

Bear Bear Fruit (Model Panda)



Physical Description

The user doesn't differ too much from their original form after consuming this fruit, a small difference may be that the user no longer takes interest in meat even if they can digest it.

Power Summary

You may not think it so, but panda's are quite strong. This fruit gives you the ability to shift into a full panda along with many hybrid variants based along your previous race.

Feats

FERAL PANDA [STANCE]

Benefit: While taking this stance you lose control and become a panda, however, panda's are generally docile and so you aren't truly at risk of hurting anyone. You are no longer prone to attack unless you are hit first otherwise your main goal in this form is to find food. Your strength increases to 19 if it is not already (if it is more than you keep that strength), a +4 to your con, and you gain a claw attack of 2d6+str modifier slash dmg, a bite attack of 1d8+str modifier pierce dmg. You also gain a 40ft movement speed along with 30ft climbing speed. You also gain a +4 to listen and search checks (that involve smell). If the gear you are wearing is not made to fit a panda then it rips as well.

BALANCE MODE [STANCE]

Prerequisites: Feral Panda

Benefit: While in this stance you look like an odd panda human hybrid and you also gain the claw attack of the Feral panda stance as well as the climbing speed,

however your basic movement goes down to 20ft per round. You also gain the strength bonus and con bonus of the feral panda stance. While in this stance you also gain the ability to redirect projectiles, when someone makes an attack roll towards you with a ranged weapon you must roll a dex save equal to or higher than their attack roll. If you successfully redirect you may also choose to attack for half the damage they were about to deal to you making a ranged attack roll.

ASSAULT MODE [STANCE]

Prerequisites: Feral Panda, Balance stance

Benefit: Remember, a panda is a bear so they are made of muscle, with this mode you take on a form looking more like an ape panda hybrid, instead of a claw attack your unarmed strike equals that of the brawler table of your level. You also gain the 40ft movement speed, a +5 to your strength modifier every 5 levels, and a +6 to your con every 5 levels. You also gain a reach of 10ft for all of your attacks. However this stance only lasts for 10

rounds as you feel like you are constantly stretching and flexing. While in this form you attack the closest creature to you or the last creature to attack you.

Bonus: You can take this feat again to increase the strength or constitution bonus by +1 or increase the duration by 2 rounds

MASTER PANDA [MISC]

Prerequisites: Feral Panda, Assault Mode

Benefit: You now have control over your Feral Panda stance and can now control who and what it attacks.

PANDA STOMACH [STAT BONUS]

Prerequisites: Master Panda

Benefit: Not only do you now have the appetite of a panda able to eat 400lbs of food in one sitting, as a passive you can heal via eating, for every 5lbs of food you consume you regain 2hp. In combat you can eat upto 15lbs of food per round.

Bonus: Does not stack with infinite stomach or gluttonous healing feats

IMPROVED BALANCE [MISC]

Prerequisites: Master panda, Balance stance

Benefit: You now can apply your dex save to melee attacks giving you a similar ability to redirect half damage back at the opponent using a melee attack roll.

PANDA INSTINCT [STAT BONUS]

Prerequisites: Panda Stomach, Feral Panda

Benefit: While in your balanced stance you gain a +4 to dex based rolls

PANDA PALM [DAMAGE]

Prerequisites: Assault Mode

Benefit: While in assault mode you can use an attack slamming both palms into your target dealing 8d6 damage, you can use this ability 2 times a day without suffering any penalties. If used more than 2 times you become fatigued, if you use it once more you become exhausted, if you use it one more time you have to roll a will save or be knocked unconscious until the next day

SHIELD MODE [STANCE]

Prerequisites: Feral Panda, Panda Stomach

Benefit: You increase the fluff and fat of your body now able to absorb all incoming attacks with a +25dr physical

damage as well as heat and cold. You also gain a +10 to con. This stance can only last for a number of minutes equal to 1+con modifier as you hold your breath and while in this stance your movement speed is 5ft per round.

Bonus: You can take this feat again to increase the damage reduction by +5 once more

TUCK AND ROLL [DAMAGE]

Prerequisites: Shield mode

Benefit: While in the shield mode stance you can deal damage by rolling in a line about 30ft wide and about 60ft in length doing 12d6 damage. All in the way of the attack have to roll a DC18 dex save

STATIC CHARGE [BONUS TYPE]

Prerequisites: Master Panda, Balance mode

Benefit: While in Balance mode, as a standard action, you can perform a melee touch attack with their weapon, stunning their target for 1d4 rounds by charging static in your panda fur.

CALM BEFORE THE STORM [BONUS TYPE]

Prerequisites: Master Panda, Assault mode

Benefit: You now have full control during assault mode.

FEAT NAME [BONUS TYPE]

Prerequisites:

Benefit:

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