man) Size: MediumInterracous Children of Elves and Humans. I don't have any heritage, they often feel like outsiders and unite with other people who feel the same way, or those to whom humans and elves are so alien that they will not realize that something strange. Semi-weights are welcome in Sovyrian, although they are considered second-class citizens, and Absalom station accepts them as easily as any other. Semi-human hybrid: The vast majority of semi-hangers are semi-human on the other side, to the point that they have both elves and human subtypes. Non-human humanoid hybrid: a growing number of semi-elves on Triaxis are

semi-phydorians, not semi-humans. They are strangely similar to their human counterparts, however. True-Breeding Hybrid: It's not particularly common, but semi elves are multiplying truly, and a number of semi-elf settlements have sprung up around the covenant world. The result is that some semi elves are quite far from their human, elven or rayf ancestors. Half-Orc Type: Humanoid (Orc, Man)Size: Mid-American children of orcs and humans. Generally shunned by society, most semi-orc either seek positions where the fear they cause is an asset, groups with others shunning society, or pushing outside society to break the ground for colonies. Determinist: They can keep going for one round after being brought below zero by points of hit. Semi-human hybrid: Half human, half orc. However, since he noted that since the orcs were almost entirely contained in Golarion and Golarion had gone, most of the semi-orcs because the gap was the result of true breeding between other semi-orcs. Slave race: Not technically, but for all practical purposes. Most semi-orcas and orcs live on the Apostles as second-class citizens, have no right to vote or representation on political issues at all, serving as the sleepy ruler of the planet as manual workers or mercenaries. The Character Operations Guide introduces an option that was actually a slave under drowsiness, and thus have a different stat bonus than the released Half-Orcs. True-Breeding Hybrid: Orcs were almost completely confined to Golarion at the time it disappeared, making them very rare in modern worlds As a result, most semi-orcas are now the result of true breeding between the semi-orcas. Halfling Type: Humanoid (Halfling)Size: SmallA diminutive race is known for its tempers and cold heads. Most halflings avoid enhancements, given the halfling biology, to be pretty much perfect already. While they make good spokesmodels or entertaining stars, the long history of enslavement means few will lock themselves in. Additional race Baratu Type: Aberration: MediumThe barathu are natives of gas giant Bredet. Resembling floating, tentacles of the brain, barats are able to change their own genetic code and merge into larger, more powerful collective entities. The early stage of the baratus is the size of a human and likes to wander, exploring other cultures and societies. Adaptive ability: They can adapt their body in their own experience, acquiring more powerful options as they grow older. Asteroids Monster: The Big Baratou can divide some of its composite creatures, usually as representatives for a larger entity. Fusion Dance: they can unite into larger creatures that have their own intelligence. Baratou corporations can be made from hundreds of small baratou. Living Gasbag: They vaguely resemble something like a giant jellyfish or sea syringe, with no visible exterior features, except for long, rear tentacles and filled for the most part lighter than the gases that allow them to swim through the endless sky of their gas giant native world. Promoted to Playable: The Brethedans in Pathfinder were considered just another race of monsters. In Starfinder, they got the rules as player characters in the first alien archive. Starfish aliens: they look like floating, translucent masses of gelatin, with clusters of tentacles suffocating from their underside. They are adapted to live in the infinite skies of gas giants, and can modify their own genetic code according to their needs and unite in large numbers to form a vast, hyper-intelligent general consciousness. Sudden name change: Baratus were originally just called Brethedans after their home planet in Pathfinder, as no one at Golarion knew their racial name back then. Underground Monkey: In the shattered clouds, the fourth part of the Dead Sun AP, daelns (barat-like race hailing from Nejeor VI) are seen as a variant of the baratus of the game itself, despite being an unrelated species that live on completely different planets. Contemplative type: Monstrous humanoid: MediumThe contemplative Ashok was once a humanoid race originally from Akithon. Reaching psychic forces, they allowed their bodies to wither as they fed their minds and were now little more than floating brains holding rudimentary bodies. Draelik Type: Humanoid (Draelik) Size: MediumLong back amphibian race, draeliks hail from the now arid world called the Great Shadar. Many follow a religion led by beings from the negative energy plane who preach that entropy is order of things. Although they almost exclusively create devices that increase this entropy, often through the use of negative energy, they look upside down at those who will rush its existence state like kids who want to skip out for dessert rather than experience a full meal. Dark Is Evil: They practice the magic of shadows and worship the concept of entropy and lean toward evil alignments. Reptiles: They look like reptiles, although they have some amphibian traits. Dragonkin Type: DragonSize: LargeA race hailing from Triax, dragonkin resemble humanoid dragons. They are able to form a constant connection with the partner, a deep and meaningful connection that ends only in death. Amazing Technicolor Population: Dragonkin have all the same varieties as chromatic and metallic dragons. Draconian Humanoid: Dragonkin can stand on its hind legs much easier than true dragons, and have opposing fingers that allow them to wield weapons like humanoids do. Promoted to Playable: In Pathfinder, they were considered actually a type of monster, albeit one close to humanoids. Starfinder lets you play as one, size and all. Mental connection: Back in the day, Dragonkin connected with the ryphorians, whom they then allowed to ride them. Nowadays, there's much less need to riding a dragon in battle, but the link still makes them great spies. Sleep Type: Humanoid (Elf)Size: MediumThe dark cousins of elves, drowsiness have taken in the Apostles as their new home world. Living in underground caves, drowsiness has a strictly matriarch society, where families constantly seek to unlock and outsmart each other in their constant ascent to power. Evil Counterpart Race: Elves. Irony: They are actually somewhat more well integrated into the covenant world society than the base elves, acting as arms dealers and developers, while the elves have become much more isolationist. It is noted that the elven extremists who attack them are actively condemned by the governments of the countries of the Covenant. Formorian type: Monstrous HumanoidSus: MediumFound primarily on Castrovel as part of the Covenant of Worlds, the formants of the communal insectoid race are divided into castes for different roles. Arch-Enemy: They have been at war with lashuntas for thousands of years, with the world only taking effect in the last few decades. Bep people: they have a structure of social system dominated by queens. Design underground base: Formian hives tend to run for miles underground, leaving vast swathes of the wilderness surface untouched. Insect-eating aliens: they are four-legged ants of people who live in hives. My kind of doth protest is too much: Some formians disagree with the strict social systems of formian hives. There are several organizations dedicated to helping rehabilitate these formers for independent living. Promoted to Playable: Formian Warriors is another monster race monster from the original Pathfinder, which has become played in the Alien Starfinder Archive. The caste of workers remains irreproducible, while mimrah and queen have not yet been consorted and are unlikely to become Grey Type: Humanoid (Grey)Size: SmallAn's Mysterious Race, Those Few Who Know About Their Own know them as infiltrators and spies. What are their ultimate goals, or if they even are, unknown to everyone but themselves. Grey: They are an evil race of alien humanoids with gray skin, long, willowy limbs and bulbous heads with oversized black eyes. They have a habit of abducting people and have infiltrated several societies throughout the Covenant world, pursuing sophisticated manipulation and espionage programmes aimed only at the purposes of which they are aware. Intangible man: They can partially get out of reality, making it difficult for them to get in. Laser guidance Amnesia: They use the memory of sightseers to destroy memories of their actions. Mind Rape: They have telepathic abilities that they use for this effect. Spook: Very little is known about them or their goals. Haan Type: The monstrous HumanoidSize: LargeAn arthropod species native to Bredet. They weave balloons from the cobwebs that they use to float through the air and can spit fire to protect themselves. Their society forbids everything except the most basic tools, and those who leave home to risk the stars are considered dead by their relatives. Ace Pilot: Those who leave Bredetada turn out to be skillful pilots. Big Creepy-Crawlies: They are insects more than most humanoids. I don't have a son!: Haan, who departs from the world are considered dead for their families. Mix-and-Match Critters: They combine aspects of bombardier beetles, spiders and eurypterids( sea scorpions). Technophobia: Almost all haan consider technology taboo. Ikeshiti Type: Humanoid (keshiti)Size: SmallThe ikeshiti are a reptile race native to Akitone with an unusual life cycle. Born as little more than predatory mouths, they develop in a teenage stage that lasts from one to two decades before entering their adult stage. They become composed for mating and then engage in a battle to the death, with the surviving settlement assistant in the final stages of their lives, usually for the young. Those who fail to provide mate regression in wild beasts that care only about battle and food. Lizard folk: they are human-sized, bipedal reptiles with rust red scales. There was once a man: rivners are ikeshiti who have failed to mate and their minds and bodies are overwhelmed by the flow of hormones. They are much more than their still reasonable brothers and care nothing more than murder and food. Kalo Type: Monstroud humanoid (water)Size: MediumNatives to Bredetan moon Kalo-Maha, kalo are aquatic species that can not survive from water without specialized gear. Recalling a cross between a fish and a bat, they focus on tradition, using ancient names and names for modern positions. Action fashionista: They are famous both for their cruel and valiant hunters, and for their advanced fashion. Humanoid aliens: they are capable of bipedal movements, but they are primarily adapted to life underwater. Super not Skills: They are aquatic race and as such are quite capable of breathing water. Sorry There is no air. Maraquoui Type: Humanoid (Maraquoui) Size: MediumNatives to the satellite Brethedan Marata, maraquoui resemble humanoid monkeys. Their unique reproductive system has seven sexes, all of which are necessary for reproduction, and as a result many of them are extremely opposed to murder in order not to inhibit reproduction in general. Bizarre alien floors: they have seven floors, all of which are needed for reproduction. For the curious, they are: Three Fathers, Ilisha (Earth-Sir), Asha (sky-sir), and Susha (water-sir), who promote genetic material. Uisha (shareholder), a conceptual mother who takes in the DNA of the syres, conceiving the fetus, and passes it on to ... Klsha (carrier), similar to the shirren host sex that carries the baby term and then transfers the newborn baby ... Mesha (cradle) who cares for a child in a marsupial bag. And among all it is sisha (mediator), who for some reason has to effectively control all this and somehow still contributes to the DNA of the child, like the other six, despite the lack of obvious physical contact in the process. Humanoid Alien: They look like monkeys with complex eye insects. Nuar Type: Monstrous HumanoidSize: MediumA rare race, nuars resemble minotaurs and claim to originate from Golarion. Their culture relies on bits and pieces of many others, especially orcs. Load of the bull: Nuars are minotaur-like creatures with formidable frames and roughly bullish faces, hooves and horns and claim to differ from their larger, less intelligent minotaur relatives. They have a natural understanding of complex patterns and shifting connections. Dash Attack: They have the ability to charge and attack opponents in the same turn without inseding the usual penalties. Horn Attack: Their horns can be used as natural weapons just as Vesk claws are. Smarter than you look: Most people assume nuar are stupid because of their bestial appearance. Most people are very wrong; on average, nuar is smarter than humans. Transforming weapons: their signature technology, the maze-core, allows you to build these. Reptoid type: humanoid (Reptoid, Shapechanger)Size: MediumShape-shifting reptiles, reptoids infiltrate societies for further unknown purposes. Reptiles: In their true form, they are lizards like humanoid aliens. Much like the alleged reptile conspiracy theories they draw from, they are also werewolves that penetrate and manipulate societies of other species for their own purposes. Voluntary shape shift: They can switch between their own form and the shape of a particular humanoid. They can change who their false form is, although it often requires staging the death of an old identity. Type Ryphorian: Humanoid (Ryphorian)Size: MediumNatives to Triaxus, ryphorians appear in 3 subtypes depending on which century-long season their world is now in. them change depending on the subtype they want. Alien Biology: Ryphorians have three performances depending on their planet's season at birth, even when out of the world. In winter they grow short fur over their bodies, while in summer they are bald and have large eyes. The third form is for those born shortly before or during the transition between seasons. Dragon Rider: In the old days, the ryphorians mandated by Skyfire and other Allied territories could form connections with Dragonkin, the great dragon humanoids who allowed their smaller allies to ride them. Few Ryphorians ride Dragonkin now, but they still enjoy bonds and many partners as second pilots. Rubber-forehead aliens: They look like elves with some feline features. Sudden name change: In the pre-Gap Golarion, the name ryphorian was unknown and everyone called them Triaxians. Sarces type: Humanoid (sarcesian)Size: LargeA is a high species native to one of the planets that currently makes up the diaspora. They are able to survive in space for up to an hour, suppressing breathing and growing solar wings to glide through the void. Cold Sniper: They make excellent snipers, especially since they can take a position outside the space station or spaceship to shoot at targets inside. Growing wings: They can exercise the wings of pure energy, but only in a vacuum. Noodle people: They are incredibly tall, with long spinning limbs. Progressively prettier: In Pathfinder, sarce heads look like the heads of Muun from Star Wars: tall and thin with a tiny face. Now they look more like big-eyed bald elves. Shobhad Type: Monstrous HumanoidSize: LargeCollectively called shobhad-neh, those four armed giants are native to Akiton. Living in low-key nomadic societies, they are attached to combat skill and personal honor. Skittermander Type: Humanoid (Skittermander)Size: SmallA race is a peaceful, communal creature from Vesk-3, skittermanders are good-natured if hyperactive mammals with six arms and a fluffy body. They are instinctively useful that will annoy Veskarium when they tried to invade, as the vesk code of honor forbid them to shoot at an enemy who was not interested in fighting. Badass Pacifist: If they are obfuscation of stupidity, they are masters of nonviolent resistance, successfully resisting vesk control through the very power of friendliness. Mouth belly: As we see in the illustration, skittermander whelps have lamprey-like biting umbilical cords. Bizarre Alien Psychology: If they're not a case of obfuscation of stupidity, then they just genuinely don't realize that they've been conquered, or even the concept of conquest, or just don't see the reason to leave. In any case, Vesk rip out their non-existent hair. Contrasting Sequel Main Character: For Pathfinder Goblins in Free RPG Modules. While the goblins of Ugly Cute Fire are happy violent creatures that are mostly impossible to live in a civilized society, skittermanders are pretty much funny Critters that are almost impossible Keet. Their hyperactivity gives them extra action to move once a day. Heavy Worker: Downplayed, but according to Middle Space, their home world has half again standard gravity. This probably explains why they don't take any punishment for strength, despite being the approximate size of a human toddler. Killer Rabbit: Skittermander whelps are as cute as adults except for the secondary mouth they use to take bites out of the big prey. It's usually all but harmless given their diminutive size, but swarm whelps can skeletonize the equivalent of their home cow world, Nice Guy: In an almost infuriating degree. Those who leave Vesk-3 tend to become bureaucrats for the sole purpose of helping as many people as possible. Obfuscation of stupidity: Some vesk suspect that they are deliberately blunt in order to annoy their vesk overlords and maintain their autonomy, reaping the fruit of being part of The Veskarium. Funny cute Critter: They are adorable little fur balls. They are both less and more cute as whelps, as if their faces are even cuter, they have a creepy worm-like mouth on their stomach. Space Goblin Type: Humanoid (Goblinoid)Size: SmallA is a small and chaotic race, goblins are known for cobbling technology together from scrap, insatiably consuming everything they can get their hands on, and in general is a pain to deal with. And yes, they're still called dogs. Big eater: They eat a lot, though not to the same extent as normal goblins. Space X: Standard Pathfinder, borderline suicidally stupid goblins, but in SPACE! Type Urog: The Magic Beast: LargeThe primary race of the crystalline world of Dykon, Urogs are big, plodding snails like creatures from a shimmering crystal. While they are brilliant mathematicians, they don't have a real sense of tact, so they tend to bur other races the wrong way with their constant criticism and directness. Brutal Honesty: The Urogs value frankness and are much more protective than others. No-Sale: Since the urogs can break and absorb only the molecules they need and leave aside others while eating, they are almost impossible to poison or drug. Silicon Life: they evolved in a world that was full of these. Starfish Aliens: They look like some combination of snails, turtles and insects, not to say anything about what they seem to be made of some crystalline substances. Verthani Type: Humanoid (Verthani)Size: MediumNatives to Verces, verthani are a highly cooperative race that specializes in biological and cybernetic enlargement. Ace Pilot: In addition to increasing cybernetics, this is the hat of their race. They were the first race to develop space travel and the first that launched the ship through drift. Cyborg: Almost all of them, and those who are no more capable of receiving them than other races. Fantastic caste system: system: divided into three castes, known as Augmented, which use technology to change their bodies and travel in outer space on etheral ships; Pure who reject bodily enlargement and take care of government, agriculture and trade; and God-Vessels, clergymen who constantly burn holy symbols on their skin. In order for any caste not to gain too much power, the Enlarged and God's Courts are allowed to marry only the Pure. Noodle People: Their gangster limbs are one of the things that sets them apart from people. The perfect pacifist people: they laughed. Their peoples have not been at war any longer than anyone can remember, but their relationship with Outlaw Kingdom is much less peaceful, and may even be a little fanatical. Rubber-Forehead Aliens: They look like people with big mouse-like eyes and longer limbs. Sudden name change: verthani was originally just called Vercities after their home planet in Pathfinder, as no one at Golarion knew their racial name then. Witchyring type: Monstrous HumanoidSize: MediumA mysterious race, witches were the progenitors of kasathas and shobhads. Faceless: In all their images, they wear various red and yellow headgear that hide everything but their eyes. Multi-stage and dangerous: they have four hands and are capable of firing magical force shells. Wrikreechee Type: Monstrous Humanoid (water)Size: MediumNatives Akchiois, these ocean dwellers use hormonal supplements to keep their chitin summer shells all year round and let them leave their water house. They remain vulnerable to temperature changes and often wear environmentally controlled suits to maintain a constant temperature. Expy: They are very reminiscent shrimp from the district of 9 humanoid aliens: They look like humanoid crustaceans. Super non-drowning skills: they can breathe underwater and on the ground. The Voiceless: Their bodies had to function in aquatic environments, including their vocal systems. They need specialized masks to adapt their voices to the tones and volumes heard in the air. Alien Archive 2 Assimar Type: Outsider (native)Size: MediumUsually is born as a result of an attempt between a well aligned outsider and a mortal, assimars are the result of this. Already outliers in society, their powerful blood makes them ambitious, and thus many of them seek highly rewarding but also highly risky jobs such as explorer, mercenary, spy, or pilot. Charmer: It is natural to be eloquent, which is presented as a racial bonus to diplomacy. Divine Parenthood: Usually the way they were conceived, although it is not unheard of for them to be born as a side effect of powerful magic. Light 'em Up: Assimars have the ability to illuminate the area around them, even from the magical darkness (if they are powerful enough). Car Type: VerminSize: MediumAn Underground Species, specializing in excavations, they have just been in contact in the last few decades when outsiders have stumbled upon them. Them, deliberately wary of outsiders, a mutually beneficial trade agreement was reached. Even those that go out into the galaxy prefer to be alone, or with other species of digging that can share their love of digging. Dash Attack: Bolidas is able to roll himself into the ball and charge from enemies, getting a lot of advantages from it. One gender race: all cars can both carry and fertilize eggs. Weakened by Light: As a species naturally adapted to the underground, Bolidas will find the weakness of mild blindness. Damai Type: Humanoid (Damai)Size: MediumSurvivors of a ruined planet, Damai are hardy, if sometimes stupid, people. Only making his way out of their underground bunkers a few decades ago, Damai is ambitious for the stability they once had, although it is a difficult process for them. Had to Be Sharp: When you live on a cracked planet that is infected by the local Kaju, it helps to survive in it. This is presented as a bonus to their Stealth and survival skills that increases if damai is underground. Embri Type: AberrationSize: Medium type Ghoran: PlantSize: Small hobgoblin Type: Humanoid (Goblinoid)Size: Medium Kanabo Type: Outsider (Native, Goblinoid)Size: Medium type of orcs: Humanoid (Orc)Size: Average slave race: Orcas enslaved by drowsiness with swing. A waste of type: Monstrous HumanoidSize: Medium Type Of Pachtra: Humanoid (Pachtra)Size: Medium type of femtomite: Humanoid (fentomite)Size: Average type of quorl Tieling: Outsider (native) Size: Medium type Trox: Monstrous Humanoid Publishing: Big Drop Hammer: Their Racial Weapon of Choice, As the hammer can be used as a weapon the face of the bandit: don't let their huge size and monstrous buggy faces fool you; trox are kind souls. Gentle Giant: Trox is generally legal or neutral well, and generally have good hearts. Lightning Bruiser: They're a great race with bonuses to strength and constitution, base ground speed is 40 feet, and they only race with eight HP base. Combat pacifist: Although trox are usually peaceful creatures, they are still some of the largest and strongest people in the galaxy and are happy to drop the Hammer on the villains. Papa Wolf: In Pathfinder, trox can enter into pseudo-rage when they have taken the damage. In Starfinder, trox go into a frenzy when their friends get injured. Progressively prettier: option; while they are still monstrous-looking beetles, their personalities have greatly improved from Pathfinder. In Pathfinder, trox were wild, chaotic neutral savages enslaved duergar for use as military vehicles. The trosh in Starfinder is closer to the original trox, which is damaged duergar; gentle, peaceful emissaries who worship the Eternal queen. Raised Bear Type: The Magic Beast: Big It's a Bear. Originally a non-reasonable being, given the self-awareness and cognitive abilities raised by bears enjoy natural science and often share communities with each other. Type Humanoid Humanoid Aever superpower disability: Some vacs are born blind or deaf, but with stronger other feelings that negate conventional punishment and give them blindness. Alien Archive 3 Brenneri Type: Humanoid (Brennery)Size: Medium type of cephaloma: Aberrazzization: Medium Dessamar Imago and Dessamar Instar Type: Humanoid (Dessamar)Size: Medium (Imago). Small (Instar) Driri Type: Humanoid (Drirind)Size: Medium dromada Type: Magical Middle Type Hanakan: Magical BeastSize: Small Hortus Ijirikri Type: AberrationSize: Medium Type Izalguun: Monstrous HumanoidSize: Big Video Game Caring Potential: This race was available for all members of the Society to play, without demanding good (provided that they bought the book /pdf they came in) because of most players of society choose to keep izalguun secret Raxilite Zazzaron Type: Monstrous HumanoidSize: Big Shakalta Type: Humanoid (Shakalta)Size: Medium type of shatori: Humanoid (Shatori)Size: Medium Type Spathinae: Monstrous Humanoid: The Middle Worm: Medium Which walks: Spathinae colony swarm hundreds of inches long component insects that swarm together in humanoid form. Tella Type: Monstrous HumanoidSize: Medium Varculak Type: UndeadSize: Small or MediumPact Worlds Astraazon Type: Aberration (Shapechanger)Size: Medium Shape You're Comfortable With: Astraazoans maintain their forms not to cheat or even out of fear, but out of consideration for their neighbors as they realize that their natural form can be disturbing to humans. Hermaphrodite: Astraazoans can form both male and female reproductive organs and effectively hermaphrodit. Not so extinct: astraazon DNA samples suspiciously similar to flec, the original natives of the Apostles, who allegedly died out. Starfish Aliens: In their natural form, Astraazoans look like seven-limb, human-sized starfish with cartilaginous skeletons and jelly-like flesh. Voluntary shift of form: Astraktrhan can assume the appearance of almost any creature of the same size. Bantrid Type: AberrationSes: Small Bizarre Alien Locomotion: They roll on one sphere shaped foot. Pete: They are very hyperactive; they literally can't sit still for a long time, otherwise they start to feel claustrophobic, which causes them to hyperventilating and sticking aside. Starfish Aliens: Bantrid is a single head column/body mounted on a spherical, movable leg, with two hand-like tentacles stretching on both sides of their bodies. They also have no sense of smell at all. Thrill Seeker: They are always on the lookout for new experiences. Truly one parent: They reproduce through a budding. Boral Type: UndeadSize: Medium technically alive zombies: Although considered undead, borones are only mostly dead bodies that still sliver the souls inside, usually due to a botched resurrection or because the borai was stubborn to die. They still need to breathe, eat and sleep like normal living people. Type of Hizara: Humanoid (Hizar, Plant)Size: Medium Bizarre Alien Biology: They are the mass of roots and vines located in the structure of bipedal humanoid with a glowing seedpod where the head will be. Nature Hero: They are great at preserving nature and the natural world from the constant encroachment of industrialization. Plant Aliens: Technically they are humanoids so physically and mentally they are much closer to other humanoid species than Golarion mountains, despite looking more alien. Intelligent Type of Robotic Organism: Design (Technological)Size: Small or Medium Funny Human Robots: SROs are designs with positronic brains so complex that they have attracted souls and developed a free will. They can eat and drink but don't need to and they need to sleep by driving offline for 8 hours each day. Bizard of their healing schemes, SROs can heal naturally and resurrected as organic beings, and healing spells can also affect them to a lesser extent. Strix Type: Humanoid (Strix)Size: MediumAnother races previously originating from Golarion, Strix Covenant Worlds come from the spire on the Day side of Verces. Bird people: They have several subtle bird qualities. For example, their eyes are fixed in the skulls, and they have to turn all heads to look around. Slave race: They were originally bred as one sink, but since they seem to have disappeared from Golarion, the strix in Starfinder is completely free. Winged Humanoid: Despite their bird nature, they look just like this, since they lack feathers anywhere, but their wings have no beaks, and humanoid hand structures (although they have digitigrade legs, and non-functional claws instead of nails). The Adventures of PathsDead Sun Elebri type: Humanoid (Elebri)Size: MediumSentients originally from Eox, most turned into undead when a reaction from superweapons destroyed their world. Some of them survived in their normal, living forms. My brain is big: their enlarged skulls mean their advanced intelligence. Non-kraxia: The undead Elebrians are now far superior to the living, ruled by bone sages. Rubber-Lob aliens: they resemble people with enlarged skulls. Sudden name change: The Elebrians were originally just called Eoxians after their home planet in Pathfinder, as no one at Golarion knew their racial name, or that they were a separate race from the people back then. Undead workers: the undead Elebrians know that they will not age or weaken, there is no notion of retirement, and the Elebrian tasked with guarding the wall knows that in the 3rd century, the wall will still stand and the Elebrian able to do so. Ferran Type: Humanoid (Ferran)Size: SmallA thick race out of the world consumed by the black hole. Now they live on their moon, still floating near the event horizon. Dying race: Their planet consumed by a black hole has put them in an unsustainable and they are now one natural disaster from effectively extinct. Rubber-inoite aliens: they look like thick yellow-skinned people or, alternatively, yellow gnomes. Ghibrani Type: Humanoid (Ghibrani)Size: Middle After End: Their home world, Elytrio, was devastated by nuclear war, with some survivors living in the protected dome city while the rest eek out of life in a harsh, radioactive wasteland. Bizarre Alien Biology: Ghibrani are dimorphic, but this is due to environmental factors, with the membrane ghibrani living in comfort and luxury growing soft, but retaining its ability to fly, while husk ghibrani have adapted to life in a radioactive wasteland, becoming tighter but losing wings. Alien insects: they are humanoid beetles. Nice Guy: Their affable trait gives them a racial bonus to diplomacy checks. Fraud Religion: The husks of the ghibranis who live outside the domed city of Arkeost do so because hundreds of years ago, the ancestors of the membrane ghibranis told them the goddess Mother Tulu announced them to her chosen people and promised land for them in the wasteland. The problem is that Mother Tulu is completely fictitious, invented for this purpose to save Arkeost from overpopulation. Centuries later, the ghibrani membrane completely forgot its deception. Iltsarian type: Monstrous HumanoidSize: Great biology of alien animals Bizarre: they have several heads and several sets of excess organs. Genius Bruiser: big, with racial bonuses of both strength and intelligence. Made of iron: Large and cardiac, they also received several sets of excess organs. Man Bites Man: Their several sets of powerful jaws and sharp teeth allow them to bite enemies and hold on and fight enemies once bitten. A few head cases: They have one main head, but there are several (artistic images of both six and seven) others, smaller heads that look like snakes sprouting out of their neck advertising shoulders. Their language is particularly difficult to master because all these heads speak together in a way that is not easy to imagine, to the point that many other races choose to send entire teams of diplomats trained to speak together as a choir to fight the Iltsarians. Snake people: They are snakes like aliens with a humanoid torso, but with the tail of a snake like the lower part of the body that forks on two tips at the end. Type Kish: Humanoid (Kish)Size: Midprimrative descendants swarmed, developed civilization that once ruled the stars, quiche live among the ruins of its former glory, not knowing the power that once held their people. These are humanoids with skull-like faces, jaws and digigrade legs. Extra eyes: They have literally a third eye on their forehead. Future Primitive: They are at the level of largely Stone Age development, even if they are descendants of star-studded humans. Scyphozoa Type: Aberration: Medium Bio Punk: Scyphozoa technology depends on genetically manipulated which function similarly to mechanical and electronic devices. Federation: The most advanced and powerful economic and military force in Primorye are the Council states, the commercial and defensive confederation of Scythsocio urban states and tribes. Funny animal: Scyphozoans are a race of civilized jellyfish that can breathe air as well as water, has two prehensile tentacles (hands) and several outpatient tentacles to walk on the ground. Poisonous man: Scyphozoans can secrete corrosive acid with their tentacles. X-ray vision: The bell and tentacles of the scythsosan are sensitive to vibrations in the air or water, allowing them to feel nearby creatures even if they cannot see them. Selamid Type: OozeSize: Medium Base on Wheels: Selamids build their cities called megadplexes on the backs of their gentle, half-mile-long cousins called megadolroids. Blob Monster: The first playable race oozes in Starfinder, the selamids have muted, flexible bodies from the protoplasm. Extreme omnivorous: selamids can eat almost any organic substance. No biological sex: Since they breed asexually through binary division, the selamids have no concept of biological sex, and the game material refers to them as pronouns this. One size fits all: called: equipment and armor of the appropriate size never needs to be adjusted to allow the selamid to use it. Truly one parent: Selamids reproduce by sharing in two identical ones at the end of their lifetime. Seprevoi Type: Monstrous Humanoid (Seprevoi)Size: Medium archaic weapon for the advanced era: Due to the lack of resources that they have access to, they have become very experienced with archaic weapons and receive bonuses to them. Bizarre Alien Locomotion: They have four legs, but instead of being positioned in a centaur type configuration, it's more like if you have two legs coming out of any nest in your hip. Exile: An entire race is driven out of their home world by a virus that will kill them if they return. Unfortunately for them this happened before the advent of drift travel when they were limited to one system. And perhaps more unfortunately, their home world is the only planet in their system that sustains life. Future Imperfect: Knowing exactly what it was that caused them to leave their planet was lost to them, and most believe it was some kind of crime against the gods for whom they are punished for all eternity. Killer Space Monkey: Well not a particularly killer, given that they are not particularly hostile or belligerent, more than anyone else. But it is the race of aliens that resemble a simian, albeit with four legs. Sins of our fathers: Self-imposed Exilites, a cult as an organization that permeates every level of the Society of Seprevoi. They believe that their race should pay eternal repentance for some forgotten crime, and no technology or can never bring them back to their home world. Space station: They are limited to a number of them in orbit around their home planet, to which they can no longer go. Go. Virus: They have created a biological weapon that only targets their own race. Unfortunately, it got loose and became air born, making their entire planet uninhabitable for its species, although other races are not affected. The sedrems themselves have forgotten about it and consider the virus a divine punishment. Type Shimreen: Type Humanoid (Shimreen)Size: Medium type Woiko: Humanoid (Woiko)Size: MediumA kind from the water world, woikoks separated into 2 subspecies. Deep live deep in the oceans, while Floatborn live in floating cities on the ocean surface. Against Aeon Throne Brakim Type: Humanoid (Brakim)Size: MediumNatives Bortana II, the world is reduced to a irradiated wasteland during a break. They were marginally conquered by the Empire of The Stars of Azlant, with the only city on the planet that emerged around the only outpost of the empire. Endiffian Type: Humanoid (Endiffian) Size: MediumA races with very malleable flesh they can change to look like other races. Gosclaw Type: Humanoid (Gosclaw)Size: MediumNatives of the volcanic continent on the planet Duren, gosclaws has become an expert in engineering to create safe underground homes. When the Empire of Stars Azlant came to them, they knew they could not resist and willingly filed, becoming a citizen of race. Neskindti Type: Humanoid (Neskindti)Size: MediumNatives of the jungle world Gjor III, their lack of technological development made it easy for Azlantii Star Empire to conquer them. Technology continues to confuse them, but they are qualified environmentalists even without such means. Type screedreep: Humanoid (Screedreep) Size: SmallOne of the first species of earth under the heel of Azlantii Star Empire. Their home world of Eostirillon was taken from them, and the view was beaten down in a race of scyphants. Secondly, they are a favorite non-human species of star empire and have the highest possible status for such a race, but they are still second-class citizens. Scyphoantic Servant: Responded to the centuries of oppression of Azlantii by becoming very good at being subordinate. White-collar crime: Screedreeps that go bad tend to gravitate towards this. With their size and location, they don't have much for violence, but their managerial talents come in handy as crowd consiliagers. Type Stellifera: Magical BeastSize: DiminutiveDiminutive psychic creatures from the deep oceans of Parina. The Empire of the Stars of Azlantii almost destroyed them because of pollution, not realizing that they were reasonable, and since then they have integrated with the Empire to disperse into colonized spaces and ensure that their race cannot be destroyed in one fell swoop. Little green man in the can: Being aquatic cephalopods the size of small cats, they usually could not adventure on the ground or use vehicles and equipment made for humanoids. Stellifera who leave the sea use their mind over matter ability to build mobile aquariums/environment suits out of the water. Octopus Aliens: They are more like than octopuses, but the same Psychic powers: They are telepathic and telekinetic. Type Wilderaro: Monstrous Humanoid: Medium For the overheated oceans of Oyojii, wilderaros are recent additions to the Empire of the Star of Azlant. They cannot stay that long, as Azlantii's monoculture proves to be a difficult burden for them to accept. Bizarre Alien Reproduction: All wilderaros can breed asexual; they develop the ability to reproduce sexually (which is preferable, because of this creating more diversity in their genetic memories) later in life. Genetic memory: The offspring of Wilderaro inherits knowledge from their parents. One gender race: the whole default species uses her/her. Aliens starfish: They look somewhere between sea cucumber and sea anemone, prefer to lie on the ground, but tend to stand upright on three legs while around other species, have hand tentacles that seem to be radially symmetrical, and can reproduce through parthenogenesis, but prefer not to. Truly single parent: an opportunity for kind, but considered than ideal. Starfinder Society Copaxi Type: HumanoidSize: MediumInhabitants of the Dying World, they have applied to join the Worlds Covenant through the Starfinder Society. Whether it's fleeing their home world or gaining clearance, they contribute to the galaxy as a whole. Starfish Aliens: They have a collection of papules inhabiting coral-like bodies that are rough to the touch. We like the Mayflies: Their life expectancy is relatively short for only 40 standard years. Morlamaw Type: Monstrous Humanoid (water)Size: LargeA is a reasonable species resembling walruses with contrasted claws on the side of flippers, morlamaws pre-flight natives of the cold, watery planet Amiselle. While much of the race remains in their home world, several enterprising souls have joined the crews of starships to see the universe. Universe.

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