

FOUR HORSEMEN PRESENT

ALIEN RACES: SOKURA



D&D
ROLEPLAYING GAME COMPATIBLE

TIM HITCHCOCK



FOUR HORSEMEN PRESENT

Born to the harsh and inhospitable environs of a near-dead planet orbiting about a dying sun, the nomadic tribes of the sokura (both singular and plural) have managed to survive through adaptation and technological ingenuity. Possessing an unusual social structure and underlying post-existential philosophy, most sokura have little patience for abstract intellectualism, and tend to credit what they can sense. They view education as a tool, rather than a discipline.

Perhaps the most curious aspect concerning the sokura remains their wondrous command of oratory and singing. It is said all sokura are born with perfect pitch and indeed, they seem to possess a near supernatural ability to communicate through song. Many outsiders might see the deceptively primitive sokura as just that—backward and lacking advanced technological skills. All quickly prove themselves to be loyal and reliable, as well as boasting unique and helpful talents in exploration.

Physical Description: The sokura's unusual physiological structure is reminiscent of the centaur in that they possess essentially quadruped bodies from which a complete upper torso of humanoid proportion sprouts just above the shoulders of the creature's forelegs. The lower body is rife with fatty cells allowing the sokura to store a reserve of both food and water. Their lower body looks much like a squat muscular tiger, but hairless with thick rhinoceros-like hide. Each possesses a broad tail ending in a knotted bulb of flesh, jutting with what resembles a sort of rooster's comb of cartilaginous spikes.

The creature's feet and hands are nearly identical in shape, sinewy, and muscular with long digits topped with curved claws; however the hands have opposable thumbs while the thumb on the foot faces backwards and serves almost as a heel. Its torso and upper arms appear more humanoid in shape, but the flesh remains identical to the flesh of the lower portions of the body. At various joints, clumps of slender bone spurs protrude. The creature's head has two rows of backwards jutting spikes that run from the center of the skull all the way down the neck to the middle of the back on the upper torso, like two boney manes.

Its face is almost avian appearance with a long fang-filled jaw tipped with a jagged and cruelly pointed beak. Two sets of eyes on either side of the face, with three more smaller oculi, one upon the

center of the beak near where the bridge of the nose should be, the other are at either side of the lower jaw. Framing the face, four short tentacles protrude from the neck, each ending in broad dactylus that act as more sensory organs. They possess no special visual abilities, but the strange sensory organs protruding from their necks provide them with a sort of environmental sense. Each maneuvers freely when sight is compromised by the harsh weather conditions common to their native world. These same organs bestow upon them a natural sense of direction, and they rarely if ever get lost.

Society: Sokura live in close-knit tribes, all of whom they consider family. The primary focus of each is the protection and wellbeing of the group. Curiously, the sokura hold a loose definition of outsider that often shifts dramatically from tribe to tribe. They readily befriend others of outside tribes, even those not of their own race, provided the individual proves their worth and isn't a drain on scarce resources. Some groups are far less liberal, avoiding contact with outsiders entirely.

Violent conflict between tribes uncommon, for unnecessary injury remains a luxury few can afford. Tribes typically travel in groups of 20 to 40 individuals, following seasonal passages in order to preserve natural resources and to restore, fertilize, and reseed the land. Despite a nomadic and seemingly primitive culture, they possess an impressive grasp of technology.

Sokura grow crops in self-sustaining artificial chambers called barges. A typical barge is about twenty feet long by five feet wide. Each floats a foot off the ground, raised by pressurized air vents powered by an array of potent photoactive energy cells. Edible plant life is grown with artificial compounds storing water collected from the planet's numerous salt seas. After desalination the water, they restore mineral nutrients with a unique breed of algae, cultivated within the tribe's water storage tanks. A typical barge produces enough food to feed 10 sokura for about a month.

Sokura hold a strange infatuation with weapons, the odder the better. Warriors wear elaborately jeweled harnesses stuffed with all manner of strange and exotic armaments. Often times, they don't even wield these deadly ornaments, using them as currency. They are quite fond of guns, particularly specialized rifles that all sokura learn how to wield at a young age.

ALIEN RACES: SOKURA

While they know how to craft and repair firearms, it remains unknown as to whether they discovered gun technology on their own, or whether they were taught by some unknown benefactor.

Both males and females are polygamists, and either can have any number of spouses. They do not make distinctions between close or distant relatives, provided all belong to the tribe. Those that become isolated from the group uphold these same traditions, adopting traveling companions as a surrogate family. In either case, sokura frequently put personal needs and safety secondary to the needs of the tribe.

The race does not war over idealism, but instead fights over practical matters such as food, material goods, and prospective mates. While outsiders frequently interpret these violent acts as barbarism, Sokura believe conflict a necessary means of survival in a world with limited resources. They rarely seek to kill each other, making every effort to force surrender, take prisoners, and heal the injured. Often following a conflict or feud, the defeated tribe is quickly and willingly adopted into a dominant tribe.

Sokura speak their own language, though each tribe uses a specific dialect. They write using a pictographic alphabet with only a few hundred characters, though most sokura have little use for the written word, and only know about half of the pictographs. Most limit knowledge to symbols needed to represent basic ideas like social position, wealth, and other abstract concepts requiring some sort of physical representation. Only the most senior and educated elders are fully literate. These leaders communicate with outsiders, record laws, document history, and draft schematics. Most tribes possess a number of unique and secret characters used only to protect and preserve sacred knowledge.

Sokuran written language is entirely practical and proves insufficient as a medium for poetry, song, or storytelling. They believe these artforms lose their power when translated into the dull pictographs.

Relations: As a nomadic race, sokura frequently encounter other races. In accordance with pantheistic views of the universe, most react favorably to other intelligent life, provided they are treated amicably. Sokura disfavor races whose values and actions outwardly display oppression, manipulation, or blatantly “evil” traits. Selfishness and greed are the vilest of sins when teamwork is necessary for survival.

Alignment and Religion: Much of sokuran culture revolves around a codified set of deeply spiritual beliefs, which the creatures practice with devout discipline. Despite devotion to traditional practices, they are not religious in the sense of worshipping a specific God. All philosophical teaching are steeped in pragmatism, and revolve around practical relationships existing between all living things.

Adventurers: Born and raised in nomadic tribes, all sokura are natural adventurers. On their own, they can’t resist their wanderlust calling them to seek out new places and opportunities. Sokura PCs separated from a tribe by fate adopt their fellow adventurers as a new family. As companions, they are extremely loyal and readily risk their lives to protect adopted allies.

An interest in weaponry coupled with their uncanny vocal prowess leads them to pursue musical classes such as skalds and bards, though a fair number focus solely on warrior classes such as fighters or cavaliers.

Female or Male Names: Apis, Cord, Davi, Frig, Nox, Orud, Sif, Tort, Zarn.

SOKURA RACIAL TRAITS

+2 to One Ability Score: Characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Sokura are Medium creatures and have no bonuses or penalties due to their size.

Four-legged: A sokura moves quite rapidly upon its four legs, which also prevent them from being tripped. Their base speed is 40 feet and they gain a +4 bonus to CMD checks to resist being tripped.

Gifted Voice: Sokura gain the Perform skill as a class skill and a +2 racial bonus to any Perform skill check requiring speech or song.

Direction Sense: Sokura are always aware of their relative position on the surface of any planet as if under the effect of a permanent *know direction* spell.

Stalwart: Sokura can go for 3 days without water and 10 days without food before making Constitution checks for thirst or starvation.

Tribal Song: Sokura use songs to coordinate tactical plans with a precision approaching telepathy. Upon a successful DC 15 Perform (song) check as a standard action, they can share a teamwork feat with a single ally who can hear them for 1 round per Hit Die.

FOUR HORSEMEN PRESENT

Weapon Familiarity: Sokura are proficient with the technological blaster rifles manufactured by their people.

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

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of standard sokura racial traits. Consult your GM before selecting any of these new options.

Offworlder: Some sokura are born away from the unforgiving environment of their home planet. The pragmatic but inclusive race recognizes these cousins as physically weaker, but no less worthy. Sokura with this racial trait gain a +2 racial bonus to Diplomacy checks and an additional bonus language. This racial trait replaces the sokura's stalwart ability.

Prodigy: Many sokura show a natural (and almost instinctive) gift for engineering, technology, and science. They often begin early apprenticeships with elders, but lack the warrior training of others. Sokura with this racial trait gain the Technologist (see the official book on technology for the Pathfinder Roleplaying Game) feat as a bonus feat. This racial trait replaces the sokura's tribal song ability.

RACIAL FEATS

GREATER SIXTH SENSE (COMBAT)

Your natural sensory gifts become perfectly honed and practiced.

Prerequisites: Sokuran, Blind-Fight, Sixth Sense.

Benefit: The range of your blindsense improves to 30 feet and you gain blindsight 5 feet.

SIXTH SENSE (COMBAT)

You develop your natural sensory abilities to gain awareness of your environment.

Prerequisites: Sokuran, Blind-Fight.

Benefit: You gain blindsense with a range of 10 feet.

SURVIVOR (COMBAT)

You have trained to survive in the most inhospitable environments.

Prerequisites: Sokuran, stalwart racial ability, Endurance.

Benefit: You suffer no harm from being in a hot or cold environment. You can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. You can go for 6 days without water and 20 days without food before making Constitution checks for thirst or starvation. You can go for twice as long as normal before making Constitution checks for suffocation.

VITAL STATISTICS

Sokura show little physical differences between the sexes, but members of the species born away from their brutal world's high gravity and dangerous environment are taller and tend to live longer.

FAVORED CLASS OPTIONS

Barbarian: Add a +2 bonus on rolls to stabilize when dying.

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Cavalier: Add +1 feet to the base speed the cavalier can move while charging or running. This has no effect unless the cavalier has selected this reward five times (or another increment of five).

TABLE: RANDOM STARTING AGES

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Sokura, Homeworld	25 years	+1d6 (26-31 years)	+2d6 (27-37 years)	+4d6 (29-49 years)
Sokura, Offworld	30 years	+1d6 (31-36 years)	+2d6 (32-42 years)	+4d6 (34-54 years)

¹ This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.

² This category includes bards, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, summoners, and witches.

³ This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, warpriests, and wizards.

ALIEN RACES: SOKURA

TABLE: AGING EFFECTS

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Sokura, Homeworld	55	80	105	105+2d20 years
Sokura, Offworld	80	105	130	130+4d20 years
1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				
2 At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				
3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				

Fighter: Reduce the penalty for not being proficient with one technological weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the fighter is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

Gunslinger: Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.

Ranger: Choose a weapon from the following list: clay shard blades, laser pistol, laser torch, long spear, short spear, or sokura blaster rifle. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Skald: Add +1 to the skald's total number of raging song rounds per day.

RACIAL ARCHETYPES

The following archetypes are available to sokura.

HONORED NOMAD (CAVALIER)

The sokura are a species lacking bureaucracy or organized law enforcement. Families handle investigations and punishments internally when possible. When outside mediation is called for, the tribes depend upon the honored nomads. Acting as a mix of ambassador, mediator, and judge, a nomad belongs to no one tribe, but are trusted by all.

Weapon and Armor Proficiency: Honored nomads are proficient with all simple and martial weapons,

TABLE: RANDOM HEIGHT AND WEIGHT

Race	Base	Height
Sokura, Homeworld	5 ft. 1 in.	400 lbs.
Sokura, Offworld	5 ft. 7 in.	500 lbs.
Base Weight	Modifier	
2d6	×10 lbs.	
3d6	×10 lbs.	

firearms, light armor, and bucklers. This ability replaces the cavalier's weapon and armor proficiency.

Order (Ex): At 1st level, the honored nomad must pledge himself to the order of the nomad (see below).

Wanderer (Ex): At 1st level, the honored nomad's land speed gains a +10 enhancement bonus. This benefit applies only when he is wearing light or no armor. The nomad gains the Endurance feat as a bonus feat. This replaces mount.

ORDER OF THE NOMAD

A sokura pledging himself to this order abandons all direct ties of family and tribe. Some join the order because they are already exiles or orphans. The cavalier sees himself as instead belonging to a universal fellowship. Cavaliers of this order tend to be driven, lawful, and altruistic.

Edicts: The cavalier must always remain impartial, never allowing personal ties or selfish emotions to color his decisions. He must always help those in need unless called to some task of greater importance. He must always agree to any request to act as a mediator or judge.

Challenge: Whenever an order of the nomad cavalier issues a challenge, he receives a +2 dodge bonus to AC against attacks of opportunity made by the target of his challenge. This bonus increases by +2 for every four levels the cavalier possesses.

Skills: An order of the nomad cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills.

FOUR HORSEMEN PRESENT

Order Abilities: An order of the nomad cavalier receives the following abilities as he increases in level.

One Tribe (Ex): At 2nd level, the cavalier devotion to principles of universal fellowship are reflected by all he encounters. This causes subconscious feelings of familial trust to aid in negotiations, and guilt to impair deceptions. The starting attitude (per the Diplomacy skill) of any intelligent living creature encountered is treated as one step higher than normal. If the creature's attitude is friendly or helpful, it takes a -5 penalty to Bluff checks made to lie to the cavalier.

Peaceful (Ex): At 8th level, the cavalier can calm a single adjacent allied creature (including himself) as a full round action. This otherwise acts as a *calm emotions* spell but persists as long as the cavalier continues to devote a full round action each turn. The save DC to resist this effect is equal to 10 + ½ the cavalier's class level + cavalier's Charisma modifier. An enemy is entitled to a save each round to resist. On a failed save, the cavalier is permitted to make a Diplomacy check to influence the creature's attitude (without requiring 1 minute of continuous interaction). A successful save, aggressive actions, or damage dealt makes an affected creature immune to this ability for 24 hours.

Universal Fellowship (Ex): At 15th level, the cavalier can use Diplomacy against living intelligent creatures that do not understand him or have an Intelligence of 3 or less. The greater the connection formed with the cavalier, the harder it becomes to raise a hand against him or his allies. Enemy creatures take a penalty on attack rolls against the cavalier or any ally within 30 feet based on its attitude (per the Diplomacy skill). An unfriendly creature takes a -1 penalty, an indifferent creature takes a -2 penalty, a friendly creature takes a -3 penalty, and a helpful creature takes a -4 penalty.

MIND SINGER (SKALD)

The sokura's ability to communicate through song borders on telepathy, and some learn to develop a limited means of communicating through thought. The mind singers are the greatest artists of the sokura, capable of sharing thoughts, memories, and emotions among the tribe.

Limited Telepathy (Su): A mind singer can mentally communicate with any other creature within 10 feet per class level that has a language. However, the mind singer cannot address multiple creatures at once telepathically. This replaces scribe scroll.

Mind Song (Su): A mind singer gains the following raging songs, uniting a tribe into a hive mind through song.

Hive Mind (Su): At 1st level, affected allies gain a +2 insight bonus to initiative, Will saves, and any bonuses gained from the aid another action. At 4th level and every 4 levels thereafter, the song's bonuses increase by 1. This ability replaces the inspired rage raging song.

Song of Telepathy (Su): At 3rd level, a skald can use raging song to allow all allies to communicate telepathically with each other. By spending 1 round of raging song, the skald allows all allies within range of his limited telepathy ability to mentally communicate with each other for the next hour as if they possessed telepathy. Allies moving further away from the skald lose the ability to communicate in this manner until they return to within range. The skald must continue to perform the song for the remainder of the hour, otherwise its effects end, but only 1 round of raging song is expended for that hour.

Song of Coordination (Su): At 6th level, a skald can use raging song to aid his allies teamwork in combat. Once each round while the skald uses this performance, allies within 60 feet who can hear the skald may act as if they had a single teamwork feat belonging to any other ally within 60 feet (including the skald). A creature temporarily gaining a teamwork feat in this manner must still meet all prerequisites for the feat.

Song of Intrusion (Su): At 10th level, a skald can touch an enemy's mind with telepathy, allowing them to see their thoughts and plans. This ability only affects enemies within 30 feet who are able to hear the skald's performance. This effect persists for as long as the enemies are within 30 feet and the skald continues his performance. The skald can read the subject's surface thoughts as the *detect thoughts* spell. When the skald uses this ability, it always functions as if he had spent three rounds concentrating and thus gains the maximum amount of information possible. This

ALIEN RACES: SOKURA

is a sonic mind-affecting effect that relies on audible components. Enemies are entitled to a Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. On a successful save, targets are immune to this ability for 24 hours.

Song of Possession (Su): At 14th level, a skald can allow allies to share deeper memories relating to skills and training. Once each round while the skald uses this performance, allies within 60 feet who can hear the skald may act as if they had a single feat or ranks in a single skill (equal to the ally's ranks) belonging to any other ally within 60 feet (including the skald). A creature temporarily gaining a feat in this manner must still meet all prerequisites for the feat.

NEW RACIAL RULES

SOKURA WEAPONS

CLAY SHARD BLADES

Sokura commonly sculpt dense gray clay into razor sharp knife-like shards. This acts as a stone weapon (see *Pathfinder Roleplaying Game: Ultimate Equipment*). Upon a critical hit, the brittle clay shatters within the target's body. Once embedded the shard continues to cause additional injury, dealing 1 additional hit point of damage per hour until the shard is removed with a DC 20 Heal skill check. While the damage is minimal, if coated with a poison or other toxin delivered by injury, it increases poison's frequency by +1 round.

Sokura Blaster Rifle: Sokura warriors often carry a long barreled rifle with an advanced firing mechanism that strikes a

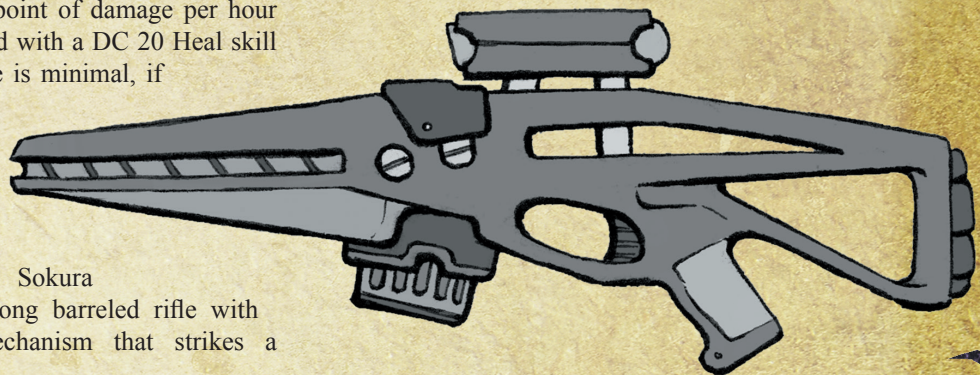
photosynthetic propellant firing a small combustible cartridge over a great distance. When the cartridge makes contact with a target, it immediately ruptures in a 5-foot fiery blast. All living creatures within the 5ft area take 1d8 fire damage. Upon a critical hit, the blast area increases to 10 square feet. Any secondary targets standing in the blast area, can attempt a Reflex save DC equal to the rifle wielder's attack to avoid taking damage.

USING SOKURA IN YOUR CAMPAIGN

Sokura were designed for use in a space fantasy campaign, however they can be adapted for use in a typical fantasy game. They are best suited as the isolated inhabitants of remote and barely habitable wastelands.

In a space fantasy game where PCs travel the universe through ultra-dimensional gates or similarly metaphysical modes of transportation, assume a few of the wiser, elder sokura possess the knowledge themselves and are willing to share it among their people when the need arises.

If the campaign centers around spacecraft as the primary mode of travel, the sokura become nomadic spacefarers unlikely to settle or colonize worlds. Assume that another race at one time encountered the sokura and their dying planet and passed on the ability to engage in space travel.



Simple Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Clay Shard Blades	1gp*	1d2	1d3	×4	10 ft.	1 lb.	P	see description

Two-Handed Firearm	Cost	Dmg (S)	Dmg (M)	Crit	Range	Misfire	Cpcty	Weight	Type	Special
Blaster Rifle	5,000 gp	1d6 fire	1d8 fire	×4	100 ft.	1	1	10 lbs.	B	—

FOUR HORSEMEN PRESENT

SOKURA

The lower body of this creature is similar in appearance to a squat, muscular cat, while its upper body appears humanoid in shape and wears a harness loaded with an unusual collection of exotic weaponry. It stares curiously, as it licks the sharp edge of its great beak.

SOKURA

CR 1/2

XP 200

Sokura skald 1

LN Medium outsider (native)

Init +2; Senses blindsense 30 ft.;

Perception +3

DEFENSE

AC 16, touch 12, flat-footed

14 (+3 armor, +2 Dex, +2 natural)

hp 9 (1d8+1)

Fort +2, Ref +2, Will +3

OFFENSE

Speed 40 ft.

Melee bite +1 (1d6+1)

or glaive +2 (1d10+1/x3)

Ranged blaster rifle +2

(1d8/x3)

Bard Spells Known (CL

1st; concentration +6)

1st (2/day)—*expeditious retreat*

0 (at will)—*dancing lights, mage hand, mending, message*

STATISTICS

Str 13, Dex 14, Con 10, Int

10, Wis 12, Cha 15

Base Atk +0; CMB +1; CMD 13

Feats Exotic Weapon Proficiency (firearms)^B, Outflank, Scribe Scroll^B

Skills Acrobatics +2, Perception +3, Perform (oratory) +8, Perform (sing) +8, Sense Motive +3, Spellcraft +4; Racial Modifiers +2 Perform (oratory), +2 Perform (sing)

Languages Common, Sokura

SQ bardic knowledge, cantrips, direction sense, inspired rage (+2 Str/Con), raging song (6 rounds/day), stalwart, tribal song

Combat Gear 3 flasks of alchemist's fire; Other Gear leather armor, weapon harness, mwk glaive, blaster rifle with 20 paper alchemical cartridges (bullet), 5 clay shard blades.



ALIEN RACES: SOKURA

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