

Fleshwraith

"My, yes, I love animals and insects. Built for survival, perfect predators – even the preys are somewhat incredible. You learn a lot studying them. ... and don't think I've no idea what you're thinking about. Or that I've never heard people talking behind my back. I've seen them, heard them. Saying I'm 'weird', 'crazy', 'creepy', 'ugly'. All stupid and jealous. Except this one, a great boy. Not the brightest one... I think he had a crush on me. A farm boy, orphan, watching over another awkward, orphan girl, top of her class... the perfect couple, you see ? 'Poor sap defended me everytime; until he took one too much blow for me. Classical story: I was in the woods, searching for some rare Hymenoptera, him glued like crap on my shoes, and right there: boom, a hungry bear ! Fun fact, the boy had always been dead afraid of bugs. But unlike me, he had great eyesight and jumped first; yep, he took on a damn -bear- long enough for some lumberjacks to hear our cries and chop through it. My own, personal, 10-year old, little big hero. He didn't make it through the night. Thinking back on it, he had pretty eyes... wanna' see ? I always keep a copy of his eyeballs in my lab to watch over me."

– Méléana Petitjean, squiffy fleshwraith

Class Skills

The fleshwraith's class skills (and the key ability for each) are [Appraise](#) ([Int](#)), [Craft](#) (any) ([Int](#)), Intimidate (Cha), [Fly](#) ([Dex](#)), Heal (Wis), [Knowledge](#) (arcana) ([Int](#)), [Knowledge](#) (dungeoneering) ([Int](#)), [Knowledge](#) (geography) ([Int](#)), [Knowledge](#) (nature) ([Int](#)), [Knowledge](#) (planes) ([Int](#)), [Perception](#) ([Wis](#)), [Profession](#) ([Wis](#)), [Spellcraft](#) ([Int](#)), [Use Magic Device](#) ([Cha](#)).

Skill Ranks per Level: 4 + [Int](#) modifier.

Table: Fleshwraith

Lvl	BAB	Fort Save	Ref Save	Will Save	Special	Prototypes per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Anatomist, Bioengineering, Greatwork, Prototypes, Flesh repair 1d6	1	—	—	—	—	—
2nd	+1	+3	+3	+0	Fleshwraith trick, Intelligent design	2	—	—	—	—	—
3rd	+2	+3	+3	+1	Fleshcrafting, Flesh repair 2d6	3	—	—	—	—	—
4th	+3	+4	+4	+1	Fleshwraith trick	3	1	—	—	—	—
5th	+3	+4	+4	+1	Flesh repair 3d6, Biomechanist, Greatwork (upgrade)	4	2	—	—	—	—

6th	+4	+5	+5	+2	Fleshwraith trick	4	3	—	—	—	—
7th	+5	+5	+5	+2	Flesh repair 4d6	4	3	1	—	—	—
8th	+6/+1	+6	+6	+2	Fleshwraith trick	4	4	2	—	—	—
9th	+6/+1	+6	+6	+3	Flesh repair 5d6	5	4	3	—	—	—
10th	+7/+2	+7	+7	+3	Greatwork (upgrade), Fleshwraith trick	5	4	3	1	—	—
11th	+8/+3	+7	+7	+3	Flesh repair 6d6	5	4	4	2	—	—
12th	+9/+4	+8	+8	+4	Fleshwraith trick	5	5	4	3	—	—
13th	+9/+4	+8	+8	+4	Flesh repair 7d6	5	5	4	3	1	—
14th	+10/+5	+9	+9	+4	Fleshwraith trick	5	5	4	4	2	—
15th	+11/+6/+1	+9	+9	+5	Flesh repair 8d6, Greatwork (upgrade)	5	5	5	4	3	—
16th	+12/+7/+2	+10	+10	+5	Fleshwraith trick	5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	Flesh repair 9d6	5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Fleshwraith trick	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Flesh repair 10d6	5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Greatwork (master upgrade), Fleshwraith trick	5	5	5	5	5	5

Weapon and Armor Proficiency: A fleshwraith is proficient with simple weapons and natural weapons. She is only proficient with light armor. Heavier armors and shields impede the use of her bioengineered prototypes.

Anatomist (Ex): A fleshwraith adds ½ her level as a bonus to Heal checks.

Bioengineering: A fleshwraith is an engineer who sees all living creatures as biological machines of diverse complexity. She learns the secrets of manipulating organisms in order to produce benefits out of living objects. At 1st level, she receives prototypes and must select a greatwork like a machinesmith, though her prototypes, gadgets and greatworks are genetically engineered through a process mixing energies with the essence of creatures, cultivating and crafting items with the traits of living beings. As such, most appear as an amalgam of organs, bones, tendons, and pulsating goo; often harboring animal-like or racial-specific features, like a fur, tail or eyes with a specific color and shape. For instance, a fleshwraith's analyzer greatwork's Darkvision may come from test-tube dwarven eyeballs stuck within glasses; her mechanus may look like an unnatural-looking humanoid or animal of her liking; her mobius

weapon could be a bone crossbow shooting phalanxes or vertebrae; and an *alarm* prototype could look like an ear joined to two vocal cords. To craft such items, a fleshwraith only needs an alchemist's kit instead of artisan tools, unless otherwise noted, this does not modify the normal properties of her class features.

Instead of possessing the traits of constructs or normal items, a fleshwraith's greatworks and prototypes are treated as bioengineered constructs. Unless noted in their description, bioengineered constructs have the following features instead of the normal construct features:

- d10 [Hit Die](#).
- [Base attack bonus](#) equal to total [Hit Dice](#) (fast progression).
- No good saving throws.
- No skill points or class skills.

In addition, bioengineered constructs have the following traits, unless noted in their description:

- Base Constitution value of 12. Bioengineered constructs and items receive bonus Hit Points from their Constitution modifier, and are subject as normal for living creatures to bleed effects, necromancy effects, death effects, poison, ability damage, ability drain, fatigue, exhaustion, and energy drain. Unlike constructs, they receive *no bonus hit points from their size category*.
- [Immunity](#) to [disease](#), [paralysis](#), [sleep](#) effects, stunning and nonlethal damage.
- +4 [racial bonus](#) on saving throws against any effect that requires a [Fortitude](#) save (unless the effect also works on objects, or is harmless).
- Bioengineered constructs are mindless. As such, they are immune to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). They are treated as constructs for the purposes of spells able to influence constructs.
- [Low-light vision](#).
- [Darkvision](#) 30 feet.
- Immune to death from massive damage. Immediately destroyed when reduced to 0 [hit points](#) or less.
- A bioengineered [construct](#) cannot be raised or resurrected.
- No need to breathe, eat, or sleep, unless to gain some beneficial effect from one of these activities. This means that a bioengineered construct could drink [potions](#) to benefit from their effects or sleep in order to regain spells, but neither of these activities is required for the bioengineered [construct](#) to survive or stay in good health.
- Can be healed with positive energy, exposure to a certain kind of effect (see the creature's description for details) or through the use of the [Craft Construct](#) feat. Bioengineered constructs can also be healed through spells such as [make whole](#) or through the [fast healing](#) special quality.
- Proficient with its [natural weapons](#) only, unless generally [humanoid](#) in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.

Bioengineered Greatworks: Some greatworks, when crafted through bioengineering, have specific properties that do not possess their clockwork counterpart. A fleshwraith's greatworks have the following properties:

- **Mechanus:** A bioengineered mechanus receives a brain (often an item of questionable origins, an enemy's and/or a departed loved one's), as per the bioconstruct modification of the same name with the following differences: regardless of its origins, a brain grants the mechanus 10

Intelligence, skill points equal to 2 + Int modifier (minimum 1) per Hit Die, and a mind (along with vague memories of its past life). A bioengineered mechanus selects a single class skill related to its former past. When activated for the first time, the mechanus is only able to speak the fleshwraith's main language. All mechani have Constitution 13, receive Toughness as a bonus feat with their first Hit Die, and a single attribute point to spend at 4th level then every 4 levels later. At 2nd level, then every 5 levels later (7, 12, 17), the mechanus may gain a feat instead of selecting a machinesmith trick to share.

- **Mobius Weapon:** A bioengineered mobius weapon is crafted out of biological components reproducing the sturdiness of its original materials. It acts in any fashion like the original weapon but receives bonus hit points from its Constitution modifier, a +2 bonus on saving throws against effects that target its base materials (like *warp wood*), and can be wielded as a weapon with the *fragile* quality (this choice is made as a free action after the results of an attack roll are known).
- **Mobius Puppet:** All puppets receive a +1 natural armor bonus. Bioengineered mobius puppets receive 1 hp + their Constitution modifier per level. Tiny-sized puppets have 10 Constitution. Medium-sized puppets have 14 Constitution. (For Mobius Puppet greatwork rules, see [The Secrets of Renegade Archetypes](#) by Rite Publishing)

Fleshwraith Greatworks:

In addition to machinesmith greatworks, a fleshwraith adds two greatworks to the list she may choose from at 1st level. A machinesmith has no access to these greatworks:

Genetic Lab (Su): A genetic lab is a customized set of test-tubes, samples, enzymes and components used to perform precise tasks involving manipulation of the living through micro-organisms – unlike machinesmiths who craft mobius energy cores out of their own magical essence, fleshwraiths use this energy to influence and quicken the growth of super-viruses, mosses and bacteria called “gesigner cells”. As such, any fleshwraith with this greatwork may produce a new genetic lab out of items containing impurities or exposed to elements collected over one week of work; or in 8 hours by spending 100gp per level in alchemical products and tools. A genetic lab receives “charges” granted by these gesigner cells, which the fleshwraith may use for various purposes like food purification, healing; or transfusion of racial traits. As she gains experience, she also learns how to preserve more gesigner cells and produce effects out of them. A genetic lab may hold up to ½ the fleshwraith's level + her Intelligence modifier charges of gesigner cells; to replenish this amount, the fleshwraith must spend 8 hours of rest, then 1 hour working on her cultures, typically infusing them with energy and regulating their environment.

Biologist: When selecting a genetic lab as her greatwork at 1st level, a fleshwraith adds half her class levels (minimum 1) to all [Knowledge](#) (nature) checks. She may use her ranks and bonuses in the Knowledge (Nature) skill to craft poisons instead of the Craft (alchemy) skill. Finally, she receives poison use, as such, she cannot accidentally poison herself.

A genetic lab grants the following at-will [spell-like abilities](#) – *stabilize*, *purify food and drink*; and for 1 charge – *prestidigitation*, *remove sickness*.

Hivemind (Su): Some fleshwraiths develop an interest in crawling, flying, creeping insects. Seeing these creatures as both the simplest and most efficient creatures in the animal world, these fleshwraiths compulsively collect and develop on (or in) their body a symbiotic relation with hives of vermins that they

study, feed and govern, not unlike a queen mastermind directing her minions. Unlike machinesmiths who craft mobius energy cores out of their own magical essence, fleshwraiths with the hivemind greatwork use this energy as royal jelly to empower their alpha bugs and keep handy a deadly army of followers. As such, any fleshwraith with this greatwork may produce a new hivemind out of insects collected over one week of work; or in 8 hours by spending 100gp per level in nourishment and loam. A hivemind receives “charges” under the guise of alpha bugs called hivemasters, which she may use to protect herself, help allies or impair enemies. As the fleshwraith gains experience, she also learns how to influence natural selection in order to receive more hivemasters and expand their functions. A hivemind may produce each day up to ½ the fleshwraith’s level + her Intelligence modifier hivemaster charges; to replenish this amount, the fleshwraith must spend 8 hours of rest, then 1 hour working on her hivemind, typically isolating the brood’s alpha bugs and feed them her magic energy.

Vermin Companion: When selecting a hivemind as her greatwork at 1st level, a fleshwraith receives an animal companion like a druid of her class level. She must select this companion among vermin companions. A fleshwraith with the hivemind greatwork can crudely communicate with vermins through jangling and pheromones – even if mindless, they understand concepts based on basic instinct, like overall direction, food, danger, fear and reproduction.

A hivemind grants the following at-will [spell-like abilities](#) – *acid splash*, *dancing lights*; and 1/day for 1 hivemaster charge – *summon nature’s ally I* (giant centipede or fire beetle only).

Organic Prototypes: A fleshwraith must select her prototype blueprints from the following list:

1st-Level

alarm, ant haul, aspect of the falcon, beguiling gift, bristle, enlarge person, exoskeleton growth, expeditious retreat, feather fall, grant evolution, grease, guardian drone, jump, keen senses, longstrider, magic fang, magnify vision, obscuring mist, reduce person, sticky net, transcribe

2nd-Level

acid arrow, animal aspect, barkskin, blade drone, blood transcription, bear’s endurance, bull’s strength, cat’s grace, caustic spit, fog cloud, glitterdust, lockjaw, program feat, shatter, spider climb, toxin graft, web

3rd-Level

beast shape I, bioconversion, blood biography, bloody claws, greater animal aspect, greater magic fang, lesser simulacrum, monstrous physique I, poison, sculpt sound, stinking cloud, spit venom, vermin shape I, water breathing, water walk

4th-Level

beast shape II, black tentacles, blight, cluster bomb, discern lies, fleshworm infestation, hocus mucus, malfunction, monstrous physique II, plant shape I, rusting grasp, solid fog, thorn body, touch of slime, vampiric touch

5th-Level

beast shape III, calcific touch, cloudkill, infuse brain, life bubble, monstrous physique III, pocket army, plague storm, plant shape II, polymorph, simulacrum, suffocation, telekinesis, vermin shape II

6th-Level

acid fog, beast shape IV, blade barrier, blood mist, cocoon clone, eyebite, hunter seeker drones, mass suffocation, monstrous physique IV, plant shape III, repulsion, transformation

Flesh Repair (Su): A fleshwraith may heal injuries with a mere touch. A number of times per day equal to 3 + her Intelligence modifier, a fleshwraith may heal 1d6 damage on a living creature (including bioengineered constructs) with a melee touch attack made as a standard action. This healing is not positive energy but rather an elaborate way of mending wounds; as such it cannot be used to damage creature sensitive to positive energy, like undead. At 3rd level, then every odd level later (5th, 7th...), this healing improves by 1d6, up to 10d6 at 19th level.

Intelligent Design (Ex): At 2nd level, a fleshwraith's expertise of the living allows her to influence evolution by protecting specific creatures and adopting their most useful traits. She receives a pool of evolution points equal to $\frac{1}{2}$ her level which she may spend and change whenever gaining a new level, like a summoner's eidolon; using her level as her summoner level for the purposes of qualifying for feats. She must meet the normal prerequisites of an evolution to select it (thus, for example, she could not select Pounce without being of a quadruped race). She may select the Extra Evolution feat, applying it for her own purposes only.

Fleshwraith Tricks:

At 2nd level, then every two levels later (4th, 6th...), a fleshwraith receives a trick. She may select them from the machinesmith tricks, to which she adds the following entries. This ability is treated as the machinesmith tricks class feature for all other purposes:

Augmentations (Genetic Lab)

A fleshwraith with the genetic lab greatwork may select the following augmentations when she receives a fleshwraith trick:

Biomutagens (Ex): The fleshwraith discovers the way to produce specific magic effects out of elaborate endocrine secretions. She adds one alchemist extract of a level up to the highest prototype spell level she may prepare to her blueprint list, and from now on instead of selecting a fleshwraith trick, a fleshwraith may select an alchemist extract of a level equal or lower to the highest prototype level she can craft. A fleshwraith may prepare and imbibe these extracts as an alchemist, using her alchemist's kit.

Gut Flora (Su): As a standard action that provokes attacks of opportunity, the fleshwraith may spend 1 charge of gesigner cells and devour a single bioengineered prototype containing a spell up to 4th spell level that she has not expanded yet. This prototype acts as a potion containing a "cure" spell of appropriate spell level (1st: *cure light wounds*; 2nd: *cure moderate wounds*, etc.) as if it was crafted at the lowest possible spellcaster level.

Spore Infection (Ex): As a standard action that provokes attacks of opportunity, the fleshwraith may imbibe one dose of inhaled poison or drug and exhale a 10 feet wide cloud of toxic spores around herself. All creatures within the area of this cloud must perform a Fortitude saving throw against the effects of the poison or drug – the fleshwraith naturally receives a +4 alchemical bonus against the effect of these spores.

Augmentations (Hivemind)

A fleshwraith with the hivemind greatwork may select the following augmentations when she receives a fleshwraith trick:

Crypsis (Ex): As a standard action, the fleshwraith may imitate her surroundings, granting her body, including equipment, the overall looks of her direct environment. She then receives a +5 bonus on Stealth checks as long as she moves up to half her base speed. If she remains strictly immobile or uses this ability while wearing only bioengineered items, she receives an additional, cumulative +5 bonus.

Queen's Nest (Sp): Once per day, the fleshwraith may cast the *web shelter* spell as a spell-like ability, using her level as caster level. This web is customized so that any Fine vermin she produces may pass through it without getting caught in the webbing.

Vermin Heart (Ex): The fleshwraith receives the Vermin Heart feat, and may use wild empathy on vermins as a druid.

Fleshcrafting (Ex): At 3rd level, once per day, the fleshwraith may reattribute up to 1 evolution point from her pool to another evolution as a standard action. At levels 8 and 15, she may use this ability once more per day (or increase the cost of the evolution she replaces by 1). Whenever crafting any item, she may create it with the traits of a bioengineered construct.

Biomechanist (Ex): At 5th level, the fleshwraith receives the Craft Construct feat. She may only craft bioengineered constructs through this feat. Beginning at 8th level, the fleshwraith may craft flesh golems as normal, though she may ignore the normal spell prerequisites; replacing any spell she has not access to with an equal amount of costly material components (as per the price of a scroll of this spell, plus the price of a casting from a dedicated caster – see the rules for scrolls and spellcasting prices).

Greatwork upgrade

At 5th level, then every 5 levels later (10th, 15th, 20th), the fleshwraith gradually upgrades her greatwork, first going through upgrade 1, then 2 and 3, up to the greatwork's master upgrade at 20th level.

The following describes the abilities granted by a fleshwraith's genetic lab or hivemind greatwork upgrades:

Genetic Lab Upgrade 1, Gene Therapy: The fleshwraith's genetic lab evolves to receive a genetic pool able to store a number of racial traits (as per Paizo's ARG Race Builder rules) equal to her Intelligence modifier. This pool may be used to store any amount of racial traits whose total RP cost does not exceed the maximum amount of points into the genetic pool (minimum 1), like a dwarf's greed, a gnome's small size, a halfling's luck, a human's bonus feat (in which case it is the donor's bonus feat), etc. To store racial traits into her genetic pool, the fleshwraith must secure a sample of body fluids or parts (skin, hair bulbs, blood, saliva...) from the creature whose features she wishes to decrypt, then spend 4 hours of work to extract the creature's essence. Once the creature's racial traits are analyzed, the fleshwraith may then choose which ones to replace, store or forsake in her current pool.

As if casting a touch attack spell, the fleshwraith may prepare a mixture of designer cells imprinted with a single racial trait stored within her genetic lab's pool a standard action that provokes attacks of opportunity; she may then perform a 5 foot step and inject it as a free melee touch attack into an adjacent creature as part of using this ability, or hold the charge. The creature injected with this mixture must share the base same type as the creature the racial trait was extracted from (humanoid, monstrous humanoid, outsider, etc.) or this mixture has no effect. This ability can only change the size of a willing creature, in which case it acts as an *enlarge person* or *reduce person* spell. Using gene therapy costs 1 charge per point of the racial trait(s) granted, and lasts for 1 hour per level.

The genetic lab now grants the following [spell-like abilities](#) for 2 charges – *cure light wounds*, *create food and water*; and 1/day for 2 charges – *alter self* (if the fleshwraith possesses racial traits actually extracted from a specific individual in her pool, she may assume the shape of this creature).

Genetic Lab Upgrade 2, Transgenics: This upgrade allows a fleshwraith to infuse traits between two creatures with a different type than the donor (humanoid, monstrous humanoid, outsider...); as this process is unstable, it costs twice the normal amount of charges and the trait only lasts up to 1 round per level. Any prototype crafted by the fleshwraith may be bound to a specific ally of her choice, granting both the fleshwraith and this ally the ability to use this specific prototype as if casting the spell it holds. This choice is made when crafting the prototype.

The genetic lab now grants the following [spell-like abilities](#) for 3 charges – *cure moderate wounds*, *gentle repose*; and 1/day for 3 charges – *reincarnate* (the fleshwraith must provide both the brain of the deceased creature and a brainless replacement body instead of rolling randomly, otherwise this spell has no effect).

Genetic Lab Upgrade 3, Recycling: This upgrade grants to the fleshwraith the ability to recycle biological matter for new purposes. As a 24-hours process, the fleshwraith may turn the equivalent of one medium-sized corpse at a time into 1 bonus charge of designer cells that last for 24 hours or until expanded, stripping the body down to a skeleton.

The genetic lab now grants the following [spell-like abilities](#) for 4 charges – *cure serious wounds*, *fungal infestation*; and 1/day for 4 charges – *baleful polymorph*.

Genetic Lab Master Upgrade, Gesigneer: When using gene therapy, the fleshwraith may turn any trait granted into a permanent effect. The granted trait replaces one or several traits of the targeted creature with a total RP cost equal to that of the granted trait (the fleshwraith must have the traits she wishes to replace into her genetic pool). Finally, traits granted through the transgenics upgrade now last up to 1 hour per level.

The genetic lab now grants the following [spell-like abilities](#) for 5 charges – *cure critical wounds*; and 1/day for 5 charges – *greater polymorph* (adjacent creature only).

Hivemind Upgrade 1, Hatchery: The fleshwraith's hivemind grows bigger and more diverse, granting her both the ability to summon dangerous vermins and force their evolution. As a swift action made as part of casting a summon spell-like ability, or as a touch attack made as a standard action, the fleshwraith may implant a hivemaster into a single vermin to grant to this vermin an evolution she possesses through the intelligent design class feature, spending 1 hivemaster charge for each point of evolution equivalent she wishes to provide. In order to manifest this evolution, the vermin must meet all its prerequisites as normal (it uses the fleshwraith's caster level for level-based prerequisites). This evolution lasts for 10 minutes per level.

The hivemind now grants the following [spell-like abilities](#) for 2 hivemaster charges – *vomit swarm*; and 1/day for 2 charges – *summon nature's ally III* (soldier ant only).

Hivemind Upgrade 2, Swarm Overlord: By selecting this greatwork upgrade, the fleshwraith becomes immune to swarms and their abilities. She may mount a vermin or a vermin swarm her size or bigger as she would ride any other animal. In addition, by spending 1 hivemaster charge as a swift action, she may deal 1d8 damage to a swarm in her square to recover an equal amount of hit points.

The hivemind now grants the following [spell-like abilities](#) for 3 hivemaster charges – *cape of wasps*, *insect plague*; and 1/day for 3 charges – *summon nature's ally V* (army ant swarm or ogre spider only).

Hivemind Upgrade 3, Chitinous Skin: With this greatwork upgrade, the fleshwraith receives a permanent +4 natural armor bonus to AC.

The hivemind now grants the following [spell-like abilities](#) for 4 hivemaster charges – *creeping doom*, *swarm skin*; and 1/day for 4 charges – *summon nature's ally VII* (titan centipede only).

Hivemind Master Upgrade, Broodwar: All vermins and vermin swarms summoned by the fleshwraith have maximum hit points. As a standard action, the fleshwraith may jump from two swarms as if using the *dimension door* spell – she must select two squares within swarms separated from up to 120 feet as her starting and ending points.

The hivemind now grants the following [spell-like abilities](#) for 5 hivemaster charges – *resurgent transformation*; and 1/day for 5 charges – *summon elder worm*.

Host

From a rift through planes, an unborn chimeric twin, a failed spell, or as a result of horrible experiments with the flesh, may spawn aberrant creatures. At birth, these parasites attempt to sneak on the nearest, most powerful creature in the intent of invading its brain to assume control, in which case they turn into shape-shifting horrors... but some parasites fail to take over the body, and because the parasite's very survival now depends on its victim's well-being, the creature becomes a Host.

In rarer cases, some fleshwraiths may use this science to merge with the remains of a loved one they wish to keep alive long enough to learn how to bring them back to their former self. While few hosts enjoy sharing their body with this strange ally, only the most strong-willed or craziest individuals are able to acknowledge the powers granted by this unswerving ally able to warp her host's body with monstrous traits.

Weapon and Armor Proficiencies

Hosts are proficient with simple weapons. Hosts gain no proficiency in armors and shields, which disrupt their class abilities.

Symbiont

At 1st level, a host is invaded by a parasitic aberration, or merges with the parts of a departed creature, sometimes as part of a ritual or accident. When not done voluntarily, such entity enters the body by digging a way through skin and muscle, but usually ends up stuck in a body part when failing to reach the brain. The parasite fuses with the body part for survival; but other circumstances influence the position of the symbiont, and parasites merging while trying to save the life of a dying host (and thus, their own) are not unheard of. Ultimately, a symbiont may be placed anywhere on a body, this is a purely aesthetic choice.

A symbiont is a creature with its own mind and Intelligence, though its way of apprehending life is usually cold and mechanical, thinking only about its own survival. In the case of a departed creature, the symbiont usually retains memories from its life, and may very well not be fully conscious of its condition. Either way, a symbiont is incorruptibly loyal to its host, and since the host's death pretty much signifies theirs, most start with a true neutral alignment, often suggesting to their host the best course to follow, keeping her morale high, checking her blood pressure or nutritious inputs, and complying to her every desires. But the symbiont is not a slave, and may not hesitate to threaten its host with debilitating pain and horrifying injuries should she prove overly aggressive, determined enough to get rid of it, or self-destructive. As such, a symbiont and a host usually have a close, weird relation based on mutual fear or love.

Despite not controlling the brain, a symbiont controls the body part it is stuck in when it desires so, and can speak all of its host languages. A symbiont may assume the normal appearance of the body part it is stuck in, or distort, extend, and bend in twisted ways up to several feet of distance to move and carry (but not wield) light items on its own, like keys or books, up to 1 foot and 1/2 lbs. per level. It can freely create

eyes or mouths of diverse sizes and on diverse places of the body part, which are required to speak, or see its surroundings. When a host sleeps, a symbiont enters into hibernation and becomes unconscious. A symbiont may enter into hibernation at any time while the host is awake to give her back the control of the body part, and immediately exit hibernation when the host is endangered or calling for its assistance.

But the most beneficial way a symbiont interacts with its host is by its biological enhancements to the host's body. On these aspects, a symbiont is similar to a synthesist summoner's eidolon, with the exception that a symbiont does not have its own physical scores or statistics, and totally depends on the « quality » of its host body, which it enhances with the ability to sprout sharp blade, hardened coatings, membranous wings, etc.

A symbiont has no hit points or magic item slots on its own. It shares the host's physical stats, but has a score in each mental stat equal to the Intelligence of a familiar of appropriate level for the host. A symbiont uses the host's skill ranks (with its own modifiers) and saving throws, which it improves with diverse abilities by gaining levels.

The symbiont and the host are treated as a single creature and thus cannot take separate actions in combat – even though they sometimes seem to attack on their own, this is merely for a common goal, and attacks made from the symbiont are not different from an attack made by the host. The host uses her own BAB and feats to attack. If the host is put unconscious by an attack, the symbiont may immediately perform an additional Constitution check to stabilize her; then it hibernates until its host possesses again 1 hit point. The link between the host and her symbiont is odd and powerful: if the host dies, the symbiont dies, and if the host is bring back to life, the symbiont is too.

Once fully reposed, by sharing a nervous connection with its host during 1 minute, the symbiont provides the following benefits as long as both it and the host are conscious.

Unless noted, a host wearing any kind of armor or shield loses the benefits provided by the symbiont, as it disrupts the symbiont's shapeshifting powers.

These abilities replace the anatomist, flesh repair, greatwork, greatwork upgrade, intelligent design, fleshwraith trick and biomechanist class features:

Symbiotic Mutation (Ex): At 1st level, the symbiont provides a +1 natural armor bonus to the host. This bonus increases by +1 at level 2, then each three levels later (5, 8, 11...) up to +8 at level 20.

The symbiont also reinforces its host's body, granting her a +1 bonus to one of her physical stats (Strength, Dexterity or Constitution); this choice is made at 1st level and is definitive. This bonus increases by 1 at level 4, then every four levels later, up to +6 at level 20. At level 8, the host chooses another physical stat to which its symbiont provides a +1 bonus; this bonus increases at the same levels than the first physical stat. At level 16, the host gains a +1 bonus to her third physical stat, this bonus increases as normal (up to +6/+4/+2 at level 20).

Unlike evolutions, these bonuses improve the host herself and are preserved when the symbiont hibernates.

The host's symbiont also gains an evolution pool and a number of evolutions points like an eidolon of her level – it receives either the Claws or Bite; plus the Unnatural Aura (*Pathfinder® Roleplaying Game: Ultimate Magic™*) evolutions for free.

A symbiont's base form and caster level for the purposes of qualifying for evolutions are that of its host; it must still meet the prerequisites of the evolutions it chooses. For example, a symbiont on a human host would be considered biped, and could not take Pounce (which requires a quadruped base form); but it

could take Pounce if one of its host's shapes is quadruped or the host possesses abilities allowing her to change in an appropriate shape (like a werewolf, a druid's wild shape, or a *beast shape* prototype), in which case Pounce would only work when the host is in the appropriate shape.

The maximum number of natural attacks of a host is that of an eidolon of same level, minus 1; and the save DC against an evolution is based on the host's Hit Dice plus her stat modifiers. The host gains access to all her symbiont's evolutions, and may select the Extra Evolution feat for her own purposes as normal for a summoner.

At the difference of an eidolon, any visible evolutions may be hidden, or shaped as a move action – evolutions adding effects to a specific natural attack (like reach, claws, poison...) count as a single evolution for this purpose. For instance, a 1st level host may spend a move action to shape her Clawed, Reach Limbs (arms), or another to hide them; while a more powerful host could later grow or reduce her size as a move action. Most evolutions, like Scent, Grab, Trip... present no true visual features, and do not need to be hidden in order to be undetectable to the naked eye. An evolution that is hidden is considered dormant and unusable at the time. Finally, the symbiont and its host gain any special abilities an eidolon receives as appropriate, like Darkvision, Link, and Share Spells.

Adrenal Boost (Ex): A symbiont is able to quickly heal its host even in the heat of combat. Once per day as an immediate action when under $\frac{1}{3}$ her maximum hit points, the host may receive Fast Healing 1, lasting for a number of rounds equal to her Intelligence modifier. At 3rd level, then every two levels later (5th, 7th... up to 19th), she improves her Fast Healing by 1, up to 10 at 19th level.

Symbiont Familiar (Ex): At 2nd level, the host gains the Tumor Familiar alchemical discovery as per an alchemist, using her symbiont as a familiar that provides her a +3 competence bonus to Intimidation checks. This also allows the symbiont to detach a part of itself from the host; doing so does not affect the benefits it provides to the host even if the familiar is killed (though the familiar itself must still be replaced as normal).

Gory Shield (Ex): At 4th level, thanks to its symbiont assuming the shape of a ribbed shield of bones, skin, muscle and blood vessels whenever attacked, the host gains a +2 shield bonus to her Armor Class and a +2 circumstance bonus on her saving throws.

Overwhelming Assault (Ex): At 6th level, once per round, the symbiont may actively help its master. The host may now use the Aid Another action once per round on herself in place of an attack roll to receive a +2 bonus to AC against the next attack of an opponent, or a +2 bonus on her next attack against the opponent.

At 10th level, the host and the symbiont learn to act in concert on their own to distract enemies and become more of a threat. When doing a melee attack against a creature, the host may attack the creature as if she was flanking it.

These abilities may be used a number of times per day equal to the host's Intelligence modifier (the two abilities share this pool of uses).

Hardened Shield (Ex): At 12th level, the symbiont improves its ability to absorb hits and put its host out of danger. its gory shield now provides a +4 shield bonus to the host's Armor Class, and a +4 circumstance bonus on her saving throws. These bonuses replace the bonuses provided by the Gory Shield ability.

Last Defense (Ex): At 16th level, the symbiont is able to protect the body of its host even when it is put

unconscious. Once per day, when the host's hit points reach –1, she is stabilized, and gains a number of temporary hit points equal to her level during one hour. If these hit points are enough to keep the host conscious, she may keep moving and acting as normal during this time.

Perfect Symbiosis (Ex): At 20th level, a host and her symbiont fully merge, both in body and soul. Their personalities, if it was not already the case, converge into one. Hiding or shaping an evolution becomes a free action. The host does not need to sleep, and the symbiont does not need to hibernate anymore, including when the host is put unconscious; allowing the merged organism to keep living and fighting as long as it is able to regenerate its wounds.

Alternatively, the host and symbiont may separate themselves into two bodies, each controlling its own body exactly as a 20th level host would – this ability does not impair their normal class abilities, can only be used once, can not be used by separated hosts and symbionts and is irreversible; as such, it is often the ultimate discovery sought after by fleshwraiths fusing with departed ones in order to bring them back to life.

Exoskeleton Growth

School transmutation; Level fleshwraith 1

CASTING

Casting Time 1 full-round action

Components V, S

EFFECT

Range willing creature touched

Duration 1 round

Saving Throw Fortitude negates (harmless); Spell Resistance no

DESCRIPTION

With a simple touch, you can accelerate the growth of the bones or chitin of a willing creature out of its body. These bones may be used as weapons or armors, this choice is made when casting the spell. Natural weapons and armors created this way have the *fragile* quality.

- If used for protection, this process may be used to create a spiked armor made of bones, granting an armor bonus up to the caster's spellcasting ability modifier. This armor comes equipped on the character, and is treated as the armor granting the closest armor bonus for all purposes including proficiency, except hardness (a +4 bone armor would be treated as a chainmail, while a +9 bone armor would be treated as a full-plate, for example). Bone armor has a hardness of 5. The target must be proficient with this kind of armor or suffers penalties as normal for being non-proficient.
- If used to receive claws or a bite, this power grants the target either: two primary claws attacks (1d4, 1d3 if small); or a primary bite attack (1d6, 1d4 if small).

When the spell comes to an end, the bones brittle and crumble to nothingness.

Sticky Net

School conjuration; Level fleshwraith 1, machinesmith 1, magus 1

CASTING

Casting Time 1 standard action

Components V

EFFECT

Range 10 feet

Effect one net thrown

Duration 1 round/level

Saving Throw none; Spell Resistance no

DESCRIPTION

You throw a net of sticky fibers on a target within range. Perform a ranged touch attack against the target of the spell: on a hit, the target is entangled as if you threw an appropriately-sized net. You may choose whether keeping a hold on the trailing rope or letting the target roam free when casting the spell. A sticky net works as per a non-masterwork net, but it cannot be folded once sent, disappears when the spell ends and it is destroyed if it suffers 1 point of fire damage (which causes 1d4 damage to the entangled creature).

Grant Evolution

School transmutation; Level fleshwraith 1, summoner 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range Touch

Duration 1 minute/level (D)

Saving Throw Fortitude negates (harmless); Spell Resistance no

DESCRIPTION

As a touch attack, you grant a creature with a single 1-point evolution your eidolon (or yourself) possesses – this evolution cannot grant any natural attacks.

If the creature granting the evolution (your eidolon or yourself) becomes unconscious, the spell ends. The targeted creature must possess the limbs or base shape as per the prerequisites of this evolution, or the charge is not expanded and the spell has no effect on this creature. For the duration of this spell, your eidolon (or yourself) loses the evolution granted to the creature targeted.

Toxin Graft

School transmutation; Level fleshwraith 2

CASTING

Casting Time 1 standard action

Components M (one dose of injury type poison), V, S

EFFECT

Range Touch

Target one natural attack

Duration special, see text

Saving Throw Reflex negates; Spell Resistance no

DESCRIPTION

As a touch attack, you infuse a creature's natural attack with a dose of poison. Select a natural attack from the creature, like a single claw or bite: for a number of successful attacks equal to your spellcasting ability modifier, the creature treats this natural attack as being poisoned. The saving throw and effects of this poison are the same as those of the poison expanded as a material component as part of casting the spell.

Caustic Spit

School transmutation; Level druid 3, fleshwraith 2, ranger 2

CASTING

Casting Time 1 standard action

Components M (a mouthful of vinegar), V, S

EFFECT

Range See text;

Duration See text;

Saving Throw Partial, see text; Spell Resistance no

DESCRIPTION

You turn your saliva into a highly corrosive fluid that may or may not dramatically gnaw through the floor. You do not suffer damage from this acid, which you can use in one of the following fashions – this choice is made as part of casting the spell:

- As a a melee touch attack, you expectorate a putrid flow on an adjacent target, dealing 1d4+1 damage per two levels (maximum 5d4+5). If the creature fails a Fortitude saving throw, it is sickened for 1 round – on a natural 1, the creature is nauseated for 1 round instead.
- By sneezing erosive droplets as a 15 feet cone-shaped burst, you immediately deal 1d4 acid damage per two spellcaster levels on all creatures within the spell's area of effect (maximum 5d4). A successful Reflex save halves this damage. On the following round, creatures who failed their Reflex saving throw suffer half the initial damage.
- For a number of attacks equal to your spellcaster level, you may deal 1d4 additional acid damage whenever succeeding at an attack roll with a bite natural attack.

Bioconversion

School transmutation; Level fleshwraith 3

CASTING

Casting Time 10 minutes

Components F (a vat big enough to hold the object to transmute), M (a drop of blood), V, S

EFFECT

Range Touch

Targets one Small object per caster level; see text

Duration 1 hour/level

Saving Throw Fortitude negates; Spell Resistance no

DESCRIPTION

You imbue a spark of life into inanimate objects by putting them in a vat infused with water, blood and magic, turning these objects into bioengineered constructs. Each affected object in the vat mutates into a mix of biological and its original matter, receiving the properties of a bioengineered construct. This spell cannot turn artifacts. You may turn one Small or smaller object, or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32.

Hocus Mucus

School conjuration; Level fleshwraith 4

CASTING

Casting Time 1 immediate action

Components V

EFFECT

Range personal

Target you

Duration Concentration; up to 1 round/level

Saving Throw Reflex (partial), see text; Spell Resistance no

DESCRIPTION

You instantly tumble down and foam an incredibly large amount of bubbles and mucus from your skin, eyes and mouth, granting temporary defense against your enemies at the expense of your own mental capacities.

When using this device, you suffer 1d4 Intelligence, Wisdom and Charisma damage and fall prone. For the duration of the spell plus one round, you receive a +8 improved soft cover bonus to AC, DR 5/-, Resistance 5 against cold, a +10 bonus to CMB and CMD against grapple checks and on Escape Artist checks, and you may only perform a move action to crawl up to your base speed each round in addition to maintaining the spell's effects (provoking attacks of opportunity as normal).

In addition, you leave a sticky, slimy trail behind you, and any creature walking at more than half its base speed on a square you crawled upon must succeed at a Reflex save or fall prone.

Infuse Brain

School transmutation; Level fleshwraith 5

CASTING

Casting Time 24 hours

Components V, S, M (herbs and oils worth 2,000 gp, plus a brain), F (a vat big enough to fit the bioengineered construct)

EFFECT

Range touch

Target bioengineered construct touched

Duration permanent

Saving Throw [Will](#) negates; Spell Resistance yes

DESCRIPTION

This spell works as per the *awaken* spell, except that it may be used to grant a mind to bioengineered constructs by giving them a brain. This brain needs not be fresh, but it must be kept from rotting.

A bioengineered construct infused with a brain gains 3d6 [Intelligence](#) and +1d3 [Charisma](#) (up to the original capacities of the creature whose brain was used as a material focus). It can speak one language that you know, plus one additional language that you know per point of [Intelligence](#) bonus (if any). This spell does not function on a bioengineered construct already upgraded with the “brain” bioconstruct.

Cocoon Clone

School transmutation; Level fleshwraith 6

CASTING

Casting Time 10 minutes

Components V, S, M (10,000 gp in alchemical components and rare insects)

EFFECT

Range personal

Target self

Duration see text

Saving Throw none; Spell Resistance yes

DESCRIPTION

By casting this spell, you create a larval clone of yourself that grows within your own body, not unlike a pregnant creature nursing a baby, or a parasitic worm burrowing in one's brain. You must use this spell once to create a tumorous amalgam that turns into a full larvae in 1d4 months, and may only have one such larvae in existence at a single time.

When the larvae comes to maturation, you may activate the following abilities:

- If you are killed, your consciousness slips to the larvae and you may attempt to stealthily leave your corpse to safety as a standard action, at which point you can turn into a cocoon that grows you back to life after 1 week, as if using the *resurrection* spell. A cocoon may perform no action, it receives a +8 natural armor bonus and DR 10/- but is vulnerable to fire damage. If the larva remains within your corpse, it can relentlessly devour your remains to quicken the process, bloating into a cocoon and bringing you back to life 24 hours after death. If the cocoon is

destroyed before reaching maturity, you die.

- If you are alive, you may force the larvae out of your body, burrowing through your chest to bust through it, killing you instantly but transferring your consciousness to the vermin. While in the larvae, you may either flee, or immediately attempt to jump and crawl on a living creature within 5 feet as a swift action – the creature must succeed at a Reflex saving throw to dodge or catch and throw you on the ground, otherwise you enter its body. The creature must then succeed at a Will saving throw or suffer the effects of a *dominate monster* spell as long as you occupy its body. You may attempt this check again each day; a failed attempt leaves you unable to leave the host's body for one day. A successful Heal check (DC 25) can surgically remove you. While in this creature, you can only attempt to dominate it or crawl out as a full-round action, which deals no damage to the host and leaves you staggered for 1d4 rounds. Finally, when out of this host, you may turn into a cocoon that brings you back to life as explained previously.

A larvae uses the stats of a house centipede familiar appropriate to your current level; if it burrows out of your body while you are alive, it has half your remaining hit points, while a larvae leaving your dead body has 1 hit point. If the larvae is killed while you occupy its body, you die.

Body Horror

"You may have seen horrible things already, but this ? Son, you'll learn to cherish your nightmares."

Prerequisites: Unnatural Aura eidolon evolution or Fear Aura monster ability or Monster Type:Aberration or Aberrant Bloodline, Skill Focus (Intimidate), 5 Intimidate ranks

Benefits: A creature with this feat may perform a single Intimidate check as a free action against all flat-footed creatures within 20 feet during a surprise round in which it can act.