

Ozidian Racial Traits

Ozidians have the following racial traits.

+2 Constitution, +2 Charisma, –2 Intelligence: Ozidians possess strong, flexible bodies that require their boisterous force of personality to shape and maintain. However, they are not as cognitively developed as other races.

Ozidian: Ozidians are monstrous humanoids with the shapechanger subtype.

Medium: Ozidians are medium-sized and have no penalties or bonuses due to their size.

Normal Speed: Ozidians have a base speed of 30 feet.

Darkvision (Ex): Ozidians can see up to 60 feet in darkness.

Ooze Traits: An ozidian possesses internal anatomy not unlike an ooze. For the purpose of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), an ozidian counts as both a monstrous humanoid and an ooze. An ozidian gains a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects. Critical hits and sneak attacks scored on an ozidian have a 10% of becoming negated, resulting in damage rolled as normal. This does not stack with the *fortification* armor ability.

Fluid Shape: An ozidian's fluid form allows her to move through at least one-quarter of her space without squeezing and move one-eighth of her space when squeezing.

Shapechange (Ex): An ozidian can change cosmetic aspects of her appearance at-will as a standard action, allowing adjustments to facial features, the remolding of body shape, and even the shifting what gender she resembles. This grants an ozidian a +10 circumstance bonus on Disguise checks to appear as a different individual of the same race. However, an ozidian cannot change her size category or the base coloration of her body.

Chemosense: An ozidian can acutely detect and identify the presence of chemical aromas. This functions as the scent ability except it senses oozes, ozidians, gaseous creatures, and airborne chemicals such as poison gas. This grants a +2 racial bonus to checks to identify potions and poisons. In addition, an ozidian can use chemosense to communicate empathically with other members of her race.

Languages: Ozidians begin play speaking Common. An ozidian with a high Intelligence can also choose from the following: Aklo, Celestial, Draconic, Dwarven, Infernal, Sylvan, Terran, and Undercommon.