

BASE CLASSES

—Shapeshifter—

There are many creatures in the world that may take the shape of another. However, there are some among men who refine this into an art. Shapeshifters are among the most versatile of adventurers, as their abilities make them superb at both subtlety and direct combat.

Alignment: Any.

Hit Die: d10.

Skills: The shapeshifter's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (planes), Perception (Wis), Sense Motive (Wis), Stealth (Dex) and Survival (Wis).

Skill ranks per level: 4 + Int modifier.

Table: Shapeshifter

Level	BAB	Fort	Will	Ref	Class features	Spells per day								
						1	2	3	4	5	6	7	8	9

1st	0	2	0	2	shapeshifting, orisons	3								
2nd	1	3	0	3	Extra form	4								
3rd	2	3	1	3	Extra form	5								
4th	3	4	1	4	Extra form	6	3							
5th	3	4	1	4	Extra form	6	4							
6th	4	5	2	5	Extra form	6	5	3						
7th	5	5	2	5	Extra form	6	6	4						
8th	6/1	6	2	6	Extra form	6	6	5	3					
9th	6/1	6	3	6	Extra form	6	6	6	4					

10th	7/2	7	3	7	Extra form, Pack Shifting	6	6	6	5	3				
11th	8/3	7	3	7	Extra form	6	6	6	6	4				
12th	9/4	8	4	8	Extra form	6	6	6	6	5	3			
13th	9/4	8	4	8	Extra Form	6	6	6	6	6	4			
14th	10/5	9	4	9	Rapid Form	6	6	6	6	6	5	3		
15th	11/6/1	9	5	9	Extra Form	6	6	6	6	6	6	4		
16th	12/7/2	10	5	10	Extra Form	6	6	6	6	6	6	5	3	
17th	12/7/2	10	5	10	Extra Form	6	6	6	6	6	6	6	4	
18th	13/8/3	11	6	11	Extra Form	6	6	6	6	6	6	6	5	3
19th	14/9/4	11	6	11	Extra Form	6	6	6	6	6	6	6	6	4
20th	15/10/5	12	6	12	<i>shapechange</i>	6	6	6	6	6	6	6	6	6

-Weapon and Armor Proficiency-

Shapeshifters are proficient with all simple weapons and light armor. They are not proficient with any type of shield.

-Spells-

A shapeshifter casts divine spells drawn primarily from the druid spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a shapeshifter must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a shapeshifter's spell is 10 + the spell level + the shapeshifter's Charisma modifier. Like other spellcasters, a shapeshifter can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Shapeshifter. In addition, he receives bonus spells per day if he has a high Charisma score.

A shapeshifter's selection of spells is extremely limited. A shapeshifter begins play knowing four 0-level spells and two 1st-level spells of his choice.

In addition to the spells gained by shapeshifters as they gain levels, each shapeshifter also adds all of the *summon nature's ally* spells to his list of spells known. These spells are added as soon as the shapeshifter is capable of casting them.

Upon reaching 4th level, and at every even-numbered shapeshifter level after that (6th, 8th, and

so on), a shapeshifter can choose to learn a new spell in place of one he already knows. In effect, the shapeshifter loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A shapeshifter may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Table: Shapeshifter spells known

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	3	3	2	-
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

-Shapeshifting-

A shapeshifter can take the forms of a variety of creatures. He gains the shapechanger subtype, and at 1st level, he can take the form of any humanoid that has 0 or 1 racial Hit Die. He has a number of forms equal to his Charisma modifier.

Shapeshifting is a full-round action that provokes attacks of opportunity. While shapeshifted, he has all of the statistics of the creature he becomes, save mental ability scores, which he retains.

At every level, a shapeshifter gains one new form.

At certain levels, the shapeshifter learns how to mold his body into other forms. After 2nd level, he can add forms of the corresponding creature types, so long as its HD do not exceed his shapeshifter level.

2nd: animals, vermin

4th: oozes, plants

6th: monstrous humanoids, magical beasts

8th: outsiders, fey

10th: aberrations, undead

12th: constructs, dragons

-Pack Shifting-

At 10th level, the shapeshifter can grant one of his forms to a willing creature. This requires a ritual that takes 10 minutes, and at the end of the ritual, the shapeshifter effectively loses that form, although the recipient can assume that form as though they were a shapeshifter. This effect lasts for 24 hours, after which the recipient loses the form and the shapeshifter regains it.

-Rapid Form-

At 14th level, shapeshifting becomes a standard action. At 18th level, it becomes a swift action.

-Shapechange (Sp)-

At 20th level, the shapeshifter can cast *shapechange* as a spell-like ability a number of times per day equal to his Charisma modifier.

ARCHETYPES

Spirit Fighter (summoner)

While many summoners send their eidolon to do their fighting for them, there are some that defy

this notion, and battle side-by-side with their partner. Spirit fighters have the following class features.

-Weapon and Armor proficiencies

Spirit fighters are proficient with all simple and martial weapons. They keep the normal summoner armor proficiencies. This replaces the *summon monster* spell-like ability.

-Str dependent

All of the summoner's Charisma-based class features (other than spells and *summon monster*, which the spirit fighter lacks) are based on Strength instead.

-Spirit Companion (Su)

The eidolon of a spirit fighter is unique among its kind. The eidolon cannot move more than 20 feet from its summoner. However, it can occupy the same space as its summoner without penalty. In addition, its semi-incorporeal nature grants the eidolon DR 2/—.

The eidolon also recovers far more quickly than others of its kind. If banished, it can be summoned again a number of hours later equal to 21 - the spirit fighter's level (minimum 1).

This otherwise functions like and replaces the standard eidolon.

-Life Chain (Su)

The spirit fighter is bonded even more closely with his eidolon than other summoners, for good or ill. Whenever the eidolon takes damage, the spirit fighter receives half of that damage (rounded up, no save). However, when the eidolon and spirit fighter are within 5 feet of each other, the spirit fighter and eidolon gain a deflection bonus to AC equal to half of the spirit fighter's caster level (minimum +1). This replaces life link.

-Spirit Power (Su)

At 4th level, the eidolon specializes in a certain ability. Once this choice is made, it cannot be changed. This replaces transposition.

Blazing Fists: The eidolon can perform a flurry of blows, as a monk equal to his master's summoner level -2.

Energy Barrage: The eidolon can use one of the following at will as a spell-like ability: *acid splash*, *ray of frost*, *magic missile*, *burning hands*. The eidolon may use a full-attack action to barrage the enemy. Each cast spell counts as one attack (with the exception of *burning hands* and *magic missile*, which are used once for every three attacks).

PRESTIGE CLASSES

—Dragon Knight—

While arcane spellcasters may puzzle over lost tomes to unearth their draconic heritage, in some humble warriors it bursts forth and grants undeniable power.

Role: Dragon knights are the greatest of warriors, slicing and smashing their way through enemy lines.

Alignment: Much like their spellcasting counterparts, dragon knights can be any alignment, though trend more toward chaotic.

Hit die: d12

Prerequisites

Base Attack Bonus: +5

Feats: Skill Focus (Perception)

Skills: Knowledge (arcana) 5 ranks, Perception 5 ranks

Languages: Draconic

Weapon Proficiency: Must be proficient with all martial weapons.