Mythic Mastery: Mythic Aliens The Kassars

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Kassar

Kassars are a race of lizard-like humanoids who hailing from the planet Kassar V. Tough and cunning, through strength of arms and subtle manipulation the Kassar people have managed to become a dominant force throughout much of the galaxy. Indeed, their reach extends far further than most realize, as the mythically gifted kassar secret society known as the Sla'hert have been using their impressive shapeshifting powers in order to infiltrate and control governments big and small in total secrecy.

Physical Description: A typical kassar is humanoid in shape, with a typical humanoid torso, arms, and legs. Kassars are around 6 feet 6 inches to 7 feet tall and can weigh up to 400 lbs. Kassars have alligator-like snouts, with long, broad mouths, a forward-facing nose, and two brightly colored eyes on either side of their head. Kassar eyes are capable of 360° movement and can both pick up light better and see a wider range of colors than typical human eyes. A kassar's tongue is incredibly sensitive and, like a snake's tongue, is capable of detecting even minor variations in scents in the air from great distances. Kassars have pale green or yellow scales which harden as they reach adulthood, eventually becoming harder than iron. The long tail possessed by kassars is mostly vestigial, with supernatural strength required by most kassars in order to operate the organ. As such, only the most powerful kassar mystics and the members of Sla'hert are able to use them effectively. Kassar males and females are distinguished primarily by scent and the differences between them are virtually unknown to other races. Kassars live between 300 and 400 years, though few reach this advanced age due to the reckless and dangerous lifestyle led by most kassars.

Society: The kassars are known for their brutality, cunning, treachery, and intense love of wealth and power. While to many outside observers kassar culture seems violent, cruel, hateful, and downright evil (which most kassar do little to contradict), in fact, their society's desire for wealth and power has led to a great number of benefits for kassars, both on their home world and throughout the galaxy. While known to be treacherous to one another, kassars generally look out for their own, and their brutish acts are typically committed with the motivation of bringing some benefit to kassar society on the whole.

Kassar society has consisted of two main groups since their evolution on their home planet of Kassar V. The two groups are the Sla'hert, an elite and secretive society which has been the real power behind kassar culture since their inception, and everyone else. The common kassars are a feared and respected force throughout their sector of the galaxy. While the kassar empire, such as it is, consists of only a few localized systems, the kassar military is large and powerful. As such, many non-affiliated systems pay tribute to known kassar colonies and minor war lords. It is not for this that the kassars are feared or respected, however, but rather for their roles when interacting with other cultures in the private sector. Kassar mercenaries and pirates can be found all through the galaxy and have a well-deserved reputation for being intergalactic bullies and thugs. Kassars commonly enjoy employment as hired muscle for gangs or extra guns for upstart warlords, and even make up the elite military shock troops and royal guards of more civilized cultures. The reason kassars are so reliably employed and favored as mercenaries is that they have an intense love and loyalty to one thing: wealth. Kassars great and small will do anything for the acquisition of wealth. Wealth commands respect in kassar culture, and the "haves" rule the "have-nots" in just about every aspect of life. In addition to their reputation for earning gold with the point of a gun, kassars are also fine traders and have one of the most prolific, if somewhat corrupt, banking systems throughout the known worlds.

In addition to the obvious kassar empire and the warlords and small states which openly collect currency and demand respect from lesser peoples, the kassars rule a larger shadow empire. The secret society of the kassars, the Sla'hert, which dominates kassar society both in open and secretly, is also secretly responsible for the rulership of many unsuspecting worlds. The Sla'hert came into being on the kassar home world in very ancient times, lingering in the shadows, secretly recruiting the best and brightest into their ranks and using them to run kassar society. Shortly before the discovery of interstellar travel, the Sla'hert, which by that time had members inserted as the head of every kassar state, corporation, church and financial institution, revealed themselves and subjugated kassar society without firing a bullet. Very little changed for the kassars, except that almost immediately after the takeover the kassar space program took a radical leap forward, leading some conspiracy theorists to conclude that the Sla'hert had already been traveling space for some time before their revelation to the people at large.

The Sla'hert owe their sudden rise to power to the discovery of the Ruins of Sthith, which predate any kassar culture. The ruins contained an inscrutable stone device which could provide those who were worthy with mythic power. As such, the Sla'hert mastered many abilities the kassars otherwise could only dream of. The most famous of these is shapeshifting, which allows them to easily insert themselves into other societies. It is through this gift that Sla'hert agents have been quietly controlling the rest of the sector for millennia. The Sla'hert are so adept at infiltrating other societies that they are extremely difficult to detect by other cultures. In fact, the only tell-tale signs of kassar infiltration, other than the slim chance of catching one while it's changing or killing one, is that kassars require an extreme amount of heat in order to perform many of their biological functions. Thus, some Sla'hert agents are required to utilize powerful and conspicuous heating units or conquer very warm planets. Such things are difficult to conceal on starships and many Sla'hert leaders employ private guards to take them throughout the galaxy. This trend has had the positive side effect of garnering prestige and opportunity among non-Sla'hert controlled organizations. The Sla'hert enjoy few enemies but live in fear of rogue Sla'hert working against the other shapeshifters, and the more powerful galactic spies that

are capable not only of detecting their agents but of laying waste to the kassar armies.

Relations: The kassar's relations with other races depend dramatically on how they are encountered. People who employ a kassar find them to be extremely loyal and reliable as long as a better offer does not come along, and extremely apt to turn coat at the promise of just a little more wealth. This disturbing trend has caused many to view the kassar as untrustworthy. Most other sentient races find themselves at the mercy of kassars and find them to be dangerous and easily aggravated. Those utilizing kassar merchants and kassar banks often describe the kassars as seedy and corrupt, though such allegations are extremely difficult to prove. Those interacting with the Sla'hert usually do so unknowingly and thus treat the kassar infiltrator as a member of whatever race they are mimicking at the time. Indeed, most Sla'hert who maintain their disguises for extended missions tend to identify more with their assumed form than with kassars, and were it not for their need to recharge in warm climates, might forget that they were kassars entirely. Those few who do gain the confidence of a kassar Sla'hert are usually held in extremely high confidence and are treated very well by their reptilian masters; unfortunately, most such people have a habit of meeting with unlucky accidents as soon as it becomes convenient for the kassar.

Alignment and Religion: Other than the Sla'hert, kassars worship a myriad of their own reptilian gods, though they especially favor Skarsla, the goddess of wealth and creator of gold. Most kassars do so mostly in the hope that their gods will provide them with wealth or favors, though such beliefs are becoming less and less common among kassars in a modern society. A kassar's singular obsession for wealth, penchant for cruelty and betrayal, and love of power see the majority of kassars being of neutral evil, neutral, or chaotic neutral alignment, with kassars belonging to the ruling Sla'hert class often adopting some form of lawful alignment—most commonly lawful evil, but with personal motivations occasionally resulting in Sla'hert who do what they do for beneficent reasons. The alignment of individual kassars varies wildly and it is becoming more and more common to see kassars in the galaxy adopting other alignments. It is becoming particularly common for kassar mercenaries to adopt codes of conduct which lead them further from evil and closer to lawful alignments.

Adventurers: Many kassars find themselves in one form of adventuring profession or another, for a variety of reasons. The most common of these is to assume the role of mercenary or hired thug. Kassars are renowned sellswords throughout the galaxy and are in high demand as skilled combatants. Since the life of a galactic mercenary is unpredictable, usually kassar mercenaries find themselves taking up lives as traditional adventurers whether they want to or not. After all, an out-of-work mercenary needs to keep his skills sharp somehow. Other kassars leave the comfort of home for a dangerous life traveling the star lanes for the simple reasons of fame and fortune, hoping to find the wealth that their society demands in the ancient tombs ruins of starships and on alien battle fields. On the other hand, many of the Sla'hert find themselves undertaking adventures either to establish or maintain their cover. Most often, kassars are fighters and rogues, favoring martial techniques and cunning to accomplish their ends. However, kassars are also sharp of mind and make excellent wizards and alchemists, both professions likely to draw kassars looking to magically create gold, a process they find most intriguing. Recently, resurging groups of kassar mystics that believe the kassars' obsession with wealth and obedience to the Sla'hert will lead to doom have recently risen to prominence, and their struggles and persecutions make for exceptional adventurers. Most of these mystics are witches, though a few are druids or warriors looking to guard the mystics.

Male: Asvir, Chamic, Dulak, Hrasskin, Iskin, Kaasvir, Slamic, Tisak, Ulin, Vaskin

Female: Brasli, Eega, Goru, Lissi, Quana, Rasuli, Talu, Vogi, Waroli, Zu

Standard Racial Traits

Ability Scores: Kassars are tough and clever, but are brutish and have trouble getting along with others. They gain +2 Constitution, +2 Intelligence, and -2 Charisma.

Size: Kassars are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Kassars are humanoids with the alien and reptilian subtypes.

Speed: Kassars have a base speed of 30 feet.

Languages: Kassars begin play speaking Common and Kassar. Kassars with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Defensive Racial Traits

Natural Armor Bonus: Kassars have tough scales, granting them a +1 natural armor bonus to AC.

Senses Racial Traits

Low-Light Vision: Kassars can see twice as far as humans in conditions of dim light.

Cold-Blooded: If kassars do not spend at least 2 hours a day in an environment of 90° F or hotter, they become fatigued until they are able to do so.

Mythic Racial Traits

Master Spy: Kassars gain a bonus on all Disguise and Bluff checks equal to their mythic tier (minimum 1).

Mythic Natural Armor: Kassars gain a bonus to

their natural armor equal to ½ their mythic tier (minimum 1).

Mythic Mimic: Kassars with mythic power can alter their form, changing shape to mimic the form of other humanoid races. This ability works like the spell *alter self*. By expending one use of mythic power, the kassar can assume the form of a specific individual, including adopting that individual's mannerisms, manner of speech, smell, and other identifying features.

Sla'hert Infiltrator

This creature seems to be a dwarf, but it hisses and splutters unnaturally as it moves to attack you.

SLA'HERT INFILTRATOR XP 2,400

CR 9/MR 4

Kassar rogue 7

NE Medium humanoid (alien) (reptilian)

Init +9; Senses low-light vision; Perception +8 (+11 vs. traps)

DEFENSE

AC 23, touch 16, flat-footed 17 (+4 armor, +5 Dex, +1 dodge, +3 natural)

hp 102 (7d8+64)

Fort +7, **Ref** +10, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk handaxe +10/+10/+5/+5 (1d6+2) and tail slap +5 (1d10+6)

Ranged mwk handaxe +10/+10/+5/+5 (1d6+2)

Special Attacks crime spree, deadly throw, fickle attack (2), mythic mimic, mythic power (11/day, surge 1d8), sneak attack +4d6

STATISTICS

Str 14, Dex 20, Con 20, Int 16, Wis 7, Cha 8

Base Atk +5; CMB +7; CMD 22

Feats Dodge^{BM}, Improved Initiative, Improved Two-Weapon Fighting, Quick Draw, Tail Lash, Two-Weapon Fighting, Weapon Finesse^B, Weapon Focus (handaxe)^B, Weapon Proficiency (handaxe)^B

Skills Acrobatics +15, Bluff +13, Disable Device +15, Disguise +13 Escape Artist +15, Intimidate +9, Knowledge (local) +13 Perception +8, Sense Motive +8, Sleight of Hand +15, Stealth +15; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Aklo, Common, Dwarven, Kassar, Zeknar SQ cold-blooded, rogue talents (combat trick [Martial Weapon Proficiency {handaxe}], finesse rogue, weapon training [handaxe])

Combat Gear 8 mwk handaxes, *potion of cat's grace* (already

used); Other Gear +1 studded leather, bedroll, 36 sp

ECOLOGY

Environment mountains or urban Organization solitary Treasure none

Ecology

The Sla'hert are an elite secret society within kassar culture which rules over everything both openly and in the shadows, secretly manipulating everything from banking to transportation. The Sla'hert employ infiltrators to grab control of the world around them, using these mythically gifted warriors and diplomats to assume the roles of those already in power and destroy them. All Sla'hert infiltrators can shapeshift, and usually possess one or two other unique abilities as well. The most powerful of the Sla'hert are entrusted with taking roles in interplanetary governments, but the majority of Sla'hert infiltrators assume positions as bankers, corporate lackeys, gunrunners, or similar influential people.

In addition to requiring strong mythic power, the Sla'hert entrusted with the society's highest tasks also need the skills to deceive and govern their people. As such, while many train as warriors for a time and all are capable in combat, it is far more important for these most esteemed infiltrators to be practiced in a variety of skills which will allow them to carry out their dread plans. These typically include at least a few social skills, assassin training, and counter-intelligence training, in order to assure that they can grab hold of power and keep it. The above example is posing as the leader of a dwarven society and has adopted dwarven martial techniques, as well as penchant for traps and other hazards which are common in dwarven societies. It is common for Sla'hert infiltrators to spend years studying the culture and practices of the societies they are to infiltrate. Thus, many are experts in other cultures and many demonstrate skills and abilities common to those societies.

New Mythic Feats

Chameleon Blending

You have learned to channel your transformative powers into blending in with your background. Prerequisite: Kassar.

Benefit: As a standard action, you can expend a single use of mythic power in order to adopt the exact coloration of the surrounding area, regardless of what side you are viewed from. This makes you very difficult to attack, and you gain a 20% miss chance against all attacks. Additionally, you gain a bonus on Stealth checks equal to your mythic tier. These effects last for a number of rounds equal to your character level.

Master Change Form

Your training with the Sla'hert has left you with a greater ability to channel your mythic power in order to transform yourself into whatever you please.

Prerequisites: Kassar, mythic tier 3.

Benefit: You can expend 1 use of mythic power in order to assume the form of any creature you desire, as though by the spell *polymorph*. By expending an additional use of mythic



power, you can transform into a specific individual of any creature type that could be created with *polymorph*, adopting that individual's mannerisms and other qualities.

of your ability scores, you reduce that penalty by an amount equal to half your mythic tier (maximum of o).

Sla'hert Form Training

You have learned to use mythic power granted by the Sla'hert in order to enhance your physical form while shape changed. **Prerequisite:** Kassar.

Benefit: Whenever you alter your form, either through the use of your mythic mimic ability or through a spell of the *polymorph* subschool, you may expend a single use of mythic power in order to add half your mythic tier to the size bonus to any ability scores enhanced by that spell or ability. If the spell or ability would not have you gaining a size bonus to one of your physical ability scores, instead you gain a size bonus equal to half your mythic tier to that physical ability score. Similarly, if the spell or ability would impose a penalty to one

Tail Lash

Your mastery of the energies granted to you by the Ruins of Sthith has allowed you to awaken your primal physical state. **Prerequisites:** Kassar, mythic tier 1.

Benefit: You gain a tail slap natural attack which deals 1d10 + your Strength modifier + your mythic tier points of damage.

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Close Encounters of the Mythic Kind!

Whether you're encountering them on a distant planet in a far-off nebula, or they've come to you, and are abducting innocent villagers for nefarious purposes, there's nothing quite like a strange, alien race to help breathe some life into your galaxyMand your game. Some Pathfinder products have even explored the idea of alien life in the past, and it's certainly true that many aberrations could serve as alien creatures in a pinch. But there's one thing that Pathfinder aliens have never been until now, and that is...mythic.

This book presents the Kassars, a race of lizard-like humanoids who hail from the planet Kassar V. Tough and cunning, through strength of arms and subtle manipulation the Kassar people have managed to become a dominant force throughout much of the galaxy. Indeed, their reach extends far further than most realize, as the mythically gifted kassar secret society known as the Sla'hert have been using their impressive shapeshifting powers in order to infiltrate and control governments big and small in total secrecy.

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in Mythic Adventures. Each Mythic Mastery provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in Mythic Mastery products requires the use of mythic characters and a mythic adventure, others, such as those focused on mythic monsters, can be used in games of every sort.

