

CHAPTER ONE:

NEW
HEROIC ALIENS

Xenobiology is the study of alien life forms, with particular emphasis on analysis of their ecology and physiology. Xenobiologists observe and catalog sentient and nonsentient life throughout the universe, primarily to expand their own species' knowledge and understanding. Pharmaceutical and governmental agencies rely on xenobiologists to exploit and harvest newly discovered life forms, particularly those whose physiology might drive medical research or weapons programs.

HEROIC ALIENS

The species presented here can be used in the same manner as those presented in Chapter Thirteen: Xenobiology in the d20 Future book. These species are suitable for use as heroes in any d20 Future game, though they are most useful to campaigns in which aliens or space exploration figure prominently.

The material presented here uses to specific terms relating to aliens. For clarity's sake, this term is defined here.

Alien: Alien is a subjective term for any organism not native to the observer's homeworld. An alien can be sentient or nonsentient. The term usually describes a creature that hasn't been encountered or cataloged before.

ALIEN HOMEWORLDS

Below is a list of default homeworlds for the alien species presented here, although the GM is free to create different planets of origin for these species if desired.

Cykotek: Cykoteks come from a variety of different species, so they have no single world of origin.

Dhamrin: The homeworld of the dhamrin is a small planet called Carspyr. Nearly 85% of its surface is covered with water, and its only land masses are a few small islands scattered across the globe. Carspyr is now inhabited and controlled by the imperialistic medurr, who have subjugated the dhamrin as a slave race.

Medurr: Medurr originated on a planet called Tarasla, which lies hundreds of light years away from human space. Slightly larger than Earth, Tarasla has a variety of climates and ecosystems, though it tends toward extremes of temperature. The medurr that are known to humans are an offshoot of the primary Medurr Empire. They arrived recently in a massive colony ship and have since spread out into known space, claiming several uninhabited planets for themselves.

Sathar: One hundred fifty light years beyond the Xagig Dust Nebula lies a desolate planet with a thin, brownish, nitrogen atmosphere. Known only as XJ-3, this planet is home to the sathar, sentient creatures that evolved from wormlike ancestors over millions of years. The sathar rose to dominance on XJ-3 mainly because of the absence of competing species.

Since they took to the stars, the sathar have claimed numerous other worlds, but the location of their homeworld remains their most prized and cherished secret. The sathar hold several historical sites on XJ-3 sacred, and the planet also serves as the base for their secretive central command. Three elite cadres of sathar defend the space surrounding XJ-3, and they can call upon others for reinforcements should an attack tax their resources.

CYKOTEK (TEMPLATE)

"We are the future. You are history."

Advancements in cybernetic technology have ushered in a new era in which no one need be disabled. A person born blind could see with artificial eyes, someone with a major back injury could walk via a cybernetic spinal replacement, and an individual with a missing leg or arm could get an artificial one that functions as well—or even better than—the original. Enhancements that actually improved upon the original body parts soon became readily available, and demand for them soared as people realized the useful abilities that they could provide.

Perhaps inevitably, some people began to see cybernetics not as a tool to help the disabled live fuller lives, but as a method of achieving their own ideals of perfection. Such individuals, known as cykoteks, became obsessed with replacing and augmenting their own body parts with unnecessary cybernetic gear. Eventually, they lost touch with their core beings entirely and went insane, viewing themselves either as machines or as weak meat that had to be replaced with metal. Because of the growing prevalence of this disorder, many societies came to distrust individuals who had augmented themselves with significant amounts of cybernetics, and some decided to ban cybernetics entirely.

Despite the social stigma, cykoteks still exist. Most can function in society to some extent, but they tend to lash out violently against anyone who angers them. They often stop recognizing authority of any kind, but they rarely attack others unprovoked. Cykoteks can work with others, but they are most comfortable in the company of other cybernetically augmented creatures.

TEMPLATE TRAITS

"Cykotek" is an acquired template that can be applied to any corporeal living creature (hereafter referred to as "base creature") that has a minimum of four cybernetic replacements or enhancements. The creature retains its original type and uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Base Attack Bonus: The cykotek's base attack bonus increases by +2 over that of the base creature.

Natural Armor: The base creature's natural armor bonus improves by +3.

BECOMING A CYKOTEK

Whether or not heroes can acquire the cykotek template is entirely up to the GM. A GM who decides to permit heroic cykoteks may wish to use either or both of the two options below for determining when to apply the template.

Option 1: The cykotek character with more than four pieces of cybernetic gear must make a Fortitude save (DC 16 plus the total number of cybernetic enhancements or replacements) every time he acquires a new one. Failure means the character acquires the cykotek template.

Option 2: A character may involuntarily acquire this template if a malfunctioning piece of cybernetic equipment is installed. The malfunction may be as minor as a manufacturing flaw or as drastic as a computer virus that attempts to rewrite the contents of the character's brain. A GM who uses this option may need to improvise rules for handling the resulting situation

Skills: The cykotek gains a +4 bonus on Computer Use checks and Knowledge (technology) checks.

Special Qualities: A cykotek retains all the base creature's special qualities and also gains those described below.

Psychotic Rage (Ex): A cykotek can fly into a psychotic rage a certain number of times per day. While raging, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Defense. The increase in Constitution raises the cykotek's hit points by 2 points per level, but these hit points go away at the end of the psychotic rage, when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.)

While in a psychotic rage, a cykotek cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Balance, Escape Artist, and Intimidate), the Concentration skill, or any abilities that require patience or concentration. Furthermore, he cannot use any equipment (other than his cybernetics) that requires more than a standard action to activate. He can use any feat he has except Combat Expertise and item creation feats.

A fit of psychotic rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier, though the cykotek may prematurely end it if desired. At the end of the psychotic rage, the cykotek loses the modifiers and restrictions imposed by the psychotic rage and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

A cykotek can fly into a psychotic rage only once per encounter. The number of times per day this ability can be used depends upon the number of character levels the base creature has, as given on the table below.

Character Level	Uses per Day
1st-4th	1
5th-8th	2
9th-12th	3
13th-16th	4
17th-20th	5

Entering a psychotic rage takes no time itself, but a cykotek can do it only during his action, not in response to someone else's action.

Ability Modifiers: Apply the following modifiers to a cykotek's ability scores: Str +4, Con +6, Wis -6 (minimum Wisdom score 3).

Level Adjustment: +4.

SAMPLE CYKOTEK

The sample cykotek detailed below uses a yazirian space monkey as the base creature.

Semig Yilikin: Male yazirian Tough Hero 5/Space Monkey 6; CR 13; Medium-size humanoid (yazirian); HD 5d10+30 plus 6d10+36; hp 126; Mas 23; Init +2; Spd 30 ft.; AC 29, touch 18, flat-footed 27 (+6 class, +8 natural, +3 light combat armor, +2 Dex); BAB +9; Grap +12; Atk +12 melee (2d6+4/19-20, high-frequency sword) or +11 ranged (3d8, laser rifle) or +11 ranged (4d6 nonlethal, mini-grenade launcher with concussion grenade); Full Atk +12/+7 melee (2d6+4/19-20, high-frequency sword) or +11/+6 ranged (3d8, laser rifle) or +11 ranged (4d6 nonlethal, mini-grenade launcher with concussion grenade); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., excellent grip, glide, hibernation trance, know location, life-enemy (noncybernetics), light sensitivity, low-light vision, monkeys unite, monkey's wrench, psychotic rage, rage; AL Cult of the Cykotek; SV Fort +14, Ref +6, Will +0; AP 15; Rep +2; Str 16, Dex 15, Con 23, Int 12, Wis 4, Cha 6.

Skills: Computer Use +12, Craft (mechanical) +13, Knowledge (technology) +6, Navigate +8, Pilot +9, Repair +8, Spot +1, Survival +6, Tumble +4.

Feats: Aircraft Operation (spacecraft), Armor Proficiency (light), Gearhead, Guide, Personal Firearms Proficiency, Simple Weapons Proficiency, Spacer, Zero-G Training.

Excellent Grip (Ex): Semig gains a +2 species bonus on opposed attack rolls made to disarm a foe or resist a foe's disarm attempt.

Glide (Ex): Semig can use his wing flaps to land safely from any height, provided he has room to spread them and slow his descent. He cannot effectively slow his descent if confined to an area nar-

CULT OF THE CYKOTEK

The rising number of cykoteks has spawned an insidious organization known as the Cult of the Cykotek, which has already spread throughout numerous star systems. The members of this death-dealing, flesh-hating cult maintain secret bases throughout known space and attack unsuspecting individuals at any opportunity. They believe that metal is the way of the future and meat is the way of the past, so any meat that proves unwilling to embrace metal must be destroyed for the betterment of all spacefaring races. The cult is divided into various sects, which are ironically known as clans. Each clan functions much like an independent tribe, with a charismatic leader, a base of operations, and its own identifying clothing styles and accessories.

Cultists display their cybernetics openly. Furthermore, they often wear the colors of their clans, as well as relics of clan significance (usually hair, teeth, or bones, which are often worn as jewelry or amulets). Every cykotek cultist also carries one relic of profound personal and religious significance: the skull of the first member of her own species that she murdered after pledging herself to the cult. This skull signifies that the cykotek has triumphed over her flesh-self and is progressing toward perfect purity.

Though the cultists consider themselves part of a new religious movement, most others consider them sadistic and dangerous perversions of nature. In their crusade to rid the galaxy of meat, cult members roam the stars as pirates, marauders, and ritualistic killers. They often travel from place to place aboard stolen starships, though occasionally they form mercenary companies so that they can destroy large quantities of meat without stirring the ire of local populations

rower than 30 feet in diameter (such as a 10-foot-wide shaft); in such cases, he falls and takes normal falling damage. Semig applies a +20 bonus to Jump checks when using his wing flaps to assist a long jump, but this bonus does not apply to high jumps. Semig cannot glide while wearing heavy or powered armor or carrying a medium or heavy load.

Hibernation Trance: Semig can enter a deep trance that allows him to gain the full benefits of sleep or bed rest in half the usual time. For example, he requires only 4 hours to gain the benefits of 8 hours of sleep, or 12 hours of complete bed rest to reap the benefits of a full day of complete bed rest.

Know Location: Semig has a +2 competence bonus on Navigate and Survival checks made to avoid becoming lost.

Life-Enemy (Ex): Semig has chosen noncybernetic creatures

(“meat”) as his life enemy. He gains a +2 bonus on Bluff, Intimidate, Listen, Sense Motive, Spot, and Survival checks when using these skills against noncybernetic creatures. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Light Sensitivity (Ex): Abrupt exposure to bright light (such as sunlight) blinds Semig for 1 round. On subsequent rounds, he takes a -1 penalty on all attack rolls, saves, and checks while operating in bright light. Wearing dark-tinted goggles negates the effects of light blindness.

Low-Light Vision (Ex): Semig can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. He retains the ability to distinguish color and detail under these conditions.

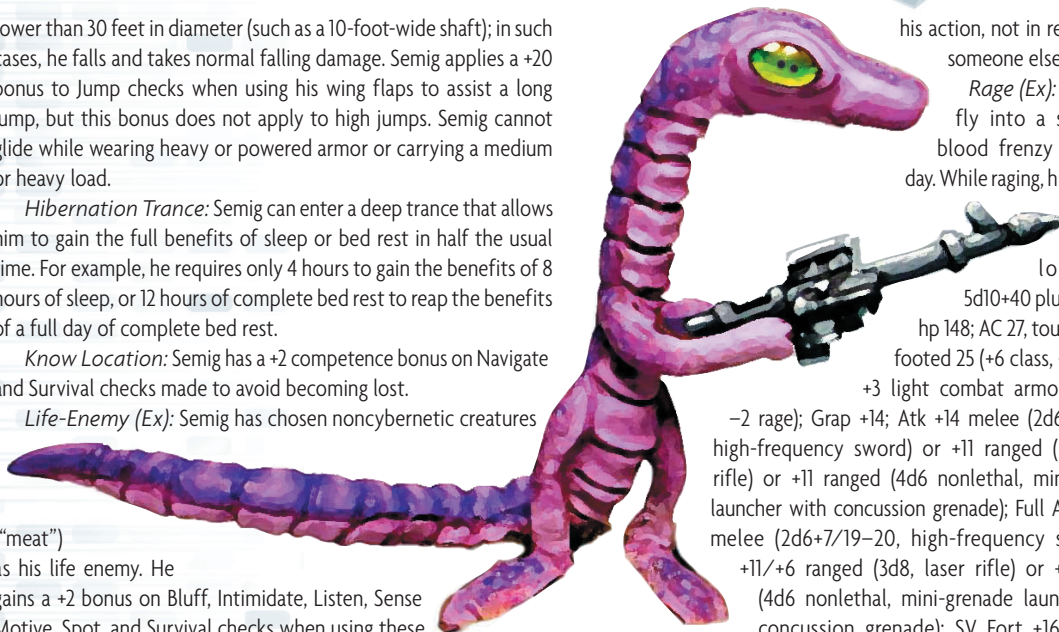
Monkeys Unite: Semig gains a +1 morale bonus on attack rolls when fighting adjacent to another Space Monkey. Furthermore, he gains a +1 morale bonus on attack rolls against an opponent flanked by another Space Monkey. This bonus is in addition to the usual +2 bonus for flanking.

Monkey’s Wrench: Semig uses tools expertly and creatively. He has a +3 competence bonus on skill checks made when using his mechanical kit. This bonus stacks with the tool kit’s normal equipment bonus.

Psychotic Rage (Ex): Semig can fly into a screaming blood frenzy twice per day. While raging, his statistics change as follows: HD 5d10+40 plus 6d10+48; hp 148; AC 27, touch 16, flat-footed 25 (+6 class, +8 natural, +3 light combat armor, +2 Dex, -2 rage); Grap +14; Atk +14 melee (2d6+7/19-20, high-frequency sword) or +11 ranged (3d8, laser rifle) or +11 ranged (4d6 nonlethal, mini-grenade launcher with concussion grenade); Full Atk +14/+9 melee (2d6+7/19-20, high-frequency sword) or +11/+6 ranged (3d8, laser rifle) or +11 ranged (4d6 nonlethal, mini-grenade launcher with concussion grenade); SV Fort +16, Will +2; Str 20, Con 27.

The additional hit points he gains go away at the end of the rage when his Constitution score drops back to normal. They are not lost first the way temporary hit points are. While raging, Semig cannot use skills or abilities that require patience or concentration. Semig’s rage lasts for 11 rounds, though he may voluntarily end it prematurely.

At the end of the rage, he loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can’t charge or run) for the remainder of the current encounter. He can fly into a psychotic rage only once per encounter. Entering a psychotic rage takes no time itself, but Semig can do it only during



his action, not in response to someone else’s action.

Rage (Ex): Semig can fly into a screaming blood frenzy once per day. While raging, his statistics

change as follows: HD 5d10+40 plus 6d10+48; hp 148; AC 27, touch 16, flat-footed 25 (+6 class, +8 natural, +3 light combat armor, +2 Dex, -2 rage); Grap +14; Atk +14 melee (2d6+7/19-20, high-frequency sword) or +11 ranged (3d8, laser rifle) or +11 ranged (4d6 nonlethal, mini-grenade launcher with concussion grenade); Full Atk +14/+9 melee (2d6+7/19-20, high-frequency sword) or +11/+6 ranged (3d8, laser rifle) or +11 ranged (4d6 nonlethal, mini-grenade launcher with concussion grenade); SV Fort +16, Will +2;

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Talents (Tough Hero): Remain conscious, second wind, stamina.

Occupation: Astronaut Trainee (class skills: Craft [mechanical], Survival; bonus feat: aircraft operation [spacecraft]).

Possessions: Light combat armor, laser rifle, mini-grenade launcher, high-frequency sword, 10 concussion grenades, cybernetics (advanced prosthetic arm, external weapon mount [laser rifle], nightvision optics, stabilizer, subcutaneous body armor [medium], telescopic optics), deluxe mechanical toolkit, flash goggles, backpack, compass.

Semig Yilikin’s life as a cykotek began with the replacement of an arm he lost in combat as a juvenile. Thereafter, he became fascinated with cybernetics and augmented himself as much as he could afford. When his sanity began to erode, he took to the stars, becoming a Space Monkey so that he would have the mobility to carry his hatred of noncybernetic creatures everywhere in the galaxy. Since then, he has worked on countless ships, planets, and space stations. Almost invariably, one or more deaths was discovered after his departure. As suspicion grew, he appropriated a small ship and took to space piracy.

DHAMRIN

“The universe provides for those with the serenity to accept.”

The dhamrin are descended from an aquatic creature similar to the octopus, but after centuries of adaptation, they evolved into land-dwellers. Among humans, these hexipedal, tentacled creatures evoke both awe and nostalgia because they look the way humans once thought aliens should. Members of other species often use terms such as “ethereal” or “gossamer” to describe them because

they appear physically weak, but a dhamrin's ability to heft a heavy load in a single tentacle quickly abolishes such misconceptions.

The typical dhamrin stands between 3-1/2 and 6 feet tall. Its form resembles that of a large cephalopod or amphibian, and its skin color varies from eggshell white to mocha brown. A dhamrin stands on four thick tentacles that sprout from the lower two-thirds of its slimy, sinuous trunk. Its upper tentacles are nearly as thick as its torso, and each ends in two fingers and an opposable thumb. Its ovular head sits atop a long, flexible neck, with the base of the skull resting just behind its short jaw. An indentation in the rear of the dhamrin's skull aligns with the spinal column, and the skull comes to separate rounded points centered on the hemispheres of its brain. A dhamrin's wide eyes may be any shade from deep blue to purple, and the pupils are dilated at all times.

The dhamrin race has two genders, and the differences between them are obvious. A female has breasts as secondary sexual characteristics and for feeding her young. The bicameral split at the back of the head is more pronounced in females than in males, and the female's skull slopes slightly upward along those points, whereas a male's slopes slightly down.

Members of other species are often on edge in the company of dhamrin, primarily because the creatures rarely stop moving—some part of a dhamrin's body is constantly stretching or undulating. The dhamrin's incredible agility ensures that it is rarely touched against its will, but it also makes the creature appear somewhat skittish to others. In like manner, the hallmark dhamrin traits of tenacity and patience are often misinterpreted as docility and cowardice. Dhamrin speak only rarely, since they prefer to communicate with one another telepathically.

Despite their relatively peaceful inclinations, dhamrin do not hesitate to attack if provoked, though considerable abuse is normally required to provoke them. They mate for life, and both parents are more than willing to kill any creature that threatens their offspring. Typically, a dhamrin attacks by choking a foe's main airway with a single tentacle, though it can attack with up to three of its tentacles at a time by leaping on a foe larger than itself.

At present, most dhamrin serve the medurr, though a few roam the stars as free creatures. Those that are enslaved inhabit the same worlds as their masters do and appear satisfied with their role as slaves—in fact, they consider servitude their fate, in accordance with certain ancient prophecies. Thus, the dhamrin serve willingly, approaching their tasks with the unwavering conviction that their state is the right and proper one for them, and that all is as it was meant to be.

SPECIES TRAITS

Dhamrin share the following species traits.

Type: Aberration.

Size: Medium-size. Dhamrin have no special bonuses or penalties due to their size.

Ability Modifiers: +4 Dexterity, +2 Constitution, -2 Wisdom. Dhamrin are agile and possess an innate toughness, but they often seem overly skittish and rather docile.

Speed: 30 feet. A dhamrin's four leglike tentacles allow it to move at a pace comparable to that of humans.

Armor Restrictions: A dhamrin cannot wear armor designed for other species. Armor designed for dhamrin use is more expensive than normal (+1 increase to purchase DC) because of their unique physiology.

Constrict (Ex): If the dhamrin successfully grabs its opponent, it deals bludgeoning damage equal to 2d6 points plus either its Strength penalty or 1-1/2 times its Strength bonus every round. This

damage is in addition to the normal damage for the natural weapon used to grab.

Immunity to Blindness: A dhamrin has a secondary membranous eyelid that irises over each of its eyes, shielding them from too much light. If the dhamrin is exposed to a sudden burst of blinding-intensity light, its secondary eyelids instantly snap shut, rendering it temporarily unable to see but preventing blindness. The eyelids remain closed for as long as the extraordinarily bright light persists.

Improved Grab (Ex): As a full attack action, the dhamrin may attempt to hit an opponent up to two size categories larger than itself with two tentacle attacks. If both hit, they deal normal tentacle damage, and the dhamrin may attempt to start a grapple as a free action. If it achieves a hold, it pulls its opponent into its space without provoking an attack of opportunity. The dhamrin is not considered grappled while it holds its opponent, so it still threatens adjacent squares and retains its Dexterity bonus to AC. Furthermore, it may still attack normally with one tentacle, and it can also move, provided that it can drag the opponent's weight.

Improved Grapple (Ex): The dhamrin's extra limbs grant it a +4 bonus on grapple checks.

Natural Weapons: As a full attack, a dhamrin can make one primary and one secondary tentacle attack, both of which deal lethal bludgeoning damage. The base damage for each of these attacks is 1d4 points. A dhamrin making a tentacle attack is considered armed and does not provoke attacks of opportunity.

Psionic Communication (Ex): This ability functions like the psionic power of the same name, with the following exceptions. A dhamrin may communicate with another dhamrin verbally or through a lesser mindlink to a range of 100 feet + 5 feet per character level. Furthermore, if it touches another creature that has any sort of psionic ability, that creature can communicate with the dhamrin mentally for the duration of the touch.

Skill Bonus: Because a dhamrin walks on tentacles, it has a +4 species bonus on Move Silently checks.

Free Language Skills: Read/Write Dhamrin, Speak Dhamrin.

Level Adjustment: +0.

MEDURR

"The humans will not attack and have politely asked not to be eaten." (Medurr translation of "We are friendly and want peace between our species," at first contact with humans.)

Medurr are imperialistic reptilian creatures with a penchant for expanding of their civilization. They are as adaptable to various climes and biomes as humans are, though they have a higher tolerance for temperature extremes.

A medurr is a warm-blooded, hexipedal saurian that moves around on all four hind legs and uses its two foremost limbs as arms. An average adult may be anywhere from 15 to 21 feet in length. More often than not, a medurr stands erect, looming 7 to 9 feet high. Each of its forelimbs ends in a massive, clawed, four-fingered hand that is far more dexterous than it appears. Depending on its age and subspecies, the scaly hide on its head, back, and limbs may be any shade from a light sea green to a dark emerald green, and that on its underside (bottom of the tail, chest, and belly) is some shade of brown.

Often belligerent and confrontational, these creatures strike fear into other species that see them, and more information about them calms their adversaries only slightly. Humans often call medurr dragons because of their fierce reptilian visages, but despite their sheer brute strength and general toughness, they rarely attack first in any situation, preferring instead to observe their foes' initial



attacks and answer in kind. In general, medurr prefer melee combat because of their size and their protective hides, and they are known for recklessly charging through weapon fire to close ranks with their enemies. Once in combat, they always seek to flank their opponents and to gain any other combat advantages they can. The fact that medurr are resistant to psionic attacks gives them an advantage against any enemies that depend on mental prowess.

The medurr are slave-keepers, and their race controls a vast empire of subjugated species. Their favored slaves are the dhamrin, primarily because their naturally docile ways and affinity for servitude have thus far kept them from revolting. Other species that the medurr have enslaved occasionally rise up against their masters and are dealt with harshly, often via public execution of the instigators. Most civilized species consider this practice revolting, yet none of them wish to turn a potential ally into an enemy by attempting to dictate values.

Humans and other spacefaring species have much in common with the medurr, despite their vastly different physiologies and their penchant for slavery. The medurr have a militaristic society in which an individual's ability and strength determine rank. Medurr are divided into clans, each of which is ruled by a single, egg-laying matriarch who is the mother of all its members. The young are raised communally by the adults of the clan. Because medurr society is matriarchal and makes no pretense of gender equality, the females automatically hold higher ranks than males of comparable ability.

The medurr respect only those who have proven themselves by some sort of trial. When they first encountered humans, their initial assessment was that these new creatures would make fine slaves for their empire. But they gained a new respect for humans when three human warriors matched three medurr in a trial by combat.

Whether they are dealing with people and planets or with technology, medurr gain what they want by either destruction or conquest. If they encounter new technology, they usually try to acquire it so as to improve their clan's weaponry. Technologically adept, the medurr believe in the value of superior firepower and resources.

All medurr spacecraft follow a specific aesthetic. Their ships invariably have dark hulls with massive, jutting spires and dark whorls and hollows of metal. Straight lines are rare (if not totally absent) on medurr ships, and bulkheads do not recede into walls—they are created and destroyed as virtual matter (a feat made possible through zero-point energy).

SPECIES TRAITS

Medurr share the following species traits.

Type: Monstrous humanoid.

Size: Large. A medurr has a -1 penalty to Armor Class, a -1 penalty on attack rolls, a -4 penalty on Hide checks, and a +4 bonus on grapple checks due to its size. Its lifting and carrying limits are double those of Medium-size characters.

A medurr must use two hands to wield a Huge weapon, and Medium-size weapons are light for it.

A medurr's fighting space is two squares wide and three squares long, and it has a reach of 5 feet.

Ability Modifiers: +6 Strength, +2 Constitution, -2 Dexterity, -4 Charisma. Medurr are physically powerful, though they lack finesse and are not greatly concerned with how they are perceived by others.

Speed: 40 feet. Because it uses four legs for locomotion, a medurr moves more rapidly than most bipedal species.

Armor Restrictions: A medurr cannot wear armor designed for other species. Armor designed for medurr use is more expensive than

normal (+1 increase to purchase DC) because of the race's unique physiology.

Darkvision (Ex): Medurr possess darkvision out to a range of 60 feet. Darkvision is black and white only but otherwise the same as normal sight, and a medurr can function normally with no light at all.

Natural Armor: A medurr's tough scales provide it with a +5 natural armor bonus to Defense.

Natural Attacks: As a full attack, a medurr can make two primary claw attacks and one secondary bite attack, all of which deal lethal slashing damage. The base damage is 1d4 points for a claw attack or 1d6 points for a bite attack. A medurr making a claw or bite attack is considered armed and does not provoke attacks of opportunity.

Racial Hit Dice: A medurr begins with two levels of monstrous humanoid. These levels provide it with 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.

Racial Skills: A medurr's monstrous humanoid levels give it racial skill points equal to 5 [TS] (2 + Int modifier, minimum 1). Its class skills for these skill points are Balance, Jump, and Swim. A medurr has a +4 racial bonus on Balance and Jump checks.

Racial Feats: A medurr's monstrous humanoid levels give it one feat.

Superior Durability (Ex): Because of its fantastic ability to withstand pain and punishment, a medurr receives a +5 racial bonus on Fortitude saves made because of massive damage.

Power Resistance 15 (Ex): For reasons that are not fully understood, medurr never have innate psionic powers. Furthermore, while a medurr is not immune to psionics, it does have power resistance 15. Each power description includes an entry that indicates whether power resistance applies. If it does, the psionist must make a psionic level check (1d20 + psionic character's class level), using the medurr's power resistance (15) as the DC, in order to affect the medurr.

Skills: A medurr takes a -2 penalty on all skill checks that are not combat-related and on those made outside of combat.

Free Language Skills: Read/Write Medurr, Speak Medurr.

Level Adjustment: +2.

SATHAR

"That fear in your eyes... it is obvious that you recognize my species. Relax. I am not here to harm you or anyone else here. It is unfortunate that you believe the lies you have been told. Come with me, and let us discuss the misperceptions they promote about my species." [insert sathar2 copy.jpg about here]

Sathar are long, wormlike creatures with segmented bodies resembling those of earthworms.

A sathar has no skeleton to provide support for its body, but it can harden its segments hydrostatically by pumping fluids into them. Its cylindrical body is crowned with a circular head that tapers toward a round mouth ringed with sharp teeth. It has a large, ovoid eye with two pupils on either side of its head, and two pits that serve as a nose. Roughly 3 feet below the head, four tentacles sprout from its body, two on each side. The first two tentacles are slender, and each ends in four smaller, fingerlike tentacles. The second pair of tentacles is stronger and slightly longer, and each of these ends in a paddlelike pad. The larger pair is used for heavy lifting, while the slender pair is used for detailed work or for holding weapons. Sathar skin varies in color from yellow to brown and is coated with a shiny, clear slime. The tentacles are the same color as the body but with a slight greenish tint, and the underbelly is a pale shade of pink. The

back of a sathar's head is decorated with a pattern of dots, speckles, and stripes that denote the cadre to which the individual belongs.

The sathar's double pupils give it a wide field of vision, and its sense of smell is likewise acute. Sathar can speak the native languages of most other major species, though they do so with a pronounced hiss and lisp. Their own language consists of hisses and clicks, which other races usually find unintelligible. A sathar moves by slithering along the ground like a snake, with the first meter of its body raised. It can also coil like a snake, raising its upper body up to 1-1/2 meters from the ground. When stability is important (when firing a weapon or manipulating objects, for instance), it uses its back tentacles like legs to stabilize its body.

The sathar are violent beings who are not generally open to negotiations with others. They try to exterminate every other species they encounter, and so far they have proven remarkably successful in such endeavors. Two major wars have been fought against the sathar, and although they were driven back in both conflicts, they remain a powerful threat within the galaxy. When faced with a choice between defeat and capture, they have always elected to take their own lives, sometimes by the shipload.

Sathar society is militaristic and highly organized. Individual sathar are born into unit-clans called cadres and trained as warriors from birth. The markings on the back of a sathar's head indicate its cadre. These markings are natural on most individuals, though they can also be tattooed in the unlikely event that a sathar changes cadres.

Sathar are encountered only during missions of conquest, never by coincidence. They tend to possess the more powerful vessel in any space confrontation, and their goal is either to cripple and raid the enemy ship or to destroy it outright. In addition, the sathar frequently conduct ground raids against small trading outposts, colonies, and shipyards, looting trade goods and murdering any sentient creatures they encounter.

But the sathar do not rely entirely on military might to expand their empire—they are also masters of subterfuge. Individual sathar frequently infiltrate the homeworlds and space stations of enemy races and seek out lone individuals who might make good agents. The chosen victims are lured away via hypnosis, then thoroughly brainwashed, reprogrammed, and replaced in their original positions to serve as agents of the sathar. Some such agents infiltrate governments and other powerful organizations and act as spies; others simply terrorize the population by planting bombs on ships or in cities, entering crowded areas and opening fire with energy weapons, or assassinating high-profile individuals.

SPECIES TRAITS

Sathar share the following species traits.

Type: Aberration.

Size: Medium-size. Sathar have no special bonuses or penalties due to their size.

Ability Modifiers: -2 Dexterity, -2 Wisdom, +4 Charisma. A sathar is somewhat less coordinated than a human, and it lacks common sense about situations that fall outside its training, but it has an unusually strong force of will.

Speed: 20 feet. Because of its hydrostatic propulsion, a sathar moves somewhat more slowly than a human of similar size.

Armor Restrictions: A sathar cannot wear armor made for other species. Armor designed for sathar use is more expensive than normal (+2 increase to purchase DC) because of the race's rarity and unique physiology.

Acute Vision: A sathar's double pupils give it a wide range of vision, allowing it to see objects in front of it and to either side

simultaneously. This visual enhancement grants a sathar a +8 bonus on Spot checks.

Brainwash (Ex): A sathar may attempt to brainwash another creature in a noncombat situation by making a Bluff check opposed by the target's Sense Motive check. The attempt automatically fails if the sathar or its allies threaten or attack the subject or if the sathar cannot speak the subject's language. If the sathar wins the opposed check, the target automatically carries out any instructions the sathar gives it that do not involve activities to which it is fundamentally opposed. The sathar must win an opposed Charisma check to convince the subject to do anything it wouldn't ordinarily do. This ability does not allow the sathar to control the hypnotized creature as if it were an automaton, but the subject is highly receptive to the sathar's suggestions. A hypnotized creature never obeys suicidal orders. A brainwash attempt requires time alone with the subject equal to 20 minutes - 1 minute per character level of the sathar.

Exploding Nanites: The sathar would rather die than be held captive by their enemies and tortured into revealing their secrets. Rather than face such a possibility, every sathar that serves as a combatant or crew member aboard a starship willingly becomes host to an exploding nanite colony. If the sathar's hit points are reduced to 0, the nanites set off an internal biochemical reaction that causes its body to explode, showering every creature and object in a 10-foot radius with viscera.

Electricity Resistance 15 (Ex): The sathar's rubbery skin insulates it from electrical attacks. A sathar ignores the first 15 points of electricity damage from any attack that delivers such.

Stun Immunity (Ex): Sathar are immune to stunning attacks and effects.

Transfixing Gaze (Ex): Other races find a sathar's gaze especially distracting. A sathar may use a full-round action to stun a single target within 30 feet for 1 round. The target may make a Will save (DC 10 + 1/2 sathar's character level + sathar's Charisma modifier) to resist this effect.

Free Language Skills: Read/Write Sathar, Speak Sathar.

Level Adjustment: +1.

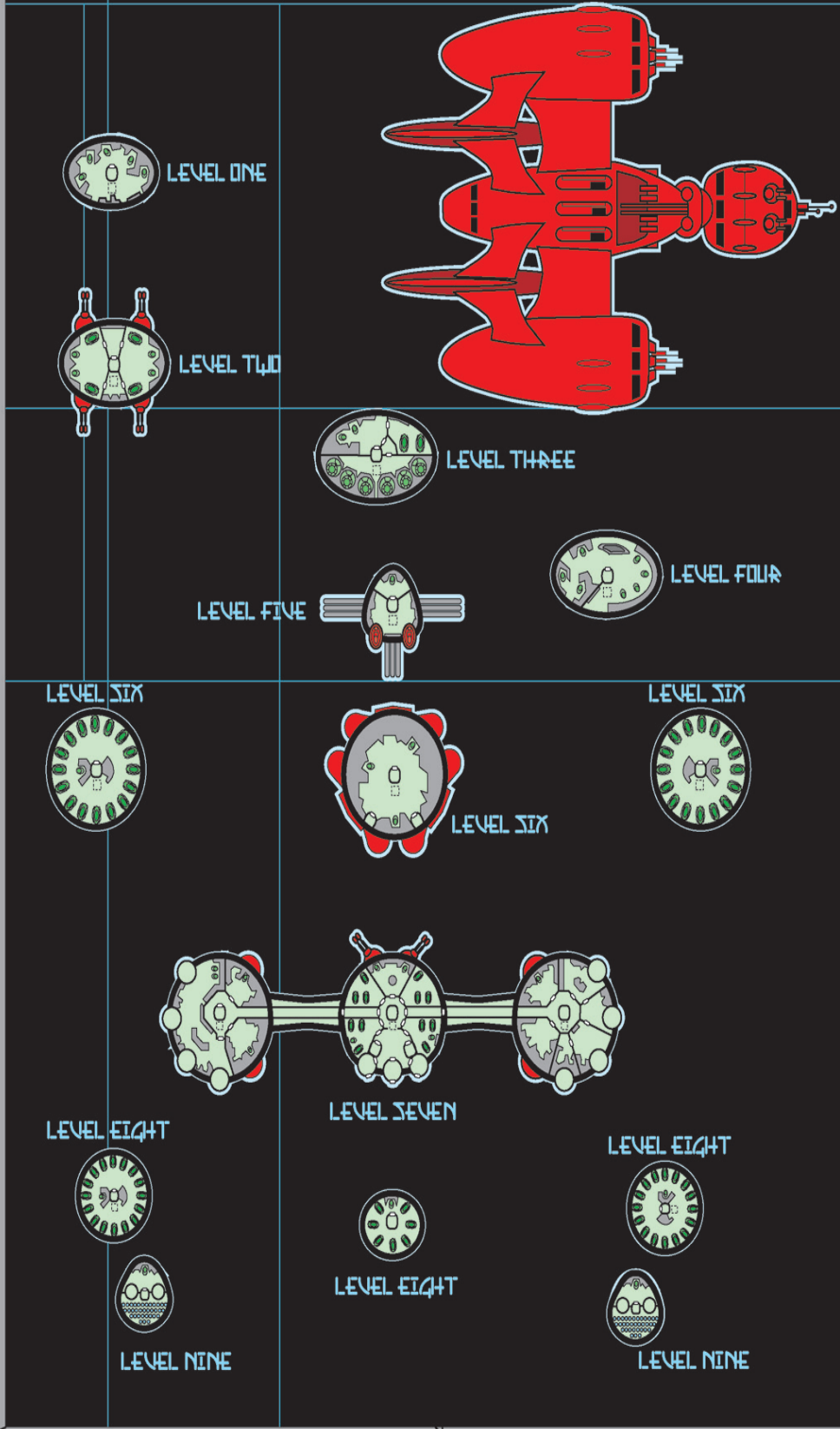
SATHAR STARSHIPS

Because the sathar are constantly at war with most other spacefaring species, any contact heroes have with a sathar ship is likely to involve conflict. A group of heroes might see the interior of a sathar ship because they have been taken aboard as hostages, or because they are boarding it to defeat the menace within.

The sathar have developed several different kinds of starships for their missions of exploration and conquest. They manufacture their own spacefaring vessels at shipyards in a number of systems—some near their homeworld and others on the planets of conquered species. They also make extensive use of ships that they have taken by force. The sathar frequently pursue and board other vessels that they encounter in space. Once aboard a target ship, they fight their way into the interior, capture the creatures within for later brainwashing and reprogramming, assume command of the ship, and take it to the nearest sathar shipyard. There, captured ships are retrofitted with sathar technology where necessary, and any ship system designs that appear superior to their own are carefully studied and incorporated into other vessels in their fleet.

The sathar make every effort to keep their fleet spaceworthy, often salvaging ships that others would have abandoned. Damaged ships are patched up as quickly as possible, and those that are no longer spaceworthy are cannibalized for usable parts. Because of the aggressive and warlike nature of the sathar, battle damage is

SATHAR THRUSTSHIP CLASS CLASS



common within the fleet, and most sathar ships encountered in space are in less than peak condition. Hulls are often patched with pieces from other ships that have different color schemes, sections of plating may be discolored from energy blasts, and dents from past impacts are common. Despite their battered appearance, however, sathar ships are surprisingly spaceworthy and durable.

The interior of a sathar-made ship is quite distinctive. The sathar prefer to keep their ships well lit, and the interior color schemes rarely incorporate any colors other than bright yellows and white. To help the sathar maintain their moist and slimy exteriors, the floors have a quarter-inch-deep coating of an oil-like, viscous fluid. Any creature other than a sathar that enters one of these ships notices the substance, but it does not impede movement or cause harm.

SATHAR THRUST DESTROYER (C'SARA CLASS)

One of the workhorse gunboats in the sathar fleet, the C'sara class destroyer is a medium-weight starship. The C'sara may serve as a scout ship for sathar incursions into civilized space, or hide in debris fields to prey on smaller ships, or serve as a support vessel for major offensive attacks. The C'sara class destroyer has the same statistics as the strike cruiser with the C'sara class template (see below).

The C'sara class destroyer is configured in three cylindrical sections. The large, central portion is flanked by two smaller sections, each of which is about two-thirds its length. The ship is divided into circular levels, each of which normally consists of a single room. Some of these areas are further divided into separate sections, either to serve different functions, or to minimize the damage to the rest of the ship should a given section be breached by enemy fire. In the central portion of the ship is a lift that allows rapid movement between the various levels. A ladder also runs the length of the ship, providing a second means of access for the crew in case the lift is damaged or becomes inoperable. Levels 6 through 9 are split between the central section and the two outer sections of the ship.

The interior of a C'sara class destroyer is arranged as follows.

LEVEL 1

The primary sensor suite of the C'sara class destroyer is located at the front of the ship. It is normally staffed by a single sathar technician, though any of the five workstations located here can be utilized to reconfigure or repair the sensors.

LEVEL 2

A battery of 2-point defense systems, which are used to target incoming missiles and provide cover fire for the sensor array, are housed here. This level is divided into four separate rooms, which are separated by heavy bulkheads. Between the bulkheads are two central areas, one containing maintenance equipment for the guns, and the other containing personal arms and armor for the crew to use in case the ship is boarded.

LEVEL 3

This area is divided into three separate rooms, the largest of which serves as a dining area. Another of the rooms is for private elimination of personal waste, and the third is for preparation of food.

LEVEL 4

This level consists of a single room that functions as the command center of the ship. Several control stations butted up against the walls allow the sathar to control speed, life support, communications, and other ship functions. A console provides sensor readings, and orders can be issued to crew anywhere in the ship from here.

LEVEL 5

The ship's power is managed from this level, which is divided into one large and one small room. The larger room offers direct access to the power conduits, while the smaller one houses a workstation for monitoring and adjusting the allocation of power within the ship.

LEVEL 6

The central section of this level houses the control stations for the fire-linked quantum cannons located on the exterior of the ship's hull. In the outer sections are stasis chambers in which the sathar can sleep or travel in stasis for long journeys. On longer voyages, the crew rotates, alternating week-long or month-long shifts with periods of stasis.

LEVEL 7

On this level are the primary living quarters for the ship's crew. In the central portion are four sleeping chambers, a point defense gunnery station, and three airlocks that allow access to the outside of the ship. Control stations for the batteries of plasma missiles located on the exterior of the hull are housed in the two outer sections.

LEVEL 8

The outer two sections of this level contain stasis chambers similar to those on level 6. The one on the port side houses the scientific crew, while the one on the starboard side houses the warriors. The stasis chambers for the command crew occupy the central section.

LEVEL 9

Two identical engineering rooms occupy this level. Either one can serve as the primary engineering station, and typically one is active while the other serves as a backup in case the primary room is damaged. Each engineering room contains two reactors that provide power to the engines. On the opposite side of the bulkheads are clusters of capacitors that store energy from the reactors.

C'SARA CLASS TEMPLATE

The C'sara class template can be applied to any PL 6 light starship. Adjust the starship's design specifications as follows.

Engines: Particle Impulse Engine.

Defense System Upgrade: Defense +4. Particle Field (field absorbs energy damage; any weapon that deals any concussion, electricity, fire, or nonspecific energy damage takes a -4 penalty on attack rolls made to fire at the starship).

Sensors Upgrade: Class VII sensor array (+2 bonus on initiative), improved targeting system (targeting system bonus +5).

Weapons Upgrade: 3 batteries of fire-linked quantum cannons (24d8 points of damage; range increment 6,000 ft.; replaces PL 5 or PL 6 fire-linked weapon system).

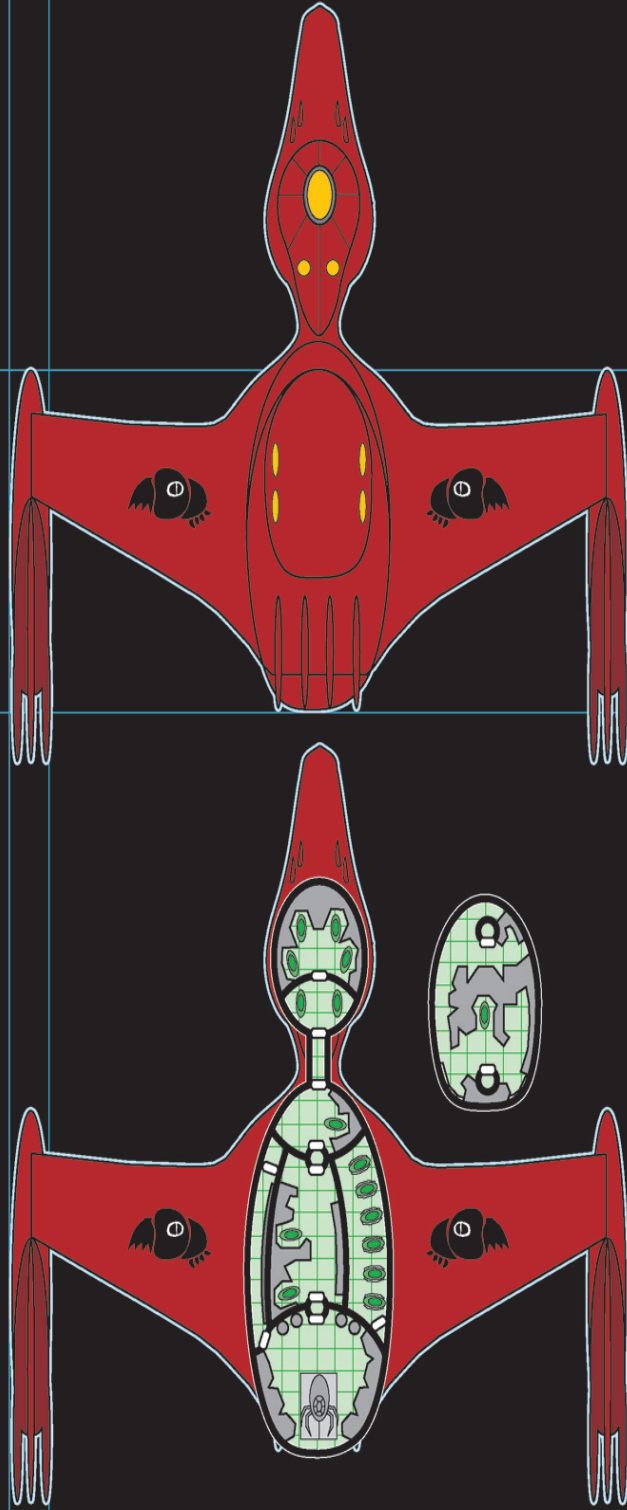
2 batteries of 4 plasma missiles -2 ranged (18d8/18-20), and 3 point defense systems

Grappling System Upgrade: Tractor beam emitter (replaces grapplers).

SATHAR STEALTH CRUISER (MARAZH CLASS)

The most common small ship model in the sathar fleet, the Marazh class stealth cruiser is an ultra-light starship. It has the same statistics as the assault fighter with the Marazh class template applied. The interior of the Marazh class stealth cruiser is divided into three sections: a small area in the fore of the ship, a living area behind it, and a command center above it.

SATHAR STEALTH CRUISER MARAZH CLASS



FORE SECTION

The fore section consists of a large chamber that houses the stations for operating the guns and a smaller stasis chamber behind it, where two sathar gunners are kept in stasis in case all the current gunners meet with an ill fate.

CENTRAL SECTION

Living quarters for the crew occupy the largest section of the ship, which is divided into four rooms. The chamber in the front contains a ladder to the level above, plus a station that controls life support for the ship and the stasis chambers. The central room in this section houses two engineering stations, and the room next to it contains the stasis chambers for the crew and an airlock that grants access to the exterior of the ship. The rearmost room is the engineering area, which houses the ship's reactor.

COMMAND CENTER

The section above the main living area serves as the command center for the ship. From here, the sathar can control the ship's speed, life support, communications, and other systems. A console in this room provides sensor readings, and orders can be issued to crew anywhere in the ship from here.

MARAZH CLASS TEMPLATE

The Marazh class template can be applied to any PL 6 ultra-light starship. Adjust the starship's design specifications as follows.

Engines: Particle Impulse Engine.

Defense System Upgrade: Defense +2. Stealth screen (Any sensor check made against a ship with an active stealth screen takes a -10 penalty. A deployed mine has a 50% chance of not detecting the screened ship as it enters or leaves its detonation area. The screen provides one-half concealment against all attacks [20% miss chance]).

Hit Dice: The ship gains additional hit points as if it had 7 Hit Dice.

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Darrin Drader was born in Pullman, Washington in 1973, and he attended Washington State University there. He has lived in western Washington for the past eight years and is thrilled to be an employee of Wizards of the Coast, Inc. Darrin has done design work for Asgard Online Magazine, D20 Weekly Online Magazine, DRAGON Magazine, Star Wars Gamer Magazine, Bastion Press, and of course, Wizards of the Coast, Inc. His most recent credits include the Book of Exalted Deeds and Serpent Kingdoms.

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This d20™ System game uses mechanics developed for the new Dungeons & Dragons® game by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison. This game also uses mechanics developed for the Psionics Handbook by Bruce R. Cordell, the Call of Cthulhu® Roleplaying Game by Monte Cook and John Tynes, and the Star Wars® Roleplaying Game by Bill Slavicsek, Andy Collins, and JD Wiker. d20 Modern, D&D and Dungeons & Dragons are registered trademarks, and d20 and the d20 System logo are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.

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