

Shou'kkar (Pronounced Sh-oww-car)

Medium sized Aberration

HP:

Hit Dice: 4d8+8 (27hp)
Initiative: +6 (Dex, Imp Init)
Speed: 30 ft (20ft due to armor);

AC: 26; (+0 size, +2 Dex, +4 Natural, +10 shock

Armor)

Attacks: 2 Slams +7, Bite +5 melee, or +5 ranged; **Damage:** Slam 1d3+4, Bite 2d4+2 or by weapon

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Mind Blast, Cranial Bite **Special Qualities:** Psionics, Power Resistance

Saves: Fort +3, Ref +3, Will +5;

Abilities: Str 18 (+4), Dex 14 (+2), Con 15 (+2),

Int 16 (+3), Wis 12 (+1), Cha 12 (+1);

Skills: Disable Device +6, Freefall +6, Hide +7, Intimidate +6, Listen +7, Move Silently +7, Pilot +6,

Spot +7; (includes Alertness bonuses)

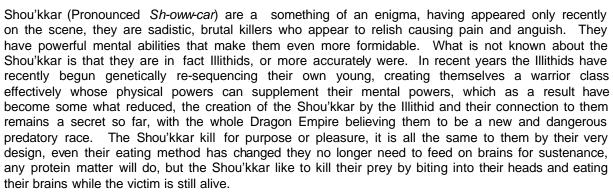
Feats: Power Attack, Point, Improved Initiative,

Alertness, Multi-attack, Technical Proficiency;

Climate/Terrain: Any land, prefer underground

Organization: Solitary, Pair, Inquisition (3-5), Cult (10-20)

Challenge Rating: 4
Treasure: Double standard
Alignment: Usually Lawful Evil
Advancement: By Character Class



The Shou'kkar can speak common, which they do in a weezy and hissy fashion, having lost the ability to use Telepathy. All Shou'kkar have Darkvision 60 feet.

Shou'kkar are evil looking muscular humanoids around 7 feet tall, and weighing about 225lb, they have lanky sinewy limbs with blue white skin, their veins and muscles are well defined beneath this seemingly thin skin, their skin is however very tough and resilient. The Shou'kkar's genetic manipulation has left them looking very dissimilar to unaltered **l**ithids, they have the same basic

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shape, but no longer have facial tentacles, other than two atrophied ones which are not really usable anymore, in their place the Shou'kkar have a mouth full of long razor sharp teeth.

The Shou'kkar in combat, enjoy the hunt, stalking their prey relentlessly even prolonging the actual killing all in an effort to increase their foes fear, which in turn excites them further. Where the option presents itself a Shou'kkar warrior will kill his victims slowly enjoying their pain and anguish, but they can be just as equally fast and deadly as needs be.

Combat:

The Shou'kkar are brutal and sadistic creatures, who delight in pain and suffering..

Power Resistance (Ex): The Shou'kkar have power resistance at a level of 10+1 per character level. **Psionics (Sp):** At Will – *Detect Thoughts, Detect Psionics, Combat Prescience* and *Dimension Slide* as an 8th level Psion.

Attack/Defense Modes (Sp): At Will – Mind Thrust, Psychic Crush/Empty Mind, Mental Barrier.

Mind Blast (Sp): The Shou'kkar can emit a 30 feet long cone, anyone caught in this cone, must succeed at a Will save (DC15) or be Stunned for 2d3 rounds.

Cranial Bite (Ex): Shou'kkar can if they first successfully grapple and pin an opponent bite for double damage, biting deeply into the targets cranium, this also does 1d2 temporary intelligence damage, if they reduce the targets intelligence to zero they are dead, having eaten their brains.

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