

FUTURE



ALIEN RACE



BKM 2004

THE SAURI



Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

# FUTURE: ALIEN RACE 2 - SAURI

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## INTRODUCTION

Welcome to *Alien Race 2 - The Sauri*, the second in Ronin Arts' new line of alien race sourcebooks. Each of these PDFs introduces a new alien race with complete d20 Modern/Future Statistics and all the background, concepts, and ideas needed to bring the aliens into play in your campaign.

In addition, each *Alien Race* sourcebook features new rules (i.e. new Equipment, Feats, Skills etc.) relating to the particular alien race featured in the sourcebook that can also be applied to the general campaign (with the GM's permission, of course).

## THE SAURI

### PHYSIOLOGY

Sauri are a race of large, heavy, four-legged, endothermic, dinosaur-like aliens. Their bodies, which most closely resemble a pachiderm/equine hybrid, are heavy and squat, with elephant-like legs. A large, solid humanoid torso with two thick arms sits on top of the body. Finally, a long, thickly muscled and sinuous neck leading to a reptilian head reminiscent of a brachiosaurus completes the description. Their elephant-like hide ranges in color from a bright yellow through orange to a dull red.

The average Sauri body is about six feet in height at the withers, with the human-like torso adding an additional two-and-a-half feet. A Sauri's neck is some four to five feet

in length. A Sauri with its neck fully erect can reach a height of almost fourteen feet. Sauris weigh between 2,200-2,500 lbs. Sauri females are larger than Sauri males, tending toward the top of the height and weight scale with males in general half-a-foot to foot shorter and weighing about 200 to 400 lbs. less.

Sauri are equally, if not more so, intelligent as humans. Sauri brain organization tends to favor logical and rational thought over artistic and emotional thought, but this is a trend and not an absolute.

### HOME WORLD

The Sauri home world is characterized by a warm equatorial region, two mild temper-

ate zones, and two colder polar regions. Three large continents, separated by expanses of ocean, cover slightly more than half the planet's land surface while a number of volcanic islands of significant size, the result of tectonic action, also exist. Average temperatures planet-wide tend to be about 5 to 10 degrees higher than on Earth with much lower humidity due to the smaller amount of surface water.

Except for the volcanic islands, most of the planet's landmass is relatively flat, with no mountains of more than 7,000 feet in height existing on any of the continents. Although the planet is heavily urbanized, thanks to the Sauri penchant for organization large swathes of temperate and tropical forest still exist, most of which have been converted to wildlife habitats and vacation resorts.

The Sauri themselves live in tidy, geometrically arranged towns and cities characterized by broad, short buildings; skyscrapers are unheard of and, except for certain governmental buildings, it is rare to find a building over 100 feet tall. Sauri cities are connected by a series of impeccably maintained highways and skyways that cut through agricultural and green corridors.

## CIVILIZATION

Sauri civilization exists at a remarkably high level (PL equal to Earth's; at least PL 6). Technology is widespread and social institutions well developed; the Sauri mind's penchant logical and rational thought has led to a very organized and advanced society.

Sauri society is based on a strictly enforced merit system; an individual's place in society is determined by her capabilities, which in turn are determined through an extensive testing and schooling system beginning virtually the moment a Sauri is born (and, in fact, whether a Sauri couple may have children is strictly regulated based on expected population needs).

While many humans would find it abhorrent to have one's role in society determined

by the time they enter elementary school, Sauris would see the human idea of having someone find their place in life equally perplexing. After all, to the Sauris, placing an individual in the position best suited for her makes the best use of her resources.

Sauri society acknowledges everyone from the sanitation engineer to the neurosurgeon as fulfilling a vital role in Sauri society. As a result, there is very little of the class distinction (and class snobbery) so often found in Earth societies, especially since the merit system largely prevents any form of favoritism or nepotism.

As would be expected, Sauri society is a very lawful society. There are very few aspects of Sauri society that are not actively regulated by laws, and even those are characterized by rigidly enforced rules and codes of conduct; the Byzantine and extensive code of Sauri law governs everything from the length of alien visitations to when and how old clothes are recycled and how long one is required to wait at a government office before a complaint can be implemented for slow service.

Sauri have a very simple and logical language that is relatively easy for humans to learn.

## PERSONALITY

While by no means universal, Sauri tend to be honest, trustworthy, and respectful of authority and laws.

In terms of dealing with others, Sauri tend to be reserved and formal; they will insist on the respect due their position, but will also give the respect due the others.

In their personal lives, Sauri are very organized, tidy, and clean ("anal" might be a good human term for it) and do their best to ensure their surroundings to be as well (clean, things put in their proper places, etc.).

As far as their daily work, Sauri are perfectionists and do not take on a task unless they have the time and resources to do the job right (and will not quit until it has been

## THE SAURI

### SIZE COMPARISON CHART

10 FOOT

9 FOOT

8 FOOT

7 FOOT

6 FOOT

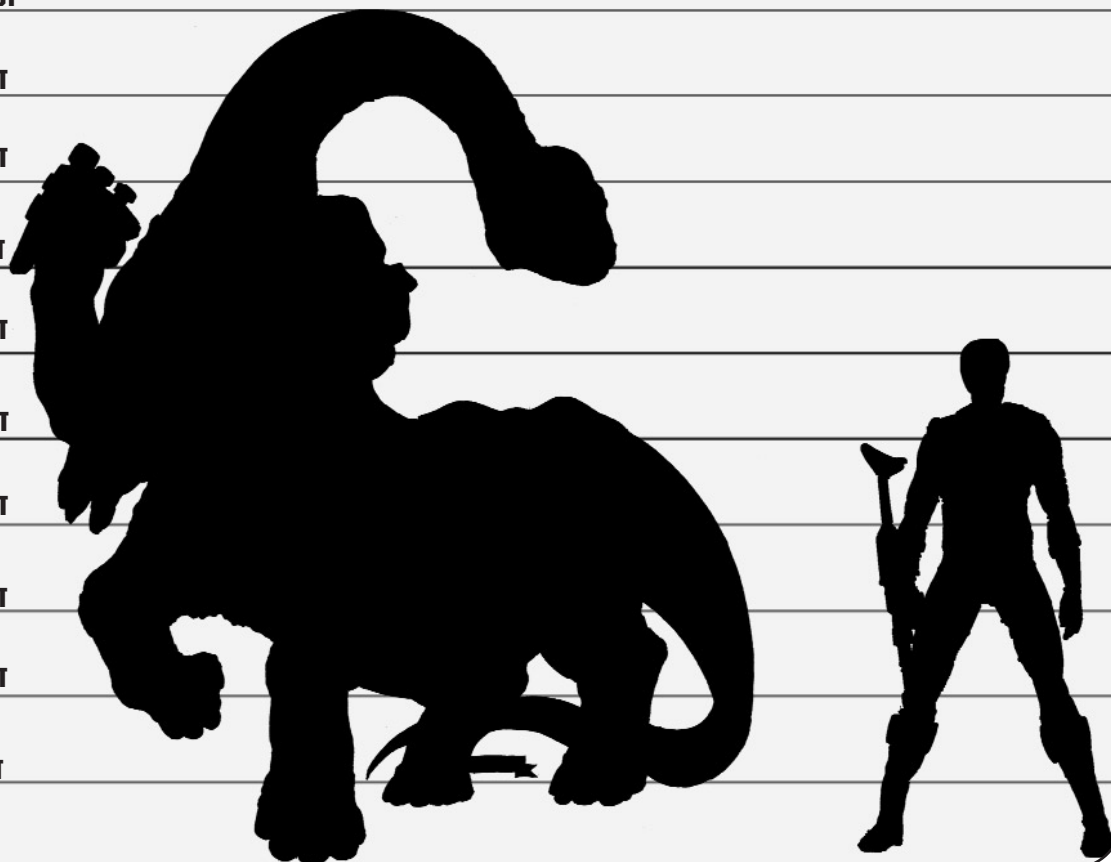
5 FOOT

4 FOOT

3 FOOT

2 FOOT

1 FOOT



done right); they do not suffer fools gladly and have little patience for those that do not comprehend things the first time.

The flipside of this is that Sauri are often inflexible, reactionary, and unable to comprehend why others would not want to do the “logical” thing or do the job right; they are often viewed by humans as know-it-all busybodies who are always giving advice when it isn’t wanted. Due to this rigidity, Sauri tend to not excel in emergency situations or in those requiring quick adaptability (often human strengths).

Naturally, the Sauri see their way as the best way and expect others to act like them; they are often (at least initially) surprised when others do not (“But, that’s not logical.”). Of course, Sauri that have had dealings with other species (i.e. humanity) learn to live with and accept the shortcomings of these species, even if they never completely understand them.

## SAURI As CHARACTERS

**Size:** Large. Sauri take a –1 size penalty to Defense and a –1 size penalty on attack rolls. They gain a +4 size bonus on grapple checks and suffer a –4 size penalty on Hide checks.

**Ability Modifiers:** +8 Strength, –2 Dexterity, +4 Constitution, +2 Intelligence, –2 Charisma.

**Extra Starting Hit Dice:** Due to its sheer bulk, a Sauri gains 4 Hit Dice (4d8 hit points). The Sauri’s Constitution modifier applies to each Hit Die when determining hit points.

**Base Speed:** 40 feet.

**Natural Armor Bonus:** Sauri have thick hides and gain a +3 natural armor bonus to Defense.

**Fighting Space:** As Large creatures, Sauri occupy a 10-foot-by-10-foot fighting space.

## THE SAURI

**Reach:** Although they are Large creatures, Sauri only have a 5-foot reach.

**Natural Weaponry:** Sauri are able to strike out with their massive front feet. These feet cause 1d8 points of damage (plus the Sauri's Strength bonus) and threaten a critical hit on a 20. Sauri may also make unarmed strikes with their fists causing 1d4 points of nonlethal damage (plus the Sauri's Strength bonus).

**Stability:** Because of their quadruped stance, Sauri gain a +4 racial bonus on ability checks to resist bull rush and trip attempts when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

**Trample:** As a full-round action, a Sauri can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The Sauri merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling Sauri's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling Sauri moves over all the squares it occupies. If the trampling Sauri moves over only some of a target's space, the target can make an attack of opportunity against the trampling Sauri at a -4 penalty. A trampling Sauri that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals 1d8 points plus 1-1/2 times the Sauri's Strength modifier of bludgeoning damage.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a Sauri's trample attack is 10 + 1/2 Sauri's HD + Sauri's Str modifier. A trampling Sauri can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

**Allegiance:** Sauri must begin play with an allegiance to law.

**Bonus Feat:** Sauri gain either Builder, Educated, Gearhead, Medical Expert, Studious, or Trustworthy as a bonus feat.

**Free Language Skills:** Saur.

**Level Adjustment:** +2 (+3 if using in d20 Fantasy campaign).

**Sauri Smart Hero 2/Tough Hero 2:** CR 6; Large extraterrestrial humanoid; HD 4d8+16 plus 2d6+8 plus 2d10+8; hp 68; Mas 18; Init +0; Spd 40 ft.; Defense 16, touch 13, flatfooted 16; BAB +2; Grap +11; Atk +7 melee (1d8+5, hoof) or +2 ranged (by weapon); Full Atk +7 melee (1d8+5, 2 hooves) or +2 ranged (by weapon); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ stability, trample (1d8+7, Reflex half DC 19); AL lawful, varies; SV Fort +6, Ref +0, Will +2; AP 2; Rep +1;

Str 21, Dex 10, Con 18, Int 17, Wis 10, Cha 6.

**Occupation:** Blue Collar

**Skills:** Computer Use +10, Craft (electronic) +11, Craft (mechanical) +11, Demolitions +8, Disable Device +8, Drive +2, Gamble +2, Intimidate +10<sup>a</sup>, Knowledge (physical sciences) +8, Knowledge (streetwise) +4, Knowledge (technology) +8, Listen +2, Read/Write Language (English), Repair +11, Speak Language (English), Spot +5

<sup>a</sup>the Sauri adds his Strength modifier to Intimidate; see the **New Rules** section.

**Feats:** Brawl, Builder (Craft (electronic), Craft (mechanical)), Gearhead, Personal Firearms, Power Attack

**Talents (Smart Hero):** Savant (repair)

**Talents (Tough Hero):** Fire resistance

**Possessions:** Laser pistol, deluxe electrical tool kit, deluxe mechanical tool kit, and per Progress Level, minimum PL 6.

# SAURI IN YOUR CAMPAIGN

## FUTURE

The Sauri are easily humanity's equal, and in many cases their betters. Capable of traveling the stars at least as well as humanity, it is up to the GM to decide how powerful the Sauri really are and what their goals are. Are they a race of inward-looking perfectionists who simply want to develop their society to its highest level, or a race of aggressive expansionists seeking to impose their order on the "lesser" races they encounter (and thus have a number of subject races)? Is their civilization as far-reaching as that of humanity (or even farther), or is it confined to the home system?

When deciding exactly what role the Sauri will play in the campaign, the GM should keep in mind that the Sauri are physically very imposing (a fact that is often seen as a threat by smaller species, i.e. humanity) and yet intellectually very capable (something that makes them even more imposing).

Thus, especially at first contact, it is very likely that humanity will feel itself to be in a position of relative inferiority. After all, not only are the Sauri much bigger, they are at least as technologically advanced as humanity. Depending on the prevailing attitudes on both sides, it is quite possible that humanity will feel that the Sauris are a threat, while the Sauris may see humanity as some sort of weaklings that do not need to be respected. And wars have been started over much smaller misunderstandings.

While the above scenario does not have to be the one used (it is the GM's campaign, after all), at least initially this appears to be the most likely scenario and could certainly make for some interesting adventure scenarios; what

do you do when there are no good guys or bad guys?

## MODERN

The Sauri are specifically designed for inclusion into a futuristic d20 campaign as that is the type of campaign most likely to feature alien contact. However, there is no reason that the Sauri cannot appear in a d20 Modern campaign (especially since the stats are identical).

Instead of being aliens, Sauri can be creatures of the Shadow. Rather than being some wild beast, however, the Sauri could be a militaristic race that serves to expand the influence of the Shadow. Let's face it. While demons and ogres are ferocious, their overall lack of organization severely inhibits their effectiveness. But when you take a race that is physically far more powerful than humanity and also more intelligent, that is organized in a rigid military hierarchy (think the Roman Empire or the Third Reich) and you have the makings of a truly frightening force. An army of Soldiers and Archaic Weaponsmasters, supported by Techies, Techno Mages, Mages, who in turn are led by Archmages and Artificers should give any heroes pause. Of course, the Sauri could also be good guys. But where's the fun in that?

Of course, they can still be used as aliens. The Sauri would make a particularly interesting race of alien invaders. By adding the idea that they see all other races as ignorant savages, the advanced Sauri come to Earth seeking to establish order over Earth's backward inhabitants and to draw off the cream of humanity's talent to work on the Sauri homeworld.

## FANTASY

Motivated GMs can use the Sauri as a new race for a d20 Fantasy campaign; it is easy to convert the Modern/Future stats to Fantasy stats. In a Fantasy setting the resemblance between the Sauri and centaurs is quite obvious (in fact, the centaur write-up makes an excellent starting point for a conversion). Because of this obvious similarity, the GM is encouraged to keep the Sauri as a counterpoint

to the nature-loving centaurs (especially if there actually are centaurs) by focusing on their rigid, perhaps even militaristic, and advanced (read: urban) society. Let's face it. A fourteen-foot tall, heavily armored Sauri (essentially, a knight on a heavy warhorse in one creature) would make for one impressive combat machine. Combine this with the fact that, due to their high intelligence, they make good wizards and you have the makings of a very powerful nation indeed.

# NEW RULES

The following section contains new rules applicable to the Sauri alien race. With permission from the GM, such rules may be applied to the general campaign.

## SKILL ALTERATION - INTIMIDATE

It never made much sense to me why the Intimidate skill relied on Charisma exclusively. Yes, strong force of personality can be very intimidating, but there is also the physical aspect to consider. Assuming the same Charisma, I am much more likely to be intimidated by someone that is significantly larger and stronger than I (say, a Sauri). So, at least for the purposes of this PDF, that fact is reflected in the use of Strength for the Intimidate skill (Charisma is still used; the Intimidate skill simply draws on whichever bonus is greater).

## NEW FEATS

Getting better at one's skills is always a good thing. In general, characters are expected to better their skills through the spending of skill points. However, skills can also be improved through the application of certain what I call skill-focused feats (i.e.

Acrobatic, Cautious, etc.). So, why not carry that concept a little further?

Simply create Advanced versions of these feats that grant an additional +2 bonus (for a total of bonus of +4) to whatever skills the original feat applies. For example:

### ADVANCED BUILDER

**Prerequisite:** Intelligence 13, Builder.

**Benefit:** Choose two of the skills you selected for the Builder feat (if you selected the Builder feat twice, choose any two of the four skills). The character gets an additional +2 bonus on all checks with those skills (for a total +4 bonus).

**Special:** You can select this feat once for every time you selected the Builder feat, applying it to the two skills you didn't apply it to the first time.

Now, I included the Intelligence requirement (which is based on the ability that the skills in the Builder feat are based on) just because I wanted the feat to be a bit more exclusive (much like Power Attack requires a Strength of 13, for instance). However, you by no means have to include that; the Advanced Builder feat could simply build on the Builder feat and there are a number of skill-focused feats that are based on separate abilities.

You could take this to yet another level by creating Expert versions of these feats that add yet another +2 bonus (for a total bonus of +6). Yes, you can go farther than that, but that's getting to be a bit excessive, don't you think?

What kind of impact will the creation of such feats have on a campaign? That is up to the GM. One thing to keep in mind is that the character that thinks he or she has a great advantage by taking the Stealthy, Advanced Stealthy, and Expert Stealthy for a total bonus of +6 to his or her Hide and Move Silently skills is just begging to run into the heavily armed Bodyguard that has taken Alertness, Advanced Alertness, and Expert Alertness. And the GM can always raise the DC on skill checks to compensate if it is realized that a character has somehow got things too easy. Finally, by taking those feats, the character has two fewer feats available to build up combat skills so he or she had better hope to go undiscovered.

Here's a list of the skill-focused feats: Acrobatic, Alertness, Animal Affinity, Athletic, Attentive, Builder, Cautious, Confident, Creative, Deceptive, Educated, Focused, Gearhead, Guide, Medical Expert,

Meticulous, Nimble, Stealthy, Studious, Trustworthy, Vehicle Expert.

## SAURI WEAPONS

Since the Sauri are so much larger than humans, so are their weapons. In general, Sauri equivalents of human weapons are one size larger (i.e. Large becomes Huge), weigh half again as much (rounded down), and cause one additional die of damage. Note that the range for Sauri weapons does not change.

For example, a Sauri laser pistol would cause 3d8 points of fire damage, be size Large, and weigh 4 lbs (as opposed to its human equivalent of 2d8, Medium, 3 lbs.).

Further, especially because their hands are significantly larger than those of humans, Sauri cannot readily use human weapons (neither can a human use Sauri weapons as easily since they are heavier, larger, etc.).

If a Sauri attempts to use a human firearm, or a human a Sauri firearm, each suffers a -2 equipment penalty to their respective ranged attack rolls due to the problems with size, weight, etc.

## RELATIVE COSTS

Because of the Wealth system in use within d20 Modern/Future, I decided to not alter the Purchase DCs for Sauri items versus human items. Why? To make it easy, of course.

While it is tempting to assume that, because a piece of Sauri equipment is larger than its human counterpart it is more expensive, this is not necessarily the case. As is true in the real world, costs of items can vary tremendously depending on where and under what conditions they are bought.

As a result it is just as likely that Sauri goods and equipment are cheaper than their human counterparts (perhaps the Sauris have a much larger supply or less demand), are as expensive (conditions are about the same as for humans), or more expensive (Sauris have less of a supply or much greater demand). Rather than get into all that, it's simpler just to assume that Sauri equipment costs the same as its human counterpart.

Besides, ultimately it is up to the GM to decide whether players can have a certain item or not. Purchase DCs notwithstanding, if a GM decides players can have a certain item, then they will and, conversely, if they are not supposed to have a certain item, then they won't.



## THE SAURI

This penalty can be removed through altering the firearm to fit the other species (i.e. lightening the weapon, putting in a bigger trigger, etc.). This is done with a Repair check (DC 15) and requires two hours and the proper tools and parts. Weapons can also be jury-rigged for a better fit.

### SAURI EQUIPMENT

Like the weapons, Sauri equipment is larger. Sauri versions of standard equipment are one size larger (i.e. Medium becomes Large) and weigh half-as-much as much (rounded down). For example, a Sauri card computer would be of Tiny size (although its weight would still be negligible).

Again, as with the weapons, it is entirely possible that Sauri equipment is not compatible with its human counterpart. For instance, a human attempting to use a Sauri wrench on human bolts might find them much too big for the task. Unfortunately,

there is no easy way to quantify this sort of a situation (after all, who knows what kind of tools will be available in the future?) and the GM is advised that unless there is a compelling reason why something wouldn't work to simply assume that it does or at the most impose a -2 equipment penalty to any skill checks made using the equipment.

### SAURI ARMOR

Sauri armor provides the same level of protection and penalties as its standard human counterpart. It is of course sized for Sauri bodies, weighs four times as much as its human equivalent (hey, that's a lot of body to protect) and cannot be adjusted to fit a human at all (not only is it too big, but the anatomy is rather different). Naturally, a Sauri has no hope of wearing human armor (yes, parts might fit on the torso, but what about the rest of the Sauri?).



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