

Rakasta

Rakasta are medium height, usually between 5-6 feet tall, slightly shorter than humans. They appear as anthropomorphic cats. Fur covers their body, except for the palms of their hands and feet. The fur can be a solid color, stripes, spots, or patched and is usually black, brown, orange, yellow, gray, white or a combination of these. They have long tails that are about the one-third the length of their bodies. When open, their mouth displays a row of sharp teeth including short fangs, but they also possess molars (as they are omnivores). They possess sharp, retractable nails on both hands and feet.

Males and females are roughly the same size. All are lithe and usually slim. Males will sometimes have a ruff or mane around the face and/or down the back.

RESTRICTIONS: Regardless of a rakasta's sub-type, the rakasta must have a minimum Dexterity of 8, and may not have a Wisdom score greater than 16. The following adjustments should be made to the attribute scores of the rakasta:

Str	Int	Wis	Dex	Cha	Con
±0	±0	-2	+2*	±0	±0

* The maximum score for a rakasta's Dexterity is 19.

SPECIAL ABILITIES: Regardless of sub-type, all phanaton benefit from a number of special abilities, as outlined below:

Infravision. The possess infravision to a range of 60'.

Natural Balance & Reflexes. Rakasta sustain only half the normal damage normally incurred from a fall.

Natural Concealment. In the wilderness, Rakasta have a 50% chance of going undetected by creatures within 100', and a 70% chance by creatures at distances greater than 100'.

Heightened Senses. The heightened senses of a rakasta provide the following benefits:

Detect Invisible and Ethereal Beings: Rakasta have a 5% chance per level of sensing the presence of invisible beings within 30', and a 3% chance per level of sensing that a being within 30' is ethereal.

Blind-fighting: In melee, every a rakasta misses an opponent because of concealment (e.g., when attacking an invisible opponent), the player can reroll the "to hit" roll to see if it actually succeeds. Additionally, on melee attacks against a rakasta made by invisible creatures or those with stealth bonuses (e.g., a thief attempting a back stab), relevant attack bonuses are negated; this does not include bonuses from attacks made in conjunction with a *blink* ability.

Enhanced Vision: Rakasta take only half the usual penalty due to darkness or poor visibility.

Hear Noise: Rakasta hear noise as a 1st level thief (result of 1-2 on 1d6). This ability improves for rakasta thieves as they progress in level.

Natural Weapons. The claws and fangs of a rakasta will allow an unarmed rakasta to make 2 claw attacks and 1 bite attack (against the same opponent) during a single round. Each claw does 1d2, and the bite does 1d4. Melee "to hit" bonuses from Strength may be applied to all three attacks, but damage bonuses apply only to the rakastas claw attacks.

Roar. Once per day per level, a rakasta may let out a roar that causes all hearing creatures within a 100' range to suffer a -1 penalty on all attack rolls and saving throws for 1d6+1 rounds (on a failed saving throw vs. breath weapon).

Languages. Rakasta speak common and rakastan.

WEAKNESSES: Regardless of sub-type, all rakasta suffer from the following weaknesses:

Fear of Water. If a rakasta gets significantly wet, the rakasta suffers a -2 penalty on ALL rolls until they are dry. A successful saving throw vs. paralysis will eliminate the penalty after a duration of 1 minute.

Fear of Noise. Rakasta suffer a -1 penalty on all saving throws vs. sound-based effects.

Rakasta

The prime requisite of a rakasta is Strength. A rakasta with a Strength of 13 or greater gains a bonus on earned experience points. A rakasta uses the same attack and saving throw tables as a fighter.

RESTRICTIONS: Rakasta use eight-sided dice (d8) to determine their hit points. A rakasta may use any type of weapon, wear any kind of armor, and use a shield. A rakasta may not progress beyond the 15th level of experience.

Rakasta Class Table

Level	Title	Exp. Points	Hit Dice
1	Rakasta Veteran	0	1d8
2	Rakasta Warrior	2,500	2d8
3	Rakasta Weaponmaster	5,000	3d8
4	Rakasta Hero	10,000	4d8
5	Rakasta Swashbuckler	20,000	5d8
6	Rakasta Myrmidon	40,000	6d8
7	Rakasta Champion	80,000	7d8
8	Rakasta Superhero	160,000	8d8
9	Rakasta Lord (Lady)	320,000	9d8
10	10th Level Rakasta Lord (Lady)	480,000	9d8+2*
11	11th Level Rakasta Lord (Lady)	640,000	9d8+4*
12	12th Level Rakasta Lord (Lady)	800,000	9d8+6*
13	13th Level Rakasta Lord (Lady)	960,000	9d8+8*
14	14th Level Rakasta Lord (Lady)	1,120,000	9d8+10*
15	15th Level Rakasta Lord (Lady)	1,280,000	9d8+12*

* Constitution adjustments no longer apply.



Rakasta Thief

The prime requisite of a rakasta thief is Dexterity. A rakasta thief with a Dexterity of 13 or greater gains a bonus on earned experience points. A rakasta thief uses the same attack and saving throw tables as a thief.

RESTRICTIONS: Rakasta thieves use eight-sided dice (d6) to determine their hit points. Rakasta thieves may wear nothing more protective than leather armor, and may not use shields. Rakasta thieves may use any type of weapon. A rakasta thief may not progress beyond the 13th level of experience.

SPECIAL ABILITIES: Rakasta thieves possess the normal thieves' abilities, with bonuses over their human counterparts in regards to the following: Climb Walls, Move Silently, Hide in Shadows, and Hear Noise. They also benefit from the following:

Beginning at 4th level, a rakasta thief can...

Read Languages. This includes dead languages, simple codes, treasure maps, and so on. There is an 80% chance of success. If the rakasta thief fails on the attempt, he or she must gain another level before making another attempt with the same sample.

Beginning at 10th level, a rakasta thief can...

Use Magic-user Scrolls. This ability may only be used on existing scrolls, and there is a 10% chance that the magic will "backfire" (specific consequences of the backfire are at the DM's discretion).

RAKASTAN THIEVES GUILDS: Though rare, rakastan thieves guilds do exist (particularly in areas home to substantially-sized rakastan populations). It is not uncommon for a rakasta thief to join a thieves guild of all-human or mixed race thieves; rakasta are admired by some thieves for their natural stealth abilities.

New Rakasta Weapon

War-claws. A rakasta may choose to enhance their claw attack with "war-claws"—metal claws fitted over their natural claws. These claws each do 1d4 (plus any applicable Strength bonuses as noted above), and cost 3 gp each (but a rarely available from standard weaponsmiths). If a rakasta is wearing war-claws, their use of other weapons is inhibited as follows:

Melee Weapons suffer a -4 "to hit" penalty, and a -2 penalty on related damage rolls.

Ranged Weapons suffer a -3 "to hit" penalty and take twice as long to load as normal (those that can be loaded and fired during the same round take an extra round to load). Additionally, any normal bow will automatically have its string severed as soon as the rakasta attempts to draw it (rendering it useless), and there is a 50% chance that the string of a crossbow will be severed while being loaded.

Rakasta Thief Class Table & Thieves' Abilities

Level	Title	Exp. Points	Hit Dice	Climb Walls**	Move Silently	Hide in Shadows	Hear Noise	Find/Remove Traps	Open Locks	Pick Pockets [†]
1	Rakasta Apprentice	1,500	1d6	91%	25%	15%	2-in-6	10%	15%	20%
2	Rakasta Footpad	3,000	2d6	92%	30%	20%	2-in-6	15%	20%	25%
3	Rakasta Robber	6,000	3d6	93%	35%	25%	3-in-6	20%	25%	30%
4	Rakasta Catburglar	12,000	4d6	94%	40%	30%	3-in-6	25%	30%	35%
5	Rakasta Catpurse	25,000	5d6	94%	45%	35%	3-in-6	30%	35%	40%
6	Rakasta Sharper	50,000	6d6	96%	50%	40%	3-in-6	40%	45%	45%
7	Rakasta Pilferer	100,000	7d6	97%	60%	50%	4-in-6	50%	55%	55%
8	Rakasta Thief	200,000	8d6	98%	70%	60%	4-in-6	60%	65%	65%
9	Rakasta Master Thief	350,000	9d6	99%	80%	70%	4-in-6	70%	75%	75%
10	10th Level Rakasta Master Thief	500,000	9d6+2*	99%	90%	80%	4-in-6	80%	85%	85%
11	11th Level Rakasta Master Thief	650,000	9d6+4*	99%	94%	90%	5-in-6	90%	95%	95%
12	12th Level Rakasta Master Thief	800,000	9d6+6*	99%	97%	95%	5-in-6	95%	96%	105%
13	13th Level Rakasta Master Thief	950,000	9d6+8*	99%	99%	99%	5-in-6	97%	97%	115%

* Constitution adjustments no longer apply; ** Check every 100'. [†]Picking pockets is automatic for targets 10 or more levels/HD below the thief. For all others, the chance of success is reduced by 5% per level of victim above 5th. There is always a 1% chance of failure (00 on d%), even when chance of success is 100% or greater.