

GTM
EXCLUSIVE

CONTEMPLATIVE



CONTEMPLATIVE
CR 2
XP 600

CONTEMPLATIVE
MENTOR
CR 18
XP 153,600

CONTEMPLATIVE CR 2

XP 600

N Medium monstrous humanoid

Init +1; **Senses** blindsense (thought) 60 ft., darkvision 60 ft.;
Perception +7

DEFENSE HP 18

EAC 13; KAC 12

Fort +1; **Ref** +3; **Will** +7 (+11 vs. mind-affecting effects)

Weaknesses atrophied

OFFENSE

Speed 5 ft., fly 30 ft. (Su, perfect)

Melee claw +5 (1d4 S)

Ranged azimuth laser pistol +7 (1d4+2 F; critical burn 1d4)

Offensive Abilities applied knowledge

Spell-Like Abilities (CL 2nd)

1/day—*detect thoughts* (DC 15), *mind thrust* (1st-level, DC 15)

At will—*daze* (DC 14), *psychokinetic hand*

STATISTICS

Str -2; **Dex** +1; **Con** -1; **Int** +5; **Wis** +3; **Cha** +2

Skills Computers +7, Engineering +7, Life Science +12,
Mysticism +12, Physical Science +7

Languages Akitonian, Common, Ysoki; telepathy 100 ft.

Gear second skin, azimuth laser pistol with 2 batteries (20 charges each)

ECOLOGY

Environment any urban (Akiton)

Organization solitary, pair, or symposium (3-7)

SPECIAL ABILITIES

Applied Knowledge (Ex) Once per day before attempting a skill check or saving throw against a creature, a contemplative can use its bonus for the skill associated with that creature's type (such as Life Science for an ooze or Mysticism for an outsider) in place of its normal bonus.

Atrophied (Ex) A contemplative's limbs are practically vestigial. A contemplative can manipulate most tools and one-handed weapons (including small arms) without difficulty. A contemplative can't properly wield a two-handed weapon without dedicating its telekinetic powers to supporting the weapon, and even then it takes a -4 penalty to attack rolls. It also can't use its spell-like abilities or fly until it is no longer wielding that weapon.

CONTEMPLATIVE MENTOR CR 18

XP 153,600

Contemplative mystic

N Medium monstrous humanoid

Init +3; **Senses** blindsense (thought) 60 ft., darkvision 60 ft.; **Perception** +31

DEFENSE HP 290 RP 6

EAC 32; KAC 31

Fort +15; **Ref** +17; **Will** +22 (+26 vs. mind-affecting effects)

Defensive Abilities share pain (DC 27)

Weaknesses atrophied

OFFENSE

Speed 5 ft., fly 30 ft. (Su, perfect)

Melee psychokinetic claw +26 (8d8+17 B)

Ranged zenith laser pistol +28 (8d4+18 F; critical burn 4d4)





CONTEMPLATIVE

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Offensive Abilities applied knowledge, backlash (18 damage), explode head (DC 27), mental anguish (DC 27), mind-breaking link (DC 27), mindkiller (DC 27), sow doubt (9 rounds, DC 27)

Mystic Spell-Like Abilities (CL 18th)

At will—*mindlink*, *telepathic bond*

Mystic Spells Known (CL 18th; ranged +28)

6th (3/day)—*mind thrust* (DC 27), *psychic surgery*

5th (6/day)—*crush skull* (DC 26), *feeblemind* (DC 26),

greater synaptic pulse (DC 26), *modify memory* (DC 26)

4th (at will)—*confusion* (DC 25), *mind probe* (DC 25)

Connection mindbreaker

STATISTICS

Str -1; **Dex** +3; **Con** +0; **Int** +11; **Wis** +8; **Cha** +6

Skills Computers +30, Engineering +30, Life Science +36, Mysticism +36, Physical Science +30

Languages Akitonian, Common, Ysoki; telepathy 100 ft.

Gear elite hardlight series, zenith laser pistol with 2 ultra-capacity batteries (100 charges each)

ECOLOGY

Environment any urban (Akiton)

Organization solitary or pair

SPECIAL ABILITIES

Applied Knowledge (Ex) See page 28.

Atrophied (Ex) See page 28.

The beings known through the Pact Worlds as contemplatives of Ashok were once humanoids of extreme intelligence living on Akiton. Upon unlocking exceptional psychic powers, they deliberately evolved their brains, to the detriment of their bodies. Now, contemplatives float along using telekinesis, their atrophied bodies dangling from pulsating brain-sacs.

Contemplatives' specialized evolution dates back to long before the Gap, and only piecemeal records hint at their original appearance. Were they more interested in power and influence as a species, they likely would have conquered their home planet of Akiton, but instead, most contemplatives are content to ponder the multiverse and its secrets, most famously debating their conclusions in Akiton's Halls of Reason. Contemplatives scholars are universally welcomed in laboratories, research facilities, and universities throughout the Pact Worlds, making them among the most prolific academic authors. Those who turn their minds to more worldly pursuits are rare, yet it is small cabals of such financial masterminds and political theorists that have best exploited Akiton's recent economic downturn. These moguls have purchased large swaths of the planet's real estate, ruling

RACIAL TRAITS

Ability Adjustments: +4 Int, +2 Cha, -2 Str, -2 Con
Hit Points: 2

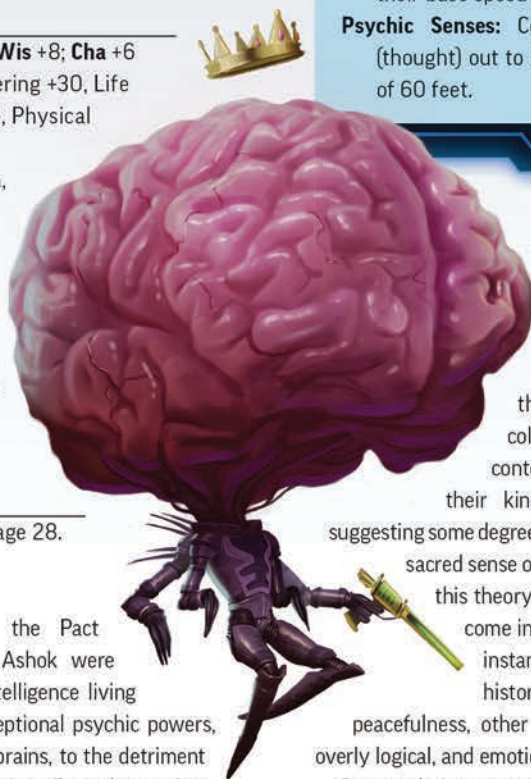
Size and Type: Contemplatives are Medium monstrous humanoids.

Applied Knowledge: See page 28.

Atrophied: See page 28.

Psychic Flight: Contemplatives fly supernaturally at a speed of 30 feet with average maneuverability, but their base speed is only 5 feet.

Psychic Senses: Contemplatives have blindsense (thought) out to 30 feet and darkvision to a range of 60 feet.



as silent overlords of ghost towns and thriving neighborhoods alike.

Although contemplatives are known to be extraordinarily intelligent, observant, and confident, their behavior is often jarring to their colleagues of other species. Individual contemplatives often refer to groups of their kindred using the first-person plural, suggesting some degree of racial hivemind, telepathic union, or sacred sense of shared existence. Further supporting this theory is the fact that contemplatives rarely come into conflict with one another, with few instances of intraracial violence in recorded history. Despite contemplatives' relative peacefulness, other races often perceive them as aloof, overly logical, and emotionally sterile.

Contemplatives are able to speak, though their voices are reedy and soft. Most consider verbal communication rather crude, favoring telepathy. Those who regularly need to speak often wear inexpensive contact speakers that translate their telepathic thoughts into spoken words. They're also able to sing in keening wails, although they rarely do so except around others of their kind or their most honored colleagues. The few ethnographers who study this behavior directly have compared the songs to religious paeans—an association contemplatives find absurd, in part because most prefer to study faith objectively rather than as worshipers.

Despite their frail appearance, contemplatives are able to survive in unforgiving environments. They find indoor sites far more comfortable, however especially areas that are cool and still, as these conditions facilitate their concentration. When contemplatives do build their own communities, the structures are often windowless and difficult to navigate for those unable to fly.



DROW



DROW ENFORCER
CR 1
XP 400



DROW NOBLE ARMS DEALER
CR 11
XP 12,800

DROW ENFORCER CR 1**XP 400**

Drow soldier

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE****EAC** 16; **KAC** 18**Fort** +3; **Ref** +1; **Will** +3; +2 vs. enchantment**Immunities** sleep; **SR** 7**Weaknesses** light blindness**OFFENSE****Speed** 25 ft.**Melee** standard taclash +5 (1d4+2 S)**Ranged** azimuth laser rifle +8 (1d8+1 F; critical burn 1d6) or

shock grenade 1 +8 (explode [15 ft., 1d8 E, DC 10])

Offensive Abilities create darkness, fighting styles (arcane assailant), rune of the eldritch knight**Spell-Like Abilities** (CL 1st)At will—*dancing lights*, *detect magic***STATISTICS****Str** +1; **Dex** +4; **Con** +1; **Int** -1; **Wis** +0; **Cha** +1**Skills** Acrobatics +10, Intimidate +5, Stealth +5**Languages** Common, Drow**Gear** lashunta ringwear I, azimuth laser rifle with 4 batteries (20 charges each), shock grenades 1 (2), standard taclash**ECOLOGY****Environment** any

(Apostae)

Organization pair, patrol

(3-4), delegation (5-8 plus 1 drow noble arms dealer), or battalion (10-40)

DROW NOBLE ARMS DEALER CR 11**XP 12,800**

Drow envoy

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 60 ft., *detect magic*;**Perception** +26**DEFENSE** **HP 170** **RP 6****EAC** 26; **KAC** 28**Fort** +10; **Ref** +12; **Will** +14; +2 vs. enchantments**Immunities** sleep; **SR** 22**Weaknesses** light blindness**OFFENSE****Speed** 30 ft.**Melee** ultrathin longsword +19 (4d8+12 S)**Ranged** LFD sonic pistol +21 (2d8+11 So; critical deafen [DC 20])**Offensive Abilities** create darkness, limning light**Spell-Like Abilities** (CL 11th)1/day—*dispel magic*, *suggestion* (DC 19)At will—*dancing lights*, *flight* (2nd-level)Constant—*detect magic***STATISTICS****Str** +1; **Dex** +3; **Con** +1; **Int** +5; **Wis** +2; **Cha** +8**Skills** Bluff +21, Diplomacy +26, Intimidate +26, Sense Motive +26, Stealth +21**Languages** Abyssal, Aklo, Common, Drow, Eoxian**Other Abilities** envoy improvisations (hidden agenda, improved get 'em, improved hurry, quick dispiriting taunt)**Gear** kasatha microcord IV

(electrostatic field mk 2, white force field [15 HP]), LFD sonic pistol with 2 super-capacity batteries (80 charges each), ultrathin longsword

ECOLOGY**Environment** any (Apostae)**Organization** solitary, pair, or delegation (1 plus 5-8 drow enforcers)**SPECIAL ABILITIES****Limning Light (Su)** As a

standard action, a drow noble can cause all creatures and objects in a 5-foot-radius burst to shed a pale glow. Creatures outlined by the limning light take a -20 penalty to Stealth checks and don't benefit from the concealment usually provided by darkness. If an affected creature is benefiting from an effect such as *invisibility*, all others within line of sight of it become aware of its location (see page 260 of the *Starfinder Core Rulebook*). This effect lasts for a number of minutes equal to the drow noble's CR (11 minutes for a drow noble arms dealer). This ability has a range of 100 feet.

With purple skin and white hair, drow are physically beautiful but merciless. Common drow form the majority of civilian and military forces and are governed by more powerful drow nobles. This strictly matriarchal culture leaves few opportunities for a common male, and training as an enforcer for a noble house or arms dealer is one of only a few ways





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a drow male can secure a somewhat comfortable life—if not necessarily a long one.

Drow are ruthless opponents, having no qualms about setting ambushes or luring enemies to locations where they have the upper hand. They regard ideals such as fairness and honor as pathetic gestures of lesser races, and consider all who hold such beliefs deserving of exploitation. Drow have no compunction about using other races as slaves and minions, using them as cannon fodder when exploring potentially dangerous new locations or as a line of defense that allows drow to flee to safety when an encounter turns against them.

As their economy revolves primarily around retrieving, reverse engineering, and selling weaponry from the planet-ship they have claimed as their own, drow are known throughout the Pact Worlds for having some of the finest, most cutting-edge armaments available. Their soldiers specialize in the use of ranged weapons, favoring teamwork tactics to undermine their foes' defenses—though even an otherwise loyal sniper wouldn't hesitate to prioritize his personal vendetta and take advantage of a clear line of fire to a rival in the chaos of a firefight.

Some drow are born with gifts beyond those of most of their kind, including greater magical power. These individuals are referred to as drow nobles, and are most commonly born to other drow nobles within the powerful ruling houses through the aid of genetic-selection technology that is tightly controlled by those houses. However, it is not unheard of for a drow noble to be born to common parents without any genetic intervention. Such gifted progeny, upon realizing their talents, typically leverage them to gain a higher position in society, whether by aligning themselves with one of the powerful houses or striking out to earn a name for themselves. Given their exceptional talents, drow nobles quickly rise through the ranks and are soon recognized for their achievements even if a few common drow happen to disappear along their path to power.



RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Cha, -2 Con
Hit Points: 4

Size and Type: Drow are Medium humanoids with the elf subtype.

Darkvision: Drow have darkvision with a range of 60 feet.

Drow Immunities: Drow are immune to magical sleep effects and receive a +2 racial bonus to saving throws against enchantment spells and effects.

Drow Magic: Drow gain the following spell-like abilities. The caster level for these effects is equal to the drow's level.

At will—dancing lights, detect magic

In addition, drow count as having the Minor Psychic Power feat for the purpose of meeting prerequisites, and if a drow takes the Psychic Power feat, she can add the drow noble's limning light supernatural ability to the list of spell-like abilities available to her.

Keen Senses: Drow receive a +2 racial bonus to their Perception checks.

Light Blindness: A drow exposed to bright light is blinded for 1 round, and dazzled as long as she remains in areas of bright light.

A drow noble scion of a powerful arms-dealing house might lead a branch of the family arms dealership, traveling throughout the Pact Worlds and fledgling colonies to secure buyers for the advanced technology her house produces based on the relics plucked from their world. Other scions reinforce their noble houses' connections with their demon lord patrons, becoming powerful mystics, or train as technomancers with a goal of unraveling the mysteries of the portal-gate at the center of Nightarch (see pages 458-459 of the *Starfinder Core Rulebook*).