# NEDEXODUS CHRONICLES: **PSIDNC CAUDA**







PXGE 2

# CAVIAN, PSIONIC

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.

All Cavians have innate mental abilities, most often displayed in their hive mind ability. Some Cavians, however, have innate psionic ability above and beyond this mental connection. These Cavians are often more cerebral and logical, where their non-psionic brethren are more intuitive and instinctual in their abilities. Although both psionic and non-psionic Cavians have similar abilities, the differences are enough that rivalries between the two breeds are not unknown.

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 sentience. 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 crea-

tures' 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

# CAVIAN RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Strength: Cavians are slightly built, but nimble of body and mind.

Medium: As Medium creatures, Cavians have no special bonuses or penalties due to size.

Normal Speed: Cavian base land speed is 30 ft.

**Bite:** Cavians have a natural bite attack. This attack deals 1d4 points of damage plus the cavian's Strength modifier and can deliver the seeds of clairvoyance. A cavian can use his bite as a secondary natural attack (at a -5 penalty) while wielding a weapon.

**Hive Mind (Su):** The cavian can communicate telepathically with any member of his hive mind on the same plane of existence, as though subject to a permanent mindlink. In addition to whatever benefits the cavian derives from the dizzying array of contacts available, he gains a +4 competence bonus on all Knowledge checks from the hive mind's ambient knowledge. The cavian's connection with the hive mind sometimes interrupts his normal train of thought; he suffers a -1 penalty on Bluff, Diplomacy and Sense Motive checks against creatures outside the cavian hive mind.

**Naturally Psionic:** Blues gain the Wild Talent feat as a bonus feat at 1st level. If a blue takes levels in a psionic class, he instead gains the Psionic Talent feat.

**Psionic Aptitude:** When a cavian takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

Seeds of Clairvoyant Sense (Su and Ps): Bite—injury; save Fort DC  $10 + \frac{1}{2}$  cavian's character level + cavian's Cha modifier; onset 1 day; frequency 1/day; effect target is implanted with a mote of cavian mucus, which allows the cavian to use the targets senses as his own. A cavian can implant a number of creatures at one time equal to his Intelligence modifier (minimum 1). As a full-round action that provokes an attack of opportunity, the cavian can perceive an implanted target as though manifesting the clairvoyant sense power. While a Cavian is using this ability, the target's eyes will glow with a faint blue fire that is undetectable in bright light or daylight but clearly visible in low or no light. If the infected individual recovers or is cured from the disease, the marker is removed.

**Thoughtsense (Su):** 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. as if the Cavian had Blindsense. By expending psionic focus, the Cavian can attempt to delve into the thoughts of the creature as if using the Read Thoughts power. A successful Will save (DC  $10 + \frac{1}{2}$  cavian's character level + cavian's Cha modifier) negates the effect. Both uses of Thoughtsense are considered mind-affecting abilities.

Automatic Languages: Cavian and Common. Cavians with a high Intelligence score can choose from the following: Giant, Goblin, Infernal and Orc.

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.

Adventurers: 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 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	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

# 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. 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: d6

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The Cavian Paragon's class skills (and the key ability for each skill) are: Autohypnosis (Wis), Climb (Str), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Knowledge (psionics) (Int), Spellcraft (Int), Stealth (Dex).

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 class feature. 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 class feature 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 class feature 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 every 10 minutes.

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

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

If the character did not have any class levels in psion before taking this paragon class,she does not gain an increase to his manifesting levels.

**Might of the Collective:** A 3rd level Cavian Paragon with the Hive Mind class feature 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 manifester level.

The Cavian Paragon can use this ability once every 10 minutes.

**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.

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

### ALTERNATE RACIAL TRAILS

The following racial traits are available to cavians to replace the standard cavian racial traits.

Alien Aura: The cavian has learned to use other race's perception of him to his advantage. Any non-cavian within 10 feet of a cavian with this racial trait make a Will save (DC 10 + half the cavian's character level + the cavian's Charisma modifier) or become shaken. Creatures with more hit dice than the cavian are immune to this effect. This is a mind-affecting fear effect. This ability replaces bite and seeds of clairvoyance

**Collective Power:** A cavian with this racial trait (who also possesses the hive mind racial trait) can temporarily gain access to a power he otherwise would not know. The cavian can take 10 on any skill check, even if he could not normally do so. The cavian can use this ability once per hour. This ability replaces thought sense.

**Independent:** The cavian with gains a +4 bonus on saves against spells of the enchantment school and mind-affecting effects. The cavian suffers a -2 penalty on all Knowledge skill checks, but gains a +2 bonus on all Bluff, Craft, and Perform checks. This ability replaces hive mind and thoughtsense.



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