

# STARFINDER®



## HORIZONS OF THE VAST ADVENTURE PATH

**PLAYER'S  
GUIDE**  
BY ISABELLE THORNE

# STARFINDER

**AUTHOR**  
Isabelle Thorne

**DEVELOPER**  
Jason Keeley

**EDITING LEAD**  
Ianara Natividad

**EDITOR**  
Addley C. Fannin

**COVER ARTIST**  
Rodrigo Gonzalez Toledo

**INTERIOR ARTISTS**  
Franklin Chan, Michele Giorgi, Doruk Golcu, and  
Mark Molnar

**PAGE BORDER DESIGN**  
Tomasz Chistowski

**ART DIRECTION**  
Adam Vick

**GRAPHIC DESIGN**  
Tony Barnett

**DIRECTOR OF GAME DEVELOPMENT**  
Adam Daigle

**STARFINDER LEAD DESIGNER**  
Joe Pasini

**PUBLISHER**  
Erik Mona



## PLAYER'S GUIDE

PLAYER'S GUIDE	3
CHARACTER OPTIONS	4
BEASTBLOOD THEME	6



Paizo Inc.  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577

paizo.com

## PLAYER'S GUIDE

Welcome to Project: Horizon! As part of this onboarding seminar, we'll explore some of the challenges you should expect to face while administrating your first charter, discussing the backgrounds that made you ideal choices for this undertaking, and reviewing some of the unique skills you might bring to the table or develop during your time in the Weydana system. We look forward to both your individual and collective contributions to Project: Horizon!

### WHAT IS PROJECT: HORIZON?

Since the Pact Worlds and the Veskarium entered into an alliance, scientists from both systems have worked together to scour the deepest reaches of space for interesting cosmic phenomena. Several weeks ago, these long-range scans located an unknown system. As it showed no signs of sapient life, the system was deemed uninhabited and named the Weydana system. Project: Horizon formed shortly thereafter in a joint effort between the two governments with a straightforward goal: settle Weydana-4, now officially named New Harmony, to share and utilize its resources. Much of the planet was then divided into regions known as charters, and each was sold to corporations and other wealthy groups for development with the promise that the backing governments would purchase the resources gathered. These groups then hired or assigned individuals to travel to New Harmony and build and maintain settlements on the planet—which is where you enter the picture. You will collectively act as administrators in service to a patron group as they develop and settle the planetary region assigned to them.

### WHY US?

There are many possible reasons you might be interested in joining Project: Horizon and establishing a new life on a recently discovered planet. The thrill of exploration and of making one's mark on a land is as old as history itself, while those of faiths such as Abadar or Weydan might sign up for religious reasons. Others might be less concerned with the destination than with escaping what they leave behind; charter development is a years-long commitment, which makes the secrecy of a new world an easy place to escape from entanglements as minor as a romantic relationship gone bad or as serious as being marked for death.

Certain themes are especially appropriate for this campaign. Corporate agents (*Starfinder Pact Worlds* 47); law officers and noble scions (*Starfinder Character Operations Manual* 12, 13); and bureaucrats and quartermasters (*Starfinder Near Space* 137, 140) might be involved for the experience of bringing

civilization to a new world and servicing its needs. Scholars, spacefarers and dream prophets (*Pact Worlds* 117); and sensates (*Character Operations Manual* 14) may seek to learn about and experience an entirely new world. Priests may fit either category depending on their faith, while outlaws might just be happy to be somewhere where their crimes (real or otherwise) aren't held against them. Death-touched (*Pact Worlds* 97) characters might see this planet's boundless life as a chance to get some distance from their grim connection. Since New Harmony is unsettled, wilderness-themed characters like beastbloods (page 6), stormrunners (*Near Space* 141), and wild wardens (*Pact Worlds* 37) may be interested in experiencing an unspoiled wilderness for themselves, and perhaps in guiding their charter to achieve a more harmonious relationship with New Harmony's biosphere. Finally, the colonist theme (*Starfinder Adventure Path #7: The Reach of Empire* 45) is particularly relevant to the story themes of Horizons of the Vast.

Characters of any class can thrive against the challenges of charter development and the planet's secrets. Despite the wild nature of their new

home, the other charters—and the people of your own charter—might require social solutions or strong leadership skills to keep things on the path to success. However, given the unpeopled nature of this new world, you should be wary of relying too heavily on mind-affecting and language-dependent spells and effects (unless they work solely on your allies); while opportunities to use such powers may arise from time to time, a good explorer is ready for anything. Likewise, while your patron provides you with a starship (a CompEnt Star Settler named the *Burnished Dawn*, that stats of which are presented on the inner front cover), starship combat plays only a somewhat small role in this campaign, and characters focused primarily on this aspect are not recommended. In fact, the *Burnished Dawn* is slated to be broken down into component parts to create your first settlement once you reach orbit. Other, smaller vessels might come and go as the campaign proceeds and you will have the opportunity to create your own starship as the Adventure Path proceeds, but it won't be a central focus.

### FAR FROM HOME

The main focus of this Adventure Path is on the Weydana system in the Vast, which presents specific challenges and changes to the default assumptions many groups may be accustomed to. Given the remoteness of the Weydana system, it takes several days, possibly weeks, for messages to reach your patron and for responses to arrive in turn. You're on your own—along with the other charters, of



course—and if problems arise, it's up to you and the other settlers of your charter to sort it out.

This also means you'll be relatively disconnected from the general galactic economy, since you can't very well leave your charter for weeks to go shopping on Absalom Station. You should be prepared to craft many of the items you will need. You might also want to purchase more field rations or R2Es than you otherwise might or invest in ranks in Survival to make living off the land easier; the other settlers will be able to provide for themselves, but there won't be easy access to restaurants or groceries. You can assume that either another charter or your patron will purchase any items you want to sell (at standard 10% value) at regular intervals via a courier ship.

## ADMINISTRATIVE AFFAIRS

Your roles as administrators aren't mere titles. You are the overseers and managers of a slice of New Harmony, with all the responsibilities that entails. You'll be expected to explore your charter's lands, deal with any problems that arise, and manage the development of civilization therein. This is a process measured in months, and the Adventure Path assumes this. The other charters each have legal rights to their own parcels of the planet, just as you have rights to yours in your patron's name; while friction and even hostilities may occur, open warfare or campaigns of conquest are not within the charters' rights.

At the beginning of the campaign (likely alongside character creation) you will start to create your charter, as described in the "Charter Development" article found in *Starfinder Adventure Path #40: Planetfall*. This process is managed as a group, and no one character is given authority over the others. (If your group seems likely to disagree on matters of management, such as if there are characters with wildly differing aims or philosophies, you should take the time to discuss conflict mediation and decision-making processes with an eye towards all players' comfort and consent. The system assumes consensus on decisions.) You will also have the opportunity to select the patron funding your expedition from the five options below, each of which corresponds to one of the generic patron choices in the subsystem. More details about many of these patrons can be found in the *Core Rulebook*. Patrons unchosen by you will fund the other charters on the planet.

**AbadarCorp (Grant):** As usual, AbadarCorp is throwing money at the situation. You might be AbadarCorp employees doing their god's work and civilizing the wilderness, or godless folk hired for their expertise with promises of a rich reward at project's end.

**Starfinder Society (Exploration):** The Starfinder Society wants to know of any mysteries on this new planet. You are likely agents of the Society, drawn from its diverse ranks and set off exploring for knowledge and glory.

**Veskarium (Expansion):** Perhaps this new system could eventually be the next part of the Veskarium? You might

be loyal patriots of the Veskarium claiming this charter for their home, or outsiders sent to settle under promise or threat. You might even be former Veskarium prisoners, put to work on Project: Horizon in exchange for commutation of your sentences.

**Xenowardens (Conservation):** The Xenowardens are interested in being in tune with the natural environment. You likely share the organization's views or have something to gain from working with them, such as access to natural resources.

**Zenniledie Labs (Experimental):** Zenniledie Labs is a medium-sized Triaxian corporation founded and run by the silver dragon Zenniledie, who seeks a cure for the draconic disease that killed their mate. As scientists, you are part of their grand research project. You might be researchers in the draconic CEO's employ, employees whose skills make them well-suited to charter management, or sympathetic souls moved by Zenniledie's plight.

## CHARACTER OPTIONS

While exploring new planets is common enough for Starfinder characters, managing a charter takes specialized skills and talents. The new feats and theme presented here are suited to characters placed in a charter's administrative role or who spend much of their time in the wilderness.

### FEATS

This section introduces a new category of feat: the skill focus feat. A skill focus feat counts as Skill Focus with the listed skill for the purpose of prerequisites and abilities that benefit from Skill Focus, such as the envoy's 9th-level expertise benefit. Whenever a class feature such as operative specialization would grant you Skill Focus with a specific skill, you may instead select a focus feat of the listed skill whose prerequisites you meet in its place.

### BOLSTERING BRAVADO (INTIMIDATE FOCUS)

You project unflappable confidence and know just how to motivate people.

**Benefit:** When you perform the bolster trait downtime activity (*Starfinder Adventure Path #40: Planetfall*, page 44), reduce the RU cost by 1 (to a minimum of 1). In addition, you gain a +2 insight bonus to Intimidate checks.

### EFFICIENT ADMINISTRATOR

You complete your administrative tasks efficiently enough to find time for other projects.

**Benefit:** When you spend a week of downtime to participate in administrative duties for your charter, you gain 2 free days of downtime to spend on other activities. These activities take place throughout the week as you find space in your schedule. When exploring, you manage your gear as rigorously as your schedule; treat your Strength score as 2 higher for the purpose of determining your carrying capacity.

### MAJOR NATURALISM

Nature's power flows through you, allowing you to warp your enemies or shroud you from harm.

**Prerequisites:** Wis 15, Minor Naturalism, Naturalism, character level 7th.

**Benefit:** Select one of the following 2nd-level spells: *baleful polymorph* (*Alien Archive 2 147*), *fog cloud*, or *resist radiation*. You can cast this spell once per day as a spell-like ability, using your character level as your caster level. The key ability score for this spell is Wisdom. If you select *baleful polymorph* with this feat and have already selected the 1st-level version of *baleful polymorph* with the Naturalism feat, you can replace the spell selected with Naturalism with another spell listed in the Naturalism feat.

### MEDIA MOGUL (PROFESSION FOCUS)

You know how to make the airwaves—such as they are in space—work for you.

**Prerequisites:** Member of a charter that has completed the broadcast studio project.

**Benefit:** When in a settlement that contains a broadcast studio, you can use the airwaves to manage elements of your charter from afar, allowing you to handle charter events and perform downtime activities related to charter management as though you were in any of your settlements. In addition, you gain a +2 insight bonus to a media-related Profession skill of your choice, such as vidgamer, comedian, or video personality.

### MINOR NATURALISM

You're so close to nature that you can summon fragments of natural magic to aid you.

**Prerequisites:** Wis 11.

**Benefit:** Select one of the following 0-level spells: *detect affliction*, *fatigue*, or *token spell*. You can cast this spell three times per day as a spell-like ability, using your character level as your caster level. The key ability score for this spell is Wisdom.

**Special:** You can select this feat more than once. Each time you do, you must choose a different spell from the list.

### MORE THAN FLESH (LIFE SCIENCE FOCUS)

You believe your body is a temple, albeit one that undergoes frequent renovation.

**Prerequisites:** Member of a charter that has completed the augmentation clinic project.

**Benefit:** When in a settlement that contains an augmentation clinic, you can exchange one of your augmentations for a new one that occupies the same system by spending a number of days of downtime equal to the new augmentation's level. If the price of the new augmentation is higher, you must pay credits equal to the difference; if it's lower, you don't receive credits. In addition, you gain a +2 insight bonus to Life Science checks.

### NATURALISM

Your bond to nature strengthens, bringing with it new magical talents.

**Prerequisites:** Wis 13, Minor Naturalism, character level 4th.

**Benefit:** Select one of the following 1st-level spells: *baleful polymorph* (*Alien Archive 2 147*), *detect radiation*, or *wisp ally*. You can cast this spell once per day as a spell-like ability, using your character level as your caster level. The key ability score for this spell is Wisdom.

**Special:** You can select this feat more than once. Each time you do, you must choose a different spell from the list.

### REGISTERED DIETITIAN (MEDICINE FOCUS)

You understand how to best feed your people with the resources at hand.

**Prerequisites:** Member of a charter that has completed the hospital project.

**Benefit:** When you undertake the perform administrative duties downtime activity (*Starfinder Adventure Path #40: Planetfall*, page 45), reduce the amount of RU required for the Upkeep Phase by an amount equal to your Wisdom ability score modifier to a minimum of 1 RU. In addition, you gain a +2 insight bonus to Medicine checks.

### SOOTHING ORATOR (DIPLOMACY FOCUS)

You are highly adept at calming unrest via public speaking, meeting with constituents, and other such activities.

**Benefit:** When you perform the assuage unrest downtime activity (page 44), spend an amount of RU equal to your charter's size divided by 7 (round down, minimum 1) instead of the normal amount. In addition, you gain a +2 insight bonus to Diplomacy checks.

### THE PEOPLE'S CHAMPION

You draw confidence and dedication from the sheer number of people who depend on you.

**Benefit:** You gain an additional Resolve Point each day for each settlement in your charter, to a maximum of 1 additional point per 5 levels you possess. However, if your charter is presently in anarchy, you instead have 1 fewer Resolve Point per settlement in your charter, to a minimum of your key ability score modifier.

### WARPWEAVER (PERCEPTION FOCUS)

Why stop at divining the future when you can define it?

**Prerequisites:** Major Stage Magic<sup>PW</sup> or ability to cast 3rd-level witchwarper spells; member of a charter that has completed the oracle project.

**Benefit:** When you spend RU to gain the benefits of the oracle, after seeing the result, you can spend an additional 4 RU to reroll. You must take the new result. In addition, you've become adept at noticing minor cues that influence everyday situations, gaining a +2 insight bonus to Perception checks.

You have a powerful affinity with the beasts of the wild. Perhaps you descend from—or were infected by—a lycanthrope or similar creature, were subjected to the rituals of a beastly fiend, or performed ancestral trials to pledge yourself to a beast spirit. Whatever the source, you fight and hunt like a wild thing, and you know the natural sides of most worlds like you were born upon them.

### THEME KNOWLEDGE (1ST)

You have sterling instincts when it comes to understanding wild places. When you attempt a Life Science, Physical Science, or Survival check to recall knowledge about animals or terrestrial wilderness environments, reduce the DC by 5. Survival is a class skill for you, though if it's also a class skill from the class you take at 1st level, you instead gain a +1 bonus to Survival checks. In addition, you gain an ability adjustment of +1 to Wisdom at character creation.

### BESTIAL LINEAGE (6TH)

Your animalistic affinity increases. Select one of the following that best fits your ancestral animal or bestial influence.

**Feline Leap:** You are as lithe as a cat. When you jump, you are always considered to have a running start, and the DC for jumping vertically is equal to twice the number of feet you are attempting to jump (instead of four times).

**Lupine Tactics:** Your instincts lead you to flank foes and bring them down for the kill. When you flank an opponent, you gain a +2 bonus to your attack roll to perform the trip combat maneuver against that opponent, in addition to the benefits of flanking. This bonus does not stack with other effects that grant you a bonus to perform the trip combat maneuver.

**Rodent Scurry:** You are adept at skittering past foes or even underfoot. When using the tumble task of the Acrobatics skill, you move at full speed.

**Saurian Carnage:** Like the powerful saurian predators of worlds such as Castrovel, you are a terror to behold, especially when you spill enemies' blood. When you successfully demoralize a creature, that creature is shaken for an additional round, or 2 additional rounds if that creature has witnessed you killing or disabling an enemy during the current encounter.

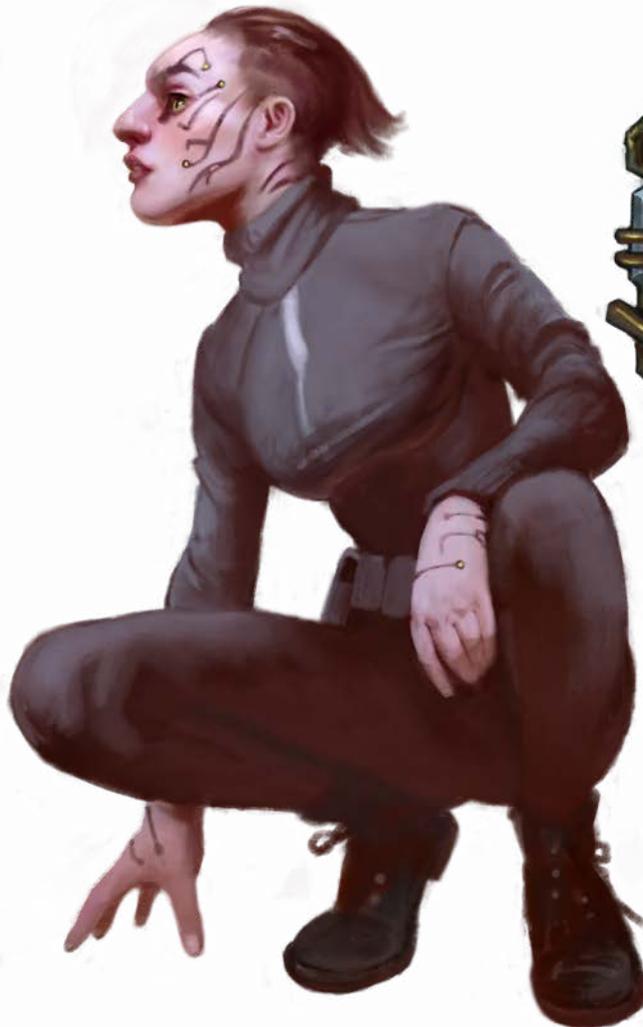
**Ursine Fury:** Injuries don't make you weak, they make you angry. While you have no Stamina Points remaining, you gain a +5 foot bonus to your speed and you do not suffer the penalty to attack rolls or AC incurred by a charge.

### WILD HUNT (12TH)

Your sense of smell has become as sharp as your ancestors'. You gain blindsense (scent) with a range of 30 feet.

### ANIMAL INSTINCTS (18TH)

Up to twice per day, you can spend 10 minutes giving in to your animalistic impulses in some harmless fashion to recover 1 Resolve Point; this doesn't count as resting to regain Stamina Points. For example, a feline beastblood might spend her time playfully stalking friends, chasing butterflies (or someone's laser sight), or otherwise playing in feline fashion, while a saurian beastblood might spend time sunning themselves on a warm stone.



## OPEN GAME LICENSE Version 1.0a

Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillot, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Horizons of the Vast Player's Guide © 2021, Paizo Inc.; Author: Isabelle Thorne.

## PAIZO INC.

Creative Director • James Jacobs

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sarah E. Robinson

Director of Game Development • Adam Daigle

Development Manager • Linda Zayas-Palmer

Devolopers • Eleanor Ferron, Thurston Hillman, Jason Keeley, Luis Loza, Ron Lundeen, Patrick Renie, and Jason Tondro

Starfinder Lead Designer • Joe Pasini

Starfinder Senior Developer • John Compton

Organized Play Line Developers • Jenny Jarzabski and Mike Kimmel

Design Manager • Mark Seifter

Pathfinder Lead Designer • Logan Bonner

Designers • James Case and Michael Sayre

Managing Editor • Leo Glass

Senior Editors • Avi Kool and Lu Pellazar

Editors • Addeley C. Fannin, Patrick Hurley, Ianara Natividad, and K. Tessa Newton

Managing Art Director • Sonja Morris

Art Directors • Kent Hamilton, Kyle Hunter, and Adam Vick

Senior Graphic Designer • Emily Crowell

Graphic Designer • Tony Barnett

Director of Brand Strategy • Mark Moreland

Paizo CEO • Lisa Stevens

President • Jeffrey Alvarez

Chief Creative Officer • Erik Mona

Chief Financial Officer • David Reuland

Chief Technical Officer • Vic Wertz

Director of Project Management • Glenn Elliott

Project Coordinator • Lee Rucker

Director of Sales • Pierce Watters

Sales Manager • Cosmo Eisele

Vice President of Marketing & Licensing • Jim Butler

Director of Licensing • John Feil

Marketing Coordinator • Leah Becklemann

Marketing and Media Manager • Aaron Shanks

Organized Play Manager • Tonya Woldridge

Organized Play Associate • Alex Speidel

Accountant • William Jorenby

Accounting & AP Specialist • Eric Powell

Finance Operations Specialist • B. Scott Keim

Director of Technology • Rei Ko

Front End Engineering Lead • Andrew White

Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineers • Erik Keith and Levi Steadman

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Lagerwall

Webstore Coordinator • Katina Davis

Customer Service & Community Manager • Sara Marie

Customer Service Lead • Diego Valdez

Customer Service Team • Raychael Allor, Heather Fantasia, Keith Greer, Logan Harper, and Austin Phillips

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

Warehouse Distribution Lead • Heather Payne

Warehouse Team • Alexander Crain, Mika Hawkins, James Mafi, and Loren Walton

This product is compliant with the Open Game License (OGL) and is suitable for use with Starfinder.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, trade dress, the historical period called the Gap, the terms kishalee, sivr, skyfire, Dreamer (the official Open Game Content term for which is "dreaming barathu"), and the Drift (the official Open Game Content term for which is "hyperspace"). Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

**Open Game Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Horizons of the Vast Player's Guide © 2021, Paizo Inc. All Rights Reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Horizons of the Vast, the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Flip-Tiles, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.