

Crafting Overhaul

In this system, crafting skills will be changed and/or combined. Most crafting will be accomplished in one day, and will require a minimum number of ranks instead of a skill check. The craft skills used in this system are listed below. Regardless of the skill being used, a character cannot spend more than 8 hours per day crafting.

Alchemy

- Essence manipulation
- Crafting Potions
- Crafting Magic Ink

Spellcraft

- Scrolls
- Wands
- Staves

Accessories

- Rings
- Amulets
- Belts
- Bracers
- Boots
- Gloves
- Head
- Face items

Weaponsmithing – Covers melee and ranged weapons other than firearms

Armorsmithing – Covers Armor, Shields, Chest or Body items, and Cloak or Shoulder items

Gunsmithing - Covers firearms

Magic Items

Characters can craft magic items once they have obtained the requisite Ranks in the relevant craft skill. Characters can use their own caster level, or their Ranks -2 in the case of characters with no caster level. Essences will replace the required spells and experience point cost for crafting Weapons, Armor, and Wondrous Items. Items that use Command Word Activation to duplicate a spell effect

cannot be crafted by characters. Items that produce a continuous spell effect can be crafted, however there are two limitations. Continuous items must be based on a spell with a duration of 1 minute per level or longer, and they must not have a target of personal. Unless otherwise stated, all standard crafting rules apply.

Essences

Essences are the physical manifestation of magical energy required for crafting magic items. They are broken into two categories; Type and Strength. There are 7 Types of Essences, and 5 levels of Strength for each. Two of the exact same Essence may be combined using Alchemy to create an Essence of the same type, this increases the Strength by one step. Alchemy is also used to harvest Essences from slain creatures, or rare natural phenomenon. The Types and Strengths of Essences will be described below, along with the creature types and subtypes they can commonly be harvested from. The second chart describes the HD of creatures Essences can be harvested from, and their maximum caster level. Creatures falling into more than one category may yield multiple Essences.

Essence Types

Power – Aberrations, Magical Beasts, Outsiders, Dragons, Constructs, creatures with spell-like abilities of spell level 2 or higher

Life – Good subtype, Positive Energy Plane natives, creatures with fast healing or regeneration

Death – Evil subtype, Negative Energy Plane natives, Undead

Air – Air or Electricity subtype, Elemental Plane of Air natives, creatures that fly without wings or have Electricity Immunity

Earth – Earth or Acid subtype, Elemental Plane of Earth natives, creatures with Acid Immunity, Fey, creatures that yield a Power Essence and have a burrow speed

Fire – Fire subtype, Elemental Plane of Fire natives, creatures with Fire Immunity, creatures with Teleportation as a spell-like ability

Water – Water or Cold subtype, Elemental Plane of Water natives, creatures with Cold Immunity, creatures that yield a Power Essence and have a swim speed

Essence Strength

Strength	Monster HD	Maximum Caster Level
Weak	4-7	4
Faint	8-11	8
Strong	12-15	12
Glowing	16-19	16
Radiant	20+	20

Skill Descriptions

This section describes the individual crafting skills, including requisite Ranks, required items and materials, crafting times, and benefits for using items characters have crafted for themselves. In order to gain the listed benefit, a character must have crafted both the mundane version of the item, which must be of Masterwork quality, and they must have added any enchantments themselves.

Craft (Alchemy)

Alchemy is a broad category of crafting that includes harvesting and manipulating Essences, crafting Potions and Elixirs, and crafting Magic Ink.

Harvesting an Essence requires a Craft (Alchemy) check with a DC of 15 + the HD of the creature, and takes 1 minute per HD of the creature.

Combining 2 identical Essences requires 4 Ranks per level of the Essences being combined, and takes 1 hour.

Crafting Magic Ink converts any reagent or powdered silver into an equal value of Ink, and can be done by any character with 1 Rank in Craft(Alchemy). A character can create 100gp worth of ink per caster level for every hour they spend working.

Once a character has obtained 3 Ranks in Craft (Alchemy), they gain the ability to craft Potions and Elixirs. Any spell of level 3 or lower that does not have a target of personal can be made into a Potion or Elixir. Crafting a potion does not require an Essence or any spell casting ability, they are crafted with alchemical reagents. There are 8 types of reagents, one for each school of magic, and those reagents can make a Potion for any spell from their school. Potions using spells from the universal school can be crafted with any reagents. The base price for a Potion is equal to its Spell level x Caster level x 50gp. Crafting a Potion requires reagents equal to half the base price, and takes one hour per spell level. Characters who consume potions they crafted themselves increase the caster level of the effect by 2.

There are three items used by alchemists to perform their trade. The most basic is the Alchemy Kit, it costs 10gp and can be used to harvest Weak or Faint Essences. Upgrading to a Masterwork Alchemy Kit allows a character to harvest any Essence and craft Potions of level 1 spells, and costs 50gp. Combining Essences, crafting Magic Ink, and crafting Potions above spell level 1 requires an Alchemy Lab, which costs 500gp.

Alchemical Reagents

The following is a list of the 8 herbs used in Alchemy, which school of magic they are linked to, and some locations where they can be found. Characters can find herbs in the world using the Survival skill. Searching for herbs can be tried once per day and takes 4 hours, or 8 hours while traveling at half speed. This use of the Survival skill cannot be combined with foraging, a character must decide if they are looking for food or reagents before rolling their Survival check. As a general rule, characters will find 10gp worth of herbs for every point their check exceeds DC 15. Searching populated areas may increase the base DC, while especially fertile areas may have a lower base DC. Searching the same general area more than once increases the DC by 2 each day, and resets if left alone for 1 month. Skill DCs are ultimately up to GM discretion.

Foxglove (Abjuration) – Forests, and meadows

Althea Root (Conjuration) – Cold climates, and areas of permanent shade

Red Clover (Divination) – High elevations, and windy areas

Adder's Tongue (Enchantment) – Freshwater marshes, bogs, and lakes

Hawthorn (Evocation) – Hot climates, deserts, and cliff sides

Belladonna (Illusion) – Rivers, and Jungles

Valerian Root (Transmutation) – Salt water shallow and marshes

Wormwood (Necromancy) – Underground, and near graveyards

Spellcraft

Spellcraft is a class skill available only to spell casters. Characters use their own caster level when crafting with Spellcraft, and cannot use their Ranks to determine their caster level. Spellcraft is used to make Scrolls, Wands, and Staves. A character must have the spell they wish to use for crafting available to cast for the day, and it is expended when they begin crafting. A character using an item they made themselves gains a +2 bonus to caster level for the purpose of spell penetration if the spell is used on another creature, or a +2 bonus to caster level for the purpose of spell duration if the spell is used on themselves.

When a character obtains 1 Rank in Spellcraft, they gain the ability to craft Scrolls. The base price of a Scroll is equal to Spell level x Caster level x 25gp. A character must use Magic Ink equal to half the base price of a scroll. Crafting a Scroll requires no Essences or XP, and takes 15 minutes per caster level of the scroll.

When a character obtains 5 Ranks in Spellcraft, they gain the ability to craft Wands. The base price of a Wand is equal to Spell level x Caster level x 750gp. A character must use raw materials equal to half the value of the wand. Crafting a wand also requires a Power Essence of sufficient strength for the Wand's caster level, and requires no XP.

When a character obtains 11 Ranks in Spellcraft, they gain the ability to craft Staves. The base price of a Staff is determined as normal, and a character must use raw materials equal to half the base price. Crafting a Staff also requires a Power Essence of sufficient strength for the Staff's caster level, and requires no XP.

Characters crafting a Wand or Staff complete 1000gp per caster level per day of the base price.

There are 3 items a character needs to craft items with Spellcraft. A Magician's Quill costs 10gp, and can be used to craft Scrolls of spells of 2nd level or lower. A Magician's Slate is a stone tablet coated on one side with a thin layer of lead, it costs 50gp, and allows Scrolls of spells of 5th level or lower to be crafted. Serious crafters will need a Magician's Workbench, which costs 500gp, and allows the crafting of any Scroll, Wand, or Staff.

Special: Any character that gains Scribe Scroll as a bonus feat from their class may instead take any Spell Focus or Metamagic feat. Wizards may also take Spell Mastery, and add Spell Focus, Greater Spell Focus, Spell Penetration and Greater Spell Penetration to their list of bonus feats.

Craft (Accessories)

This skill is used to craft and enchant items for all body slots not covered by Weaponsmithing and Armorsmithing. Any character with 1 Rank in Craft (Accessories) can craft mundane items of Masterwork quality for any of the item slots covered under this skill. Masterwork items can be made from special materials by a character with 4 Ranks. When a character reaches 3 Ranks in Craft (Accessories), they obtain the ability to enchant magic Belts, Boots, and Gloves. At 5 Ranks, characters obtain the ability to enchant Head, Face, and Bracer slot items. Finally, at 7 Ranks, they obtain the ability to enchant magic Rings and Amulets. In order to enchant an item, it must be of Masterwork quality, and have a value of at least 100gp. Characters must use raw materials equal to half the value of an item in order to craft it. Crafting any mundane item takes one day.

Adding enchantments to an item requires any necessary Essences (see Crafting Magic Items), of a Strength high enough to meet the caster level of the item. Characters complete 1000gp per caster level per day when enchanting an item. The base costs for crafting magic items will be listed after this section.

Characters who wear an item they crafted for themselves receive a +1 equipment bonus to a skill related to the item, which must be chosen from the options below, and cannot be changed once the item is created. An item must be of Masterwork quality with a value of at least 100gp to gain this benefit.

Belt – Climb or Survival

Boots – Acrobatics or Stealth

Gloves – Disable Device or Sleight of Hand

Face – Perception or Sense Motive or Bluff

Head – Appraise or Disguise

Bracers – Handle Animal or Ride

Characters need a variety of tools to craft items with this skill. Artisan's Tools cost 10gp, and allow a character to make any mundane accessory. Enchanted Artisan's Tools cost 50gp, and can be used to enchant an accessory up to caster level 10. A character needs a Wondrous Laboratory, which costs 500gp, to enchant items up to caster level 20. Any item with metal components or made primarily from metal requires a forge in addition to the above items.

Craft (Weaponsmithing)

This skill is used to craft all melee and ranged weapons, including siege weapons. This skill does not include the crafting of firearms. Any weapon with a range increment is considered a ranged weapon for the purposes of crafting. Ammunition for ranged weapons can be crafted using the same prerequisites as the ranged weapon it is for. Crafting a mundane weapon or 50 pieces of ammunition takes 1 day. When a character obtains 5 Ranks in Craft (Weaponsmithing), they gain the ability to enchant weapons. A weapon must be of Masterwork quality before it can be enchanted. Characters must provide raw materials equal to half the value of a weapon or enchantment before it can be crafted or enchanted. A character completes 1000gp per caster level per day when enchanting a weapon. Enchanting any weapon requires a Power Essence of sufficient Strength for the caster level, and may require additional Essences depending on the enchantment(s) added. A character gains a +1 equipment bonus to attack rolls with a weapon they made for themselves. The requisite ranks for crafting weapons are summarized in the following chart. Weapons made from special materials are always considered Masterwork quality.

Weapon Group	Ranks	Masterwork Ranks	Special Material Ranks
Simple	1	1	5
Crossbow	1	2	6
Martial Melee	1	2	6
Martial Ranged	1	3	7
Exotic	1	4	8

Characters need tools to craft with this skill. Weaponsmith's Tools cost 10gp, and allow a character to craft any mundane weapon. Enchanted Weaponsmith's Tools cost 50gp, and allow a character to enchant a weapon up to a value of 50,000gp. An Enchanted Forge is required to craft weapons up to 200,000gp, and costs 500gp. Any weapon with metal components requires a forge in addition to the items above.

Craft (Armorsmithing)

This skill is used to craft all armors, shields, and items that occupy the body, torso, shoulders, or cloak slots. Crafting a mundane item takes 1 day. When a character obtains 5 Ranks in Craft (Armorsmithing), they gain the ability to enchant items crafted with this skill. In order to enchant an item, it must be of Masterwork quality, and have a value of at least 100gp. Characters must provide raw materials equal to half the value of an item or enchantment before it can be crafted or enchanted. A character completes 1000gp per caster level per day when enchanting an item. Enchanting any item requires a Power Essence of sufficient Strength for the caster level, and may require additional Essences depending on the enchantment(s) added. A character using a suit of armor or a shield they crafted themselves increases the Maximum Dexterity Bonus by 1, and reduces the Armor Check Penalty by 1. A character using a torso or body slot item they crafted themselves gain a +1 equipment bonus to either Swim or Escape Artist, and a character using a cloak or shoulder slot item they crafted themselves gain a +1 equipment bonus to either Diplomacy or Intimidate. The bonuses only apply to Masterwork items and cannot be changed after the item is crafted. The requisite ranks for crafting items with this skill are summarized in the following chart. Items made from special materials are always considered Masterwork quality.

Item Type	Ranks	Masterwork Ranks	Special Material Ranks
Light Armor	1	1	4
Light Shield	1	1	4
Medium Armor	1	3	6
Heavy Shield	1	3	6
Heavy Armor	3	5	8
Exotic Armor	4	6	9
Shoulders/Cloak	1	1	4
Body/Torso	1	1	4

Characters need tools to craft with this skill. Armorsmith's Tools cost 10gp, and allow a character to craft any mundane item with this skill. Enchanted Armorsmith's Tools cost 50gp, and allow a character to add an enchantment to an armor or shield up to a value of 25,000gp, or a wondrous item up to caster level 10. An Enchanted Forge is required to add an enchantment to an armor or shield up to 100,000gp, or a wondrous item up to caster level 20, and costs 500gp. Any item with metal components requires a forge in addition to the items above.

Crafting Magic Items

Every magic item requires a Power Essence of sufficient Strength for its caster level, and may require additional Essences depending on its effects. If an Essence lists a specific effect, it is required, otherwise use the Essence linked to the school of magic used in the item's creation. The following chart summarizes the minimum caster level required for common effects, this applies to both the crafter and the Essences required. Multiple abilities can be added to items, but all effects other than the most expensive have their cost increased by 50%. Adding effects to items also follow the normal rules for item slot affinities, increasing the costs as normal for effects that do not adhere to the normal affinities.

Effect	Minimum Caster Level
Weapon/Armor/Shield Base Enhancement Bonus (Max +5)	3 x Bonus
Weapon/Armor/Shield Total Enhancement Bonus (Max +10)	2 x Bonus
AC Bonus (Deflection, Natural) (Max +5)	3 x Bonus
AC Bonus (Insight, Luck, Sacred/Profane) (Max +3)	6 x Bonus
Ability Enhancement Bonus (Must be even, max +6)	2.5 x Bonus
Skill Competence Bonus (Max +10)	1.5 x Bonus
Continuous Spell Effect	4 + 2 x Spell Level
Armor Enhancement Bonus (Max +8)	2 x Bonus
Saving Throw Bonus (Resistance) (Max +5)	3 x Bonus
Saving Throw Bonus (Luck, Sacred/Profane) (Max +3)	6 x Bonus
Energy Resistance (Increments of 10, Max 30)	½ Resistance Value
Caster Level Bonus (Competence) (Max +2)	8 x Bonus

Essences Required for Adding Magic Effects

The required Essences for the most common enchantments will be described here, if a specific Essence is listed, it is required, otherwise use the school of magic listed last to determine what is needed. If two or more effects require the same Essence, they can both be added with the same Essence, an item never requires more than one Essence of the same Type. All Essences used must be of a Strength high enough to meet the total caster level of an item, regardless of the caster level of any individual effect, if multiple effects are present.

Power Essence

- Enhancement Bonus to Weapon
- Armor
- Shield

Death Essence

- Enhancement Bonus to Strength
- Competence Bonus to Strength based skill
- Negative Energy Damage or Protection
- Profane Bonus to AC or Saving Throws
- Necromancy Effects

Life Essence

- Enhancement Bonus to Constitution
- Positive Energy Damage or Protection
- Sacred Bonus to AC or Saving Throws
- Conjuraction Effects

Air Essence

- Enhancement Bonus to Dexterity
- Competence Bonus to Dexterity based skill
- Electricity damage or Protection
- Deflection Bonus to AC
- Resistance Bonus to Saving Throws
- Illusion Effects

Earth Essence

- Enhancement Bonus to Wisdom
- Competence Bonus to Wisdom based skill

- Acid Damage or Protection
- Natural Bonus to AC
- Abjuration Effects
- Transmutation Effects

Fire Essence

- Enhancement Bonus to Intelligence
- Competence Bonus to Intelligence based skill
- Fire Damage or Protection
- Insight Bonus to AC
- Divination Effects
- Evocation Effects

Water Essence

- Enhancement Bonus to Charisma
- Competence Bonus to Charisma based skill
- Cold Damage or Protection
- Luck Bonus to AC or Saving Throws
- Enchantment Effects

Item Slot Affinities

Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the general function or nature of magic items designed for that body slot. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule can't cover the great variety among wondrous items.

Body Slot	Aligned Bonuses
Belts	Str, Dex, Con ability scores or skills, Item Storage
Body	Resistance, Protection, Natural Attacks, Item Storage, Auras
Chest	Class Features, Tools, Limited Use Abilities
Eyes/Face	Senses, Cha skills, Gaze attacks
Feet	Movement, Reflex
Hands	Melee Attacks, Str or Dex ability scores or skills, Crafting
Head/Headband	Int, Wis, Cha ability scores or skills, Ranged Attacks, Insight, Will
Neck	Natural AC, Con ability, Fortitude, Alignment, Natural Attacks
Rings	Protection, Deflection, Resistance, Spells
Shoulders	Deflection, Resistance, Protection, Transformation
Wrists/Arms	Combat bonuses, Dex ability and skills, Natural AC

Adding an ability that does not match one of these affinities increases that ability's cost by 50%, at the DM's discretion.

New Skill: Craft (Gunsmithing)

This skill functions as Craft (Weaponsmithing), except it allows you to make guns. All guns count as exotic weapons for the purpose of minimum ranks. The only exception to the Weaponsmithing rules is that crafting guns and ammunition costs the full market price in raw materials unless you have the Gunsmithing feat, which reduces the material cost of guns to ½ the market price, and ammunition to 1/10 the market price. Guns can be enchanted like any other weapon once a character has reached 5 Ranks in Craft (Gunsmithing).

Characters need tools to craft with this skill. Gunsmith's Tools cost 10gp, and allow a character to craft any mundane firearm. Enchanted Gunsmith's Tools cost 50gp, and allow a character to enchant a firearm up to a value of 50,000gp. An Enchanted Forge is required to craft firearms up to 200,000gp, and costs 500gp. Any firearm requires a forge in addition to the items above.

Feat Update: Master Craftsman

The Master Craftsman feat allows a character to use their Ranks in any craft skill that they have 5 or more Ranks in as their caster level, but does not confer a +2 bonus to these skills.

New Feat: Fleshgrafting

Prerequisites: Craft (Alchemy) 5 Ranks, Heal 1 Rank, must be trained by a character with the Fleshgrafting feat or have access to a manual detailing the process of Fleshgrafting.

Benefits: You can apply Fleshgrafts to willing or helpless creatures. The Fleshgraft to be added must come from a living corporeal creature (the donor) within one size category of the recipient. If the donor is alive when the part is harvested it takes 4 points of Constitution Drain. If the donor is dead, the part must be harvested within 48 hours of a creature's death to be used in Fleshgrafting. Harvesting a part for Fleshgrafting requires a Craft (Alchemy) check with the same DC as applying the Fleshgraft. A character attempting a Fleshgraft on themselves takes a -5 Penalty to their Craft (Alchemy) check.

There are 4 slots on a character that can be modified by Fleshgrafting; Head, Body, Arms, and Legs. A character can only receive one Fleshgraft in each body slot. The Fleshgrafts that can be added to these slots are detailed below, along with the Craft (Alchemy) check DCs required to perform, harvest, or remove them. Each Fleshgraft after the first increases the DC of subsequent checks by 5. Failing a Fleshgrafting check destroys the donor's body part, and deals 2 points of Constitution Drain to the recipient. Each Fleshgraft a character receives after the first also deals 1 point of permanent Constitution Drain to the recipient, this Drain cannot be healed unless the Fleshgraft is removed.

The cost to perform a Fleshgraft is 250 gp per HD of the recipient or the donor, whichever is greater. It takes one hour per HD of the donor to harvest a part, and one hour per HD of the recipient to perform a Fleshgraft.

Head Slot Fleshgrafts

Improve Natural Attack (DC 20): You can improve the damage of a Bite or Gore attack by one size category. The recipient must have the natural attack to be improved. The donor must be one size category larger than the recipient, and must possess the natural attack to be improved.

Add Natural Attack (DC 25): You can add a Bite or Gore attack to a creature, it deals damage as appropriate for the recipients size. The donor must be the same size as the recipient, and the donor must possess the natural attack to be Fleshgrafted.

Add Oversized Natural Attack (DC 30): This combines Add Natural Attack and Improve Natural Attack to allow the recipient to receive a Bite or Gore from a creature one size category larger than itself. The donor must be one size larger than the recipient and possess the natural attack to be Fleshgrafted.

Breath Weapon (DC 30): You can give a creature a breath weapon of the same damage type, size, and shape the donor had. Lines have a maximum range of 60 feet, and cones have a maximum range of 30 feet. In order to receive a Breath Weapon, the recipient must have Energy Resistance 10 to the element type of the Breath Weapon. This resistance can come from Race, Class, Feats or a Fleshgraft (see below), but magic items or spells do not satisfy the requirement for this Fleshgraft. The damage of the Breath Weapon is 1d6 per 2 HD of the recipient, with a Reflex Save DC 10+½ HD+Con for half damage. The user of a Breath Weapon must wait 1d4+2 rounds before using it again.

All-Around Vision (DC 25): The recipient gains the Universal Monster Ability of the same name, as well as a +2 bonus on Perception checks utilizing vision. The donor must have All-Around Vision.

Poison Bite (DC 30): The recipient gains Poison on their Bite attack. The recipient must have a Bite attack to gain this Fleshgraft. The donor must have a poisonous Bite attack that deals ability damage with an increment of 1 round. The poison does the same type of damage as the donor's poison, but the maximum damage is 1d2, the maximum duration is 6 rounds, and the cure is 1 save. The DC to resist the poison is 10+½ HD+Con.

Amphibious (DC 25): The recipient gains the ability to breathe both air and water. The donor must have the Amphibious quality.

Scent (DC 25): The recipient gains the scent ability. The donor must have scent.

Low-light Vision (DC 20): The recipient gains Low-light Vision. The donor must have Low-light Vision.

Darkvision (DC 25): The recipient gains Darkvision 60. The donor must have Darkvision with at least 60 foot range.

Blindsense (DC 30): The recipient gains Blindsense 20 feet. The donor must have Blindsense 30 feet or farther.

Arms Slot Fleshgrafts

These Fleshgrafts must be applied to both arms. Each counts as a single Fleshgraft.

Improve Natural Attack (DC 20): You can improve the damage of a Claw or Slam attack by one size category. The recipient must have the natural attack to be improved. The donor must be one size category larger than the recipient, and must possess the natural attack to be improved.

Add Natural Attack (DC 25): You can add a Claw or Slam attack to a creature, it deals damage as appropriate for the recipients size. The donor must be the same size as the recipient, and the donor must possess the natural attack to be Fleshgrafted.

Add Oversized Natural Attack (DC 30): This combines Add Natural Attack and Improve Natural Attack to allow the recipient to receive a Claw or Slam from a creature one size category larger than itself. The donor must be one size larger than the recipient and possess the natural attack to be Fleshgrafted.

Grab (DC 30): The recipient gains the Universal Monster Ability of the same name. The donor must have Grab based on a Claw attack. The recipient must have a Claw attack to gain this Fleshgraft.

Climb (DC 25): The recipient gains a climb speed of 20 feet. The donor must have a climb speed of at least 30 feet.

Improve Climb Speed (DC 25): The recipient increases their climb speed by 10 feet. The recipient must have a climb speed, and the donor must have a climb speed at least 10 feet greater than the base climb speed of the recipient.

Body Slot Fleshgrafts

Natural Armor (DC 20): The recipient gains a Natural Armor bonus of +1. The recipient must not have a Natural Armor bonus to benefit from this Fleshgraft. The donor must have a Natural Armor bonus of +2 or higher.

Improve Natural Armor (DC 25): The recipient's existing Natural Armor bonus increases by 1. The recipient must have a Natural Armor bonus of at least +1 to gain the benefit of this Fleshgraft. The donor must have a Natural Armor bonus at least 2 points higher than the recipient.

Superior Natural Armor (DC 30): The recipient gains a Natural Armor bonus of +2. The recipient must not have a Natural Armor bonus to benefit from this Fleshgraft. The donor must have a Natural Armor bonus of +5 or higher.

Camouflage (DC 25): The recipient can take a standard action to gain a +4 bonus on Stealth checks in one type of terrain. This bonus lasts until dismissed (a free action), or until the recipient moves into a different terrain type. Use the Ranger's list of favored terrains to determine the terrain options. The donor must have the Change Shape, Natural Invisibility, or Hide in Plain Sight ability.

Improved Healing (DC 30): The recipient recovers a number of hit points equal to its HD every hour of rest, and recovers ability damage at twice the normal rate. The donor must have Fast Healing or Regeneration.

Energy Resistance (DC 30): The recipient gains resistance 10 against a chosen element. The donor must have resistance 20 or more to the chosen element, or immunity to it.

Fortification (DC 20): The recipient gain a +4 bonus to AC against critical confirmation rolls. The donor must have the Fortification or Amorphous Universal Monster ability, or be immune to critical hits.

Prehensile Tail (DC 25): The recipient gains a tail, granting a +2 bonus on Acrobatics checks, and can retrieve a stowed item weighing 5 lbs or less as a Swift action. The donor must have a prehensile tail.

Improve Natural Attack (DC 20): You can improve the damage of a Tail Slap or Sting attack by one size category. The recipient must have the natural attack to be improved. The donor must be one size category larger than the recipient, and must possess the natural attack to be improved.

Add Natural Attack (DC 25): You can add a Tail Slap or Sting attack to a creature, it deals damage as appropriate for the recipients size. The donor must be the same size as the recipient, and the donor must possess the natural attack to be Fleshgrafted.

Add Oversized Natural Attack (DC 30): This combines Add Natural Attack and Improve Natural Attack to allow the recipient to receive a Tail Slap or Sting from a creature one size category larger than itself. The donor must be one size larger than the recipient and possess the natural attack to be Fleshgrafted.

Tripping Tail (DC 30): The recipient gains a free trip attempt whenever it hits with its Tail Slap attack. The recipient must have a Tail Slap attack to gain this Fleshgraft. The donor must have a Tail Slap attack and be one size category larger than the recipient.

Poison Sting (DC 30): The recipient gains Poison on their Sting attack. The recipient must have a Sting attack to gain this Fleshgraft. The donor must have a poisonous Sting attack that deals ability damage with an increment of 1 round. The poison does the same type of damage as the donor's poison, but the maximum damage is 1d2, the maximum duration is 6 rounds, and the cure is 1 save. The DC to resist the poison is $10 + \frac{1}{2} \text{ HD} + \text{Con}$.

Legs Slot Fleshgrafts

These Fleshgrafts must be applied to both legs. Each counts as a single Fleshgraft.

Swim (DC 25): The recipient gains a swim speed of 20 feet. The recipient must not have a swim speed. The donor must have a swim speed of at least 30 feet.

Improve Swim Speed (DC 30): The recipient gains a 10 foot increase to their swim speed. The recipient must have a swim speed to benefit from this Fleshgraft. The donor must have a swim speed at least 30 feet faster than the base swim speed of the recipient.

Rake (DC 30): The recipient gains 2 Rake attacks, usable during a pounce or grapple only. The donor must be the same size as the recipient, and have at least 2 Rake attacks. The attacks deal damage as normal for the recipient's size.

Powerful Jump (DC 25): The recipient gains a +8 bonus on Acrobatics checks while jumping. The donor must have a racial bonus on Acrobatics checks to jump of at least +8.

Improve Speed (DC 30): The base land speed of the recipient is increased by 10 feet. The donor must have a base land speed at least 10 feet higher than the recipient's base speed, and both creatures must be of the same type.