

Sarkrith Characters (9 RP)

Sarkrith are defined by class levels - they do not possess racial Hit Dice. Sarkrith have the following racial traits:

Ability Adjustments (2 RP) +2 Constitution, +2 Strength.

Senses None.

Size Medium.

Speed Sarkrith base speed is 30 feet.

Fearless (1 RP) Sarkrith gain a +2 racial bonus on all saving throws against fear effects.

Mutations (6 RP) A sarkrith gains an evolution pool of 3 points. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the sarkrith (see below). In addition, you may redistribute your evolution points as you see fit (but not during combat), but suffer the nauseated condition for 1 hour, after which you are sickened for 1d6 hours. The sarkrith must conform to any limitations of the evolution.

Automatic Language Common, Ancient Praetorian.

Sarkrith Mutations

1-point evolutions: *bite, claws, climb, gills, improved damage, improved natural armor, low-light vision, magic attacks, pincers, pull, push, reach, resistance, scent, slam, small size, sting, swim, tail, tail slap, tentacle, unnatural aura, wing buffet.*

2-point evolutions: *ability increase, constrict, darkvision (60 feet), energy attacks, flight (ex only), gore, grab, immunity, keen scent, limbs, poison, rake, rend, tremorsense, trip.*

3-point evolutions: *blindsense, burrow, frightful presence, swallow whole, web.*

4-point evolutions: *blindsight, breath weapon, fast healing, large size, spell resistance.*

Race Feat

Extra Mutations [Racial]

Prerequisite: Mutations racial trait.

Benefit: Your evolution pool increases by 1. Each time you select this trait, you gain 1 additional evolution point.

Special: This feat may be taken once at 1st level, and again at 5th, 10th, 15th, and 20th.