

DAKOYO

The dark-purple Dakoyo is a priest of Ibra and the last of the four skittermanders to join Nakonechkin Salvage. He is a contemplative skittermander who enjoys stargazing, and he has an almost encyclopedic knowledge of healing techniques from the past and present. He serves as the ship's doctor aboard the skittermander's own starship, the *Helping Hand*, and in times of danger aids his shipmates with encouraging words and spiritual platitudes.

During the past year, as the skittermanders went out on their own salvage missions, Dakoyo has continued to study the medical procedures of different species, usually by picking through medical waste and combing through medical records. He is fascinated by ancient techniques and keeps an antique stethoscope. Recently, he acquired a box of wooden tongue depressors he jokingly calls his "magic healing wands." No one who consents to an examination from Dakoyo escapes being prodded and poked with one of these sticks.



SKITTERMANDER MEDICINE

Though most skittermanders tend not to acquire augmentations themselves, skittermander doctors are at the forefront of the cybernetics and biotech industries, producing advanced prosthetics to aid those with life-changing injuries or crippling maladies. Often, the skittermander surgeon who implants an augmentation is also that patient's physical therapist until the patient can function on their own. This intense personal attention usually means that a skittermander physician takes only a few cases each year.

DAKOYO

Male skittermander priest mystic 3 (*Starfinder Alien Archive* 106)

NG Small humanoid (skittermander)

Init +1; **Senses** darkvision 60 ft., low-light vision;

Perception +10

DEFENSE **HP** 20 **SP** 21 **RP** 5

EAC 14; **KAC** 15

Fort +2; **Ref** +3; **Will** +7

OFFENSE

Speed 30 ft.

Melee battle staff +2 (1d4+3 B; critical knockdown)

Ranged needler pistol +3 (1d4+1 P; critical injection DC +2)

Offensive Abilities grappler, hyper

Mystic Spell-Like Abilities (CL 3rd)

At will—*mindlink*

Mystic Spells Known (CL 3rd; ranged +3)

1st (4/day)—*lesser remove condition*, *mind thrust* (DC 15),

mystic cure, *reflecting armor*, *share language*

0 (at will)—*daze* (DC 14), *detect affliction*, *detect magic*,

stabilize, *telekinetic projectile*, *token spell*

Connection healer

STATISTICS

Str 10 (+0); **Dex** 12 (+1); **Con** 12 (+1); **Int** 9 (–1); **Wis** 18 (+4);

Cha 12 (+1)

Skills Diplomacy +7, Medicine +7, Mysticism +13,

Perception +10, Sense Motive +10; (reduce the DC to recall knowledge about religious traditions, religious symbols, and famous religious leaders by 5)

Feats Mystic Strike, Skill Synergy (Medicine, Mysticism)

Languages Common, Vesk

Other Abilities channel skill +1, healing channel (4d8 HP), healing touch (15 HP), lifelink (3 HP),

six-armed

Gear graphite carbon skin (infrared sensors), battle staff, needler pistol with 31 darts, *mk 1 ring of resistance*, *mk 1 serums of healing* (5), basic medkit, beacon, id moss (2 doses), tier 1 analgesic (2 doses), tier 1 antitoxin (2 doses), tier 1 sedative (2 doses), antique stethoscope, handful of wooden tongue depressors, credstick (15 credits)

GAZIGAZ

The emerald-green Gazigaz is always ready to reach out one of his six hands in friendship. The third skittermander to be employed by Nakonechkin Salvage, Gazigaz has an eye for fashion and keeps his fur impeccably groomed. He serves as the pilot aboard the skittermanders' own starship, the *Helping Hand*, as well as the ship's ambassador. Though salvage missions often don't require a lot of diplomacy, Gazigaz has been instrumental in finding new jobs for the company by making contacts throughout the Pact Worlds and chatting with other starship pilots. Gazigaz is as gregarious as he is ostentatious, and takes as much pride in presenting himself to new friends with flourishes and aplomb as he does in the shininess of his green coat and the gleam of his six well-polished, signature armbands.

Over the past year, Gazigaz has spent much of his earnings decorating his quarters aboard the *Helping Hand* and keeping his wardrobe up to date. Though he has kept the finely embroidered *charge cloak* he purchased on Kalo-Mahoi, he also sports uniquely skittermander fashions: on a recent visit to Vesk-3, Gazigaz paid a small fortune for a set of silver armbands crafted by Floomafarhark, a famous skittermander designer. Gazigaz encourages strangers to compliment his armbands by not-so-subtly flashing them in the light while striking a dramatic pose, grinning, and stroking his luxuriously coiffed chin fur.

GAZIGAZ

Male skittermander xenoseeker envoy 3

(*Starfinder Alien Archive* 106)

CG Small humanoid (skittermander)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE **HP** 20 **SP** 18 **RP** 5

EAC 15; **KAC** 16

Fort +1; **Ref** +5; **Will** +5

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4+1 B)

Ranged *glamered static arc pistol* +5 (1d6+1 E; critical arc 2)

Offensive Abilities grappler, hyper

STATISTICS

Str 10 (+0); **Dex** 15 (+2); **Con** 10 (+0); **Int** 10 (+0); **Wis** 10 (+0);

Cha 18 (+4)

Skills Bluff +10, Culture +6, Diplomacy +10, Life Science +6, Perception +6, Piloting +8, Sense Motive +6, Stealth +7; (reduce the DC to identify a rare creature using Life Science by 5)

Feats Iron Will, Weapon Focus (small arms)

Languages Akitonian, Castrovelian, Common, Vesk, Ysoki

Other Abilities envoy improvisations (get 'em, inspiring boost [10 SP]), expertise (1d6), expertise talents (slick customer), six-armed, skill expertise (Diplomacy)

SKITTERMANDER FASHION

Unsurprisingly, skittermander fashion revolves around armbands and wrist bracelets. These accoutrements can range from simple and understated to bright and gaudy, depending on the current trends. Ever since the Veskarium and the Pact Worlds allied, skittermander fashion designers have begun incorporating designs and styles from across the galaxy, often with chaotic—and not necessarily profitable—results.

Gear graphite carbon skin (infrared sensors), *glamered static arc pistol* with 1 battery (20 charges), tactical baton, *charge cloak*, *iridescent spindle aeon stone*, *ring of whispers*, *starstone compass*, hygiene kit, silver armbands (6), credstick (34 credits)



NAKO

The crimson-furred Nako was Nakonechkin's first mate aboard their former ship, the *Clutch*. She respects and admires their vesk boss Nakonechkin to such a degree that, several years ago, she took a shortened form of his name as her own—and has not divulged her former names even to her friends. She enjoys keeping herself fit and sparring with the other skittermanders, though they can't match her martial prowess. Nako is not unkind in her superior strength and skills, however, and is as graceful in her winning as she is in offering tips and tricks to those looking to increase their own skills. She often spends time in the cargo bay of the group's new starship, the *Helping Hand*, practicing vesk stretching techniques in between salvage missions. She considers herself the crew's fitness trainer and serves as the ship's gunner in starship combat.

Over the past year, Nako has made use of her collection of eclectic instruments by teaching herself music. She has gotten surprisingly adept at the mvindee fingerdrums (an Akitonian instrument) and taps out an improvised rhythm on random occasions, just to occupy her 30 twitchy fingers when she's bored. She has also begun to learn the brass blaathorn,

SKITTERMANDER MUSIC

Because skittermanders have six arms, their traditional instruments tend to be complicated and difficult for other species to play. The tritcale, which resembles a three-necked guitar, is one of the most popular skittermander instruments, and it can simultaneously produce bass and rhythm elements. Skittermander music generally includes abrupt tempo changes and improvised lyrics.

a disturbingly organic-looking instrument invented by the barathu of Bretheda. Nako has yet to perfect the embouchure needed to competently play this instrument, but she enjoys the low rumbles she occasionally coaxes from the horn—though her rudimentary skills are a source of good-natured exasperation among her friends.

NAKO

Female skittermander spacefarer soldier 3 (*Starfinder Alien Archive* 106)

NG Small humanoid (skittermander)

Init +5; **Senses** darkvision 60 ft., low-light vision;

Perception +0

DEFENSE **HP 23 SP 27 RP 5**

EAC 16; **KAC** 18

Fort +4; **Ref** +2; **Will** +3

OFFENSE

Speed 30 ft.

Melee *called ember flame doshko* +8 (1d8+9 F; critical wound [DC 15]) or survival knife +7 (1d4+7 S)

Ranged tactical semi-auto pistol +4 (1d6+1 P) or stickybomb grenade I +7 (explode [10 ft., entangled 2d4 rounds, DC 11])

Offensive Abilities fighting styles (blitz), gear boost (melee striker), grappler, hyper, rapid response

STATISTICS

Str 18 (+4); **Dex** 12 (+1); **Con** 13 (+1); **Int** 8 (–1); **Wis** 10 (+0); **Cha** 12 (+1)

Skills Athletics +7, Intimidate +6, Physical Science +3, Profession (musician) +5, Survival +6; (reduce the DC of Physical Science checks to recall knowledge about strange new worlds or features of space by 5)

Feats Step Up, Toughness, Weapon Focus (advanced melee weapons)

Languages Common, Vesk

Other Abilities six-armed

Gear golemforged plating II (infrared sensors), *called ember flame doshko* with 1 battery (20 charges), survival knife, tactical semi-auto pistol with 9 small arm rounds, stickybomb grenade I, *serum of enhancement (commando)*, fire extinguisher, brass blaathorn, mvindee fingerdrums, credstick (5 credits)



QUONX

The electric-blue Quonx was the second skittermander to join Nakonechkin Salvage after she stowed away aboard the *Clutch* to make what she saw as much-needed repairs. She is a natural mechanic and engineer, as well as a voracious reader. She keeps the skittermanders' own new starship, the *Helping Hand*, flying, only occasionally making "improvements" that start small fires in the engine room.

Over the past year, Quonx has become obsessed with the writings of Dr. Zambressa Von Vultoor, a famous quantum physicist who operates out of the scientific laboratories of Absalom Station. Quonx has pored over all of Dr. Von Vultoor's books and research papers in the hope of a breakthrough in her own side project: a tool that can be used to affect matter on a subatomic level. She has yet to get her "quantum reality spanner" to function, though she believes that under the right circumstances and with enough mechanical coaxing, she will be able to adjust the very fabric of reality to her whims. She assures her crewmates that the long, sleepless nights she spends working on this project will soon be worth it, and that once her creation is fully functional, the four of them will be able to help the entire universe... at once!

QUONX

Female skittermander scholar mechanic 3 (*Starfinder Alien Archive* 106)

CG Small humanoid (skittermander)

Init +2; **Senses** darkvision 60 ft., low-light vision;

Perception +6

DEFENSE **HP** 20 **SP** 18 **RP** 4

EAC 16; **KAC** 16

Fort +3; **Ref** +5; **Will** +1

OFFENSE

Speed 30 ft.

Melee survival knife +4 (1d4+1 S)

Ranged azimuth laser rifle +5 (1d8+3 F; critical burn 1d6) or frag grenade I +2 (explode [15 ft., 1d6 P, DC 12])

Offensive Abilities combat tracking, grappler, hyper, overload (DC 14)

STATISTICS

Str 10 (+0); **Dex** 15 (+2); **Con** 10 (+0); **Int** 16 (+3); **Wis** 10 (+0); **Cha** 12 (+1)

Skills Athletics +6, Computers +10, Engineering +12, Medicine +9, Perception +6, Physical Science +10, Stealth +5; (reduce the DC to recall knowledge about matters of quantum physics by 5)

Feats Barricade, Skill Focus (Engineering), Weapon Focus (longarms)

Languages Common, Shirren, Vercite, Vesk, Ysoki

Other Abilities artificial intelligence (exocortex), bypass +1, custom rig (standard datajack), mechanic tricks (overcharge), memory module, six-armed

Gear lashunta tempweave (infrared sensors), azimuth

SKITTERMANDER SCIENCE

The greatest skittermander minds focus on the theoretical, but always with a mind toward making practical advances. Most skittermander researchers believe they are one step away from a breakthrough that, when applied correctly, will benefit the universe. As such, these scientists tend to overreach and run out of funds before they can produce results. However, this doesn't deter them from altruism.

laser rifle with 2 batteries (20 charges each), frag grenades I (4), survival knife, *mk 1 serums of healing* (3), basic medkit, detonator, engineering kit, hacking kit, trapsmith's tools, datapad containing the collected works of Dr. Zambressa Von Vultoor, quantum reality spanner (nonfunctional), credstick (45 credits); **Augmentations** standard datajack

