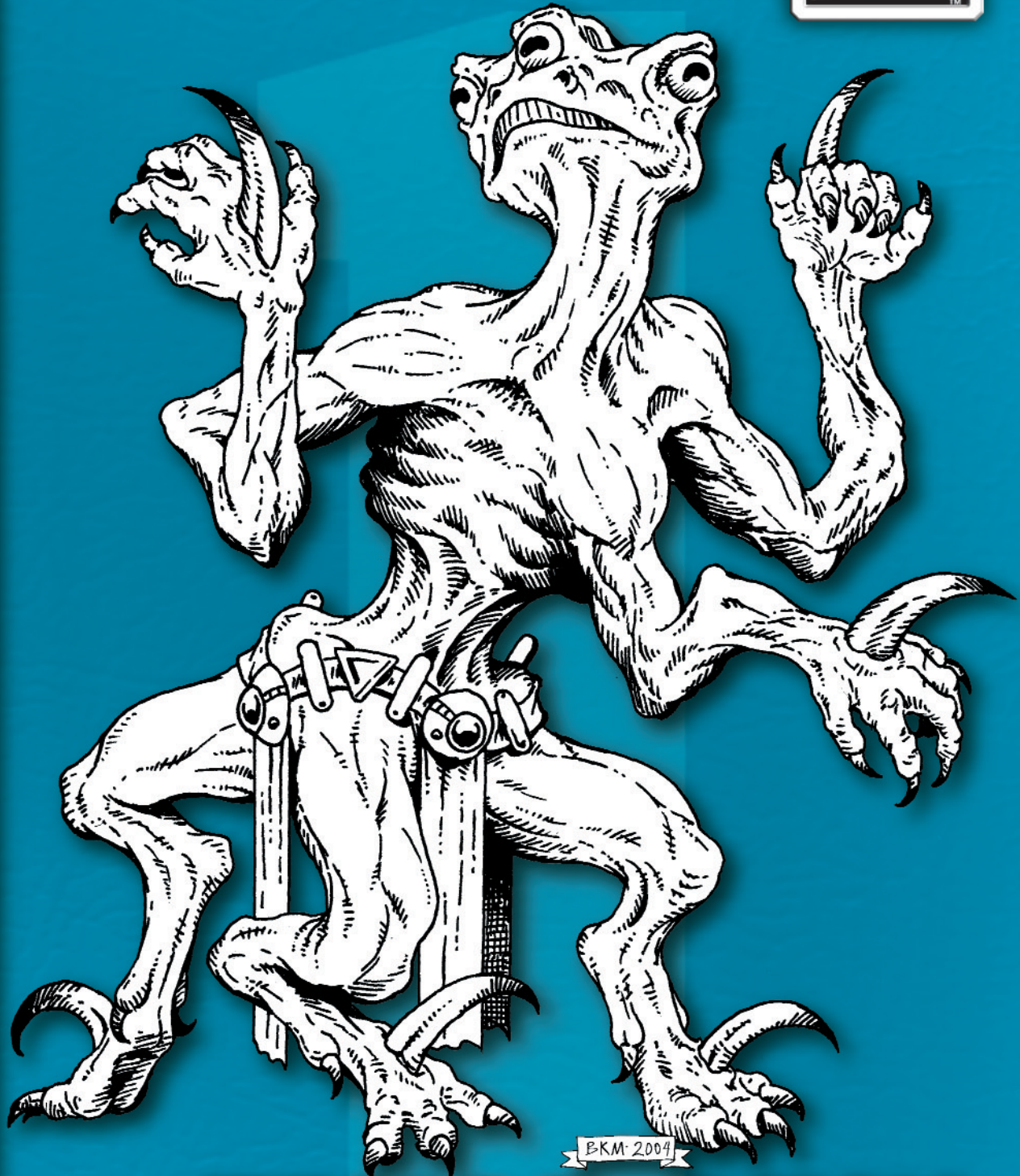


FUTURE



ALIEN RACE



EKM 2004

TAXOB-ZHIN



Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

FUTURE: ALIEN RACE 1 - TOXOB-ZHIN

WRITTEN BY MICHAEL HAMMES

ILLUSTRATED BY BRADLEY K. McDEVITT

PRODUCTION BY PHILIP REED

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INTRODUCTION

Welcome to *Alien Race 1 - The Taxob-Zhin*, the first in Ronin Arts' new line of alien race sourcebooks. Each of these PDFs introduces a new alien race with complete d20 Modern/Future Statistics and all the background, concepts, and ideas needed to bring the aliens into play in your campaign.

In addition, each *Alien Race* sourcebook features new rules (i.e. new Advanced Classes, Occupations, Feats, etc.) relating to the particular alien race featured in the sourcebook that can also be applied to the general campaign (with the GM's permission, of course).

THE TAXOB-ZHIN

PHYSIOLOGY

Taxob-Zhin are an amphibian-descended race whose most prominent features are their three quad-jointed arms, three legs, and three frog-like eyes. They have a pronounced predatory appearance thanks to wicked retractable claws that emerge from the tops of the wrists and feet and a double row of sharp teeth that lines the mouth. Their smooth skin ranges in color from a light brown to dark green.

Although Taxob-Zhin appearance is clearly amphibian, they are in fact endothermic. While their temperature-regulating systems are not as well developed as that of humans (a fact no doubt due to their home world's lack of temperature variation), they are

capable of withstanding significant variances in temperature.

The typical Taxob-Zhin (male or female) averages between five and five-and-a-half feet in height and carries between 90 and 130 pounds of pure muscle on a thin frame. Taxob-Zhin are extremely strong and robust for their size, easily exceeding humans of similar size in those categories.

At the same time, their brains are not as developed as that of humans, and as a result they lag behind humans in terms of quantifiable intelligence. That is not to say that they are stupid, far from it, but Taxob-Zhin are less able to process complex information and cannot absorb new knowledge as rapidly or completely as humans.

HOME WORLD

The Taxob-Zhin home world is a hot and extremely humid planet, covered with impenetrable jungles and shot through with wide rivers that empty into a number of large tropical seas. It is most akin to the Earth's Amazon region, except even more hot and humid.

Due to the high humidity, a constant layer of clouds forms in the planet's atmosphere, allowing only the barest amount of sunlight to penetrate. Even on the brightest days, the lighting conditions are akin to that of an overcast day on Earth. This, combined with the thick jungle canopy, renders conditions on the planet's surface twilight at best while almost total darkness reigns at night.

It rains constantly on the planet's surface. Morning finds a light sprinkle that builds to a steady downpour by midday and usually ends up as a full-on tropical rainstorm by evening. These rainstorms last well into the night until they taper down by morning and the cycle begins all over again. Flooding is a daily occurrence.

As would be expected in such a tropical environment, the planet teems with animal life of all kinds, both predator and prey. Interestingly, the extremely dense vegetation appears to have inhibited the growth of large species (no land-based predator or prey of greater than Medium size exists). It is only in the wide rivers and large seas that larger races can be found.

While the Taxob-Zhin home world is lush in vegetative and animal resources, it is poor in mineral resources. This, combined with the fact that fire is unknown on the home world (although there are rainstorms, there is no lightning to start fires naturally and even if there was, such fires would quickly be extinguished by the incessant rain), means that the Taxob-Zhin have never developed metallurgy of any kind (a key step in the advancement of civilization). Furthermore, the extremely humid nature of the world means that everything quickly molds and rots, another limiting factor for a civilization.

CIVILIZATION

Taxob-Zhin civilization exists at a very primitive level (PL 0). This is mainly due to the difficult environmental and resource conditions of the Taxob-Zhin home world. In the face of these obstacles, the fact that there even is a definable Taxob-Zhin civilization says much about the abilities of the race.

All Taxob-Zhin are hunter-gatherers. The basic unit of Taxob-Zhin social organization is the extended family (or clan). Each extended family is a matriarchy, led by the oldest female of the family, and all Taxob-Zhin trace their ancestry through their mother's line.

Each family lives in a familial village that is a collection of crude huts made from the local vegetation and emplaced on stilts standing in a cleared space within the jungle.

Family (or clan) units fluctuate in size from around 10 members up to around 50 and the size appears to be determined largely by what the immediate environment is able to support; whenever resources grow too scarce to support the existing family, one of the matriarch's daughters takes her children away to carve out her own territory.

This forced migration occasionally brings the emigrants into contact with other families; this is the only source of contact between clans. Such contact can lead to everything from conflict, wherein one side tries to drive away the other from the territory, to acceptance of the daughter and her children into the new clan. Again, this is chiefly driven by the resources available in the resident family's area; if resources are scarce, the resident family will attempt to drive away the intruders, but if resources are plentiful, they will often adopt them.

Taxob-Zhin have a spoken language, which varies to some extent from clan to clan, but have not developed a system of writing.

SIZE COMPARISON CHART

6 FOOT

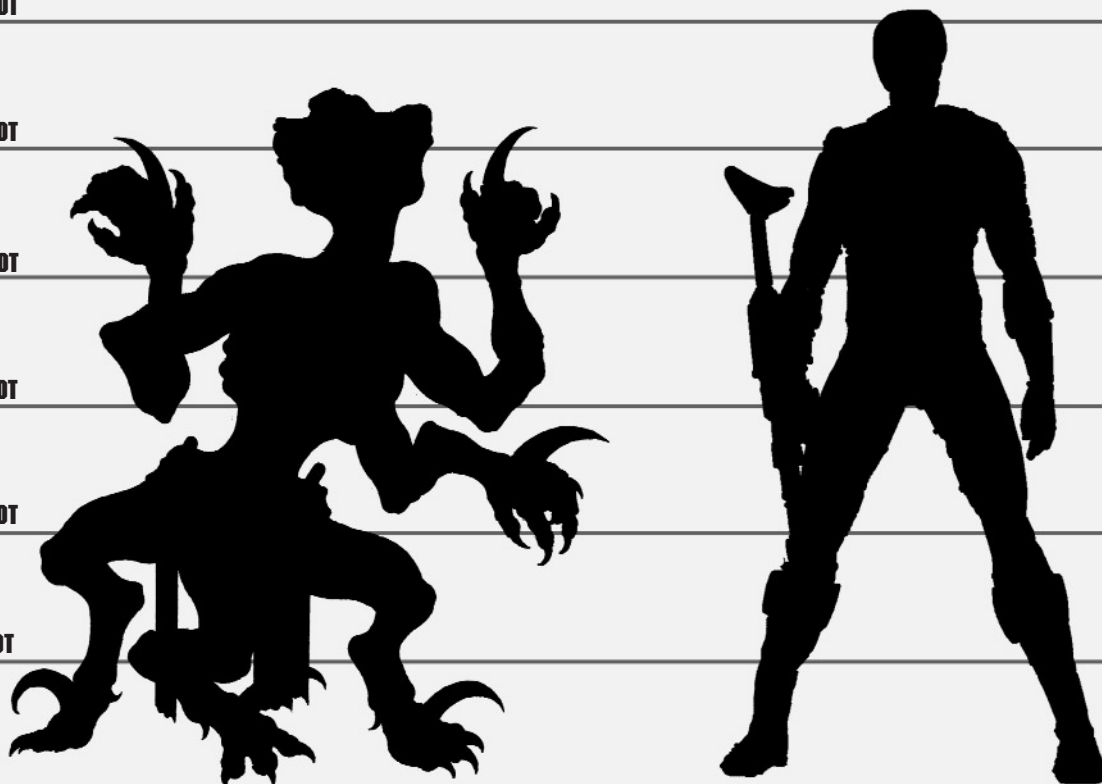
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PERSONALITY

Given their insular conditions and upbringing, Taxob-Zhin tend to be reserved when around others. Many humans mistake this for shyness or awe, but that is far off the mark. Rather, Taxob-Zhin simply prefer to listen and watch, skills that come in very handy on their home world, the scene and people around them before making any decisions.

Given their very limited social skills, Taxob-Zhin can be very naive at times (acting much like human adolescents) and, at least initially, are easily taken advantage of and manipulated by unscrupulous individuals. Of course, much like adolescents, once they realize what is going on, they quickly learn from the experience and the individuals that took advantage of them often end up regretting it.

Taxob-Zhin are insatiably curious when it comes to new things and experiences and are not at all frightened or in awe of advanced technology. Of course, given their survival instinct, they are cautious when encountering something new. But once aware of a thing's

capabilities and limitations, they treat it as anyone else would (even if they don't understand exactly how something works, they understand cause and effect just fine; after all, how many people really know how an internal combustion engine works, and yet drive a car?).

TAXOB-ZHIN CHARACTERISTICS

Taxob-Zhin speak their own language (Taxob-Zhin). Those that have traveled beyond their home world may also speak other languages.

RACIAL TRAITS

Taxob-Zhin have the following traits:

Illiterate: Taxob-Zhin have no written language; one cannot take ranks in Read/Write Language (taxob-zhin). Taxob-Zhin may learn to speak and read/write other languages normally.

Lowlight Vision: A Taxob-Zhin can see

twice as far as normal in poor lighting conditions. A Taxob-Zhin can still distinguish colors, even in dim lighting.

Pounce: If a Taxob-Zhin leaps upon a foe during the first round of combat, it can make a full attack (three claws and one bite), even if it has already taken a move action. The Taxob-Zhin can only make use of this ability using its natural weapons. A Taxob-Zhin can extend and retract its claws as a free action.

Rake: A Taxob-Zhin that pounces on a foe of Medium size or larger can make three attacks (+1 melee) with its foot claws for 1d4+1 points of damage each in addition to its three hand claws and bite as part of its full attack. The Taxob-Zhin can only make use of this ability using its natural weapons. This is the only circumstance under which a Taxob-Zhin can bring more than three of its claws to bear in combat no matter how many foes it faces or what their size is.

Stability: Because of their tripod stance, Taxob-Zhin gain a +4 race bonus on ability checks to resist bull rush and trip attempts when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skill Bonuses: Taxob-Zhin gain a +2 racial bonus on Spot checks and a +2 racial bonus on Survival checks.

Bonus Feat: Taxob-Zhin gain the bonus feat Multiattack.

Taxob-Zhin: CR 1; Medium extraterrestrial humanoid; HD 1d8+1; hp 6; Mas 13; Init +0; Spd 40 ft.; Defense 10, touch 10, flatfooted 10; BAB +0; Grap +1; Atk +1 melee (1d4+1, claw); Full Atk +1 melee (1d4+1, 3 claws) and -1 melee (1d3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Lowlight vision, pounce, rake (+1 melee, 1d4+1 damage), stability; AL varies; SV Fort +3, Ref +0, Will +0; AP 0; Rep +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills: Listen +4, Speak Taxob-Zhin, Spot +6, Survival +3

Feats: Alertness, Multiattack

Possessions: Loincloth, water-filled gourd.

Advancement: By character class.

TAXOB-ZHIN As CHARACTERS

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

Ability Modifiers: +2 Strength, +2 Constitution, -2 Intelligence.

Base Speed: 40 feet. Although their movement seems ungainly, Taxob-Zhin are very fast thanks to their additional leg.

Natural Weaponry: Taxob-Zhin have viciously sharp hooked claws on the tops of their feet and hands and are considered armed (even when making unarmed attacks) at all times. These claws cause 1d4 points of damage (plus the Taxob-Zhin's Strength bonus) and threaten a critical hit on a 20. Unless able to pounce (see below) on its opponent, a Taxob-Zhin cannot bring more than three of its claws to bear in combat. A Taxob-Zhin is able to extend and retract its claws as a free action.

The mouths of Taxob-Zhin are also filled with rows of sharp teeth that cause 1d3 points of damage (plus one-half the Taxob-Zhin's Strength bonus, rounded down) and threaten a critical hit on a 20.

Lowlight Vision: Taxob-Zhin can see twice as far as normal in poor lighting conditions. A Taxob-Zhin can still distinguish colors, even in dim lighting.

Pounce: A Taxob-Zhin that leaps upon a foe during the first round of combat can make a full attack (three claws and one bite), even if it has already taken a move action. The Taxob-Zhin can only make use of this ability using its natural weapons.

Rake: A Taxob-Zhin that pounces on a foe of Medium size or larger can make three attacks with its foot claws in addition to its three hand claws and bite as part of its full attack. The Taxob-Zhin can only make use of this ability using its natural weapons. This is the only circumstance under which a Taxob-Zhin can bring more than three of its claws to bear in combat no matter how many opponents it faces or what their size is.

TAXOB-ZHIN

Stability: Because of their tripod stance, Taxob-Zhin gain a +4 race bonus on ability checks to resist bull rush and trip attempts when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skill Bonuses: Taxob-Zhin gain a +2 racial bonus on Spot checks and a +2 racial bonus on Survival checks.

Bonus Feat: Taxob-Zhin gain the bonus feat Multiattack.

Free Language Skills: Taxob-Zhin (speak only; Taxob-Zhin do not have a written language).

Level Adjustment: +0 (+1 if using in d20 Fantasy campaign).

Taxob-Zhin Strong Hero 2/Tough Hero 2: CR 4; Medium extraterrestrial humanoid; HD 2d8+6 plus 2d10+6; hp 32; Mas 16; Init

+1; Spd 40 ft.; Defense 15, touch 15, flatfooted 14; BAB +3; Grap +6; Atk +7 melee (1d4+4, claw); Full Atk +7 melee (1d4+4, 3 claws) and +4 melee (1d3+2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Lowlight vision, pounce, rake (+7 melee, 1d4+4 damage), stability; AL varies; SV Fort +7, Ref +1, Will +0; AP 2; Rep +0; Str 17, Dex 13, Con 16, Int 10, Wis 10, Cha 8.

Occupation: Savage (see **New Rules** section)

Skills: Balance +3, Climb +4, Hide +5, Intimidate +2, Jump +5, Listen +2, Move Silently +4, Spot +4, Survival +4, Swim +4

Feats: Alertness, Athletic, Combat Reflexes, Dodge, Multiattack, Power Attack, Weapon Focus (claws)

Talents (Strong Hero): Melee Smash

Talents (Tough Hero): Remain Conscious

Possessions: per Progress Level.

TAXOB-ZHIN IN YOUR CAMPAIGN

d20 FUTURE

Although the Taxob-Zhin come from a very primitive civilization, this in no way precludes their journey to the stars. However, as the Taxob-Zhin are not capable of journeying through space on their own, at least not initially, they will require some outside help.

The most likely scenario is that the Taxob-Zhin are a subject, or allied, race of a space-faring race (this can be humanity or another alien race). Given their combat ability and limited experience with technology they would most likely be assigned simple jobs or placed in the military (they tend to be particularly effective as Dreadnoughts or Helix Warriors).

Given their natural toughness and resilience, they might be employed (willingly or unwillingly) in dangerous jobs and/or on hazardous worlds or deep space. Once there, they could work from remote outposts or from ghettos in large cities, forming their own communities for comfort and protection in these strange new environs.

Of course, once introduced to the possibilities of space travel, Taxob-Zhin civilization will inevitably advance and there is no reason why the Taxob-Zhin cannot eventually obtain their own spaceships and journey to the stars under their own terms. In such cases, entire families might journey into space, living among the stars much like they did on their home world and carving out their own territories.

d20 MODERN

The Taxob-Zhin are specifically designed for inclusion into a d20 Future campaign as that is the type of campaign most likely to feature alien contact. However, there is no reason that the Taxob-Zhin cannot appear in a d20 Modern campaign (especially since the stats are identical).

Instead of being aliens, Taxob-Zhin can be creatures of the Shadow. While their ferocious appearance and melee combat abilities make them natural predators (they would make particularly effective Shadow Hunters, Street Warriors, Thrashers, and Wildlords), this does not have to be the case. They can just as easily be a peaceful race of spiritualists (Acolytes, Mystics, and the Ecclesiarch prestige class) that is misunderstood because of their fearsome appearance.

Of course, they can still be used as aliens, but in such cases they are more likely a servitor race to a more advanced alien race (serving in a military capacity) unless the GM is willing to give them sufficient technology to permit to travel the stars on their own.

d20 FANTASY

Motivated GMs can also use the Taxob-Zhin as a new race for a d20 Fantasy campaign; it is easy to convert the Modern/Future stats to Fantasy stats. However, because of the lack of advanced weapons and technology to counter the Taxob-Zhin's impressive melee combat skills in such a campaign, the Taxob-Zhin are considered to have a Level Adjustment of +1 in a d20 Fantasy campaign.

NEW RULES

The following section contains new rules applicable to the Taxob-Zhin alien race. With permission from the GM, such rules may be applied to the general campaign.

NEW OCCUPATION

SAVAGE

The savage occupation covers members of pre-agrarian (hunter-gatherer) civilizations.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Hide, Listen, Move Silently, Spot, Survival.

Bonus Feat: Select either Alertness or Archaic Weapon Proficiency.

Wealth Bonus Increase: +0.

SAVAGE WARRIOR

A Savage Warrior is a warrior from a primitive culture or planet (although this doesn't have to be the case, the mean streets of many civilized lands and planets are quite capable of breeding savage warriors).

Select this advanced class if you want your character to be a ferocious melee warrior. Although focused on melee combat, the savage warrior is not ignorant. Survival and victory are the Savage Warrior's ultimate goals and she is perfectly capable of making use of the tools of the modern world to achieve them.

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

TABLE: THE SAVAGE WARRIOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Light sleeper, rage	+1	+0
2nd	+2	+2	+2	+2	Survivor	+2	+0
3rd	+3	+2	+2	+2	Bonus feat,	+2	+1
4th	+4	+2	+2	+2	Greater rage, rage x2	+3	+1
5th	+5	+3	+3	+3	Uncanny dodge X	+4	+1
6th	+6	+3	+3	+3	Bonus feat,	+4	+2
7th	+7	+4	+4	+4	Tireless rage, rage x3	+5	+2
8th	+8	+4	+4	+4	Uncanny dodge X	+6	+2
9th	+9	+4	+4	+4	Bonus feat	+6	+3
10th	+10	+5	+5	+5	Mighty rage, rage x4	+7	+3

(Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier (2 + Int modifier for nonhumans).

REQUIREMENTS

To qualify to become a Savage Warrior, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skill: Spot 5 ranks.

Feat: Alertness.

CLASS INFORMATION

The following information pertains to the Savage Warrior advanced class.

HIT DIE

The Savage Warrior gains 1d12 hit points per level. The character's Constitution modifier applies.

ACTION POINTS

The Savage Warrior gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

CLASS SKILLS

The Savage Warrior's class skills are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival

CLASS FEATURES

The following class features pertain to the Savage Warrior advanced class:

LIGHT SLEEPER

Savage Warriors are light sleepers and can make Listen checks even while asleep, without penalty. (A sleeping character normally takes a -10 penalty on Listen checks.)

RAGE

A Savage Warrior can fly into a rage a certain number of times per day. In a rage, a Savage Warrior temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but she takes a -2 penalty to Defense. The increase in Constitution increases the Savage Warrior's hit points by 2 points per level, but these hit points go away at the end of the rage when her Constitution score drops back to normal. These extra hit points are not lost first the way temporary hit points are.

While raging, a Savage Warrior cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration (including

casting spells, using FX items that require command words or FX completion (use activated FX items may be employed normally), or using psionic powers if those are available).

She can use any feat she has except Combat Expertise and Dead Aim.

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A Savage Warrior may prematurely end her rage. At the end of the rage, the Savage Warrior loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless she is a 7th-level Savage Warrior, at which point this limitation no longer applies; see below).

A Savage Warrior can fly into a rage only once per encounter. At 1st level she can use her rage ability once per day. At 4th level and every three levels thereafter, she can use it one additional time per day (to a maximum of four times per day at 10th level). Entering a rage takes no time itself, but a Savage Warrior can do it only during her action, not in response to someone else's action.

SURVIVOR

At 2nd level, when a Savage Warrior spends an action point to modify the result of a saving throw, she may roll an additional 1d6 and take the best result, discarding the lower roll(s).

BONUS FEATS

At 3rd, 6th, and 9th level, the Savage Warrior gets a bonus feat. The bonus feat must be selected from the following list, and the Savage Warrior must meet all the prerequisites of the feat to select it.

Acrobatic, Action Boost, Agile Riposte, Athletic, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Endurance, Focused, Frightful Presence, Great Cleave, Great Fortitude, Heroic Surge, Improved Bull Rush, Improved Damage Threshold, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Mobility, Power Attack, Quick

Draw, Run, Spring Attack, Stealthy, Sunder, Toughness, Track, Weapon Finesse, Weapon Focus, Whirlwind Attack.

GREATER RAGE

At 4th level, a Savage Warrior's bonuses to Strength and Constitution during her rage each increase to +6, and her morale bonus on Will saves increases to +3; the penalty to Defense remains at –2.

UNCANNY DODGE X

At 5th and 8th level the Savage Warrior gains the ability of Uncanny Dodge, or increases the potency of this ability if she already has it (usually gained as a Fast Hero or at 5th level Savage Warrior). If the Savage Warrior does not have Uncanny Dodge 1, she gains Uncanny Dodge 1: She retains her Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker (she still loses her Dexterity bonus to Defense if she's immobilized). If the Savage Warrior already has Uncanny Dodge 1, she gains Uncanny Dodge 2: She can no longer be flanked; she can react to opponents on opposite sides of herself as easily as she can react to a single attacker.

If the Savage Warrior already has Uncanny Dodge 2, then she gains no further benefit from this ability.

TIRELESS RAGE

At 7th level and higher, a Savage Warrior no longer becomes fatigued at the end of her rage.

MIGHTY RAGE

At 10th level, a Savage Warrior's bonuses to Strength and Constitution during her rage each increase to +8, and her morale bonus on Will saves increases to +4; the penalty to Defense remains at –2.

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