

STAR LOG.EM-047

XAURSI



STARFINDER
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STAR LOG.EM-047

XAURSI

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: XAURSI

Hello, and thank you for purchasing *STAR LOG.EM-047: XAURSI!* Once a prominent race across the Radiant Imperium, the xaursi (pronounced sha-ur-see) were made despairingly few in number following the destruction of their home world, Azan, in wake of the Regicide. Known for their fervent worship of the Xa-Oroso System's binary stars and the deities said to dwell within them, Xa and Osoro, the handful of surviving xaursi who were off-world when Osoro imploded are a somber lot who have grieved the loss of their god since the end of the Nova Age, if not longer. Today they're primarily found on worlds that house ancient temples to the life-giving emperor and empress, and few adventure forth into the world.

Among the most famous members of the xaursi race today is **Evitop Starspan** (NG female xal xaursi envoy), a singer and songwriter who is well-known for her sultry lyrics of love, loss, and mourning. Born and raised on Eogawa, one of Ulo's moons, Evitop makes regular rounds across the Xa-Osoro System and beyond. While she hasn't reached the popularity of intragalactic pop sensation Mitsuko Hane, Evitop is largely regarded to be the face of the "dark country" genre, which combines lyrics about folksy topics with lyrics in minor key and unsettling rhythm. Less well-known is **Maxu Xo** (N male oso saursi mystic), a young adult xaursi who left his home on Tor to pursue a life studying the entropy of Osoro, now a miniature black hole, among the wayang.



XAURSI

Xaursi are chubby avian humanoids who, at first glance, resemble a wide variety of owls from lost Azan. To many races, a xaursi's facial structures combined with the shape and coloration of their feathers give them a cross, dowdy, and slightly disapproving demeanor. Upon closer inspection, however, most discover that xaursi are an inquisitive race who delight in gossip and the whirl of social and political life.

PHYSICAL DESCRIPTION

Xaursi are slight creatures with hollow bones and thick, bony beaks designed to rip and slice a variety of meats and vegetables into manageable chunks. They have functional, feathered wings growing from their backs and their forearms and forelegs are scaled and clawed similarly to most birds of prey. As a result, it's rare for xaursi to wear gloves or footwear, and those who do choose modified clothing that leaves their lethal talons exposed. All xaursi are born as members of one of two distinct subspecies: the diurnal xal and the nocturnal oso. Named for the Xa-Osoro System's binary stars, the xal have brilliant white plumage that shimmers in the presence of sunlight while the oso have darkly colored plumage. Xaursi children of both subraces can be born of couplings of any xaursi, and as a result most xaursi believe that a xaursi's subrace is an indication of which of the Xa-Osoro System's stars is their personal patron.

At first blush, the speckled plumage of most xaursi appears drab. However, their feathers are uniquely able to capture and store solar energy, which they can release into scintillating patterns that dance across their feathers like a brilliant lasers. Most xaursi are capable of releasing this light in virtually all colors of the rainbow and can control it with enough precision to write entire words across their feathers. The most skilled xaursi are able to draw vivid and ever-changing designs across their bodies, some skilled enough to render themselves effectively invisible by perfectly replicating the surrounding environment.

HOME WORLD

Xaursi were once inhabitants of the lost world Azan, alongside humans, kitsune, tengu, and countless other races that now find themselves scattered across the Xa-Osoro System. The xaursi were leaders in the worship the stars Xa and Osoro, with legends claiming that their people attracted the attention of each star's corresponding deity by performing elaborate rituals involving the carrying of flaming torches to exquisite monasteries atop massive mountains. All that and more was destroyed in a single instant in wake of the Regicide, and the advent of Blood Space. Their cultural and spiritual centers primarily on the planet Azan, the only xaursi who survived the Regicide were those who were off-world on other business, and those remaining found themselves left adrift in a universe that suddenly seemed dull and gray.

Today, most xaursi live in small communities built around or near ancient temples to Xa and Osoro across the system,

with the largest being on Bantosian, Lunnox, Tor, and Ashaleth. These communities mourn the loss of Osoro and praise the grace and glory of Xa, largely convinced that the world only remains because of her tenacity. Mostly allowed to come and go as they please throughout the Radiant Imperium, many view the xaursi and their plight with pity even today, over 300 years later.

SOCIETY AND ALIGNMENT

Before its destruction, xaursi society was a dualist and holistic approach to life that relied on powerful proverbs and metaphors relating to the system's twin suns to help better life. The diurnal xal were seen as glittering bundles of cheer and joy, while the nocturnal oso were seen as stoic optimists able to brighten even the darkest of nights with proverb and psalm. In the wake of the Regicide, however, xaursi culture and society have fallen greatly. Few remember the old dances and psalms of earlier generations, those traditions lost in the mnemonic aftershock of the Nova Age, and most are somber, somewhat biting folk that believe more in the cold, uncaring nature of the cosmos than in the joy and liveliness of light. These feelings are especially true in the oso, as theirs was the patron star who died.

Despite immense feelings of sadness and loss, the xaursi are incredibly loyal to the Radiant Imperium and have an unshakable pride in their heritage and cultural history. Many value helping others during trying times, as most xaursi have stories of ancestors who received crucial aid and support following Osoro's death. Xals can be found virtually anywhere in the Radiant Imperium, helping those who live beneath the warm glow of their patron's favor. Osos are significantly more widely spread than their counterparts, and while most find themselves praying and studying within the shadowy wayang citadels that orbit their patron Osoro, now a black hole, just as many travel to places where Osoro's light could never have reached, to distant worlds both within and outside of the Xa-Osoro System. As a result, oso xaursi are the more common of the two subraces outside of the Radiant Imperium, if only by small margins.

Xaursi communities usually consist of fifty or fewer individuals that primarily concern themselves with the rearing of children. Younglings are expected to wander in search of their personality and professional calling, but most eventually return to the roost community of their birth when ready to settle down and establish a nest of their own. Xaursi are renowned for their curiosity and loyalty and when they devote themselves to a corporation, organization, or cause, they're known to devote themselves wholeheartedly, to the extent that many warn xaursi that they're easy to trick and exploit. Before Osoro's death, xaursi were also renowned for their flamboyance and gregariousness, but these traits have been slowly replaced with a cultural somberness resulting from the death of their beloved Osoro.

RELATIONS

Found across the Radiant Imperium, xaursi are integrated well enough into the government's infrastructure that they

are well-liked by most. Xaursi's loyalty make them staunch allies and trustworthy folk to dwarves and kasatha, while their levelled thoughts on life is often appreciated by the occasional halfling. They often match catfolk in inquisitiveness and appreciate kitsune gregariousness, though seldom reciprocate. Bleachling gnomes and wayangs see much of their own outlooks on life reflected in the mournful xaursi, especially in members of the oso subrace. Xaursi often clash with elves, whom the xaursi view as being too whimsical in an area rife with tragedy.

ADVENTURERS

Wandering is the way of the xaursi, but in wake of the Regicide, that wandering can be anything from a search to assist the wounded and needy, a pilgrimage in search of the meaning of life, or a solemn shuffle from one meaningless world to the next. Xaursi who become adventurers often fall somewhere between these three extremes, whether they're young souls seeking a calling or older folk who have devoted themselves to some grand vision or scheme. Xaursi are natural operatives, but their brittle bones make them less-suited to life as soldiers, solarians, and similar rough-and-tumble professions. Xal xaursi make particularly good envoys, while the more open-minded oso often become mystics as they search the stars for answers and purpose following Osoro's death. Finally, the rare xaursi who finds themselves interested in mechanical tinkering are strongly suited for life as a technomancer or a mechanic.

NAMES

Xaursi names begin with familial designations like 'Whitewing' or 'Boldbeak', and traditionally refer to a shared familial feature such as the color of their feathers or the prominence of their talons or breaks. Their personal names are almost always related to astronomy, light or admired virtues and often incorporate words or syllables from a mixture of their native tongue and Common. Some examples of Xaursi given names include: Aurora, Candor, Hue, Lucent, Orbit, Syzygy or Valiant.

XAURSI RACIAL TRAITS

See Below

2 Hit Points

Xaursi are humanoids with the xaursi subtype and are Small. They have a base speed of 20 feet and an extraordinary fly speed of 30 feet with average maneuverability. Until 5th level, a xaursi must end their movement on the ground at the end of each turn or fall.

Dimorphic: All xaursi gain +2 Dexterity and -2 Constitution at character creation. Xal xaursi are gregarious (+2 Charisma at character creation) while oso xaursi are observant (+2 Wisdom at character creation).

Faerie Feathers: A xaursi can create motes of light that dance across their bodies with incredible accuracy. Each time the xaursi uses this ability, they choose one of the

NEW CREATURE SUBTYPE GRAFT

Use the following creature subtype graft to create xaursi NPCs.

XAURSI

This subtype is applied to xaursi and creatures related to xaursi.

Traits: Low-light vision, fly speed of 30 feet (average maneuverability; if the creature is of the xaursi race, it also gains the faerie feathers, natural weapons, and xaursi resistances racial traits. Any use of the faerie feathers racial trait that normally grants a skill bonus instead increases the xaursi's bonus in the indicated skill to that of a good skill (or to that of a master skill, if that skill is already a good skill).

following benefits to gain. Activating or dismissing this ability or changing to a different benefit is a move action.

- » The xaursi's body sheds light in a 10-foot radius, as if they were a lantern.
- » The xaursi gains a +2 racial bonus to one of the following: Bluff checks to create a distraction or feint, Disguise checks to change their appearance, or Stealth checks to hide. This benefit is a sense-dependent ability that functions only against creatures that can see the xaursi.
- » The xaursi gains a +2 racial bonus to dirty trick combat maneuver attempts used to blind a creature. This benefit is a sense-dependent ability that functions only against creatures that can see the xaursi.
- » The xaursi gains resistance 2 against a single energy type (fire or electricity)

Low-Light Vision: Xaursi can see in dim light as if it were normal light. For more details, see the Senses section of Chapter 8 in the *STARFINDER CORE RULEBOOK*.

Natural Weapons: Xaursi are always considered armed. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Xaursi gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 × their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

Xaursi Resistances: Xaursi gain a +2 racial bonus to saving throws against darkness, light, and shadow effects.

NEW FEAT

The following feats are available to xaursi characters.

DOUBLE FAERIE FEATHERS

You can benefit from multiple uses of your faerie feathers racial trait at the same time.

Prerequisites: Xaursi subtype.

Benefit: Whenever you use your faerie feathers racial trait, you can choose two benefits and gain both simultaneously.

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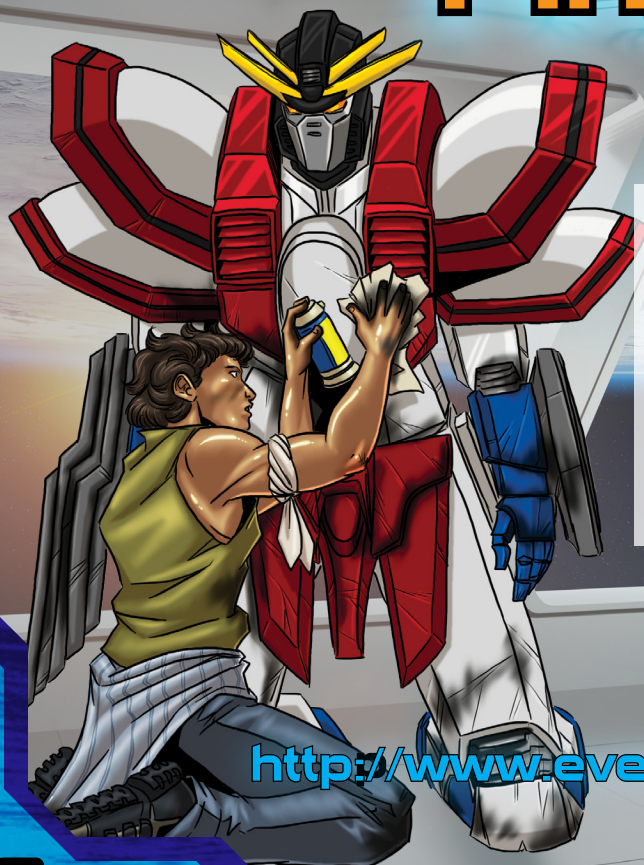
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