



## 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

Shou'kkar (Pronounced *Sh-oww-car*) are a something of an enigma, having appeared only recently on the scene, they are sadistic, brutal killers who appear to relish causing pain and anguish. They have powerful mental abilities that make them even more formidable. What is not known about the Shou'kkar is that they are in fact Illithids, or more accurately were. In recent years the Illithids have recently begun genetically re-sequencing their own young, creating themselves a warrior class effectively whose physical powers can supplement their mental powers, which as a result have become some what reduced, the creation of the Shou'kkar by the Illithid and their connection to them remains a secret so far, with the whole Dragon Empire believing them to be a new and dangerous predatory race. The Shou'kkar kill for purpose or pleasure, it is all the same to them by their very design, even their eating method has changed they no longer need to feed on brains for sustenance, any protein matter will do, but the Shou'kkar like to kill their prey by biting into their heads and eating their brains while the victim is still alive.

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 Illithids, 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 8<sup>th</sup> 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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