

# The Lost Systems

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# Systems

Systems

# Ene

A T Class brown dwarf.

Has 1 known planet.

# Phenol

*More details will be added shortly*

# Races

# Synths

*Synths were created by [Vader-San](#), and are used here with permission.*

## Racial Traits

**Ability Adjustments:** (See Active Blueprint, below)

**Hit Points:** 4

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**Size and Type:** Synths are Medium or Large constructs with the technological subtype, though unlike other constructs, they have Constitution scores.

**Active Blueprint:** All Synths receive a +2 Cha and a -2 Wis at character creation. Their size determines their last Ability Adjustment. Medium Synths are agile (+2 Dex). Large Synths are burly (+2 Con). This decision is made at character creation but can be changed at GM discretion using a process that requires downloading a new blueprint from an infosphere with other Synths on it and several months of downtime in order for internal nanites to affect the changes.

**Adaptive Sensors:** Synths have low-light vision and darkvision. As a result, they can see in dim light as if it were normal light, and they can see with no light source at all to a range of 60 feet in black and white only.

**Synthetic:** Synths are synthetic creatures, and certain biological processes and adaptations don't work for them the same way they do for their biological counterparts. Synths are immune to diseases, poisons, and death effects unless they specifically affect constructs or computers. A character must use the Engineering skill to perform the tasks of the Medicine skill on a Synth. Magical healing works on Synths, but any such healing that restores Hit Points is halved when used on a Synth. Synths are unable to use necrograft augmentations at all, and can only use biotech augmentations per the rules of the Programmable Nanites racial trait below. Finally, Synths do not suffocate in a vacuum, but do gain the paralyzed condition as long as they're exposed.

**Modular Bodies:** A Synth's body is composed of modular components, and can be swapped or upgraded easily. This manifests in three specific exceptions to the normal rules:

First, a Synth may treat cybernetic augmentations as armor upgrades for the purposes of adding or removing them from their person. A Synth may keep multiple cybernetic upgrades, but may only have as many installed as their augmentation systems allow. Additionally, a Synth may sell back

cybernetic augmentations for the standard 10%, the same as other equipment.

Second, a Synth has both an internal standard datajack and an internal comm unit, which may be removed without harming the Synth if they are helpless, and can be replaced or upgraded for the standard price of the equipment.

Third, Synths can install a single armor upgrade in their bodies that can be installed into light armor, but this upgrade occupies an augmentation system of the synth's choice.

**Programmable Nanites:** Synths may purchase biotech augmentations as cybernetic augmentations for an additional 10% cost. Any augmentations purchased in this way are not subject to the Modular Bodies racial trait. This otherwise functions as the Adaptive Biochains biotech augmentation.

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# Description

## Physical Description

## Homeworld

## Society and Alignment

## Relations

## Adventurers

## Names

# Greox

[Image](#) [File](#) [Sound](#) or [type unknown](#)

## Racial Traits

**Ability Adjustments:** +2 Con, +2 Int, -2 Str

**Hit Points:** 6 [names](#)

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**Size and Type:** Greox are small humanoids, with the greox subtype.

**Natural Weapons:** Greox have natural weapons that functions like those of vesk, except the greok's bite deals piercing damage.

**Scrounger:** Greox receive a +2 racial bonus to Engineering, Stealth, and Survival checks.

**Scrappy:** Despite their small size, greox are surprisingly resilient. Greox gain 1 additional Resolve Point at 1st level.

**Toxicity Resistance:** Greox have a +2 racial bonus to saving throws vs poisons and diseases. Greox have acid resistance 5, which stacks with one other source of acid resistance.

**Easily Frightened:** Greox have a -2 racial penalty to saving throws vs fear effects.

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## Description

### Physical Description

Greox (singular: Greok) are intelligent lithotrophic animals. They are bipedal with plantigrade legs, a short tail, and two toes per foot. They stand upright at around 1 to 1.3 meters tall. Their bodies are covered in sandy colored scales with hair/fur on their head and belly area. Almost all of their

body is squishy and rubbery, including their horn-like features. Greox consume rock and require sources of iron and copper. Eating processed sugar will cause them to foam a black substance from their mouths. All Greox are adapted to subterranean habitats and suffer from severe nearsightedness and poor hearing. The species has two sexes: male and female. Greox are fast breeders and give birth to between three and ten live young. They lack maternal instinct and modern child raising relies on communal foster care.

## Homeworld

The Greox originate from the carbon planet Phenol. It orbits the class T brown dwarf star [Ene](#). It is a rocky planet with several land masses surrounded by oceans. The planet once hosted large predators. The majority of Greox live in underground megacities and excavated areas. The Greok civilization has dramatically altered the environment of Phenol through land development, pollution, and greenhouse gasses. The predators that once preyed on Greox are now extinct. The surface features an orange sky and brown waters. Visitors should be familiar with the hazardous conditions of Phenol's surface and settlements.

## Society and Alignment

Greox are non-hostile and industrious. They are highly communistic and lack words related to personal property. The population of Phenol has increased to over 21 billion causing numerous problems including pollution and deteriorating infrastructure. Poor construction and planning continue to make Greok settlements dangerous. The Greok civilization's industrious nature has led to many impressive breakthroughs in space despite being in the atomic era including construction of a space elevator.

## Relations

## Adventurers

## Names

Races

# Consorts

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# Racial Traits

**Ability Adjustments:** +2 TO ANY 1 ABILITY

**Hit Points:** 4

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## Size and Type

Consorts are medium oozes with the shapechanger subtype, but they do not gain the normal ooze immunities.

## Ooze Movement

Consorts have a land speed of 30 feet and gain the compression universal creature rule.

## Contact Telepathy

Consorts can communicate telepathically with any creatures they are in physical contact with and whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak.

## Strange Biology

Like most oozes, a consort's body doesn't have discernable organs or other real anatomy. Consorts are immune to the flanked condition, and cannot use any type of augmentation other than personal augmentations.

## Polymorphic Form

A consort can change shape at will. Consorts can also use the spell *polymorph (1st level)* once per day as an extraordinary ability. The target for this spell is personal. The effective caster level is equal to the consort's character level. This is a polymorph effect.

## Host Dependence

Consorts don't eat like most creatures. Instead, they must feed off of a host organism in order to survive. Any creature without the following traits can serve as a host: unliving, construct, incorporeal. A consort avoids starvation by bonding with a host and remaining bonded for at least 8 total hours in a day. While bonded, a consort has total cover and the paralyzed condition, but may choose to leave its host at will.

## Shared Body

When a consort's host takes damage, it is split evenly between the consort and their host. If a consort takes more than half of their HP in damage while in a host, they are forcefully ejected from their host into an adjacent space.

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## Alternate Racial Traits

### Sticky Movement

You have a thicker, yet stickier consistency than most consorts. You have a land speed of 30 feet, and a climb speed of 10 feet. This racial trait replaces ooze movement.

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## Feats

### Solidified Shape

**Prerequisites:** strange biology racial trait **Benefit:** You are able to keep your form a bit more solid than most other types of consorts. You can now use biotech augmentations, but you are no longer immune to the flanked condition.

### Experienced Shapeshifter

**Prerequisite:** polymorphic form racial trait, character level 7th **Benefit:** You can use your *polymorph (1st level)* ability three times per day, and you gain the spell *polymorph (2nd level)* as an extraordinary ability that you can use once per day, with a target of personal.

### Master Shapeshifter

**Prerequisite:** Experienced Shapeshifter, polymorphic form racial trait, character level 7th **Benefit:** You can use your *polymorph (1st level)* ability at will, and it gains a permanent duration. You can use your *polymorph (2nd level)* ability three times per day. You gain the spell *polymorph (3rd level)* as an extraordinary ability that you can use once per day, with a target of personal.

### Symbiosis

**Prerequisites:** host dependence racial trait **Benefit:** You gain the spell *detect affliction* as a constant extraordinary ability that can only target your host. You also gain *stabilize* as an extraordinary ability that can only target your host.

## Improved Symbiosis

**Prerequisites:** Symbiosis, host dependence racial trait **Benefit:** Before your host makes, or would need to make a skill check, you may Aid Another. If you succeed, you may either provide a +4 bonus to your host, allow them to use your modifier for the skill, or allow them to make a skill untrained.

## Parasitism (Combat)

**Prerequisites:** host dependence racial trait **Benefit:** You can forcibly make a host of a creature that you are grappling at the beginning of your turn as a swift action. An unwilling host can prevent this bonding with a successful Fortitude save or you can be forcibly removed with a successful Medicine check. The DC for this save is 10 + half the consort's character level + the consort's key ability modifier, and the DC for the Medicine check is 10 higher. The creature must otherwise be a valid host. Additionally, you gain the spell *fatigue* as an extraordinary ability that can only target your host.

## Improved Parasitism (Combat)

**Prerequisites:** Parasitism, host dependence racial trait **Benefit:** Your unarmed attack gains grab. This works as the grab universal creature rule, meaning that you only must hit your target's KAC+4 in order to perform the initial grapple combat maneuver. **Normal:** You have to make an attack and a grapple combat maneuver check as separate actions. Your initial grapple combat maneuver check would have to hit your target's KAC+8.

## Mitosis

**Prerequisites:** Symbiosis or Parasitism, host dependence racial trait **Benefit:** You can leave a small portion of yourself behind in your hosts. As a reaction when one of your hosts is required to make a saving throw, you can spend 1 resolve in order to use this small portion to influence them, forcing them to reroll, and at your discretion, use your modifier for the appropriate save. This piece deteriorates and is absorbed into your host after 24 hours. **Special:** You may not leave a piece of yourself in any host more than once in a 24 hour period.

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# Description

## Physical Description

## Homeworld

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# Equipment

# Starships

Starships

# Dogfighting

An alternate starship combat system that emphasizes rapid engagement as opposed to tactical maneuvering.

Starships

# GravLock

*GravLock is an alternate method of faster-than-light travel, that bypasses hyperspace and the associated delays.*

# Bases

# Plan

Bases are made up of modules. Each module may provide the facilities to perform downtime activities, or may provide access to new downtime activities. They are built using Pallets, Power, and Personnel.

- Pallets are a resource which may be created from a bulk of UPBs, but can't be turned back into UPBs.
- Power allows modules to operate. You can also use unused PCU from a ship's power core to power your base.
- Personnel are people to run and maintain a base. Each module provides a number of seats which provide an effect such as a downtime activity, but must be operated by a player or NPC to provide such benefit.

Bases

# Modules

## Power

<b>Module</b>	<b>Pallets</b>	<b>Power</b>	<b>Personel</b>
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## Shells

<b>Module</b>	<b>Pallets</b>	<b>Power</b>	<b>Personel</b>
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## Production

<b>Module</b>	<b>Pallets</b>	<b>Power</b>	<b>Personel</b>
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## Habitation

<b>Module</b>	<b>Pallets</b>	<b>Power</b>	<b>Personel</b>
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## Recreation

<b>Module</b>	<b>Pallets</b>	<b>Power</b>	<b>Personel</b>
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Bases

# Starships as Bases

# Creatures

# Petroleum Ooze (CR 2)

## XP 600

N Medium ooze

**Init** +1; **Senses** blindsight (vibration) 60 ft., sightless; **Perception** +7

**Aura** toxic cloud (30 ft., DC 11)

## DEFENSE

**HP** 25

**EAC** 13; **KAC** 15

**Fort** +6; **Ref** +2; **Will** -1

**Immunities** ooze immunities

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 20 ft.

**Melee** slam +10 (1d6+6 A)

**Ranged** acid spit +7 (1d4+2 A)

## STATISTICS

**Str** +4; **Dex** +1; **Con** +2; **Int** -; **Wis** +0; **Cha** +0

**Skills** Athletics +12, Stealth +7