

POP CULTURE CATALOG

CRUISES AND RESORTS



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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

FANDOM RULES

As you interact with popular culture, you'll no doubt begin to build a repertoire of your favorite brands, media, and entertainment, most of which possess a following of devoted and engaged individuals. Such followings are known as fandoms, and anyone belonging to a fandom is known as a fan. Belonging to a fandom grants you additional benefits and abilities, as described below.

JOINING A FANDOM

To join a fandom, you must engross yourself in the topics covered by the fandom. Most fandoms require that you engage with the fandom's topic for 24 hours. These hours don't need to be consecutive, but each session must be in 1-hour increments and cannot exceed 8 hours. Once you've accrued the necessary amount of engagement, you simply need to declare that you're a member of the fandom in order to join it.

You can belong to a total number of fandoms simultaneously equal to $1 + \text{your Charisma modifier (minimum 1)}$. In addition, for every 5 ranks you possess in any skill, you can join one additional fandom that lists that skill as an associated skill. For example, if you have 5 ranks in Computers, you can join one additional fandom that lists Computers as one of its associated skills. Detailed below is a list of several fandom categories and their associated skills:

- » Athletes or Sports Teams (Athletics, Culture)
- » Cruise Lines (Culture, Piloting, Survival)
- » Infosphere Series (Culture, Profession [actor])
- » Infosphere Sites (Computers, Culture)
- » Movies (Culture, Profession [actor])
- » Musicians (Culture, Profession [musician])
- » Resorts (Culture, Diplomacy)

LEAVING A FANDOM

You can leave any fandom that you belong to whenever you want simply declaring that you've left it. Once you leave a fandom, you immediately lose access to its fandom perk (see below). You can rejoin any fandom that you previously belonged to whenever you want, using the rules for joining a fandom as outlined above. When rejoining a fandom, you only need to engage with its topic for 12 hours instead of the usual 24.

FANDOM PERKS

Each fandom possesses a unique benefit that you gain for having engrossed yourself in the fandom's topic. This benefit is known as a fandom perk. Although you can have one fandom perk per fandom you belong to, you may only have one fandom perk active at a time. Each time you take a 10-minute rest to regain Stamina Points, you can choose one of your fandom perks to be your active fandom perk. This causes any previously chosen fandom perks to become inactive until chosen again. Additionally, you can spend 2 Resolve Points as a full action to swap your active fandom perk for a different fandom perk.



CRUISES AND RESORTS

From monsters to media moguls, life is strenuous and stressful for most people living in a *STARFINDER RPG* system. As a result, it's fairly common for individuals to get away from the monotony of everyday life by escaping to a cruise line or resort, where the establishment attempts to provide for most of a vacationer's wants and interests. Food, drink, lodgings, and entertainment are often provided or available at a resort for a cost, and most brand themselves as magical retreats where the trials and tribulations of life simply melt away.

This section details a number of popular resorts in the Xa-Osoro System as well as in nearby star systems. Each resort notes the price of staying at the resort for one night, where the resort is located, the resort's type, and the relative size of the resort. For reference, an all-inclusive resort is one where food, lodgings, and entertainment is paid for by the admission fee, a destination resort is one where the resort's location is its attraction, and a mega resort is resort that's monumental in size or scale.

CYBER CITY

RESORT

Price ×2; **Location** Ravnopolis, Xa-Osoro System; **Type** luxury all-inclusive destination; **Area** infinite.

DESCRIPTION



Perhaps the least orthodox resort in the Xa-Osoro System, the Cyber City Resort is located upon the massive dwarven starship the *Ravnopolis*, which orbits Xa just between Ulo and the Lovers. As its name implies, Cyber City is a completely digital resort, making heavy use of the dwarves' mind uploading and temporal stasis technologies to allow guests to leave their bodies behind and relax within the dwarven Cyberspace, a digital plane that exists entirely within the *Ravnopolis*'s supercomputer. When one purchases a stay at Cyber City, they're brought to an upload chamber where their bodies are attached to a cyber upload machine that monitors and maintains their body while sending their minds directly into the resort. Within, resort operators are able to custom-build the perfect getaway experience for each vacationer by analyzing their subconscious wants and desires while their material bodies are nourished and repaired using state-of-the-art doctors and therapists of all ilk. In doing so, Cyber City guarantees that each vacationer will leave refreshed and reinvigorated in both body and mind.

Upon checking in, visitors appear in digitally-constructed avatars of their material bodies, but are able to adjust their appearance at any time, allowing them to appear as whatever they want provided the appearance isn't trademarked or copyrighted to another individual. The activities one can engage in within the Cyber City Resort are limited only to one's imagination—virtual constructs of nearly any setting and activity are available and the Cyber City Resort offers the upmost discretion and privacy to its guests, giving them the freedom to experience cyber-reality however they wish, provided they adhere to the resort's list of ethical and moral standards and practices.

FANDOM PERK

Cyber City Resort's avatar-altering systems closely resemble holograms in their processing, and your familiarity with the resort's programs allows you to make more effective holograms.

When you use an item or spell that uses holograms, add +1 to any Perception check DC allowed by the item or spell or +1 to any Disguise check you attempt using the item or spell.

DILLINGTON

RESORT

Price ×1.5; **Location** Eogawa, Xa-Osoro System; **Type** luxury destination holiday village resort; **Area** 750 acres

DESCRIPTION



Nestled away in the hills of the Field of Reflections on Eogawa, Dillington is a resort village that caters to vacationers looking to get away from their busy lives. Everything from the vacation homes that lazily overlook pristine countryside and crystalline lakes to the sleepy village that provides most of the entertainment and services is meticulously designed to evoke a feeling of simple, comfortable living. Guests are given an entire home to stay in that features natural lighting and glass-top windows during the day and automated fire pits and electric candles at night. While technology isn't absent from the resort's commodities, it is heavily down played. The air over the resort is a strict no-fly zone and guests visiting the sort are driven in on silent automobiles. Dillington also features free sailing and fishing, dozens of taverns and restaurants, theaters, libraries, a lake side beach, hiking trails, sports, and more. One of the resort's more famous attractions is hologram hunting, in which lifelike holograms of various monsters are projected throughout the resort's wooded areas. Guests, armed with special weaponry, can go "hunt" these creatures as a leisure activity, earning points as they do so.

In order to combat Eogawa's infamous strain of Blood Space augmented therianthropy, Dillington features a powerful filtration system designed to keep the resort groups free from infection. As a result, Dillington is one of the few places outside of a major city on Eogawa where foreigners can frolic about without needing special air filtration devices or booster shots (though the resort offers complimentary medicinal services to its guests as a precautionary measure). This has led to the resort village's population to become increasingly mixed over time, a trait that has only made the resort more popular.

Dillington actively encourages foreigners to settle within the town, allowing the creation of foreign culture districts like Little Kasathia, a kasathan community, and Helper's Home, a skittermander community, to flourish within the city and draw in guests from across the Xa-Osoro System who want to explore a new culture from the comfort of their own backyard.

FANDOM PERK

Spending time at the Dillington Resort has exposed you to the culture of a foreign race. Choose one race. You learn that race's language as a bonus language, which you retain even if this isn't your active fandom perk. While this perk is your active fandom perk, you gain a +1 bonus to Culture and Life Science checks to recall information about the chosen race and their history and culture. You can choose this fandom perk multiple times. Each time you choose a different race.

ICON CRUISE COMPANY CRUISE LINE

Price ×1.5; **Location** Eozzata and Ozari, Xa-Osoro System;
Type luxury space cruise; **Ship** base ship

DESCRIPTION



Harboring ports on both Eozzata and Ozari, the Icon Cruise Company is a prominent luxury cruise line known for charting courses that allow passengers the chance to see the beautiful vistas and wondrous landmarks of the Lovers, the collective name for Eozzata, Ozari, and their rings. With over a hundred supercolossal starships in company possession, each outfitted with the glitz and glamour of a small metropolis, Icon Cruise Company ships are famous for possessing interior shopping centers, luxury pools and lounging areas, parks, multiple dining venues, casinos, libraries, wellness centers, relaxation commodities, interior amusement parks, and enough bars and taverns for official tavern crawls to be a common entertainment option for guests. Each guest is even afforded several luxury outfits per night of their stay, allowing every guest to look and feel luxurious no matter their walk of life.

Of course, the commodities on the ship itself are just part of the magic of an Icon Cruise Company voyage. With a typical cruise lasting a full month (a total cost of 4,500 credits per guest not including purchases made on-ship or at-location), guests can look forward to stopping at several of the Xa-Osoro System's most wondrous cities and attractions throughout their stay. Common cruises include the Lover's Run, which takes the guests to the capital cities of both Eozzata and Ozari as well as several popular pre-Nova Age wonders scattered throughout the worlds, the Ulo Tour, which allows guests to visit notable cities on Ulo and each of its moons, and the Enigma Star Tour, which sends guests to a small deep-space asteroid owned by the Icon Cruise Company that they market as a "paradise world of magic, mystery, and adventure". Their most famous line, however is their Year of Cruising, during which cruisers embark on a 12-month tour of all of Xa-Osoro's major metropolises and cities, a trip costing a hefty 54,000 credits.

NEW SETTLEMENT

The following settlement details the city of Dillington on Eogawa in the Xa-Osoro System.

DILLINGTON

The primary attraction of the Dillington resort, Dillington is a hodgepodge of cultures, races, and traditions united under a vision of mutual prosperity and success.

LN small city

Population 12,500 (3% dwarf, 2% elf, 15% human, 15% kitsune, 2% kobold, 3% nuar 25% vanara, 35% other)

Government council

Qualities cultured, insular, technologically underdeveloped

Maximum Item Level 4th

FANDOM PERK

Your love of Icon Cruise Company cruises has inspired you to travel all across the galaxy aboard their vessels, offering you a glimpse of the universe's most breathtaking wonders. Reduce the Culture and Physical Science DCs to recall knowledge about natural wonders by 5. In addition, you gain a +1 bonus to Piloting checks to navigate and Survival checks to orienteering if the destination is a natural wonder.

JIONSHI-WU

CRUISE LINE

Price ×1.25; **Location** Belt of Azan, Xa-Osoro System;
Type luxury space cruise; **Ship** ultranought

DESCRIPTION



Often described as the safest cruise in the Xa-Osoro System, the *Jionshi-Wu* is a former Azanward Armada ultranought that has been repurposed into a luxury cruise ship on the orders of its hozonsugami, Wu the Wise, approximately a century prior. Far from an act of retirement, Wu surmised that if the Azanward Armada was to continue to protect the Belt of Azan from despoliation, they would need an influx of resources with which to do it. The *Jionshi-Wu* was the kami's solution, a luxury cruise throughout the Belt of Azan from which the Azanward could gather monetary resources to fund their operations and potentially inspire cruise-goers into supporting their cause.

Although the *Jionshi-Wu* is considered only an honorable member of the Azanward Armada's fleet, the ultranought remains one of the most heavily armed starships within that fleet. Each member of the *Jionshi-Wu*'s crew is a veteran soldier of the Azanward Armada, with the majority of the staff consisting of soldiers who have been honorably discharged due to age or injury. These precautions have given the *Jionshi-Wu* the nickname "The Impenetrable Cruiser", as no fewer than 1,400 attempts to raid the starship have been made, each ending in absolute catastrophe for the raiders. Outfitted with everything from luxury pools and sporting arenas to theaters

NEW SETTLEMENT

The following settlement details the city of Sarvatown on Bantosian in the Xa-Osoro System.

SARVATOWN

The economic linchpin of the Sarvatova Springs resort, Sarvatown is a bustling bantosiai settlement whose economy caters almost exclusively to tourists.

LN small city

Population 10,425 (75% catfolk, 15% kitsune, 5% nuar, 3% kobold, 2% other)

Government oligarchy

Qualities cultured, resort, technologically advanced

Maximum Item Level 7th

and expeditions to several pre-approved landing sites within the Belt of Azan itself for tours, the *Jionshi-Wu* remains one of the system's safest cruises despite traveling in one of the Xa-Osoro System's most dangerous locales.

FANDOM PERK

You are well-knowledged about the Belt of Azan thanks to your cruises on the *Jionshi-Wu*. Reduce the Culture DC to recall information about Azan, the Belt of Azan, kami, and the Azanward Armada by 5.

ReVuYu

RESORT

Price ×2.5; **Location** Glynwyvar, Evadala System; **Type** all-inclusive destination; **Area** 500 acres.

DESCRIPTION



Built seamlessly within the enchanted and idyllic Glynwyvar Woods on the planet Glynwyr in the Evdala System, ReVuYu is a resort owned and operated by Regevix, inventors and producers of the popular rejuvenies anti-aging supplement. Initially from the Xa-Osoro System, Regevix initially purchased the land that ReVuYu is built on from native glynwyrians of the Enchaval clan as a means to conduct tests on the planet's abundant supply of relyrium, a rare material that serves as their product's key active ingredient. As interest in Regevix and their product grew, the company expanded their research facility into an embassy that eventually came to encompass a resort for vacationers. Although the Radiant Imperium has since moved their embassy from the facility into Glynwyr's capital, ReVuYu still exists as one of Regevix's most advanced R&D facilities and as one of the most popular all-inclusive resorts in the galaxy thanks to its unique accreditation: at ReVuYu, guests are given sufficient doses of rejuvenies to transform them into children and keep them regressed for the duration of their stay. This is achieved through a special bracelet that all guests receive upon arrival comprised entirely of nanites that enter the wearer's blood stream and monitor

their age. Using trace amounts of relyrium that is incorporated into the food and drink at the resort, these nanites produce rejuvenies within the wearer's body at precise quantities to regress them to a specified age and keep them there for their stay. As a result, all one needs to do to stay young at ReVuYu is eat, drink, and enjoy their youth.

ReVuYu has accommodations for guests of all ages, though they have a strict no-adults policy for visitors. For humans, 14 is the oldest age allowed and the policy similarly restricts members of other races. For those incapable of aging, such as androids, ReVuYu uses a unique combination of illusion magic hybrid technology to create a similar experience, though such guests are usually limited to presenting as adolescents. ReVuYu's facilities include a year-round water park, amusement parks designed for youths of all species, a wide array of foodstuffs popular with youths, and lodgings arranged to resemble a slumber party. The resort only hires adults for its staff, and staff members are encouraged to play the role of parental figures, older siblings, or camp directors based upon which area of the resort that guests choose to stay at.

FANDOM PERK

ReVuYu's unique niche not only allows its guests to revisit their childhoods, it also enables them a new perspective in interacting with modern youths as well. Your time at ReVuYu has given you insight into numerous popular trends with modern youths. Reduce the Culture DC to recall information about child and adolescent culture by 5. In addition, you gain a +1 bonus to all skill checks to sway or interact with any character younger than an adult,

SARVATOVA SPRINGS

RESORT

Price ×1; **Location** Bantosian, Xa-Osoro System; **Type** luxury beach and spa resort island; **Area** 11 square miles.

DESCRIPTION



Just south of Evalli at the very tip of Bantosian's Ekalo Isle lays Sarvatova, an island that is home to the Sarvatova Springs Resort. Known for its white sand and crystal-clear waters, Sarvatova Springs is incredibly popular among local catfolk and off-worlders alike. Owned and operated almost exclusively by Bantosian's native catfolk, the Sarvatova Springs resort is one of the few businesses that caters to off-worlders, to the extent that the owners commissioned the construction of a resort-wide atmospheric regulation system in the form of a massive transparent dome that encapsulates the entire resort. Consisting entirely of force energy, the dome projects a massive abjuration effect over the area that not only prevents blood-mad creatures from entering the resort's grounds, but it also forces out lingering blood space particles in the air while also preventing creatures susceptible to Bantosian's plague from moving outside of the resort. The end result is a resort that allows guests to enjoy the serenity of Bantosian without any worry of being transformed into a degenerate blood-mad.

Sarvatova Springs is named for the renowned hot springs that dot Mount Ochkilecht, a dormant shield volcano. Each spring is said to possess miraculous healing properties, from water that looses joints or smooths out wrinkles to the famed Movennie Springs, which are said to be able to melt years off of bathers. A massive geyser rests atop Mount Ochkilecht that reliably spouts hundreds of feet into the air on the hour, leading to its nickname, “Bantosian’s Clock”. In addition to these attractions, Sarvatova Springs also includes luxury beaches, sailing and snorkeling, luxury pools, a water park accessible via a mile-long boardwalk, and a small city called Sarvatown where most of the resort workers live that caters almost exclusively to tourists.

FANDOM PERKS

Thanks to the predictable billowing of Mount Ochkilecht’s geyster, Bantosian’s Clock, your time spent at the Sarvatova Springs resort has allowed you to discern subtle environmental cues that help you determine certain featured about the environment. Reduce the DC of Physical Science checks to gleam information about nonliving environmental features, such as tidal patterns and volcanic eruptions, by 5. In addition, you gain a +1 bonus to Perception checks to notice environmental features and hazards, such as quick sand or poisonous plants, as well as a +1 insight bonus to Reflex saves against environmental hazards, such as an avalanche.

TORAN STRIP

RESORT

Price ×2; **Location** Tor, Xa-Osoro System; **Type** luxury megaresort; **Area** 975 acres.

DESCRIPTION



Located in the heart of downtown Metroheim, Tor’s capital, the Toran Strip is a conglomerate of no fewer than 14 resorts allied together to form the largest resort in the Xa-Osoro System. Because the Toran Strip consists of so many individual shareholders and owners, the look and theme of every resort within the area differs dramatically. For example, the Emphyrean strives to create a heavily atmosphere for pampering and pleasuring while Aces High is themed almost exclusively around gambling. Practically a separate city in and of itself, the Toran Strip contains no fewer than three shopping malls, four dozen restaurants and cantinas, a score of casinos, twelve theaters, an indoor amusement park, and more vice dens than a scrap yard has space goblins. As a result, the Toran Strip is not only a popular location for vacationmakers, but also for locals looking to acquire luxury items or vices not normally permitted within Tor. Because the Alliance is so large and so hectic, it is difficult for Tor’s government or the Radiant Imperium to efficiently regulate the Strip of illicit items and services, thus leading to the popular Toran saying, “It’s all legal at the Strip”.

To the uninitiated, the Toran Strip often appears as an endless labyrinth of capitalism and vice, where ordinary hotel lobbies open up into hidden subterranean malls before exiting in the

middle of luxury span conveniently located in the middle of a massive amusement park. Navigating the Strip is difficult and time-consuming, as the layout was built organically like an ancient cite and later optimized with marketing research to increase the projected amount of money that a vacationer will spend on their trip. As a result, if a walk between two hotels is long, oftentimes vacationers will find a convenient restaurant to satiate those cares or a nice movie theater to sit down in. Escaping the labyrinth is easy enough, provided you’re willing to pay, as the Strip has a multitude of transportation services available at a steep mark-up in price to discourage their use, thereby encouraging guests to continue wandering through the Strip’s capitalistic money-farming maze of products and services.

FANDOM PERK

Your familiarity with the Torvan Strip affords you insight on where to find items you couldn’t normally purchase. You can purchase items with a level equal to your character level + 2 in any settlement or your character level + 3 in the Torvan Strip. When purchasing an item of such a level, you must pay bribes equal to 10% of the item’s total price avoid any complications for purchasing items you wouldn’t normally be allowed access to.

WHIMSY WORLD

RESORT

Price ×3; **Location** Whimsy World, Deep Space System; **Type** luxury megaresort; **Area** 14.6 million square miles.

DESCRIPTION



Named for famed entertainment icon and cartoonist Dalton Whimsy, the Whimsy World Resort is an entire planet owned by the Dalton Whimsy Company, a mass media mogul specializing in infosphere shows, movies, and other avenues of mass media. Considered the crown jewel of the Dalton Whimsy Empire is Whimsy World, a small planetoid owned by the company that is the sole habitable world in its star system. Devoid of life when Whimsy scouts discovered the planet, Dalton built a literal entertainment empire upon the planet, filling it with realistic replicas of his most popular intellectual properties. Whimsy World includes realistic replicas of the worlds of popular fairy tales, cartoons, and movies, and more. The planet is covered in luxury hotels themed around each intellectual property and includes thousands of attractions, including theme parks, shopping malls, restaurants, and virtually any other form of entertainment that credits can buy, hence the resort’s trademarked tagline, “The Happiest Place Ever After.”

In addition to its resorts and theme parks, Whimsy World also includes an entire metropolis where its employees live and work, but this city is hidden from public view and no one not employed by the Whimsy Company has ever publicly admitted to seeing it. Whimsy enthusiasts note that Whimsy World has two strange launch bays at its north and south poles, and starships have been occasionally seen taking off and

NEW SETTLEMENTS

The following settlement details the resort towns of Whimsy World and Worvenia.

NORTHINGTON

Located at Worvenia's north pole, Northington is a themed resort city where every day is Yuletide morning and every night is Yuletide Eve.

LG metropolis

Population 754 million (15% dwarf, 35% human, 15% kitsune, 35% other)

Government autocracy

Qualities cultured, devout (Yuletide), technologically average

Maximum Item Level 10th

RINGTON

Fully encompassing Worvenia's equator, Rington is a metropolis fully committed to transporting vacationers and providing them with world-class service.

LN metropolis

Population 545 million (10% dwarf, 25% human, 10% kitsune, 55% other)

Government autocracy

Qualities cultured, technologically average

Maximum Item Level 15th

SOUTHINGTON

Located at Worvenia's south pole, Southington caters almost exclusively to stellar-class winter sports athletes by training them and hosting interstellar competitions.

LN small city

Population 52,000 (10% human, 5% nuar, 10% vesk, 75% other)

Government council

Qualities cultured, insular, technologically advanced

Maximum Item Level 17th

UNDERWHIMSY

Hidden in the bowls of Whimsy World is a permanent metropolis inhabited solely by Whimsy World employees and individuals hired to provide services to them. Originally called ACOTF, or Advanced Community of the Future, the residents have taken to calling their home Underwhimsy instead, and to corporate dismay the name stuck.

N megametropolis

Population 1.4 billion (25% android, 5% dwarf, 25% human, 5% kobold, 12% kitsune, 3% vesk, 15% ysoki, 10% other)

Government autocracy

Qualities bureaucratic, financial center, insular, technologically advanced

Maximum Item Level 20th

landing there. Many believe that the Whimsy Company has an entire hidden metropolis beneath the surface of its planet as a result where workers live and relax without ever publicly breaking character. If true, the ethical violations for Whimsy World would be numerous if Whimsy World were located within the borders of most governments, but Whimsy World is located firmly outside of all governmental borders and boasts its own Armada for defending its system from harm. As a result, some politicians wryly refer to Whimsy World as an independent autocratic government.

FANDOM PERK

Just as their famous tagline claims, Whimsy World is the "Happiest Place Ever After" for you, and your love of Whimsy World can help you through your darkest times. Whenever you attempt a Will save against an emotion effect (including a fear effect), you can spend 1 Resolve Point as an immediate action to add a +2 insight bonus to your Will save's result. Alternatively, you can spend 1 Resolve Point when a foe uses Intimidate to demoralize you to increase the DC by 5.

WORVENIA SNOWSPORTS RESORT

Price ×1; **Location** Worvenia, Xa-Osoro System; **Type** good destination sports resort (winter sports); **Area** 200 square miles.

DESCRIPTION



Located on the smallest of Ulo's many moons, the Worvenia Snowsports Resort is the oldest resort in the Xa-Osoro System, with its company headquarters having originally been located on lost Azan. When the Nova Age ended, Worvenia Snowsports found itself completely decimated, with only enough liquid capital for one final venture. Company executives decided to risk everything spending the money on purchasing Ulo's smallest moons and completely renovating it, from terraforming to climate control. The final result was the creation of the Worvenia Snowsports Resort, a planet-wide resort devoted exclusively to winter sports like skiing, snowboarding, and similar activities. Complex machines and orbital realignment technology have enabled Worvenia Snowsports the ability to completely control the planet's climate, keeping the world permanently chilled as an eternal winter wonderland.

Worvenia Snowsports has divided up the planet based on the ideal winter sport to perform on each legion, with metropolises stated at each pole and along the entirety of the world's equator. The northern settlement, Northington, is designed to be a year-round homage to various winter holidays across all known cultures and species, while the southmost settlement, Southington, contains a massive arena where the greatest winter sports athletes competitions in the Xa-Osoro System are held. As a result, Southington also caters to athletes looking to train for professional competitions. The final settlement, Rington, possesses a massive railway system that allows visitors to quickly encompass the planet as well as lifts that take visitors to recreational sites devoted

to each sport. Most of Worvenia Snowsports' hotels, which range in quality from value to luxury, are located on Rington, and the metropolis is likewise a home to company workers and citizens looking to profit from the year-round tourism. Worvenia has petitioned for status as a village resort as a result of its settlements, but so far they've been denied the prestige due to how heavily regulated these villages are, especially in Northington where even citizens who don't work for Worvenia are expected to keep a strict holiday atmosphere and cheer year-round or be firmly removed from their jobs and homes by company employees.

FANDOM PERK

You time at Worvenia Resorts has improved your ability to balance in slippery conditions. Whenever you attempt an Acrobatics check to balance on ice, snow, or a similar surface, you can spend 1 Resolve Point to roll your check twice and use the higher result.

XTRAVIX

RESORT

Price ×3; **Location** 1010 SuperRing, Xa-Osoro System; **Type** luxury all-inclusive megaresort; **Area** 1.2 million square miles

DESCRIPTION

XTRAVIX Built within the small but ever-growing habitable area within 1010 Robotics' SuperRing, Xtravix is a one-of-a-kind all-inclusive resort experience that allows visitors to vacation in innumerable settings and locations simultaneously.

Owned and operated by 1010 Robotics as a means to generate additional income for the continued construction of the 1010 SuperRing, Xtravix consists of several thousand supercolossal expansion bays located within the SuperRing, each approximately 1,200 square miles in size and outfitted to perfectly resemble a specific environmental biome, such as an ocean, a volcanic, even recreations of famous urban environments and the worlds of popular vidgames, movies, infosphere shows, and similar intellectual properties. Though guests rent lavish domiciles designed to fit within these settings, they're free to explore as many of the resort's environmental bays as they desire. Several examples include Aquatica (an aquatic reef environment with swimming and snorkeling), Micro World (an environment designed with optical illusions to make guests feel as if they were one inch tall), Dragon's Peak (a mountainous environment designed like a dragon's lair from a fantasy novel complete with real-life dragon actors employed by 1010 Robotics), and Okami Land (an environment designed to resemble popular locations in the Okami company's vidgames). 1010 Robotics also sells mind beacons at each bay that allow guests to upload their minds into android bodies designed to be "on theme" for that bay, such as popular game characters in Okami Land.

FANDOM PERK

Exploring Xtravix has prepared you for conquering a multitude of environments. Whenever you attempt a skill check to bypass an environmental hazard or a saving throw to negate ones' effects, you gain a +1 bonus to your roll or check.

ZEMKETSU NATURE RESORTS

Price ×1.5; **Location** Ashaleth, Xa-Osoro System; **Type** luxury destination resort; **Area** 100 square miles

DESCRIPTION



Nestled away in the wilderness of Ashaleth's habitable ring, Zemketsu Nature Resorts is a unique destination resort that spans an impressive 100 square miles of pristine wilderness. Crystal lakes, beautiful oceans, fields of exotic flowers, and towering

mountains can all be found within the borders of Zemketsu, with Ashaleth's natural wonders being the foremost source of entertainment and delight for visitors. Each of Zemketsu's luxury accommodations takes the form of a homely domicile built in harmony with one of these biomes, each domicile built with a minimum of one square mile of distance between each other. Combined with the fact that families are air-lifted to their domicile upon checking and Zemketsu Nature Resorts offers peerless privacy and solitude for families desiring a getaway in the most literal of senses. Although all of Zemketsu's domicile biomes are beloved, the most popular are their undersea biome, which features homes built into Ashaleth's continental shelf for undersea observation at all hours, and their magma biome, which features homes built directly into the side of a dormant volcano. Other popular sites include domiciles built on hover-platforms among the clouds, tree house domiciles built in forest canopies, and jeweled cavern domiciles built underground amidst a sprawling labyrinth of glittering quartz crystals.

Amusements at Zemketsu Nature Resorts primarily consists of outdoor activities such as hiking, bird watching, and fishing. Each domicile biome offers its own unique activities whose theme reflects their location, such as scuba diving near lake and undersea biomes or cavern tours in the jeweled cavern domiciles. Visitors are welcome to travel to other domiciles at their leisure to partake in whatever amusements interest them the most, and while hiking to these centers is encouraged the resort offers a shuttle service to help expedite visitors' movement throughout the resort. In addition to catering to vacationers, Zemketsu Nature Resorts spends large amounts of money protecting Ashaleth's fragile environment, employing a small army of scientists to vigilantly monitor the environmental health of the resort and implementing crucial changes to employ environmentally ethical business practices to preserve the park's beautiful biomes.

FANDOM PERK

Time spent exploring the natural beauty of Zemketsu Nature Resorts has helped you to better identify natural wonders. You can attempt Life Science and Physical Science checks untrained. If you are trained in either of these skills, you gain a +1 insight bonus to your skill check instead. In addition, whenever you attempt a Life Science or Physical Science check to recall knowledge and succeed by 4 or more, you recall one additional piece of information for every 4 by which your check result exceeded the DC instead of the usual one piece of information for every 5 by which your check result exceeded the DC.

OTHER PURCHASES

Lodgings are special purchases that are typically made as part of getaway or travel plans. Lodgings can range in quality from asteroid motels to massive destination resorts with hundreds of amenities, and they are typically priced by the amount of entertainment options available at the location and by popular demand for the area. Lodgings are usually rented, not owned, but would-be lodgers can purchase time shares at participating locations to essentially own a predetermined amount of time at a specific lodging which can be traded for time at other participating locations.

This section details different types of lodgings available throughout the galaxy and their relative quality and cost. Table 1: Other Purchases notes the type of lodging and its cost. When determining the price of a treatment at one of the named locations detailed in the previous section, multiply the treatment's cost by the establishment's price modifier to determine the final price.

BOARDING HOUSE

A boarding house is an unoccupied family home that lodgers rent for one or more nights, sometimes for extended periods of weeks, months, even years. Some boarding houses allow lodgers to rent only rooms for sleeping, designating all other rooms and their facilities as common rooms available for anyone to use, while other boarding houses allow lodgers to rent the entire property at a time. Boarding houses typically provide some meals in addition to accommodations, leading to the popular phrase "room and board".

CRUISE

Cruises are voyages taken on specialized passenger vessels designed to provide passengers with unique experiences and entertainment. Cruises typically focus on selling the ship's amenities and the beauty and wonder of the destinations travelled by and to on the cruise. Cruises can be water-based or space-based, with sailing ships commonly used for water-based cruises and starships used for space cruises. Most cruises take circular routes, letting passengers off at the ports they originally embarked on. Cruises are always all-inclusive, meaning that meals and most forms of entertainment are provided as part of the ticket price. For some cruise ships, entertainment can be as simple as enjoying a pool or as lavish as getting to enjoy built-in casinos, amusement parks, theaters, and similar delights. As a general rule, the more amenities a cruise ship has, the more expensive its ticket price is.

GUEST HOUSE

Guest houses are a type of lodging that exist on others' property. Built to resemble a family home, lodgers typically rent the entire home at a time entirely separate from the owner and their family. Lodgers work out a contract with the owner in advanced, including details like how long the lodgers will stay in the house curfews, guidelines for usage of the home's utilities and facilities, whether food will be provided, and similar details.

HOMESTAY

Homestays are a popular form of lodging wherein a host

(typically the house's owner) offers their home as lodging to visitors. While hosts can offer their lodgings for free if they want to, it's more common for guests to pay a daily fee in the form of credits or work around the property, usually in the form of housekeeping or similar maintenance work. Homestays are comparatively cheaper than other kinds of lodgings, but they usually don't offer the same degree of privacy or any of the services associated with commercial lodgings, such as room service or entertainment. The terms of a homestay, such as the type of lodging, the length of the stay, and the fee or work required as payment for the stay, are typically worked out in advanced. Many homestays will also include rules like curfews, guidelines for usage of the home's utilities and facilities, whether food will be provided, and whether the use of drugs is permitted on the property.

FARM STAYS

A farm stay is a specific type of homestay in which guests rent a room on a working farm. Guests are typically expected to pay their stay by doing farm work, such as helping with the harvest or feeding animals. It's common for farm stays to last months at a time in accordance with local agricultural seasons.

HOSTEL

Hostels are a type of low-priced communal lodgings where guests are able to rent a bed in a four-bed dormitory that includes a bathroom, lounge, a small kitchen, and infosphere access. Hostels are unique in that they usually rent out beds rather than the dormitory space itself, so lodgers sometimes find themselves bunked with strangers. It's possible, albeit costly, to rent entire hostel rooms but hostels are usually preferred for their cheaper rates and for the abundant opportunity for socialization that they provide. It's not uncommon for individuals to rent hostel rooms for months at a time due to the price, and some even allow lodgers to pay for their room by doing clerical work around the hostel.

HOTEL

Hotels are lodging establishments that provide rooms to travellers on a short-term basis. They usually comprise of

several dozens rooms or more, and offer basic guest services like continental breakfast or wake-up calls. More expensive hotels offer specialized facilities like swimming pools or business centers. Hotel rooms are usually numbered and have a decoration theme that extends across the property.

INN

Inns are establishes that specialize in feeding and lodging travellers. In many respects, an inn is like a combination restaurant and hotel, though they tend to be smaller with more limited room and board than proper hotels. Inns are popular for bed and breakfast retreats, and they sometimes serve as caverns or cantinas in smaller towns and villages.

MOTEL

Motels are lodgings designed around their ability to accommodate travelers and their vehicles. Motel is a portmanteau of the words “motor hotel” because before the advent of spaceflight, motels were usually designed for automobiles and similar transports. Modern asteroid motels can be found out in space that have adequate docking space for starships. Motels have a reputation for being low quality, inexpensive, and a haven for illicit activity, but this isn’t true of all motels. Some motels offer room service and other perks akin to those of a hotel to lodgers, but such services are the exception rather than the rule.

RESORT

A resort is a self-contained establishment with numerous facilities designed to attempt to provide for most of a lodger’s wants and desires. This includes, but isn’t limited to, food, drink, lodging, activities, shopping, and entertainment. Resorts always include lodgings in the form of boarding houses or hotels that visitors rent as part of the cost to stay at the resort that can typically house 4 to 6 guests each. Many resorts have exclusive properties that vacationers travel worlds over to experience, such as theme parks, luxury beaches, world-famous spas, and similar facilities that may or may not be available to the general public depending upon company policy. They are popular destinations for vacationing, as a good resort offers entertainment suitable for a diverse palette of interests and experiences.

Some resorts fall into multiple categories, such as a resort island that offers the perks of an all-inclusive resort. When determining the cost of such resorts, combine the daily rates of all applicable resorts together to determine the resort’s base rate, then multiply the daily rate by the resort’s price modifier if applicable. For example, if a good resort island also provides the services of a good all-inclusive resort, you would add the cost of a good resort island (300 credits per day) with the cost of a good all-inclusive resort (250 credits per day) for a total of 550 credits per day.

ALL-INCLUSIVE RESORT

An all-inclusive resort is a resort that charges a fixed price that includes unlimited food, drink, activities, and entertainment

TABLE 1: OTHER PURCHASES

Service	Price
Cruise	
Cruise, basic	80 per night per person
Cruise, good	120 per night per person
Cruise, luxury	240 per night per person
Houses	
Boarding house, basic	20 per night
Boarding house, good	40 per night
Boarding house, luxury	60 per night
Guest house, basic	15 per night
Guest house, good	35 per night
Guest house, luxury	55 per night
Homestay	
Homestay, basic	1 per night per bed
Homestay, good	2 per night per bed
Homestay, luxury	5 per night per bed
Hostel	
Hostel, basic bed	1 per night
Hostel, good bed	2 per night
Hostel, luxury bed	5 per night
Hostel, basic room	4 per night
Hostel, good room	8 per night
Hostel, luxury room	20 per night
Hotel	
Hotel room, basic	5 per night per bed
Hotel room, good	10 per night per bed
Hotel room, luxury	20 per night per bed
Inn	
Inn room, basic	5 per night per bed
Inn room, good	10 per night per bed
Inn room, luxury	20 per night per bed
Motel	
Motel room, basic	2 per night per bed
Motel room, good	4 per night per bed
Motel room, luxury	8 per night per bed

for the duration of a visitor’s stay at the resort. All-inclusive resorts tend to be more common in places where food, drink, and offered entertainment is inexpensive to acquire. For example, seaside resorts are often all-inclusive because it usually costs the resort next to nothing to provide its patrons access to the ocean or its beaches.

BEACH RESORT

Beach resorts primarily capitalize on their location to pristine beaches for visitors to enjoy, some of which may be unavailable to the general public. The majority of beach resorts are seaside, but lakeside resorts and even riverside resorts exist along particularly famous bodies of water. Most beach resorts provide access to a number of additional amenities like boardwalks, shopping, theaters, and a robust nightlife for visitors to enjoy by night when the beaches close.

TABLE 1: OTHER PURCHASES (CONT.)

Resort	
All-inclusive resort, basic	200 per night
All-inclusive resort, good	400 per night
All-inclusive resort, luxury	600 per night
Beach resort, basic	150 per night
Beach resort, good	300 per night
Beach resort, luxury	450 per night
Destination resort, basic	150 per night
Destination resort, good	300 per night
Destination resort, luxury	450 per night
Holiday village resort, basic	200 per night
Holiday village resort, good	400 per night
Holiday village resort, luxury	600 per night
Megaresort, basic	300 per night
Megaresort, good	600 per night
Megaresort, luxury	900 per night
Resort island, basic	200 per night
Resort island, good	400 per night
Resort island, luxury	600 per night
Resort town, basic	200 per night
Resort town, good	400 per night
Resort town, luxury	600 per night
Spa resort, basic	250 per night
Spa resort, good	500 per night
Spa resort, luxury	750 per night
Sports resort, basic	250 per night
Sports resort, good	500 per night
Sports resort, luxury	750 per night
Time Shares	
Timeshare, hotel	10 × nightly cost
Timeshare, resort	25 × nightly cost
Timeshare, monthly fees	Equals nightly cost

DESTINATION RESORT

A destination resort is a resort that contains all the necessary amenities to cater to its guests' needs and whims, meaning that it does not need to be near a destination such as a town, historic site, or amusement park to attract its patrons. Destination resorts are often located in scenic locations that emphasize the exoticness of the region, such as in undersea grottos, spiralling asteroids, forgotten forests, and similar areas of note.

HOLIDAY VILLAGE RESORT

A holiday village resort is a resort that is located in or around a small town outfitted with unique shops, restaurants, entertainment, and other amenities. Visitors rent villas located within the resort village and are expected to spend their vacation exploring the village. Holiday village resorts can be located within the village itself or just outside of it and may offer amenities unique to the resort that are included in the resort's price, such as swimming pools or game rooms.

MEGARESORT

As its name implies, a megaresort is a resort of exceptionally large size, usually spending 4 square miles or larger. Megaresorts are so large that they often include multiple different types of resort amenities and often include entire shopping plazas, casinos, dozens of theaters, amusement parks, and similar attractions. They are often located within highly populated areas, taking advantage of the massive infrastructure in place in such areas to help reduce costs. Despite the convince of relying on established power grids, sewage systems, and similar utilities, many number of megaresorts choose to instead establish themselves in remote regions such as uninhabited islands, asteroids, or even moons to avoid government oversight. Such plots usually end up collapsing as other businesses crop up around the resort, eventually drawing government attention and regulation.

RESORT ISLAND

A resort island is a resort that entirely encompasses a landmass that is surrounded by water on all sides, either an island or an island archipelago. Resort islands tend to focus on tourism services, offering leisure, island adventure, and amusement opportunities to their guests. They tend to rely on their natural beauty to attract visitors, boasting pristine beaches and rich biodiversity in a private, secluded location. Some resort islands also feature manufactured attractions, such as spas, amusement parks, casinos, or nightlives. Resort islands are famous for using their resorts in defense of local wildlife, investing exuberant amounts of money into protecting poached species and fragile ecosystems that contemporary environmental protection agencies simply cannot match.

RESORT TOWN

Resort towns are destination settlements where tourism or vacationing is a major part of the local economy and activity. Resort towns are typically smaller settlements and usually specialize in some form of pastime or activity, such as winter sports, swimming, or beach going. As a result, its relatively common for resort towns to also fall into other resort categories, with seaside resort towns and sports resort towns being the most common by far.

SPA RESORT

A spa resort is a resort whose primary amenities are centered around providing wellness services to its residents, such as aromatherapy, baths, body treatments, and massages. Spa resorts are usually located near natural hot springs or sources of mineral water, often claiming that their spring contains numerous properties to help prolong life, restore natural beauty, or provide similar benefits. Some spa resorts also provide physical fitness activities, wellness education, healthy cuisine, and special interest programming such as rehab services.

SPORTS RESORT

A sports resort is a resort whose primary offerings of entertainment revolve around a specific sport or type of sport.



The most common type of sports resorts are winter sports resorts, which provide year-round access to snow, ice, and similar wintery conditions needed to ice skate, skii, toboggan, and engage in similar activities. Some sports resorts instead specialize in a specific type of sport, such as ski resorts and golf resorts. Sports resorts typically possess some additional amenities for those not interested or unable to participate in their chosen sports, such as theaters, bars, and watering holes.

TIMESHARES

Timeshares are vacation properties that have a divided form of ownership or use rights. Owners purchase a predetermined annual amount of time and effectively own that property for that amount of time each year. Most timeshares have a minimum purchase of one-week, with high-seasons demanding higher prices. Many timeshare corporations allow owners to trade in their yearly time for time at other locations, effectively allowing owners to swap their room for rooms at other participating hotels and resorts. This allows timeshare owners to acquire use rights for properties that might not otherwise have available lodgings, but timeshares are costly and owners are expected to pay annual fees that contribute to their property's maintenance and upkeep. Owners can sell their timeshares back to the corporation if they wish or bequeath them to friends or family as one can with any other kind of property.

All timeshares include a fixed rate of purchase as well as a fixed maintenance fee that is typically paid in monthly increments over the course of several decades, with twenty years being the most common rate for most properties. Most timeshare corporations allow buyers to trade their timeshare's annual hours for time at other hotels and resorts, though the process of booking a timeshare must usually be done at least one month in advanced, with proportionally more time needed for bookings made during the timeshare's high season. For example, it's relatively easy to book a ski resort one month in advanced during the summer, but it may take anywhere from three months to a year to book a room at that same resort during the winter.

HOTEL TIMESHARES

Hotel timeshares allow buyers to purchase usage time in a hotel of their choosing. Hotel timeshares are usually invested in the hotel's penthouse or in similarly exclusive properties within the hotel. As a result, most hotels only have a handful of timeshare opportunities each.

RESORT TIMESHARES

Resort timeshares allow buyers to purchase usage time in a specific property at a resort of their choosing. Resort timeshares are tied to a specific room or complex within the resort at large and include access to all of the resort's amenities.

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