

FANTASTIC RACES

of the

OTHERVERSE



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Otherverse Games

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Fantastic Races of the Otherverse: The Ubasti

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Fantasti Races: The Ubasti

The Fantastic Races of the Otherverse series converts the most interesting, unusual and powerful player races from Otherverse Games' D20 Modern-powered settings: Otherverse America, Psi-Watch, Galaxy Command and Black Tokyo, and adapts them for use with the Pathfinder Roleplaying Game. More than a just simple conversion to the new rule set, these short sourcebooks imagine how heroes from super-scientific worlds would look in campaigns where magic and the divine are the norm. This series of supplements also provides a few new hints at how the vast and interconnected multiverse of Otherverse Games fits together.

In Otherverse America, the Ubasti are a small species of genetically engineered lions which willingly serve the Choicer's Coven of Bast. Created as military working animals, Ubasti proved smarter than anyone expected. As soon as their sentience was discovered, the Ubasti were freed. As of 2107, the Ubasti work with the Choicer nation as free sentient beings, and are beloved by Choicer America for their loyalty and courage.

The Ubasti first appeared in the Coven of Bast sourcebook (Otherverse Games, 2009).

The Ubasti in the Pathfinder Setting

Large Aberration

The Ubasti are an ancient race of sentient lions. The Ubasti themselves are long lived but mortal, but their prides are not. Ubasti prides have prowled the veldt since before the bipedal races began recording the history. Collectively, the Ubasti race is ancient beyond imagining, with the race's rich oral history acting as their memory and conscience. Ubasti have little need for cities or technology as bipeds understand the term. The race is nomadic, sleeping under the stars and relishing the summer's warmth. Though the Ubasti's teeth and claws can (with extreme effort) do almost anything an opposable thumb can, the great cats have little interest in technology or weapons. They need neither.

Ubasti can trace their history back to a mystical dream time before the other races came to be, a primordial world where they hunted at the side of their creator. The race worships a great feline mother, Bast the Lioness, and each pride's alpha can trace his descent directly to this Great Mother. To the Ubasti, even the

nearly immortal Elves and their proud pantheon are latecomers to the world. Only the dragons are ancient enough to earn the Ubasti's grudging respect.... though no being in creation can be as perfect as the Great Cat who slung a litter of the first Ubasti.

Today, the Ubasti's ancient ways are slowly changing. As humanity has moved into the grasslands, the Ubasti's hunting range has shrunk, and today many of the great cats are forced to hunt in human kingdoms.

Ubasti are becoming more and more common in human settlements as the press of civilization impinges on the race's ancient hunting grounds. Many of the great cats pass through human settlements during their migrations, or visit larger metropolises to satisfy their endless curiosity about humanoids. Most kingdoms allow Ubasti to visit their metropolises, knowing the great cats to be surprisingly gentle. Even the smallest frontier settlements allow the great cats to come and go freely, knowing Ubasti do not meddle in bipedal wards or politics and that the lion-folk will never take more game than necessary to sustain their pride.

Driven by their mingled compassion and curiosity for and about bipeds, elder Ubasti can be powerful allies for a small hamlet.

Appearance: Ubasti are massive, panther-like felines, nearly the size of a small warhorse. Ubasti have bodies corded with lean muscle. Their paws are larger than a warrior's shield, and conceal razor sharp talons. A single swipe from a Ubasti's mighty paw can disembowel an armored knight.

Ubasti have soft fur the faded non-color of road dust. Their pelts are short and thick, providing good insulation and are as waterproof as an otter's. Ubasti are born with colorful, abstract patterns growing amid their otherwise drab fur. An Ubasti's fur pattern changes gradually as the cat ages, growing more complex as the years wear on. The cats have yellow, lion-like eyes.

Male Ubasti tend to be a little larger than females of the species, and have a fringed mane. Ubasti females take great pleasure in grooming their mates, and Ubasti of both genders are vain. They enjoy being pampered, and Ubasti adventurers often accumulate an incredible array of bracelets, torques and paw rings.

Reproduction: Ubasti breed like other great cats. They can produce viable offspring with each other, or by mating with other great cat breeds. The resulting offspring, whether fathered on a lion, tiger, panther or something stranger, are always Ubasti.

The sentient Ubasti obviously enjoy the physical sensations of mating with a non-sentient great cat, and treasure their offspring, but have a vague sense of embarrassment about breeding with a lower species. Ubasti aren't prone to introspection, and usually change the subject when this issue comes up, especially when speaking to humans. Ubasti only form lasting pair-bonds with other Ubasti, and only when raising a litter. Otherwise, Ubasti make little connection between sex and love, viewing mating as a purely mechanical act. They enter periodic heats, and have little interest in sex outside those times.

Ubasti pregnancies last between 13-14 months, with the mother able to hunt and fight for the vast majority of that time. Litter births of 5-6 new Ubasti are the norm.

Names: Ubasti names are traditional, and often unique to the creature's birth-pride. Ubasti names are bestowed upon cubs a year and a day after their birth. In a particular pride, it's not uncommon for all cubs named at a particular time to share just one or two given names.

Ubasti track their ancestry matrilineally, and identify themselves as the child and grandchild of their progenitors. Ubasti who have committed a great crime, or bring shame to the pride have their name stripped from them as they are no longer allowed to hunt with their own kind.

Male Names: Bess, Matt, Osiric, Raye, Sythe, Tuthe

Female Names: Isyse, Machec, Nuit, Rashe, Sekmah

Designer's Naming Convention: Ubasti names are altered versions of the names of Egyptian gods and goddesses. They should resemble those names, as they would appear after millions of years of linguistic evolution.

Alignment: Ubasti are a good hearted race. Most members of the race are neutral or chaotic good, though player character Ubasti can be any conceivable alignment. Ubasti warriors and pride alphas are often lawful good and many have levels in Paladin.



Ubasti Racial Abilities

Size: Large. As large creatures, Ubasti receive a +1 size bonus to their Combat Maneuver Bonus, and their lifting and carrying limits are double those of Medium creatures. However, Ubasti suffer a -1 size penalty to Armor Class, as well as a -4 size penalty on Stealth checks. As an Aberration, Ubasti are immune to effects that specifically target humanoids, such as *charm person*.

A Ubasti's base land speed is 30 ft.

An adult male Ubasti stands 4' to 4 ½ foot tall at the shoulder and weighs between 600 and 750 lbs. A Ubasti's body is nearly 8 ft long from the tip of his nose to his haunch, with the tail adding another 3-4 feet of length. Female Ubasti are only slightly smaller and lighter than their male counterparts.

Ability Score Modifiers: +2 STR, +2 CON, -2 INT. Healthy, strong and courageous, Ubasti are amazing warriors. However, while they may be as smart as a human, they can never be as intelligent as a *really* smart human.

Racial Skills: Ubasti receive a +2 racial bonus on Stealth checks made in areas of Dim illumination or worse. Their mostly grey pelts allow them to easily blend with twilight shadows, and the great cats hunt mostly at sunrise and sunset.

Ubasti receive a +1 morale bonus on Diplomacy checks made against females of any sentient species.

Languages: Ubasti speak their own language and Common. Ubasti has no written form.

Enhanced Senses: Ubasti have senses as keen as any hunting lion's. They possess lowlight vision and the *scent* special quality. Ubasti with the Track feat may use it to track purely by scent.

Quadruped (EX): As a Large four-legged creature, the Ubasti's lifting and carrying limits are three times those of a Medium biped with a similar Strength score. Willing Ubasti can carry great weights and can even serve as mounts if they wish. The creatures are very stable, receiving a +4 racial bonus on Combat Maneuver checks made to resist being bull rushed, tripped or overran.

However, an Ubasti's size and body shape means it cannot use weapons or wear armor sized for humans. Armor for an Ubasti resembles barding, and costs at least four times as much as equivalent armor crafted to fit a Medium humanoid.

Using its semi-prehensile forepaws and mouth, an Ubasti can manipulate tools and items, though the quadruped might have trouble manipulating especially tiny or delicate objects, such as picking up coins or dice, opening a stoppered flask or writing.

The Ubasti suffers a -2 penalty on skill checks requiring delicate manipulation, and such activities are always full round actions, which provoke attacks of opportunity against the quadruped. The time necessary for Taking 10 and Taking 20 is similarly doubled (requiring 20x and 40x the normal time, respectively).

Ubasti magic users cast spells as easily as their bipedal counterparts. Ubasti must have at least one paw free to carve mystic symbols in the air, and the great cats substitute roars, purrs and growls for some magical syllables.

Natural Weapons (EX): An Ubasti's jaguar-like paws end in sharp talons. These talons inflict 1d8 (plus STR modifier) points of slashing damage, and the Ubasti is always considered armed and proficient when attacking with these natural weapons.

The Ubasti's lion-like teeth are also deadly natural weapons. An Ubasti can bite as a secondary attack form, which inflicts 2d6 (plus ½ STR modifier) points of crushing damage.

Fight Like A Lion (EX): Ubasti can learn to fight more like their non-sentient big-cat ancestors, but doing so does not come naturally. Anytime the Ubasti is eligible for a new feat, he or she can instead choose to learn either the Pounce or the Rake special quality as a combat feat.

Woman Friend (SU): Their worship of the maternal Bast the Lioness means that even the most misanthropic Ubasti can be counted upon to display stunning courage and chivalry in defense of women- both Ubasti and humanoid.

If an allied female (of any species) within sight of a Ubasti suffers damage, the Ubasti must attack the creature who wounded her in preference to all other adversaries or suffer a -2 morale penalty on attack and damage rolls for the duration of the encounter.

Similarly, Ubasti find it difficult to harm females, even with justification. All successful melee attacks made by an Ubasti against an obviously female sentient creature inflict two fewer points of damage (1 point of damage minimum). The Ubasti does not suffer this penalty when striking to inflict non-lethal damage.

Favored Class: Paladin. Ubasti Paladins have no need of a divine bond to a mount. Ubasti Paladins always select a weapon bond, often choosing to increase the already mighty grip of their jaws.

Favored Class?

One of the aspects of the Pathfinder Roleplaying Game beta version I preferred to the final edition of the rules was the fact that each race (aside from humans and their kin) had a specific favored class. I feel this division helps differentiate all the different player species available.

While the final version of the favored class rules empowers the players and helps them build exactly the character they want, without resorting to the standard tropes and stereotypes, it just feels a bit bland to me. I'll continue to include race-specific favored classes, though it's an easy enough thing to ignore if you prefer customizable, character-specific favored classes.

Bast the Lioness

Lesser God, Neutral Good

Primary Worshipers: Ubasti, some humanoid females

Portfolio: childbirth, cats, the Ubasti race, protection of mothers

Domains: Animal, Good, Liberation, Sun

Favored Weapon: scimitar

Bast the Lioness is the legendary mother of the Ubasti race, the self proclaimed 'most ancient thinking being'. Despite her great longevity, the Great Mother of Cats is virtually unknown outside of the Ubasti race. Her most ardent worshippers only rarely proselytize, and usually only share the secrets of their faith with humanoid females.

The Ubasti have always held bipedal females in great regard, and legends of a chivalrous lion protecting a human woman are many. Ubasti courage in defense of womankind is well known, and documented in heraldry and art. According to the great lions, Bast the Lioness demands no less, and thanks to the Great Cat's beneficence, human women are one of the few outsider groups allowed to worship Bast in the manner of a true Ubasti. Bast is the patron of mothers, of sexuality and of new born children, a responsibility she feels extends to humanoids as well as her great cats.

Bast appears in the dreams of her feline worshippers as an enormous panther wreathed in a fiery, golden corona, and in waking life as a great lioness' shadow glimpsed in the corner of the eye. Bast often sends small omens and portents to her worshippers, and unlike the believers of many other gods, Ubasti know very well how they stand in the eyes of their mother goddess.

Bast the Lioness uses no holy symbol: the colorful designs etched into a Ubasti's fur at birth are sigil enough. The Lioness' rare few human worshippers paint or tattoo their faces and forearms with similar designs: these colorful patterns serve them well enough as a divine focus.

Bast the Panther

Lesser God, Lawful Evil

Primary Worshipers: Ubasti, some humanoid females

Portfolio: protection of women, warfare, liberation

Domains: Evil, Liberation, War, Strength

Favored Weapon: scimitar

Bast the Panther is the heretical and hidden face of the benevolent Mother Lioness. Like her twin sister, the Panther seeks the protection of the Ubasti race and of breeding females. Unlike the warm and compassionate Bast the Lioness, the Panther is driven by vengeance and malice. Any slight, any threat to her chosen worshipers must be answered with violence,

and the Panther believes the lives of non believers have no value at all.

Bast the Panther is virtually unknown outside the Ubasti race. The great cats do not discuss her with outsiders, and though she is unquestionably evil, even the most good hearted Ubasti paladin has some love, some sympathy for the Panther. Unlike her sister-self, Bast the Panther is a pessimist, who sees the crimes committed against her kin by humanoids. Unlike her sister, she does not have the strength to look past obvious evil and selfishness to the good buried somewhere inside.

Bast the Panther appears as a negative image of her twin sister, wreathed in cold black flames. Like Bast the Lioness, the Panther does not use traditional holy symbols.

Ubasti Racial Feats

The Ubasti race is known for its strong oral traditions, fierce courage and its courageous defense of humanoid women. The strongest and most impressive warriors of the race often select feats that enhance their natural abilities and strengthen their connection to Bast the Lioness.

Chivalrous Retaliation (Ubasti- Combat)

Let your enemies threaten a woman in your company at their own risk. You will not tolerate such insults and quickly respond with a claw or bite when women you care for are threatened.

Prerequisite: Combat Reflexes, Base Attack Bonus +5 Ubasti race

Benefit: Any time a female ally within 30 ft of you is injured by a successful melee attack, you may make an immediate attack of opportunity against any opponent adjacent to you.

Dexterous Claws (Ubasti)

Like savannah lions, you have mastered the art of climbing. You lounge in low branches during the heat of the day, and attack prey from above when it is time to hunt.

Prerequisite: Climb 1 rank, STR 13+, DEX 13+, Ubasti race

Benefit: You gain a Climb speed of 20 ft. You do not lose your DEX bonus to Armor Class while climbing, and may always take 10 or 20 when climbing,

even if rushed or threatened. You receive a +8 racial bonus on Climb checks.

Flames of the Lioness (Ubasti)

You have a primal connection to the progenitor of your race, and dream often of the Lioness. When you fight to protect others, and act with courage, your lithe body is wreathed in golden flames.

Prerequisites: Knowledge (religion) 1 rank, any non-evil alignment, Ubasti race

Benefit: A number of times per day equal to three plus your WIS modifier (minimum three times daily) you may wreath your body in flames as a standard action. While covered in the flames, which shed light like a standard torch, you receive a +1 holy bonus on melee attack and damage rolls, a +1 holy bonus to Armor Class and the critical range of your natural weapons is increased to 19-20. This feat remains in effect for a number of rounds equal to your WIS modifier (minimum 1 round) per activation.

Flames of the Panther (Ubasti)

Your soul shares the cynical darkness of the Panther, and you know it is your duty to punish the enemies of cat-kind and woman-kind. When you fight, your body is cloaked in cold black flames.

Prerequisites: Knowledge (religion) 1 rank, any non-good alignment, Ubasti race

Benefit: A number of times per day equal to three plus your STR modifier (minimum three times daily) you may wreath your body in flames as a standard action. While covered in the black flames, which shed light like a standard candle, you roll dice twice for all melee damage rolls and take the better results.

For example, if you roll 2d6 for a bite attack, you roll 2d6 and then 2d6 again and take the better set of rolls. This feat remains in effect for a number of rounds equal to your STR modifier (minimum 1 round) per activation.

Perfection of Form (Ubasti)

Ubasti claim to be the archetypical feline, the model for all the diverse breeds of feline created later. Ubasti druids are justly feared for their savagery and combat savvy, and are able to transform into enormous versions of 'lesser' felines

Prerequisite: Natural Spell, wild shape class feature, Ubasti race

Benefit: Any time the Ubasti wildshapes into the form of any other feline or feline-like animal, he or she transforms into an incredibly powerful example of that species. While wildshaped, you receive an additional +2 bonus to your STR and DEX scores, regardless of the size of the new shape, and a +1 morale bonus on melee attack and damage rolls with natural weapons.

Sabertooth (Ubasti)

Your canines are as long and wickedly curved as twin scimitars.

Prerequisite: Ubasti race, character level first

Benefit: Your bite becomes a primary natural attack mode, which allows you to add your full STR modifier as a bonus to damage, and inflicts 2d8 + STR modifier points of damage.

Ubasti Gear

Voluntary Saddle: Ubasti are proud creatures, and will not tolerate being ridden into battle by anyone they don't respect. A voluntary saddle is a specially designed version of a military saddle which is comfortable for the great cat to wear, and which can easily be donned or removed by a non-biped. The saddle is designed to distribute the rider's weight more efficiently, allowing the Ubasti mount to treat its STR score as being +2 better for the purpose of determining carrying capacity only.

A Voluntary Saddle is a Medium object which weighs 30 lbs. It costs 50 gp.



Water Sling: This heavy leather wineskin is nearly four times larger than a water skin sized for a man. Ubasti Waterslings are often decorated with colorful, abstract patterns dyed into the leather. It is held to the underside of the Ubasti's belly with heavy leather straps and buckles, which are designed to be easy to pull taut with teeth and talons. The Ubasti drinks from the heavy water skin by bending down like a cat cleaning itself and suckling at nipple at the end of the leather bladder.

A Water Sling is a Medium object, that weighs about 5 lbs empty and nearly 25 lbs when full. It contains enough water to sustain a single Ubasti for one day. A Water Sling costs 12 gp.

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