



LPJ9716

# RACES OF NEOEXODUS: CATALIST



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system

Creatures of myth, whispered in legend, lost in the mists of history - and now returned, for reasons unknown to any but themselves. Such are the Cavians, a race of humanoid rodents noted for their incredible psionic abilities. The Cavians were exiled from Exodus for nearly three hundred years, and their unexplained return has made more than a few other races extremely nervous. Fear of Cavians comes naturally to those without psionic gifts, for these rat-folk can 'see' thoughts and emotions the way most humanoids can see color. Worse, most Cavians are scions of a racial hive mind, a collective intelligence of phenomenal power.

## PERSONALITY:

Cavians communicate among themselves telepathically without the drawbacks and benefits of individual sentence. When they speak to creatures outside their hive mind, they often come across as shockingly blunt. The concept of the polite lie is alien to a Cavian, and he always looks at a situation with cold logic. Even severed Cavians who have lost access to the hive mind generally retain these traits.

## PHYSICAL DESCRIPTION:

Cavians resemble humanoid rats. Their slim bodies are covered by a coat of short fur, which grows longer with age. Cavian coats come in many different colors and patterns, with black, light brown and gray predominating. The creatures' eyes are similarly varied, although more are dark than not. Albino Cavians, with pure white fur and pink eyes, are more common than in most races.

## RELATIONS:

As powerful as the Cavian hive mind is and as formidable as many individual Cavians are, neither could hope to live up to their reputations. Most people believe Cavians can peer into their minds and delve into their deepest secrets without even trying, and control those minds with only a little more effort. Even powerful empires tread lightly around the hive mind's goals. Severed Cavians are just as feared by commoners, but powerful organizations prize them as spies. These Cavians, many of whom feel a terrible emptiness due to their severance, often accept any task in return for a sense of belonging.

## ALIGNMENT:

The Cavian hive mind is Lawful Neutral; all non-severed Cavians share its alignment. Severed Cavians generally start Lawful Neutral, but may quickly adopt other alignments as their individual personalities assert themselves.

## CAVIAN LANDS:

No one outside the Cavian race knows where the creatures originally came from; today, they can be found all over Exodus. They seem to prefer urban life and colonies can be found in any major city.

## RELIGION:

The Cavians are short on religiosity and, unusual for a psionic race, mysticism. Their hive mind is a sort of synthetic god unto itself. Severed Cavians have no cultural grounding in religion and either avoid it as incomprehensibly alien or throw themselves into it in a desperate search for belonging.

## LANGUAGE:

All Cavians speak common and their native tongue; the existence of the latter seems to point toward a pre-collective past for the race. Among themselves, Cavians prefer to communicate telepathically.

## NAMES:

Cavians have no need for individual designations within the hive mind. Severed Cavians, and those who deal with outsiders, find it convenient to adopt names derived from their language. As with that language, their tradition of clan and personal names seems to point to a pre-collective past. Whether the Cavians actually retain knowledge of their former clans or simply adopt these names out of preference, perhaps even they do not know.

**Clan Name:** Adsila, Awenasa, Galilahi, Salali, Taysnita, Zitkata.

**Male Names:** Chepi, Eyota, Hurit, Izusa, Kanti, Niljon, Pauwau, Tahki.

**Female Names:** Alawa, Hausis, Keegsquaw, Numees, Onawa, Sinopa, Sokanon, Yepa.



## ADVENTURES:

Most Cavian “adventurers” are simply specialized agents of the hive mind, seeking knowledge and power for the collective advancement of their people. Severed Cavians who take up the adventuring life do so for the same reasons as members of any other race.

## CAVIAN RACIAL TRAITS

- **-2 Strength, -2 Constitution:** Cavians are slightly built, making them ill-suited to heavy labor or close combat.
- **Medium:** As Medium creatures, Cavians have no special bonuses or penalties due to size.
- Cavian base land speed is 30 ft.
- **Bite:** Cavians have a natural bite attack. This attack deals only 1 point of damage plus  $\frac{1}{2}$  the Cavian’s Strength modifier, but can deliver the creature’s psionic disease. A Cavian can use his bite as a secondary natural attack (*at a -5 penalty*) while wielding a weapon. A Cavian cannot deal precision-based damage with his bite attack.
- **Bonus Feat:** A Cavian gains either Hive Mind or Severed as a bonus feat at 1st level.
- **Naturally Psionic:** Cavians gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- **Psionic Disease:** Injury, DC 10 +  $\frac{1}{2}$  Cavian’s character level + Cavian’s Charisma modifier, incubation 1 day, special. If a target of the Cavian’s bite fails its Fortitude save it has been marked by the Cavian. A Cavian can have a maximum of one marked target per point of Intelligence modifier (*minimum 1*). As a standard action, the Cavian can look through the marked target’s eyes as though manifesting the clairvoyant sense power. If the infected individual recovers or is cured from the disease, the marker is removed. This is a Supernatural (*Su*) ability.
- **Thoughtsense:** Cavians “see” psionically as well as physically. As long as he is psionically focused, a Cavian can perceive the presence of any thinking creature within 20 ft., although he cannot delve into its thoughts without further training. Treat this ability as Blindsense, except that it does not function if the Cavian is not psionically focused, nor does it detect inanimate objects or creatures immune to Mind-Affecting effects. This is a Supernatural (*Su*) ability.

- **Automatic Languages:** Cavian and Common. Bonus languages: Giant, Goblin, Infernal and Orc.
- **Favored Class:** Psion. A multiclass Cavian’s psion class does not count when determining whether he takes an experience point penalty. Cavians are innately psionic and drawn to hone this ability.

## CAVIAN STARTING FEATS

Cavians gain one of the following feats at 1st level. If a Cavian who begins play with the Hive Mind feat becomes severed, he loses Hive Mind and gains Severed instead. Presumably, a severed Cavian who rejoined the hive mind would also switch feats, but this has not occurred in living memory.

### HIVE MIND - CAVIAN, PSIONIC

You are in tune with the collective sentence of your race.

**Prerequisites:** Cavian, Lawful Neutral alignment

**Benefits:** You can communicate telepathically with any member of the Cavian hive mind on the same plane of existence, as though you were both subject to a permanent mindlink. You do not have to spend power points to maintain this effect.

In addition to whatever benefits you derive from the dizzying array of contacts available to you, you gain a +4 competence bonus on all Knowledge and Psicraft checks from the hive mind’s ambient knowledge.

**Drawback:** You suffer a -4 penalty on Bluff, Diplomacy and Sense Motive checks against creatures outside the Cavian hive mind.

**Special:** The benefits (*but not the drawbacks*) of this feat are Supernatural (*Su*); they do not function within an antimagic field or similar effect.

### SEVERED - CAVIAN, PSIONIC

Your connection to the hive mind has been lost. However, this frees some of your natural psionic resources.

**Prerequisites:** Cavian

**Benefits:** You gain an additional 1 power point per character level. In addition, you can manifest mindlink as a psion of  $\frac{1}{2}$  your character level (*or your psion level, if higher*). Mindlink does not count against your powers known.

## CAVIAN PARAGON

The Cavian Paragon develops his latent psychic abilities, improving them as he focuses on the acquisition of knowledge and power for the collective - or, in the case of a severed Cavian, for whatever cause he serves.

Cavian Paragons of either type are dangerous mentalists, particularly when they combine the class with training as a psion or wilder. Their signature abilities, on the other hand, vary considerably depending on their status.

### CLASS INFORMATION

The following information pertains to the Cavian Paragon class.

### HIT/DIE

The Cavian Paragon gains 1d4 hit points per level. The character's Constitution modifier applies.

### CLASS SKILLS

The Cavian Paragon's class skills (*and the key ability for each skill*) are:

Autohypnosis (*Con*), Climb (*Str*), Concentration (*Con*), Hide (*Dex*), Knowledge (*dungeoneering*) (*Int*), Knowledge (*local*) (*Int*), Knowledge (*psionics*) (*Int*), Move Silently (*Dex*), Psicraft (*Int*).

**Skill Points at Each Level:** 4 + Int modifier.

### CLASS FEATURES

All of the following are class features of the Cavian Paragon class.

**Dual Progression:** The Cavian Paragon normally develops his powers to better serve his race's hive mind. Severed Cavians can also become paragons, however, and they derive different benefits. Which ability a Cavian Paragon gains at each level (other than manifester level at 2nd and 3rd level) depends on whether he has the Hive Mind or Severed feat. If he loses one and gains the other during play, his abilities from this class also change.

**Total Severance:** A Cavian Paragon with the Severed feat gains an additional 1 power point per character level. He manifests mindlink as a psion of his character level.

**Collective Power:** A Cavian Paragon with the Hive Mind feat can temporarily gain access to a power he otherwise would not know.

By expending his psionic focus, the Cavian Paragon can gain access to any one power, provided that power appears on his class's power list at a level he is capable of manifesting. Once the Cavian Paragon manifests his Collective Power, he loses the knowledge of how to manifest it.

The Cavian Paragon can use this ability once per encounter.

**Independence:** A 2nd level Cavian Paragon with the Severed feat gains a +2 bonus on saves against spells of the Enchantment school and powers of the Telepathy discipline.

**Manifester Level:** At 2nd and 3rd level, the Cavian Paragon gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class she belonged to before he became a Cavian Paragon. He does not, however, gain any other benefit a character of that class would have gained (*bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on*). This essentially means that he adds the level of Cavian Paragon to the level of whatever manifesting class he has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a Cavian Paragon, he must decide to which class he adds the new level of Cavian Paragon for the purpose of determining power points per day, powers known, and manifester level.

**Might of the Collective:** A 3rd level Cavian Paragon with the Hive Mind feat can briefly draw upon the hive mind's power to fuel his psionic abilities. By expending his psionic focus, the Cavian Paragon can manifest a power without paying its power point cost. He may manifest any power he knows (*or a power on loan to him via the Collective Power class feature*), but cannot exceed the maximum power point expenditure for his level.

The Cavian Paragon can use this ability once per encounter.

**Psionic Skills:** At 3rd level, the Cavian Paragon learns to channel his latent mental abilities into physical skills.

The Cavian Paragon may spend 2 power points to gain a +1 bonus to any skill check, except an untrained skill check. He may spend up to his normal power point limit for powers in this way, exactly as if he were manifesting a power.

## CAVIAN PARAGON-HIVE MIND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Psionics
1	+0	+0	+2	+1	Collective Power	
2	+1	+0	+3	+2		+1 level in existing class
3	+2	+1	+3	+2	Collective Might	+1 level in existing class

## CAVIAN PARAGON-SEVERED

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Psionics
1	+0	+0	+2	+1	Total Severance	
2	+1	+0	+3	+2	Independence	+1 level in existing class
3	+2	+1	+3	+2	Psionic Skills	+1 level in existing class

The Cavian Paragon must choose to use this ability before attempting a skill check; he cannot do so after the dice have fallen.

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**AMMUNITION** ☐ ☐ ☐ ☐ ☐ ☐

■ Denotes a skill that can be used untrained.  
 □ Mark this box with an X if the skill is a class skill for the character.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)

CHARACTER NAME	PLAYER	
	CAVIAN	
CLASS & LEVEL	RACE	ALIGNMENT

## CAMPAIGN

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## EXPERIENCE POINTS

## GEAR

ARMOR/PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES







SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

ARMOR/PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

## SPELLS

[illegible]

					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 MAX LOAD	PUSH OR DRAG 5 MAX LOAD

## MONEY

CP—  
SP—  
GP—  
PP—

## FEATS

## One Bonus Feat

[illegible]

## SPECIAL ABILITIES

Bite Attack, Naturally Psionic, Psionic Disease, Thought-sense

[illegible]

## LANGUAGES

Initial Languages = Common + racial languages + one per point of Int Bonus

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## SPELLS

**DOMAINS/SPECIALITY SCHOOL:**

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2nd: \_\_\_\_\_  
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3rd: \_\_\_\_\_  
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4th: \_\_\_\_\_  
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5th: \_\_\_\_\_  
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6th: \_\_\_\_\_  
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7th: \_\_\_\_\_  
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8th: \_\_\_\_\_  
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9th: \_\_\_\_\_  
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## SPELL SAVE

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DC MOD

## ARCANE SPELL FAILURE

7%

## CONDITIONAL MODIFIERS

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SPELLS KNOWN	SPELLS SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
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<input type="text"/>	<input type="text"/>	1st:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5th:	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	9th:	<input type="text"/>	<input type="text"/>



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