



RPGOBJECTS PRESENTS:

BLOOD AND SPACE

SPACE MONSTERS

BY

CHARLES RICE

ADDITIONAL DESIGN

CHRIS DAVIS

EDITOR

CHRIS DAVIS

COVER ART

SCOTT CLARK

INTERIOR ART

JOSEPH WIGFIELD

LAYOUT

CHRIS DAVIS



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SITARRA

The Sitarra are a warlike race that inhabit the Expanse. In the distant past, they were a planet-based culture where points of honor were settled by dueling. Now that they have moved into space, they carry this warrior spirit with them but their duels are fought in small, one-man starships that the Sitarra excel at piloting.

Any character may challenge a Sitarra to a duel either with personal weapons on the nearest planet or in space with fighters and he is honor-bound to accept. When not dueling, the Sitarra's combat tactics are less honorable, involving piracy, ambushes and hit-and-run raids against more powerful vessels.

The Sitarra are bipedal mammals, with hair ranging through various shades of red. Skin is red also though small minorities of Sitarra have jet-black skin, which is considered extremely lucky and those with black skin are viewed as marked for greatness at birth. Eye color similarly ranges from red to black with black eyes again considered lucky as well.

SPECIES TRAITS

Sitarra have the following traits.

Dogfighting (Ex): The Sitarra relish dogfighting and have made it their personal art form. The Sitarra gain a +4 bonus on pilot skill checks when piloting a fighter and any fighter piloted by a Sitarra gains a +2 Dodge bonus to Defense.

Ability modifiers: Sitarra receive species ability modifiers of -2 Str, +2 Dex

Sitarra: CR 1/2; medium-size humanoid; HD 1d8; HP 5; Mas 11; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex); BAB +0; Grap -1; Atk -1 melee (2d6-1, high frequency sword), or +1 ranged

(2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ dogfighting; AL Personal Honor; SV Fort +0, Ref +3, Will +0; AP n/a; Rep +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 10.

Occupation: Astronaut Trainee (Navigate, Pilot)

Skills: Navigate +2, Pilot +9

Feats: Personal Firearm Proficiency, Simple Weapon Proficiency, Starship Operation (ultralight)

Possessions: High Frequency Sword, Laser Pistol

Advancement: By character class

Sitarra Fast Hero 3: CR 3; medium-size humanoid; HD 3d8; HP 17; Mas 11; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +2; Grap +1; Atk +3 melee (2d6-1, high frequency sword), or +3 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ dogfighting; AL Personal Honor; SV Fort +1, Ref +3, Will +1; AP n/a; Rep +1; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 10.

Occupation: Astronaut Trainee (Navigate, Pilot)

Skills: Balance +4, Escape Artist +4, Hide +4, Move Silently +4, Navigate +3, Pilot +12, Tumble +4

Feats: Personal Firearm Proficiency, Simple Weapon Proficiency, Starship Gunnery, Starship Operation (ultralight), Weapon Finesse (high frequency sword)

Talents (Fast Hero): Evasion, Uncanny Dodge

Possessions: High Frequency Sword, Laser Pistol



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