

The Satori

The Ancient Mind Readers



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Black Flame Studios

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Originally, the Satori were a race which resided within the mountains as to not be disturbed by the outside world. This caused the Satori race to become sensitive to sunlight, however over time they left the mountain to expand their land ownership and to gather more resources. Still sensitive to daylight, most Satori either had parasols during the daytime or would opt to do their business at night and sleep during the day. The guards to the Satori city eventually adopted this as a method as well, taking advantage of some of their men's nocturnal lifestyles. This was before their near-extinction caused by ancient humans, and the fear that the Satori may take over.

Physical Description: Slender and agile, the Satori appear mostly human, save for the defining third eye they possess that appears when they use their ability to read minds as one of their two eyes lights up in a cross-shaped symbol and begins glowing. The hair and eye color of the Satori range greatly, though their hair/eyes seem to focus mostly around bright colors (pink, blonde, red, and teal). Their eyes (except the third eye) always match their hair color, while the third eye's eye color is another color entirely.

Society: Satori do not have a defined society as much as they decide on blending in with the crowd of other races, often inserting themselves into niches where humans gather. There are some mountains where groups of Satori are known to dwell in, but these are seen as rare and to the city born Satori they are seen as "uncivil".

Relations: The Satori typically get along best with elves, often serving under them as advisors and oracles of wisdom. Humans are often seen as sheep in a flock by the neutral and evil Satori, and to the good, humans are seen as imperfect beings full of potential, often sticking to the high-end humans. Dwarves are considered too gruff and crude for the Satori's tastes, all the while Halflings and Gnomes are more on neutral ground, finding that it all depends on the individual rather than the race itself.

Alignment and Religion: Satori lean more towards Law and order than Chaos, their experiences of reading human minds eventually leading to the conclusion that humans are a barbaric race unless contained. Satori do not swing strongly between good or evil, leading to many variants of Satori from Lawful Good warriors of justice, to Lawful Evil aristocrats looking to take out their higher ups.

Adventurers: Typically, a Satori will take up the job of a wizard or rogue. Some have been known to stray from the path typically taken, and take up lives as Sorcerers or if they feel the need to go charging into battle, the Satori will take up the job as a tactical Fighter, finding the intelligent approach to the problem much more appealing.

Male Names: Oniji, Raiken, Valla, Eren, Utsosemi

Female Names: Oara, Fuya, Ilana, Ceran, Erya

Satori Racial Traits

- **+2 Dexterity, +4 Intelligence, and -2 Strength:** Satori are incredibly smart and fast on their feet, yet have weak muscles.
- **Native Outsider:** Satori are outsiders with the native and Satori subtypes.
- **Medium:** Satori medium are creatures and thus receive no bonuses or penalties due to their size.
- **Normal Speed:** Satori have a base speed of 30 feet.
- **Darkvision:** Satori can see perfectly in the dark up to 60 feet.
- **Skill Training:** Satori consider Knowledge (Arcana) and Knowledge (Planes) class skills.
- **Quick Reactions:** Satori gain Improved Initiative as a bonus feat at 1st level.
- **Third Eye:** 1/day equal to the Satori's intelligence modifier, it may use Detect Thoughts as a swift action. The save DC is equal to 10 + half the Satori's level + the Satori's intelligence modifier.
- **Light Sensitivity:** Satori are dazzled as long as they remain in an area of bright light.
- **Languages:** Satori begin play speaking Common and Satori. Satori with a high Intelligence scores can choose from any language they want (except for secret languages such as Druidic). See the Linguistics skill page for more information about these language.

Alternate Racial Traits

- **Lacking Emotion:** The Satori is immune to emotion based effects, regardless if they're from an enemy or an ally. This replaces their Third Eye.
- **Rough Diplomat:** Instead of Knowledge Arcana and Planes, the Satori receives Diplomacy and Intimidate as class skills.
- **Emotional Detection:** Instead of detecting thoughts, the third eye detects emotions and feelings. Once this is done, one make the enemy roll another will save or the emotions are manipulated by the effects of Charm Person using the DC for their Third Eye. This replaces their Third Eye.
- **Daywalker:** Not harmed by the rays of sunlight, the Satori loses Light Sensitivity, however they are not as quick to enter battle and lose Quick Reactions.

Credits:

Writer: Jeremy Harris

Artist: Dutch Dennis

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