

MOVED TO LAYOUT — DO NOT EDIT

Shapeshifter's Handbook

[GITPG thread](#)

[Paizo thread](#)

Special Thanks: [Contents](#)

[FOREWORD](#)

[NAVIGATING THIS BOOK](#)

[Section 2 – Archetypes and Class Features](#)

[Beastsoul Monk \(Monk and Unchained Monk Archetype\)](#)

[Experimentalist \(Thaumaturge Archetype\)](#)

[Protean \(Shifter Archetype\)](#)

[Resizer \(Mageknight Archetype\)](#)

[Warshifter \(Shifter Archetype\)](#)

[Arsenal Tricks](#)

[Bestial Traits](#)

[Mystic Combats](#)

[Section 3 – Basic Magic](#)

[Alteration Sphere Talents](#)

[Section 4 – Advanced Magic](#)

[Advanced Talents for the Alteration Sphere](#)

[Incantations for the Alteration Sphere](#)

[Adaptation](#)

[Section 5 - Player Options](#)

[Feats](#)

[Sphere-Specific Drawbacks](#)

[Traits](#)

[Alternate Racial Traits](#)

[Section 6 - Equipment](#)

[Equipment](#)

[Properties](#)

[Specific Items](#)

[Section 7 – Gamemastering](#)

[Alteration and Lycanthropy](#)

[Disguise Checks and Shapeshift](#)

[Polymorph and Armor](#)

[What is harmless?](#)

[OGL Stuff](#)

“As water desires the shape of the still cup and the rushing river equally, so I desire the shapes of the world around me, flowing around obstacles, bent and then bending, gathering strength and smashing through. I soar on the eagle’s wing, delve with the deep diggers, swim alongside the leviathan, crash heads with the behemoth. I have been both sword and warrior. I have danced in the courts of kings and the camps of savages, known and unknown to each. My enemies seek to know me but cannot, for to know me is to know all creation.” - Oros Thousand-Faces, on his first lesson to his new apprentice Grom Wildheart

FOREWORD

Various forms of shapeshifting appear in fiction and mythology throughout history. Tales of Zeus transforming to hide his identity, swan maidens, frog princes, and werewolves are but a few examples; there exist countless more examples from cultures around the world and more in modern tales.

Sometimes a curse, sometimes a disguise, sometimes the power of a mad beast, these shapeshifters and skinchangers hold an important place in the imagination.

This book aims to broaden the set of tools available to players and gamemasters alike, to fulfill concepts based on old tales and to create new ones. New talents, archetypes, and items provide new ways to use and to access the Alteration sphere while gamemastering advice helps clarify potentially obnoxious questions.

NAVIGATING THIS BOOK

Section 2 – Archetypes and Class Features: This section provides new archetypes, arsenal tricks, bestial traits, and mystic combats based around the Alteration sphere.

Beastsoul Monk: A monk that channels ki into taking the form of a creature rather than simply imitating its fighting style.

Experimentalist: A thaumaturge that uses alchemy in place of pacts to enhance his abilities.

Protean: A shifter who considers even others of the class to be painfully static in their form.

Resizer: A mageknight who quickly grows and shrinks to best adapt to the threats he faces.

Warshifter: A shifter that trades bestial traits and shifting speed and endurance for martial maneuvers.

Section 3 – Basic Magic: This section covers new talents for exploring the Alteration sphere.

Section 4 – Advanced Magic: New, powerful talents, incantations, and advice for adapting existing talents and creating new ones.

Section 5 – Player Options: This section covers new feats, traits, and racial options for accessing and using the Alteration sphere.

Section 6 – Equipment: New magic items and item properties to help use all of your untapped potential.

Section 7 – Gamemastering: Advice and rules clarifications regarding shapeshifters, Disguise checks, and using armor with polymorph effects.

Section 2 – Archetypes and Class Features

Beastsoul Monk (Monk and Unchained Monk Archetype)

“When I said tiger style, you thought I meant something different?” - Brother Fang

Many monasteries teach martial arts and self discipline. Some teach channeling the bodies energies into forms of magic. A few harness this ki magic into taking wondrous forms, changing the practitioner's shape without detracting from his skill. Many of these beastsoul monks choose to take forms in accordance with their preferred style, but others branch out even further.

Bestial Feats: At 1st level, the beastsoul monk gains the Transformation feat as a bonus feat in place of the bonus feat granted at first level. At second level, the beastsoul monk adds Hybrid Transformation and Improved Transformation to her list of bonus feats. The beastsoul monk may take the Transformation feat more than once, selecting a different form each time.

This modifies monk bonus feats.

Natural Flurry: A beastsoul monk may use natural attacks in place of attacks granted by her flurry of blows class feature and may apply effects requiring an unarmed strike to her natural attacks. The beastsoul monk adds her Strength modifier to damage with any natural attack used as part of a flurry of blows. The beastsoul monk does not gain increased unarmed strike damage from her class levels.

This modifies flurry of blows and unarmed strike.

Ki Shifting: A beastsoul monk may select the Alteration sphere or talents from that sphere for which she qualifies in place of any of the following monk class abilities: slow fall (4th), high jump (5th), wholeness of body (7th), diamond body (11th), abundant step (12th), diamond soul (13th), quivering palm (15th), timeless body (17th), tongue of the sun and moon (17th), empty body (19th), and perfect self (20th). This replaces the monk class ability the beastsoul monk gives up for this *ki* power. An unchained beastsoul monk may take Alteration sphere talents in place of *ki* powers. The beastsoul monk treats her class levels as Low-Caster levels for the Alteration sphere and spends *ki* points in place of spell points for Alteration Sphere effects. This effective caster level only applies to the Alteration sphere, but stacks with caster levels from other sources. Caster levels gained from beastsoul monk levels would not stack with caster levels gained from those same levels via the advanced magical training feat. The beastsoul monk neither gains the bonus talents for having the casting class feature nor counts her beastsoul monk levels as casting class levels, but, at the GM's discretion, may gain a casting tradition.

Experimentalist (Thaumaturge Archetype)

"The eye of newt is just for flavor; aboleth liver is terribly unpalatable otherwise." - Radagorn the Mad

Some thaumaturges eschew risky pacts with powerful beings for risky alchemy, distilling alteration magic into liquid form and harvesting pieces of defeated creatures to gain their power.

Forbidden Alchemy: At 1st level, an experimentalist may prepare vials of an alchemical brew that temporarily enhances his mystic and physical potency. An experimentalist may spend an hour to prepare a number of alchemical boosts equal to his casting ability modifier. If additional alchemical boosts are brewed the previous ones become inert. A vial of alchemical boost may be drawn and consumed as a standard action. Once consumed, for the next minute, she increases her caster level by 2 for any sphere effect cast. This applies to variables dependent on a particular casting of an effect (damage, duration, number of targets, etc.), but it does not apply to the caster's total caster level with that sphere (i.e., it does not determine the strength of a companion from the Conjuration sphere, nor to the total number of HD of reanimated creatures that may be controlled through the Death sphere). This bonus increases by +1 at 5th level, and by an additional +1 for every 4 levels thereafter to a maximum of +6 at 17th level. Archetypes, favored class bonuses, and other abilities that alter the backlash risk and bonus from forbidden lore may be applied to forbidden alchemy instead.

Each time a sphere effect is used while under the effects of an alchemical boost, the experimentalist has a 10% chance of being nauseated for 1 round and sickened for 1d6 rounds. Once the duration of the alchemical boost expires, the experimentalist is sickened for 1 minute. An experimentalist that is immune to these conditions cannot benefit from alchemical boost.

Additionally, while under the effects of the alchemical boost, as experimentalist gains the benefit of one Alteration sphere trait that he has knowledge of for the duration of the alchemical boost. Additional

traits are granted a level 5 and every 5 levels thereafter. This is a polymorph effect, but may be retained when under the effects of *shapeshift*, reducing the number of granted traits by one for each retained trait.

The experimentalist may only benefit from one alchemical boost at a time. Additional uses replace the granted alteration sphere trait. Previous alchemical boosts retain their normal duration and the experimentalist is still sickened as normal when it expires.

This replaces forbidden lore.

Consumption: At 2nd level, an experimentalist may preserve portions of dead creatures for later consumption, gaining the ability to take the creature's shape. Harvesting a sample, usually a portion of the heart or of some notable feature of the creature (chimera's tail, hydra's head, etc.), requires 1 minute of work and the remains of a creature that has been dead or destroyed for less than 1 hour. Upon completion, she chooses one Alteration sphere talent appropriate to either taking the creature's shape or mimicking its abilities. These samples can be preserved indefinitely, but an experimentalist may only maintain three samples at one time; if additional samples are taken, she chooses which samples expire. More than one sample may be taken from a creature, but each one taken from the same creature must be associated with a different talent.

When preparing his alchemical boosts, an experimentalist may expend a preserved sample to add its effects to the alchemical boosts. Each sample can enhance each alchemical boost prepared and more than one sample may be added to each alchemical boost. While under the effects of the boost, she gains knowledge of chosen Alteration sphere talent and may disguise herself as the specific creature the sample was taken from as if using the Perfect Imitation talent provided she is capable of taking a suitable form.

An experimentalist may benefit from samples taken by other experimentalists after identifying them with a Knowledge check of the kind appropriate to the base creature with a difficulty equal to that required to identify the original creature +5, though doing so counts against her total number of samples maintained. A slain experimentalist's sample's expire 1d4 days after her death.

At 6th, 10th, 14th, and 18th level, the number of samples that an experimentalist may maintain at one time increases by one.

This replaces occult knowledge.

Morphic Adept: At 1st level, an experimentalist gains the Alteration sphere as a bonus magic talent with either the Lycanthropic or Fleshwarper drawback, which can be bought off as normal, but does not gain an additional talent from the drawback. If she already possesses the Alteration sphere, then neither talent nor drawback is gained.

Isn't this evil?

Harvesting pieces of intelligent creatures and consuming them to gain their power may mesh poorly with some alignments and character concepts. Experimentalists that object to eating other creatures can instead collect an ethereal essence, morphic energy, or some other less bloody form of sample with no mechanical impact on their class features.

Purchasing Samples

While most experimentalists prefer to collect samples on their own, suitably preserved portions of creatures may be available in large settlements. Portions of common creatures (wolves in a temperate forest, scorpions in a desert, etc.) preserved by *unguent of timelessness*, the *gentle repose* spell, or similar methods from which a sample can be prepared can be obtained for as little as 1 gp per HD of the creature, though more exotic creatures (hippogryphs, aboleths) can cost up to 10 gp per HD. It is up to the GM to decide if a given settlement is large enough to support an alchemical trade sufficient to supply these portions, but generally settlements smaller than a large town or small city will be insufficient unless a notable alchemist is in residence. Even then, outside a large city or metropolis, many exotic samples may simply be unavailable. Obviously, samples from creatures that don't exist in your game world will be unobtainable at any price or location.

Discoveries: At 3rd, 7th, 11th, 15th, and 19th level, an experimentalist gains an alchemist discovery, using her thaumaturge level in place of alchemist level for meeting prerequisites and casting ability modifier in place of Intelligence for determining their effects. Her thaumaturge level stacks with her alchemist level for the purpose of determining effective alchemist level for qualifying for discoveries.

This replaces invocations.

Flexible Research: An experimentalist may choose to further her alchemical studies or apply her knowledge of physiology to deadly effect in place of increasing her arcane knowledge. An experimentalist may choose to gain an additional alchemist discoveries or to gain 1d6 sneak attack as the rogue class feature (or unchained rogue, as appropriate to the campaign) in place of her normal bonus feats. Each time a bonus feat is gained an additional discovery may be chosen or her sneak attack can be increased by 1d6.

This modifies bonus feats.

Protean (Shifter Archetype)

"You always look like that? How dreadfully dull. Those four limbs and lumpy head, forever. It makes me sad just to think about it." - Jackdaw, Protean

While all shifters have great control over their forms, some are infused with the very essence of chaos, able to take on radically different forms without study or practice.

Chaotic Shifter: At 1st level, a protean gains the Alteration sphere as a bonus magic talent. He also gains the Beast Soul drawback with the Anarchic Transformation talent, gaining Anarchic Transformation as normal. If he already possesses the Alteration sphere, he gains Anarchic Transformation as a bonus talent with no drawback. If both are already possessed, then he may choose any Alteration sphere talent as a bonus talent.

This modifies shapeshifter.

Aura: At 1st level, a protean radiates an aura of chaos as a cleric of his class level.

Breadth of Form: At 1st level, a protean may tap his inner connection to the primordial chaos to unlock forms he has never learned. As a standard action, a protean may grant himself the benefit of any one Alteration sphere magic talent he doesn't possess. The protean must meet the prerequisites for any talent gained with this ability. This effect lasts for 1 minute. A protean may use this ability a number of times per day equal to $3 + \frac{1}{2}$ his class level (minimum from class level 1, total minimum 4).

Multiple uses of this ability do not stack. If a protean uses this ability again before the previous duration has expired, it replaces the previous use.

At 5th level, a protean may use this ability to gain the benefits of two Alteration sphere talents at the same time. He may select one magic talent as a move action or two magic talents as a standard action. A protean may use one of these magic talents to meet a prerequisite of the second magic talent; doing so means that he cannot replace a talent currently fulfilling another's prerequisite without also replacing those talents that require it. Each individual magic talent selected counts toward his daily uses of this ability.

At 9th level, a protean may gain the benefits of two Alteration sphere talents as a move action or one magic talent as a swift action.

At 13th level, a protean may use this ability to gain the benefits of three Alteration sphere talents at the same time. He may select one magic talent as a free action, two magic talents as a swift action, or three magic talents as a move action. A protean may use one of the magic talents to meet a prerequisite of the second and third magic talents and use the second magic talent to meet a prerequisite of the third magic talent. Each individual magic talent selected counts toward a daily uses of this ability.

At 17th level, a protean may gain the benefit of two Alteration sphere talents as a free action or three talents as a swift action. Each individual magic talent selected counts toward his daily uses of this ability.

This replaces quick transformation, extended transformation, and greater transformation.

Quick Transformation: At 3rd level the protean gains quick transformation as the shifter class feature.

This replaces endurance.

Resizer (Mageknight Archetype)

"Ever fight someone who can run between your legs one second and pick up a house the next? No? Don't." – Wulf Bloodaxe, Berserker

Rapidly growing and shrinking to increase reach or evade attacks, the Resizer is an unpredictable foe.

Weapon and Armor Proficiencies: The resizer does not gain proficiency in medium armor.

Size Focus (Su): At 1st level, a resizer may change his size as per the Size Change talent of the Alteration sphere as a move action, treating his class level as his caster level for the magnitude of the effect. This change lasts for 2 rounds plus 1 round per class level or until dismissed as a free action. This is a polymorph effect, but a resizer may choose to reduce the number of traits he gains from *shapeshift* by one to retain use of this ability without interfering with the *shapeshift*.

This ability replaces the magic talent gained at 1st level.

Agile Strength: At 2nd level, a resizer ignores penalties to ability scores when changing size.

This replaces the mystic combat gained at 2nd level but counts as possessing the mystic combat class feature.

Quick Change: At 3rd level, a resizer may spend a spell point to use his size focus ability as a swift action.

This replaces stalwart.

Enduring Change: At 7th level, the duration of size focus becomes permanent until the resizer changes size with size focus again.

This replaces marked.

Rapid Shifting: At 11th level, the resizer may use size focus as a swift action without paying a spell point. Additionally, he may spend a spell point to use size focus as an immediate action.

This replaces mystic defense.

Tiny and Titanic: At 15th level, when using his size focus ability, a resizer may spend a spell point to increase or decrease his size by one additional step. This size additional step may allow a resizer to reach Gargantuan or Fine size with ability scores as the Size Mastery advanced talent. If the Size Mastery advanced talent is permitted, you may spend two spell points to increase the maximum size you may obtain to Colossal.

This replaces draw power.

Resizer Mystic Combats: The following mystic combats are available exclusively to the resizer:

Titan's Grip: By quickly shifting size, stature becomes of little concern, allowing you to quickly grasp your target at any size. You gain the grab ability with your unarmed strikes against targets that are no larger than the largest size you can assume with the size focus ability. You do not take any penalty to your CMB for having a size smaller than medium when grappling.

Foe-wielder: As a free action you may make a grapple check against a creature you are grappling that is at least one size smaller than you. This grapple check does not apply the effects of construct or similar abilities triggered by a successful grapple check. If successful, you may wield this foe as a weapon until the start of your next turn or until the grapple is broken, whichever comes first. A Medium creature deals 1d6 bludgeoning damage, adjusted for the creature's size (1d4 for a Small creature, 1d8 for Large, etc.). Both the target and the wielded foe take any damage inflicted by the attacks. You do not take non-proficiency penalties with these attacks and the wielded creature counts as a one-handed melee weapon.

You may move freely while wielding a creature, though your speed is reduced by half unless the creature is at least two sizes smaller than you. The wielded creature shares your space for the duration of the movement and may be placed in any non-hazardous adjacent square once the movement is complete. If no non-hazardous squares exist, the wielded creature may choose which square to occupy.

You may make ranged attacks with a wielded foe, treating them as a thrown weapon with a range increment of 10 ft. Thrown creatures land prone in the nearest square adjacent to the target after

dealing damage. If the squares they pass through or in which they would land are inherently dangerous (due to a fall, lava, ongoing spell effect, or other cause), the thrown creature may make a Reflex save with a DC equal to 10 + ½ BAB + Strength modifier to instead land in the nearest safe square. This may prevent the throw from hitting, such as if attempting to throw a creature through an energy wall to strike a target on the other side.

Warshifter (Shifter Archetype)

“Taking the beast’s shape is not enough. What good is it to have the tiger’s claws only to scratch feebly; the bear’s teeth to gnaw scraps? Take the beast’s savagery, his power. The heart of the beast beats in my breast, the fire of its spirit burns in my soul.” - Argos the Redclawed, Warshifter

When a shifter lacks the affinity most have for altering their flesh permanently and instead channels that energy into martial prowess, rending their foes with savage skill and bloody grace, they become one of the warshifters.

This archetype makes use of the Path of War optional supplement from Dreamscarred Press.

Limited Skill: At 1st level a warshifter gains the Lycanthropic drawback in addition to gaining the Alteration sphere, but does not gain a bonus talent. This drawback may be bought off as usual. If a warshifter already possesses the Alteration sphere, she gains neither a bonus talent nor the Lycanthropic drawback.

This modifies shapeshifter.

Maneuvers and Stances

Maneuvers (Ex): A warshifter begins play with knowledge of 3 maneuvers from the following disciplines: Broken Blade, Primal Fury, and Thrashing Dragon. A warshifter adds Acrobatics to her list of class skills. Once she knows a maneuver, she must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by a warshifter is considered an extraordinary ability unless otherwise noted in its description. Her maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when she initiates one. She learns additional maneuvers at higher levels, as shown in *Table: Warshifter Maneuvers*. The maximum level of maneuvers gained through warshifter levels is limited by the level listed in *Table: Warshifter Maneuvers*; this restriction does not apply to maneuvers gained through other methods, such as through other classes or the Advanced Study feat.

Upon reaching 4th level, and at every even numbered warshifter level after that, she can choose to learn a new maneuver in place of one she already knows. In effect, a warshifter loses the old maneuver in exchange for the new one. A warshifter need not replace the old maneuver with a maneuver of the same level. She can choose a new maneuver of any level she likes, as long as she observes her restriction on the highest-level maneuvers she knows. A warshifter can swap only a single maneuver at any given level. A warshifter's primary initiator attribute is Wisdom, and each warshifter level is counted as a full initiator level.

Table: Warshifter Maneuvers

Level	Known	Readied	Stances	Max Level
1	3	3	1	1

2	4	3	1	1
3	5	3	1	1
4	6	4	2	2
5	6	4	2	2
6	6	4	2	2
7	7	4	3	3
8	7	4	3	3
9	8	4	3	4
10	8	5	3	4
11	9	5	4	5
12	9	5	4	5
13	10	5	5	6
14	11	5	5	6
15	11	6	5	6
16	12	6	5	6
17	13	6	5	6
18	14	6	5	6
19	14	6	5	6
20	15	7	5	6

Maneuvers Readied (Ex): A warshifter can ready all three of her three starting maneuvers, but as she advances in level and learns more maneuvers, she must choose which maneuvers to ready. She readies her maneuvers by practicing weapon drills or communing with the spirits of the beasts of the area. The maneuvers she chooses remain readied until she decides to repeat this act and change them. A warshifter does not need to sleep or be well rested to ready their maneuvers; any time she spends 10 minutes in meditation, she can change her readied maneuvers. She begins an encounter with all readied maneuvers unexpended, regardless of how many times she may have already used them since she chose them. When a warshifter initiates a maneuver, she expends it for the current encounter, so each of her readied maneuvers can be used once per encounter (until they are recovered, see below).

A warshifter may recover their maneuvers in one of two ways. A warshifter may open herself to the whispers of the beast spirits and recover one maneuver as a standard action. Alternatively, she may spend a full round action to recover maneuvers equal to her initiating modifier (minimum 2). In addition,

whenever a warshifter recovers maneuvers this way, she may use the *shapeshift* ability of the Alteration sphere on herself (and only herself) as a swift action.

Stances Known (Ex): A warshifter begins play with knowledge of one stance from any of her available disciplines. At the indicated levels (see class table), a warshifter selects an additional new stance. Unlike maneuvers, stances are not expended and she does not have to ready them. All the stances she knows are available to her at all times, and she can change the stance she is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, a warshifter cannot learn a new stance at higher levels in place of one she already knows.

This ability replaces quick transformation, extended transformation, greater transformation, and all bestial traits.

Arsenal Tricks

Bound Fang (Su): You may grow a natural weapon appropriate to your form. You may treat this natural weapon as a piece of bound equipment, using one of your instances of bound equipment. You may form and dismiss it as is usual for a bound or summoned weapon. You may form multiple natural weapons as bound weapons; each natural weapon occupies a piece of bound equipment. Additionally, add *wild fang* to the special qualities you may add to your bound and summoned weapons.

Morphic Weapon (Su): When summoning a weapon or a bound weapon, as part of the action required to summon it you may merge that weapon with a limb capable of wielding a weapon as per the Graft Weapon trait of the Morphic Weapon talent.

Wild: Add *wild* to the special qualities you may add to your bound and summoned armor and shields.

Bestial Traits

Adaptation (Ex): You suffer no harm from being in a hot or cold environment and can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. Your equipment is likewise protected. This trait doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

If you possess the flight bestial trait, you also are acclimated to living at high altitudes and treat your altitude zone as if it were one lower. At shifter level 10, you may treat it as two lower.

If you possess the home in water bestial trait, you also are immune to the pressures of the ocean and take no damage from water pressure.

Improved Spider Climb (Ex): (Requires Spider Climb) Your climb speed increases by 10 ft. You may climb virtually on any surface, no matter how slick or sheer. You can climb and travel on vertical surfaces or

even traverse ceilings as well as a spider does. You need not make Climb checks to traverse a vertical or horizontal surface (even upside down).

Grab (Ex): Choose one natural attack you possess. You gain the grab universal monster ability with this natural attack.

Graft Weapon (Su): You may spend a spell point and 1 minute to graft a weapon to a limb capable of wielding a weapon as per the Graft Weapon trait of the Morphic Weapon talent. This graft persists until the weapon is removed as a standard action.

Jumper (Ex): You add your level as an enhancement bonus on all Acrobatics skill checks made to jump. When making a jump in this way, the you are always considered to have a running start.

Leaping Attack (Ex): (Requires Jumper) You may make an Acrobatics check to jump as part of your charge. If your vertical height exceeds the height of your target, the target is flat-footed against the attacks granted by that charge and the critical threat range of your natural attacks is increased by 1. This increase stacks with and is applied after effects such as *keen* and Improved Critical.

Shape Weapon (Su): As a standard action you may spend a spell point to reshape a limb capable of wielding a weapon into a weapon you are proficient in as per the Shape Weapon trait of the Morphic Weapon talent. Use your shifter level to determine the effective caster level of this ability. This change persists until dismissed as a free action.

Spines (Ex): You grow spines, thorns, or spikes. These may be treated as armor spikes of their size (1d6 Medium, 1d4 Small, 20x2, piercing) but may be enhanced as natural weapons and may be wielded as a secondary natural weapon if beneficial.

Mystic Combats

Graft Weapon (Su): You may spend a spell point and 1 minute to graft a weapon to a limb capable of wielding a weapon as per the Graft Weapon trait of the Morphic Weapon talent. This graft persists until the weapon is removed as a standard action.

Form-Breaker (Su): You may spend a spell point as a swift action to empower your next attack with magical energies disruptive to shapechangers. If the attack successfully strikes a creature under a polymorph effect (such as *shapeshift*, *beast shape*, *polymorph*, or *change shape*), make an MSB check against the effect's MSD. You gain a +4 bonus on this check. If successful, the polymorph effect immediately ends and the target cannot benefit from polymorph effects for a number of rounds equal to your CAM.

MSD for Non-sphere Abilities

Some abilities in this book call for making MSB checks against a caster's MSD. A significant number of creatures with change shape and other similar polymorph abilities can be affected by these checks. If the polymorph effect targeted is from the Core Pathfinder Magic system, treat the MSD as the caster level + 11. If the effect is granted by a supernatural ability with no listed caster level, treat the creature's HD as their caster level, making their MSD equal to 11 + their HD.

Silvered Blade (Su): Any weapon you wield counts as silver. If you threaten a critical against a creature under a polymorph effect, you may spend a spell point to automatically confirm the critical.

Wrestler: You gain the Improved Unarmed Strike and Improved Grapple feats.

Section 3 – Basic Magic

“Nose of the hound, wings of the roc, elephants tusks, moles claws, giant’s strength, swarms spread; choose your form to suit your needs. Shrink to evade, to surprise, grow to control and destroy. Wings suit not in the water, fins will fail you in the earth. Have a shape for every occasion.” - Oros Thousand Faces

Alteration Sphere Talents

Aberrant Body

You may add the following additional traits to your forms:

Acid Spit: The target may launch a glob of acid as a ranged touch attack out to Close range, dealing 1d6 damage per 2 caster levels, plus an additional 1 damage per d6 for a number of rounds equal to $\frac{1}{2}$ your caster level (minimum 1). Spending a move action removing the acid stops the additional damage.

Gibbering: All creatures within 30 ft. of the target take a -2 penalty on concentration checks. This penalty increases by 1 per 5 caster levels.

Many Eyes: The target cannot be flanked.

Mucus: The target gains the ability to release a mucus cloud with a radius of 5 ft. +5 ft. per 5 caster levels that persists for 1 round per caster level unless dispersed by a strong wind. Once this ability is used, it cannot be used again for 1d4 rounds. Any creature that comes in contact with the cloud must make a Fortitude save with a DC of $10 + \frac{1}{2} \text{ HD} + \text{Constitution modifier}$ or become unable to breathe air but can breath underwater for 1 round per caster level or until they spend a standard action removing the mucus. A creature unable to breathe air that remains out of water begins to suffocate.

Roper Strands: The target gains a roper strand. This trait may be granted multiple times, granting an additional roper strand per additional trait.

As a standard action, (or full-round action if using multiple strands), the target may launch their strands, making one ranged touch attack per strand at a target within Close range. Each strands clings to the target, causing 1 Strength damage each round they remain attached (increasing by 1 die size per 5 caster levels; i.e. 1, 1d2, 1d3, 1d4, 1d6, etc.). A Fortitude save ($10 + \frac{1}{2} \text{ HD} + \text{Con modifier}$) negates this damage for the round. A creature cannot be affected more than once per round.

Strands have an HP, and Hardness equal to the effect's caster level, and a break DC, escape artist DC, and AC equal to $10 + \text{the effect's caster level}$. However, strands are instantly severed by any slashing damage, which bypasses its hardness automatically. Creatures connected by roper strands may not move away from each other, though may choose to move closer or laterally. Moving farther requires severing the strand with an attack, breaking it with a strength check, or

removing it with an escape artist check, or succeeding on a drag combat maneuver against the target they are connected to.

When two targets are connected by a strand, they may make drag combat maneuver checks against each other at range without provoking attacks of opportunity. If a strand is broken, the target instantly regrows the strand, and may still make strand attacks.

Aerial Agility

You may add the following additional traits to your forms:

Hover: The target can halt its movement while flying, allowing it to hover without needing to make a Fly check.

If the target is Large or larger and hovers within 20 ft. of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 ft. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 ft. Creatures have concealment at 15 to 20 ft. (20% miss chance). At 25 ft. or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature). (Requires a fly speed)

Improved Maneuverability: The target's flight maneuverability improves by one step. This trait can be taken multiple times, the effects stack to a maximum of perfect maneuverability. (Requires a fly speed)

Wingover: Once each round, the target can turn up to 180 degrees as a free action without making a Fly check. This free turn does not consume any additional movement. (Requires a fly speed)

Agile Transformation

You may add the following additional traits to your forms:

Dodge: The target gains a +2 dodge bonus to AC. This stacks with other sources of dodge bonuses.

Evasion: The target gains incredible reflexes. When the target makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. This ability does not function when wearing medium or heavier armor.

Initiative: The target gains quickened reactions, granting a +4 competence bonus to initiative.

Uncanny Dodge: The target gains extraordinary reactions, granting Uncanny Dodge as the rogue ability. The target is no longer flat-footed at the start of combat nor loses Dexterity to AC against invisible attackers. If the target is granted this trait a second time or already has the Uncanny Dodge ability from another source, they instead gain Improved Uncanny Dodge as the rogue ability. The target can no longer be flanked. This defense denies a rogue the ability to sneak attack the target by flanking, unless the attacker has at least four more rogue levels than the target has hit dice.

Anarchic Transformation

You may grant the form of a chaotic outsider with your *shapeshift*. The target gains a 10 ft. land speed, a +2 natural armor bonus which increases by 1 per 5 caster levels, darkvision 60 ft., resistance to acid, electricity, and sonic damage equal to half your caster level (minimum 1), and radiates an aura of chaos as a cleric of a level equal to your caster level. Additionally, you may choose three of any of the following: a pair of legs granting 30 ft. land speed, increasing by 10 ft. per additional pair, a pair of arms that can manipulate objects as a human's can, a head (each additional head grants a +2 bonus on Perception checks), a tail, a tentacle natural attack (secondary, 1d4 Medium, 1d3 Small). These options may be chosen more than once. The base form does not possess legs, so cannot be tripped unless legs are added.

You may also grant the following traits to your forms:

Resist Elements: Elemental resistance to acid, electricity, and sonic equal to your half your caster level (minimum 1).

Chaotic Skin: The target gains DR 2/lawful. This improves by 1 per 5 caster levels.

Aquatic Mastery

You may add the following additional traits to your forms:

Jet: The target can swim backward as a full-round action at four times their swim speed. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so. (Requires a swim speed)

Keen Scent: The target can notice other creatures by scent in a 180-ft. radius underwater and can detect blood in the water at ranges of up to a mile.

Ink Jet: Once per minute, the target may shoot a jet of ink. In water, this creates a 10 ft. radius sphere that provides total concealment and persists for 1 minute. On land, this is a ranged touch attack with a 10 ft. range increment and a maximum range of 50 ft. that forces a struck creature to make a Reflex save (DC 10 + $\frac{1}{2}$ HD + Constitution modifier) or be blinded for 1d6 rounds or until they spend a standard action removing the ink from their eyes.

Axiomatic Transformation

You may grant the form of a lawful outsider with your *shapeshift*. The target gains a head, 2 legs and 2 arms with hands that can manipulate objects as a human's can, two slam attacks (primary, 1d6 Medium, 1d4 Small), and a 30 ft. move speed. The target gains a +2 natural armor bonus which increases by 1 per 5 caster levels, darkvision 60 ft., damage reduction against nonlethal damage equal to half your caster level (minimum 1), and radiate an aura of law as a cleric of a level equal to your caster level.

You may also grant the following traits to your forms:

Unstoppable: The target gains damage reduction against nonlethal damage equal to half your caster level (minimum 1).

Armor of Law: The target gains DR 2/chaotic. This improves by 1 per 5 caster levels.

Axiomatic Mind: The target gains a +1 racial bonus against mind affecting and death effects.

Bully

You may add the following traits to your forms:

Powerful Charge: Choose one natural attack the target possesses. When charging, that attack deals damage as if it were one size larger and receives 1 ½ times the target's Strength bonus to damage instead of 1 times.

Pull: Choose one natural attack the target possesses. On a successful attack against a creature of equal or smaller size, that creature is moved up to 5 ft. plus 5 ft. per 10 caster levels closer. This movement does not provoke an attack of opportunity and is halted if it would move them into a solid object or another creature.

Push: Choose one natural attack the target possesses. On a successful attack against a creature of equal or smaller size, the target may make a free bull rush check that does not provoke an attack of opportunity.

Celestial Transformation

You may grant the form of a celestia outsider with your *shapeshift*. The target gains a head, 2 legs and 2 arms with hands that can manipulate objects as a human's can, and a 30 ft. move speed. The target gains a +2 natural armor bonus which increases by 1 per 5 caster levels, darkvision 60 ft., resistance to acid, cold, and electricity equal to half your caster level (minimum 1), and radiate an aura of good as a cleric of a level equal to your caster level.

You may also grant the following traits to your forms:

Resist Elements: The target gains elemental resistance to acid, cold, and electricity equal to your half your caster level (minimum 1).

Celestial Skin: The target gains DR 2/evil. This improves by 1 per 5 caster levels.

Construct Transformation

You may grant the form of a construct with your *shapeshift*. The form has a head, two arms, two legs, and a 20 ft. move speed. The target gains 2 slam attacks (primary, 1d6 Medium, 1d4 Small), and natural armor equal to 4 + 1 per 5 caster levels.

At caster level 5th your natural attacks are treated as silver and cold iron for the purpose of bypassing damage reduction. At 10th level this improves to counting as adamantine.

You may also grant the following traits to your forms:

Construct Plating: The target gains DR 2/adamantine. This improves by 1 per 5 caster levels.

Spell Resistance: The target gains spell resistance equal to 10 + caster level. This trait costs an additional spell point.

Extreme Adaptation

You may add the following additional traits to your forms:

Altitude Immunity: The target is acclimated to living at high altitudes and additionally can treat its altitude zone as one lower, plus an additional 1 lower per 10 caster levels.

Breathless: The target may survive without air. The target becomes immune to effects that require breathing (such as inhaled poison), can survive underwater, or even in a vacuum (though does not provide protection from extreme cold or other conditions that may be encountered in such an environment). This does not give immunity to cloud or gas attacks that do not require breathing. Granting this trait costs an additional spell point.

Endure Weather: The target suffers no harm from being in a hot or cold environment and can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected. This trait doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Pressure Immunity: The target is immune to the pressures of the ocean and takes no damage from water pressure.

Fey Transformation

You may grant the form of a fey with your *shapeshift*. The target gains a head, 2 legs and 2 arms with hands that can manipulate objects as a human's can, and a 30 ft. move speed. The target gains a +2 natural armor bonus which increases by 1 per 5 caster levels, low-light vision, and DR 3/cold iron + 1 per 5 caster levels. Additionally, the target may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed without taking damage or suffering impairment. This has no effect on magically manipulated terrain.

You may also grant the following traits to your forms:

Fey Skin: The target gains DR 3/cold iron. This improves by +1 per 5 caster levels.

Wild Empathy: The target may improve the initial attitude of an animal within 30 ft. using Diplomacy. The target gains a bonus equal to half your caster level on this check. Typically domestic animals start as indifferent and wild animals start as unfriendly and the check takes 1 minute. This ability may be used to influence a magical beast with an Intelligence score of 1 or 2, but the check takes a -4 penalty. If you spend an additional spell point when granting this trait, this check may be performed as a standard action and the penalty for influencing magical beasts is removed.

Woodland Stride: The target may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed without taking damage or suffering impairment. This has no effect on magically manipulated terrain.

Fiendish Transformation

You may grant the form of a fiendish outsider with your *shapeshift*. The target gains a head, 2 legs and 2 arms with hands that can manipulate objects as a human's can, and a 30 ft. move speed. The target gains a +2 natural armor bonus which increases by 1 per 5 caster levels, darkvision 60 ft., resistance to cold and fire equal to half your caster level (minimum 1), and radiate an aura of evil as a cleric of a level equal to your caster level.

You may also grant the following traits to your forms:

Resist Elements: Elemental resistance to cold and fire equal to your half your caster level (minimum 1).

Fiendish Armor: The target gains DR 2/good. This improves by +1 per 5 caster levels.

Lingering Transformation

Your *shapeshift* effects linger for 2 additional rounds after you stop concentrating. Additionally, when you spend a spell point to continue your *shapeshift* without concentration, the duration is doubled. This increase stacks with the Extend Spell metamagic feat and other similar effects.

Mimicry

You may study a creature you can see as a full-round action or spend a spell point to instead study it as a swift action. For the next hour or until you study another creature, you gain a single Alteration talent corresponding to the creature or one of the creature's apparent features. A creature you have studied with this feat counts as being familiar for the purposes of the Perfect Imitation talent and the mimicry trait of the Vocal Transformation talent.

Morphic Weapon

You may add the following traits to your forms:

Shape Weapon: Choose one limb capable of wielding a weapon. You may transform this limb into a weapon the target creature is proficient with. This weapon cannot be disarmed and gains an enhancement bonus equal to $\frac{1}{4}$ of your caster level (min 0). Ranged weapons produced this way do not come with ammunition. A two-handed weapon still requires an additional limb to wield. This weapon is treated as a manufactured weapon with hardness equal to your caster level. Treat the weapon as having its own hp, normal for a weapon of its type, for purposes of effects that would damage or sunder it. If this weapon has the broken condition when the shapeshift ends, any attacks or skill checks made with the corresponding limb take a -2 penalty to attack rolls for 24 hrs. A DC 15 heal check or magical healing equal to the hit points the weapon possessed remove this penalty.

Graft Weapon: Choose one limb capable of wielding a weapon that is holding a weapon that can be used in one hand. You may graft the weapon held by this limb into the limb itself. A grafted weapon cannot be disarmed and may be treated as a primary natural weapon. The target loses other uses of this limb and may take skill check penalties as a result. A grafted weapon may be damaged and sundered as normal.

Object Transformation

You may spend a spell point to grant the form of an object with your *shapeshift*. The target gains the appearance of a single simple object composed of vegetable matter such as wood, hemp, or cotton. The target has no functional limbs and has a 20 ft. move speed, but retains its normal senses and gains a slam attack (primary, 1d6 medium, 1d4 small). Like an object, the target takes half damage from energy and ranged attacks. The target gains hardness equal to either half your caster level or the hardness of the mimicked material, whichever is lower and a 25% ability to ignore critical hits and precision damage, which increases by 25% per 5 caster levels to a maximum of 100%.

You may take this talent twice. Upon taking it a second time, you may gain the ability to emulate other materials per the below table and to grant the form of complex objects. Complex objects, such as those

with moving parts, require an appropriate Craft check at the object's craft DC. Failure means the target is not useable as an object.

Caster Level	Material
1st	Ice, stone
5th	Basic metals (iron, steel, copper)
10th	Precious metals (gold, silver)
15th	Gems, specialty metals (cold iron, mithral)

A creature under the effect of this talent does not truly become an object, thus is not a valid target for the Enhancement sphere Animate Object talent or similar effects. A creature that takes the form of a ranged weapon must be supplied with ammunition as normal, but is capable of loading and firing itself. A creature under the effects of this talent that is used as ammunition is not destroyed when used as ammunition, but takes damage equal to the damage dealt by the attack it was used for.

You may add the following traits to your forms:

Freeze: The target may take 20 without a time increase on its Stealth check to hide in plain sight as an inanimate object that matches its shape. (Requires the form of an object or construct)

Odiferous

You may add the following additional traits to your forms:

Nauseating Spray: Once per minute, as a standard action the target may spray noxious chemicals in a 15 ft. cone. Any creature in this cone must make a Fortitude save with a DC of $10 + \frac{1}{2} \text{ HD} + \text{Constitution modifier}$ or be sickened for 1d6 rounds. If you spend an additional spell point when granting this trait, the affected creatures are nauseated for 1d6 rounds on a failed save and sickened for 1 round on a successful save. The size of the cone increases by 5 ft. per 5 caster levels. This counts as a poison effect.

Inured: The target gains a +2 competence bonus on any save to resist the sickened and nauseated conditions and against poison effects. This bonus increases by +1 per 4 caster levels.

Stench: The target secretes a stinking chemical offensive to most living things. Any creature adjacent to the target must make a Fortitude save or be sickened until 1d6 rounds after they are no longer adjacent. A creature that saves against this effect is immune to any instance of it from the same caster for 24 hrs. This is a poison effect.

Ooze Transformation

You may spend a spell point to grant the form of an ooze or slime creature with your *shapeshift*. As an ooze's body is mutable, they possess no limbs or natural attacks, and additional limbs or natural attacks cannot be added to this form through traits. The target gains a 20 ft. move speed, a +4 natural armor bonus that increases by +1 per 5 caster levels, a slam attack (primary, 1d6 Medium, 1d4 Small, plus 1d4 acid), and a 25% ability to ignore critical hits and precision damage, which increases by 25% per 5 caster levels to a maximum of 100%. The target is blind but gains blindsight out to 60 ft. and is immune to gaze attacks, visual effects, visual illusions, and other attack forms that rely on sight unless gaining eyes from another source. Ooze forms have no legs so cannot be tripped. Additionally, the target can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing. The target also gains one of the following packages depending on which ooze or slime is being mimicked:

Amoeba, Giant

The target gains a 20 ft. swim speed, and the ability to breathe underwater.

Gelatinous Cube

The target gains and is transparent, granting a +5 circumstance bonus to Stealth checks. It also gains a resistance to electricity equal to the effect's caster level.

Jelly

The acid damage from the target's slam only affects organic material and not stone or metal. The acid does 1d6 damage to any clothing and non-metal armor a creature is wearing on a successful attack, and 1d6 damage to any wooden weapon that successfully attacks the jelly. This damage bypasses the material's hardness. The target also gains a resistance to electricity equal to the effect's caster level.

Pudding

The acid damage from the target's slam only affects organic material and not stone or metal. This damage bypasses the material's hardness. You gain a climb speed of 20 ft.

You may add the following traits to your forms:

Fluid Body: The target can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Engulf: The target can engulf creatures in its path. As a standard action, the target may move up to its speed and attempt to engulf anything in its path. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 10 + $\frac{1}{2}$ HD + Strength modifier) to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and take slam damage from the target each round. An engulfed creature may attempt to escape as if escaping a pin. (Requires the form of an ooze or slime)

Orb Transformation

You may grant the form of a floating sphere, helmet, or similar shape with your *shapeshift*. The target gains a 5 ft. move speed and has no limbs, though may benefit from traits requiring a head as if it had one and may not be tripped or beheaded (such as by a vorpal weapon) unless gaining legs or a head, respectively, from another source. The target gains a +2 dodge bonus to AC which increases by 1 per 5 caster levels, and a slam attack (primary, 1d6 Medium, 1d4 Small).

Additionally, the target may float up to 5 ft. plus 5 ft. per 5 caster levels above the ground, with a 30 ft. horizontal movement speed. This improves by 5 ft. for each 5 additional caster levels. When floating this way, fly checks are not required to hover or change direction. When falling the target may choose to descend at a slower rate to control its fall and to negate all falling damage it would take. Each round it descends 30 ft., and may move in another direction for 30 ft. It may choose to drift sideways, gliding forwards while descending, or down, safely increasing its rate of descent. It may even choose to drift 'upwards' to reduce its rate of descent, even allowing it to negate it entirely and hover midair. At caster level 7, this speed becomes a fly speed with maneuverability (perfect). This levitation and flight is a

supernatural ability. A creature in the form of an orb counts as one size smaller for the purposes of stealth and squeezing into small places.

You may add the following traits to your forms:

Float: The target may float up to 5 ft. plus 5 ft. per 5 caster levels above the ground, moving at 30 ft. This improves by 5 ft. for each 5 additional caster levels. When falling the target may choose to descend at a slower rate to control its fall and to negate all falling damage it would take. Each round it descends 30 ft., and may move in another direction for 30 ft. It may choose to drift sideways, gliding forwards while descending, or down, safely increasing its rate of descent. It may even choose to drift 'upwards' to reduce its rate of descent, even allowing it to negate it entirely and hover midair.

Perfect Imitation

Your Alteration sphere abilities allow targets to imitate individual creatures with which you are familiar. The +10 circumstance bonus on Disguise checks provided by the Alteration sphere applies to Disguise checks to appear as that specific individual. This bonus does not stack with the bonus to Disguise checks from similar effects (the *disguise self* spell, illusionary disguise talent of the Illusion sphere, the Realistic Likeness feat, etc.). Your control is detailed and specific enough to allow you to merge your clothing and armor with your body and replicate the appearance of other clothes, armor, and even jewelry. Such articles cannot be removed from the creature's possession as they are formed from the target's body. As usual, merged armor provides no AC and any merged equipment cannot be accessed. Additionally, the option to alter a target's cosmetic appearance with Blank Form no longer requires a trait if not assuming the guise of a specific individual.

You may add the following traits to your forms:

Camouflage: Your target may shift its coloration to mimic its environment, granting a +5 circumstance bonus to Stealth checks.

Powerful Limbs

You may add the following traits to your form:

Powerful Arms: Choose one pair of limbs the target possesses capable of wielding a weapon. With these limbs, you may wield weapons of one size larger without penalty. This does not stack with other effects that allow you to wield larger weapons without penalty, such as powerful build. Additionally, the target increases its overhead lifting capacity by 50%.

Powerful Claws: Choose one natural attack the target possesses (or pair of natural attacks if granted in pairs such as claws, talons, pincers, etc.). The selected attack or attacks deals damage as if it were one size larger. This size increase stacks with other effects that increase actual and effective size, such as the Size Change Alteration sphere talent or the Encompassing Light talent of the Light sphere.

Powerful Legs: The target is always considered to have a running start when making Acrobatics checks to jump and treat its move speed as if it were 10 ft. plus 5 ft. per 5 caster levels higher when determining the bonus or penalty to jump checks from movement speed. Additionally, the target's carrying capacity is increased by 50%.

Protean Mastery

You may add the following traits to your forms:

Belated Shift: You may spend an additional spell point to leave one trait option unassigned. You may assign any valid trait to this slot at any time as a swift action, or spend a spell point to do so as an immediate action. Once assigned, the trait persists for 1 minute and cannot be changed again until 1 minute after expiring.

Close Wounds: The target gains the ability to end any ongoing bleed effects it suffers from as a swift action.

Lycanthropic Hide: The target gains DR 3/silver. This improves by +1 per 5 caster levels.

Shift Organs: The target gains a 25% ability to ignore critical hits and precision damage, which increases by 25% per 10 caster levels, to a maximum of 100%.

Prickly

You may add the following traits to your forms:

Spines: The target grows spines, quills, or thorns. These may be treated as armor spikes of their size (1d6 Medium, 1d4 Small, 20x2, piercing) but may be enhanced as natural weapons and may be wielded as a secondary natural weapon if beneficial.

Spine Launch: You may launch spines as a thrown weapon (1d6 Medium, 1d4 Small, 20x2, piercing) with a range increment of 20 ft. You may draw the spines as a free action and throw them for any attacks you are entitled to normally. Launched spines regenerate at the end of your turn. (Requires spines)

Piercing Tail: Choose one tail slap attack. You may choose to have this tail slap count as a primary natural attack. This attack deals piercing damage (2d6 Medium, 1d8 Small). (Requires Tail Slap)

Razor Claws: Choose one type of natural attack that does piercing or slashing damage (bite, claw, etc.). This type of natural attack deal 1 point of bleed damage plus 1 per 5 caster levels. This bleed damage stacks with itself but not other sources of bleed damage.

Retain Ability

Choose one extraordinary or supernatural ability dependant on your target's base form (darkvision, scent, racial breath weapon, etc.). You may choose to allow the target to retain this ability in place of a trait you would normally grant them as part of your *shapeshift*.

Serpentine Transformation

You may grant the form of a serpent with your *shapeshift*. The target has a head, no limbs, and a tail, but is treated as a quadruped for the purpose of carrying capacity. The target receives a 40 ft. move speed, a climb speed of 20 ft., low-light vision, a +2 natural armor bonus that increases by 1 per 5 caster levels, and a bite attack (primary, 1d6 Medium, 1d4 Small). Serpent forms have no legs so cannot be tripped unless gaining legs from another source. In addition, the target gains one of the following packages depending on which serpent is being mimicked:

Constrictor

You gain the grab ability and can automatically attempt to grapple a target after making a successful bite attack and gain the constrict special attack (1d6 Medium, 1d4 Small, plus Strength modifier). You gain the normal +4 bonus on checks made to start and maintain a grapple from the grab ability. This bonus increases by 1 per 5 caster levels.

Poisonous

When you make a successful bite attack you automatically attempt to poison your target (save Fort DC 10 + $\frac{1}{2}$ Hit Dice + Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save).

You may add the following trait to your forms:

Death Roll: You may, upon succeeding on a grapple check to deal damage with your bite attack, make an additional grapple check as a free action. If successful, the target is prone. This additional grapple check does not count toward maintaining the grapple, and doesn't add any other effects (such as constrict) beyond knocking the target prone.

Strangle: An opponent grappled by the target cannot speak or cast spells with verbal components.

Swallow Whole: The target gains the swallow whole ability, dealing 1d6 bludgeoning damage plus an additional 1d6 acid damage per 3 caster levels. The target may swallow creatures up to one size smaller than themselves. This trait may be taken twice; the second time allows the target to swallow creatures up to their own size and grants a bonus to CMB and CMD equal to 1 plus 1 per 3 caster levels on grapple checks made to swallow creatures or to prevent them from escaping once swallowed. More than one creature may be swallowed at a time, but may not exceed the maximum total size that can be swallowed, counting two tiny creatures as one small creature, two small creatures as one medium creature, etc.

A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. The amount of cutting damage required to get free is equal to $\frac{1}{10}$ the creature's total hit points. This damage is inflicted on the swallowing creature as normal. The Armor Class of the interior of a creature that swallows whole is 10 + $\frac{1}{2}$ its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again. (You must possess a bite attack with the grab ability to gain this trait.)

Swarm Transformation

You may spend a spell point to grant the form of a swarm of creatures with your *shapeshift*. The swarm can be composed only of Tiny creatures. This size cannot be altered by the Size Change trait, *enlarge person*, or other effects. The target gains a move speed of 20 ft. plus 5 ft. per 5 caster levels and can move through small holes and openings that are large enough for the individual creatures. The swarm fills a 10 ft. square (or cube if flying) and has a reach of 0. The target gains a 25% ability to ignore critical hits and precision damage, which increases by 25% per 5 caster levels to a maximum of 100%. The swarm has the distraction ability, forcing any creature that takes swarm damage must make a Fortitude

save with a DC of $10 + \frac{1}{2} \text{ HD} + \text{Constitution modifier}$ or be nauseated for 1 round. Spellcasting or concentrating on spells within the area of a swarm requires a MSB check ($\text{DC } 20 + \frac{1}{2} \text{ caster level}$). Using skills that involve patience and concentration while in the swarm requires a DC 20 Will save.

Natural attacks cannot be added to this form through traits. The target may choose to ignore any creatures in its space, choosing to not deal the swarm damage, force MSB checks to cast spells, or force Will saves to skills. The swarm form is incapable of performing combat maneuvers and they cannot be tripped, grappled, or bull rushed. Creatures in swarm form take 50% more damage from effects that affect an area. Creatures in swarm form do not threaten creatures, and do not make attacks of opportunity with their swarm attack.

The swarm automatically deals 1d6 plus Constitution modifier damage to any creature whose space it occupies at the end of its turn. This damage increases by 1d6 per 5 caster levels and may be modified by traits that require a natural attack (such as *poison* from the Vermin Transformation talent) but not those that modify natural attacks (such as powerful claws from the Powerful Limbs talent). A creature that retains a natural attack (such as a shifter via a bestial trait) cannot use this natural attack, but uses d8 for its swarm damage. Swarm attacks are not subject to a miss chance for concealment or cover. The appearance of the individual creatures in the swarm may correspond to the shapes of any creature for which you possess the appropriate talent to imitate.

You may add the following traits to your forms:

Divided Self: The target gains a +4 bonus on saves against effects that target individual creatures. (Must have the form of a swarm)

Twisted Transformation

You may spend a spell point to have your *shapeshift* deal 1d6 per two caster levels (minimum 1d6) untyped damage to all targets that fail their save against the *shapeshift*.

You may add the following traits to your forms:

Flesh Pocket: You rearrange internal organs and muscles to create a pocket inside the target's body, usually in the abdomen. The opening to the pocket resembles a large scar. The pocket can hold creatures and objects up to two sizes smaller than the target. The target gains a +20 circumstance bonus to concealing items in their flesh pocket.

Seal Eyes: The target must pass a Fortitude save or have its eyes sealed, blinding it.

Twist Legs: The target must pass a Fortitude save or have one movement speed reduced by 10 ft. plus 5 ft. per 5 caster levels, to a minimum of 5 ft.

Wrench Stomach: The target must pass a Fortitude save or be sickened while the *shapeshift* lasts or for a number of rounds equal to your caster level, whichever is shorter. If you spend an additional spell point, the target is instead nauseated on a failed save and sickened for one round on a successful save.

Vitality

You may add the following traits to your forms:

Fast Healing: You may spend an additional spell point to grant the target fast healing 1, increasing by +1 per 10 caster levels.

Note on unlimited healing: GMs that wish to have limited healing in their campaigns should not allow the Fast Healing trait to be made permanent, along with various limits placed on available items from the Life sphere.

Glow of Health: The target gains a +2 racial bonus on saves versus death effects, negative energy, poison, and disease, increasing by +1 per 10 caster levels.

Sleepless: The target gains immunity to magical sleep effects as the elf racial ability.

Vocal Transformation

You may add the following traits to your forms:

Gift of Speech: The target may speak and supply verbal spell components normally, even if in a form that would normally prevent this.

Mimicry: The target may perfectly imitate voices and sounds with which it is familiar. The target gains a +10 bonus on Disguise checks to imitate a creature type, individual, or object that they have listened to for at least 10 minutes. These 10 minutes do not have to have been during the duration of the *shapeshift*. This bonus does not stack with the bonus to Disguise checks from *shapeshift*, but does increase the bonus to Disguise to imitate a specific individual with the Perfect Imitation talent to +15. (Must be able to speak)

Roar: The target may roar, howl, growl, or make other threatening vocalizations as a standard action to make an Intimidate check to demoralize all foes within 30 ft. that can hear the sound. This trait may be taken a second time to reduce this to a move action.

Vocal Theft: The target becomes unable to speak and may not supply vocal spell components or make Perform checks that require singing or speaking.

Creature Types and Form Talents

Throughout this book, various abilities require correlating creature types and subtypes to their respective form talents. The table below connects various creature types to the appropriate talent. In the case of the animal and magical beast types, general descriptions of their forms are used in the absence of defined subtypes to better match the available talents. Note that there may be specific cases where an unusual creature fits poorly with the form granted by the talent corresponding to its type. In these cases it is up to the GM to discern the most suitable talent.

Creature Type	Form Talent
Aberration	Various base forms as appropriate, Tentacles and Aberrant Body talents may be helpful
Animal or Magical Beast (Aquatic)	Aquan Transformation*
Animal or Magical Beast (Avian)	Avian Transformation*
Animal or Magical Beast (Burrowing)	Subterranean Transformation*
Animal or Magical Beast (Quadrupeds)	Animalistic Transformation*
Animal or Magical Beast (Serpentine)	Serpentine Transformation
(Any) Swarms	Swarm Transformation
Construct	Construct Transformation
Dragon	Dragon Transformation*
Humanoids	Anthropomorphic Transformation*
Fey	Fey Transformation
Outsider (Chaotic)	Anarchic Transformation
Outsider (Good)	Celestial Transformation
Outsider (Evil)	Fiendish Transformation
Outsider (Elemental)	Elemental Transformation*
Outsider (Lawful)	Axiomatic Transformation
Ooze	Ooze Transformation
Plant	Plant Transformation*
Undead	Undead Transformation*
Vermin or Vermin-like Magical Beasts	Vermin Transformation*

*Published in *Spheres of Power*

Form Talents and Casting Ability

Various forms have differing inherent ability to speak and limbs more or less suitable for supplying the fine gestures required for somatic spell components. Certain traits can bypass these limitations, such as using the Extra Limbs talent to grant arms or the Vocal Transformation talent to grant speech.

Form Talent	Able to Speak/Supply Verbal Components	Supply Somatic Components
Anarchic Transformation	Yes	No
Animalistic Transformation*	No	No
Anthropomorphic Transformation*	Yes	Yes
Aquan Transformation*	No	No
Axiomatic Transformation	Yes	Yes

Celestial Transformation	Yes	Yes
Construct Transformation	No	Yes
Dragon Transformation*	Yes	Yes
Elemental Transformation*	Yes	Yes
Fey Transformation	Yes	Yes
Fiendish Transformation	Yes	Yes
Object Transformation	No	No
Ooze Transformation	No	No
Orb Transformation	No	Yes
Plant Transformation	No	No
Subterranean Transformation*	No	No
Undead Transformation*	Yes	Yes
Vermin Transformation*	No	No

*Published in *Spheres of Power*

Section 4 – Advanced Magic

Advanced Talents for the Alteration Sphere

“A griffon, very impressive. But have you ever been a spoon? Broaden your horizons, child. I once swallowed an entire elephant as a spoon. Or was it a platypus? I get those confused.” - Jackdaw, Protean

“Your lessons have only begun child. Look around you, what do you see? Now, what can you become?” - Oros Thousand Faces

Diffuse Swarm

Prerequisites: Alteration sphere, Swarm Transformation, 10th caster level or higher.

When using swarm transformation, you may reduce the size of the creatures in the swarm to Diminutive. At 15th level, you may choose to reduce their size to Fine. Diminutive and Fine swarms are immune to weapon damage.

Energy Manipulation

Prerequisites: Alteration sphere, any talent granting energy resistance as a trait option, 10th caster level or higher.

You may spend an additional spell point to add the following traits to your forms:

Energy Immunity: You may grant the target immunity to one energy type to which it has resistance.

Vulnerability: You may grant the target vulnerability to one energy type. Calculate this effect after any existing resistance. If the target is immune to the energy type, this trait has no effect.

Extreme Transformation

Prerequisites: Alteration sphere, Greater Transformation, 5th caster level or higher.

Increase the number of traits you may apply with your *shapeshift* by 1. This stacks with the increase from Greater Transformation. This talent may be taken once, then one additional time at 10th caster level and every 10 caster levels thereafter. Its effects stack.

Fusion

Prerequisites: Alteration sphere, Mass Alteration, 5th caster level or higher.

You may spend a spell point to target two creatures adjacent to each other with your *shapeshift* and merge them together into one amalgamated body.

- The amalgamated body has the current and maximum hit points of either creature at your choice, increasing its current and maximum hit points by those of the other creature for the duration of the fusion effect.
- You may choose one body to be the dominant body.
- The amalgamated creature retains the physical form, and extraordinary and supernatural abilities arising from that form, as well as the physical statistics, Fortitude and Reflex saves, initiative, and base attack bonus of the dominant body.
- The physical ability modifiers of the merged body are gained as enhancement bonuses to the dominate body's physical ability scores.
- At the caster's discretion, the dominant body may also gain the natural attacks and special abilities of the merged body by forgoing gaining any additional traits.
- The equipment of the dominant body is retained (unless also applying a form talent), with the other creature's equipment merging.
- The amalgamated creature may only benefit from one item per magic item slot as usual, with merged equipment becoming dormant when two items share a slot.
- Both of the base creature's minds remain independent, retaining mental ability scores and Will saves and are capable of taking purely mental actions, but they act on the same initiative.

Only one mind can control the amalgamated body at a time. At the start of their turn, if the base creatures do not agree which is to be in control, they may make opposed Will saves to take control of the body that round, but the body is staggered and takes a -4 penalty to Reflex saves and AC from the confusion. Mindless creatures are unable to contest the control of an intelligent creature but two mindless creatures will always contest each other's control when fused. Effects that allow a Will save target the mind currently controlling the body. Ongoing magical effects on the base creatures overlap. Traits and form talents may be added to the amalgamated creature as normal. Should this ability fail to affect either target (whether by successful save, spell resistance, or other cause), the effect fails. If the amalgamated creature is killed, the effect ends and both creatures die. The appearance of the merged body may be dictated within the normal limits of *shapeshift*. Forms and traits may be granted to the merged creature as normal for *shapeshift*.

If either target creature is suffering the effects of a disease, poison, or ongoing spell effect, the amalgamated body immediately receives a new save at a +4 bonus unless both creatures are under the same effect. If the dominant body possesses immunity to such an effect, the effect is suspended until the fusion ends, though its duration is expended as normal. Ability damage, drain, or penalty to the physical

statistics of the dominant body are retained, but those to mental ability scores continue to affect each creature individually.

When this effect ends, any hit point damage, ability damage, ability drain, or other such penalty incurred is split evenly between the two creatures (round up). If this damage would be sufficient to reduce either creature to death, that creature is instead reduced to 1 hit point above its death threshold and is stable, with the excess damage transferred to the other creature. If the transferred damage would kill that creature, then both creatures are reduced to 1 hit point above their death threshold and are stable. If it would reduce any ability score below 0, or 1 in the case of Constitution, or if the creature does not have that ability score (such as undead and constructs lacking a Constitution score), any excess is transferred to the other creature, to a minimum of 0, or 1 in the case of Constitution. Any spell effects, poisons, diseases, or other effects that affected the amalgamated creature continue to affect both creatures, but durations are halved and any subsequent saves are made at a +4 bonus. If the space available at the end of this effect cannot accommodate both creatures, they may make opposed Will saves. The loser is shunted to the nearest empty space, taking 1d6 damage per 10 ft. of solid material it passes through.

Homogenize

Prerequisites: Alteration sphere, Twisted Transformation, 15th caster level or higher.

You may spend an additional spell point to increase the damage from twisted transformation to 10 damage per caster level, with a Fortitude save to negate this increase. A creature reduced to 0 hp or below by this ability becomes a homogenous pool of organic material.

Manipulate Healing

Prerequisites: Alteration sphere, Vitality, 10th caster level or higher.

You may spend an additional spell point to add the following traits to your forms:

Regenerate Flesh: In addition to the normal healing from the fast healing option of the Vitality talent, the target's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. The physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. (Requires fast healing)

Block Healing: You may remove any fast healing or regeneration the target possesses. Additionally, any attempt to magically heal the target requires an MSB check against your MSD.

Transform Object

Prerequisites: Alteration sphere, Object Transformation, 1st caster level or higher.

You may spend a spell point to target objects with your *shapeshift*. You may not apply Blank Form to an object. Use the base statistics of an animated object of the object's size to determine the resulting creature's statistics. The object obeys your command and understands your language, but as it is not intelligent, it can only obey simple commands such as 'move', 'fight', 'guard', 'stop', etc. Transformed objects do not gain any construct points. They take full damage from attacks and energy effects, and lose any hardness they possess while transformed. The size of object you can transform is given in the table below:

<i>Caster Level</i>	<i>Size</i>	<i>Sample Object</i>	<i>Hit Dice</i>
1	Tiny	Candelabra	1d10
5	Small	Chair	2d10+10
10	Medium	Cage	3d10+20
15	Large	Statue	4d10+30
20	Huge	Wagon	7d10+40
25	Gargantuan	Catapult	10d10+60

Size Mastery

Prerequisites: Alteration sphere, Size Change, 15th caster level or higher.

When using the Size Change talent, you may spend an additional spell point to increase the granted size to Gargantuan or decrease it to Fine. At caster level 20, you may instead spend two additional spell points to increase the granted size to Colossal. See **Table: Enlarge** and **Table: Reduce** below for cumulative statistic changes:

Table: Enlarge

<i>Adjusted Size</i>	<i>Str</i>	<i>Dex</i>	<i>Con</i>
Diminutive	-	-2	-
Tiny	+2	-2	-
Small	+4	-2	-
Medium	+2	-2	-
Large	+4	-2	+2
Huge	+4	-2	+2
Gargantuan	+4	-	+2
Colossal	+4	-	+2

Table: Reduce

<i>Adjusted Size</i>	<i>Str</i>	<i>Dex</i>	<i>Con</i>
Fine	-	+2	-
Diminutive	-2	+2	-
Tiny	-4	+2	-
Small	-2	+2	-
Medium	-4	+2	-2
Large	-4	+2	-2
Huge	-4	-	-2
Gargantuan	-4	-	-2

Star-Spawn Transformation

Prerequisites: Alteration sphere, Aberrant Transformation, 5th caster level or higher.

You may spend an additional spell point to add the following traits to your forms:

Starflight: You may grant the target the ability to survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion). (Requires fly speed, CL 15th)

Impossible Geometries: You may grant the target the appearance of impossible geometries, making its apparent and actual positions different. This grants a 2% miss chance per caster level against all attacks. The *true seeing* spell or True Seeing Divination sphere talent can defeat this miss chance, but any creature that looks upon the target while under the aforementioned effects must succeed at a Will save equal to your Alteration sphere DC or be staggered for 1d4 rounds (this is a mind-affecting effect). (Requires 10th caster level or higher)

If you possess the Mind sphere, you may spend an additional spell point to add the following traits to your forms:

Unspeakable Presence: You may grant the target a fear aura with a 30 ft. radius. Hostile creatures must make a Will save versus your Alteration DC each round they end their turn within the aura or become shaken until they leave the aura and 1d4 rounds after leaving it. This effect stacks with itself, shaken creatures become frightened and frightened creatures become panicked for the same duration. This is a mind-affecting effect.

Overwhelming Mind: You may alter the target's mind to be overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a creature with this trait, it must succeed at a Will save equal to your Alteration DC or be stunned for 1 round. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the target initiates mental contact (such as via a *demand*, *dream*, *nightmare*, or *sending* spell, certain Mind sphere effects or spell-like abilities, or once per round merely by telepathic communication) or another creature attempts to do so (such as via *detect thoughts* or the Mind sphere). Once a creature is exposed to overwhelming mind, it is immune to this effect for 24 hours. This is a mind-affecting effect. (Requires 10th caster level or higher)

Incantations for the Alteration Sphere

"I may just make something of him yet. Now, hand me the claws we amputated from the bulette. Hurry now, vivisection waits for no man." - Radagorn the Mad, Experimentalist

Amalgamate

A mastery of flesh-bending magic allows you to irrevocably merge two creatures into one.

Sphere Alteration; **Level** 10th

Skill Checks in order—Heal DC 30 1 success, Spellcraft DC 30 3 successes, Knowledge skill corresponding to target creatures' types DC 30 3 successes per type.

Casting Time 1 hour

Components S, M (alchemical unguents and elixirs, 1,000 gp per total HD of both targets)

Target two willing or helpless living creatures

Duration Instantaneous

Saving Throw Fort; **SR** Yes

Description

A painful ritual that forces the bodies of two creatures together, permanently merging them into one. Chants and alchemical treatments prepare the bodies before the long ritual to bind and direct the magics necessary to bind the two bodies.

If successful, the targets are merged into one creature as per the Fusion advanced talent except that the duration is instantaneous and both creatures must make an opposed Will save to absorb the mind of the other. The creature that fails this check dies immediately. The creature that succeeds has uncontested control over the new body while also gaining the other creature's memories and mental ability scores (if higher).

Backlash

All primary and secondary performers are exhausted.

Failure

All primary and secondary performers must make a Fortitude save equal to the incantation DC or be blended into an unidentifiable mass of mixed flesh, killing them instantly and both the target creatures die.

A note to GMs on Amalgamate:

Like all advanced magic, this incantation is explicitly under the GM's purview, the potential impact of this ability warrants special consideration. While the dangers of a player character permanently receiving the body of a powerful monster are obviously problematic, there are also potentially troublesome interactions created by changing the creature type of a PC, opening spells, effects, and templates that would not otherwise have been available. Therefore careful consideration should be given before making Amalgamate freely available in your game.

Awaken the Beast

While many lycanthropes and other skin-changers inherit their abilities, they can also sometimes be granted, or forced, upon an individual by ritual magic.

Sphere Alteration; **Level** 5th

Skill Checks in order—Heal DC 25 3 successes, Knowledge (nature) DC 25 3 successes.

Casting Time 1 hour

Components S, M (sacrifice of the creature whose form will be granted, 1 HD of creature sacrificed per target HD)

Target one willing or helpless living creature

Duration Instantaneous

Saving Throw Fort DC 15; **SR** Yes

Description

The target eats (or is force fed) the raw heart of the creature to whose form they are binding themselves while being bathed in their blood. The performers chant, calling upon the spirits of the wild to infuse the target with the creature's power.

If successful, the target creature gains the Transformation feat keyed to the creature sacrificed for the ritual.

If the target creature already has the Transformation feat, the incantation has no effect.

Backlash

All primary and secondary performers are confused for 1d4 rounds.

Failure

All primary and secondary performers are confused for 2d6 rounds and the target creature transforms for one minute, attacking the nearest creature each round to the best of its ability, then dies.

Special: All performers gain a +5 circumstance bonus on skill checks to perform this incantation while under the light of a full moon.

Warp Flesh

Through painful vivisection, you bend your target's body into a new, terrifying form.

Sphere Alteration; **Level** 10th

Skill Checks in order—Heal DC 30 3 successes, Knowledge skill corresponding to target creature's type DC 30 3 successes.

Casting Time 8 hours

Components S, M (alchemical unguents and elixirs, 100 gp per target HD)

Target one willing or helpless living creature

Duration Instantaneous

Saving Throw none; **SR** no

Description

The target is strapped down and cut apart, having their flesh reshaped to suit the primary performer's whims. First is the vivisection, cutting open the living creature, then reshaping the body, molding the flesh with scalpel and stitch.

If successful, the target creature permanently gains one trait from the Alteration sphere. A creature cannot benefit from a number of traits granted this way exceeding 1, +1 per 5 HD. Traits granted this way count against the number of traits granted to Blank Form, though may be overridden by other traits so granted, and are lost when taking a different form.

Backlash

All primary and secondary performers are exhausted.

Failure

All primary and secondary performers are exhausted and the target creature dies.

Adaptation

"Limits are for mortals. You must grow beyond such petty concerns as 'limits' to find your true potential. Wait, no, that was me. Who are you again?" - Jackdaw, Protean

No expansion to the Alteration sphere could comprehensively cover the bewildering variety of unusual abilities and shapes found just in the animal kingdom, not even considering the range of unique abilities belonging to magical beasts, monstrous humanoids, aberrations, and outsiders that have been published. Attempting to make a unique talent for every possible combination required to represent individual creatures would thus be excessive. The talents printed here and in *Spheres of Power* are intended to cover broad categories and allow the players to fill in specific details by adding traits appropriate to the desired form rather than to give a form for every possible creature. Additionally, excessive overlap between talents has been avoided where possible.

However, there will be instances that a particular creature needs to be emulated and the existing talents do so poorly or inefficiently. Perhaps a player wants to have a peculiar form of lycanthropy for their character or the GM has a particular concept suited to a custom world. In cases like these, it is entirely reasonable to create new talents to suit the situation. Careful attention should be given to the suite of abilities for any new form, comparing them to existing forms to weigh cost and strength.

The duck-billed platypus will serve as a fair demonstration, as few creatures have such an unusual set of abilities. Using existing talents, neither animalistic transformation nor aquatic transformation fit well, the first being rather too speedy, the second lacking appropriate limbs, and both giving extra abilities that are not desired. A quadruped base form with reduced speed and lacking scent and a bite attack would be a place to start. Add on a swim speed and a unique secondary natural attack that can deliver a poison should get you about where you want to be, resulting in something like this:

Platypus Transformation

You may grant the form of a duck-billed platypus with your shapeshift. The form has a head, tail, and 4 legs with all the benefits of being a quadruped. The target gains a 20 ft. land speed and a 20 ft. swim speed. The target also gains poised barbs on its hind legs, acting as a secondary natural attack (1d6 Medium, 1d4 Small, piercing damage) with Poison (Injury) DC 10 + $\frac{1}{2}$ HD + Constitution Modifier, frequency 1/round for 6 rounds, 1d2 Constitution damage, cure 1 save.

In addition, you may grant the following traits to any form:

Swim: A swim speed as granted by the Platypus form.

Barbs: Barb natural attack (secondary 1d6 Medium, 1d4 Small, piercing)

Another example would be a bat (or dire bat or bat-like magical beast). Avian form is not quite right, so swapping out the two talon attacks for a bite attack and giving darkvision in place of low-light vision is a fairly simple change. Granting blindsight or blindsense, however, would require a spell point to be spent. Compare to the Blindfolded Oracle talent of the Divination sphere, which requires a spell point and closing your eyes, though it has a longer duration.

A giant worm, for another example, could be modeled using the constrictor package of Serpentine transformation, then reduce the land speed, remove the climb speed and low light vision, and add a burrow speed and tremorsense. Tremorsense and a burrow speed are often going to be more useful than low light vision and a climb speed, so removing constrict as well should get you to a reasonable spot.

Some creatures are difficult to model within the constraints of a single talent. For example, griffons have a fly speed, pounce, three natural attacks and rake. They are suitably simulated with Animalistic Transformation for the base form, then adding wings and additional attacks and abilities via other talents. While this works well enough, it makes simulating a griffon difficult in the early levels. Obviously handing out flight at level one without cost can create issues, but allowing a character to have cosmetic wings or talons, granting no mechanical effect, can help them to seem closer to the goal than otherwise possible. Characters taking the Transformation feat for unusual or powerful animals, if unable to fit them well into existing talents or comparable new talents, are advised to go this route until they are able to gain the Improved Transformation feat enough times to achieve their goal. Choosing mechanics that get you as close as possible and then changing the way they are described is fully encouraged.

Section 5 - Player Options

"That's a nice face. I'll take it!" - Jackdaw, Protean

Feats

Aligned Attacks (Ex) [Combat]

Prerequisites: Non-neutral alignment, Alteration sphere, Fate sphere, 5th caster level or higher.

Benefit: Choose one alignment you possess. Your natural attacks count as that alignment for the purposes of overcoming damage reduction. If your alignment changes, you may select a new non-neutral alignment that you possess in place of the originally chosen alignment. If you cease to possess a non-neutral alignment, you lose the benefits of this feat until you gain a non-neutral alignment.

Arcane Grip [Combat]

Prerequisites: Improved Grapple, Counterspell.

Benefit: When initiating a grapple, you may use the Counterspell feat as a free action. Resolve the counterspell attempt prior to applying the effects of *freedom of movement*, the freedom word of the Fate sphere, and similar effects. Additionally, you are always entitled to make a spellcraft check to identify such an effect on a creature within your reach as a free action.

Cooperative Mind [Teamwork]

Prerequisites: Must have been subject to the Fusion advanced talent, 5th character level or higher.

Benefit: When under the effects of the Fusion advanced talent with another creature that possesses this feat, you may act together more efficiently. You may choose to cooperate, allowing each creature to use the body to take a standard action. This consumes the amalgamated body's full round action, but leaves each mind with their normal move and swift actions. This allows both creatures to supply verbal or somatic spell components, allows either creature to make attacks of opportunity, grants each creature access to combat feats known by the other, and allows the you to choose which mind is targeted by effects requiring a Will save until the start of your next turn.

Companion Merger

Prerequisites: Alteration sphere, Mass Alteration, animal companion or familiar.

Benefit: You may merge your body with your adjacent animal companion or familiar. You may target your companion and yourself with a mass *shapeshift*, paying the normal SP cost. The merged form counts as one creature and retains the physical form of your companion or familiar (physical statistics, natural attacks, supernatural and extraordinary abilities, movement speeds, initiative, etc.) but gains your mental ability scores, casting ability, feats, BAB (if higher), and base saving throws (if higher).

You may instead merge the companion or familiar with yourself, gaining the companion or familiar's natural attacks (limited by the presence of suitable limbs), supernatural and extraordinary abilities, and movement speeds.

The merged body has the current and maximum hit points of either creature at your choice, increasing its current and maximum hit points by those of the other creature for the duration of the effect. You may add traits to the merged form as normal for your *shapeshift*. If the merged creature is killed, the effect ends and both you and your companion or familiar die. If either you or your companion is suffering the effects of a disease, poison, or ongoing spell effect, the amalgamated body immediately receives a new save at a +4 bonus unless both creatures are under the same effect.

When this effect ends, any hit point damage, ability damage, ability drain, or other such penalty incurred is split evenly between you (round up). If this damage would be sufficient to reduce either of you to death, that creature is instead reduced to 1 hit point above its death threshold and stabilized, and the excess damage is transferred to the other creature. If it would reduce an ability score below 0, or 1 in the case of Constitution, any excess is transferred to the other creature. Any spell effects, poisons, diseases, or other effects that affected the merged creature continue to affect both of you, but durations are halved and any subsequent saves are made at a +4 bonus. If the companion or familiar possesses immunity to an ongoing effect, the effect is suppressed until the merger ends. If the merger ends in a space too small to accommodate your body, you or your companion (your choice) is shunted to the nearest empty space, taking 1d6 damage per 10 ft. of solid material passed through.

Cursed Form

Prerequisites: Alteration sphere, 5th caster level or higher.

Benefit: You may grant your *shapeshift* effects the [curse] descriptor. They can only be removed by the Life sphere Break Enchantment talent, spells such as *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*, or similarly powerful magic or abilities. If you possess the Unnatural Transformation drawback, failing the save granted by the drawback still ends the effect.

Devourer (Ex) [Combat]

Prerequisites: Serpentine Transformation talent or swallow whole ability, 10th caster level or higher.

Benefit: When you are grappling a creature, you may attempt to use your swallow whole ability as a free action. You gain a +2 competence bonus to CMB and CMD to make and resist grapple checks relating to the swallow whole ability.

Disarming Transformation [Combat]

Prerequisites: Transform Object advanced talent.

Benefit: When targeted by an attack with a manufactured weapon within the range, you may spend a spell point as an immediate action to briefly *shapeshift* the weapon into an animal, disarming your foe. You must be aware of the attack. The target is allowed a Will save to negate

this effect. On a failed save, the weapon immediately transforms into a Small animal or a group of Tiny animals and moves a short distance away before returning to its original form in a square of your choosing within 30 ft. of the target. The weapon's movement does not provoke attacks of opportunity. The transformed weapon will not pass through dangerous squares such as an energy wall, instead stopping in the previous square.

Alternately, you may spend a spell point as a standard action to *shapeshift* a manufactured weapon in the range into a hostile serpent that whips around to attack its wielder. The weapon's wielder must make a Will save or the next time the weapon is used within 1 round per caster level for an attack, the damage of the attack is instead dealt to the wielder. The wielder cannot willingly reduce or deal nonlethal damage with this attack. Once the damage has been dealt, the effect is discharged. If you spend an additional spell point, the effect persists for 1 round per caster level, each attack after the first granting a Will save to end the effect.

Extra Breadth of Form

Prerequisites: Breadth of Form class feature.

Benefit: Increase the number of times per day you may use Breadth of Form by 2. You may take this feat multiple times. The effects stack.

Favored Form

Prerequisites: Alteration sphere.

Benefit: Choose one Alteration sphere talent that you possess that grants a form. You may increase the number of traits granted by your *shapeshift* when granting that form by 1.

Special: You may take this feat more than once; each time it applies to a different Alteration talent.

Hybrid Transformation

Prerequisites: Transformation.

Benefit: When changing into the form granted by your transformation feat, you may instead assume a hybrid form, blending your base form and your transformation form. You gain all natural attacks, special abilities, and movement modes from your transformation form. You may choose to retain limbs from your base form if your transformation form lacks them, such as a humanoid keeping arms when assuming a hybrid form based on Serpentine Transformation or Vermin Transformation, adding legs to Aquan Transformation, or a winged creature retaining its wings under Animalistic Transformation.

If your transformation would grant you additional legs, you may instead gain them as arms, although they do not grant any additional attacks, are not strong enough to gain any natural attacks, and may not assist in wielding weapons, activate magic items, or wield a shield. They may hold items and as a swift action you can use them to draw a sheathed or hidden weapon, ready a shield, retrieve a stored item, load a crossbow, open a door, pick up an unattended item, sheathe or store an item, or take other non-offensive actions involving manipulating objects.

Special: Traits granted from the Improved Transformation feat apply to both your base transformation form and your hybrid form.

Improved Transformation

Prerequisites: Transformation, 5th Character level or higher.

Benefit: Choose one trait available to the Blank Form ability of the Alteration sphere, from the talent chosen for the Transformation feat, another Alteration sphere talent you possess, or another trait deemed appropriate to the form selected for your Transformation feat by the GM. You gain that trait while under the effects of your Transformation feat. You may instead take the Perfect Imitation talent or the Retain Ability talent and may apply them to your Transformation form. Additionally, the time required to change shape with the Transformation feat is reduced by one step, to a minimum of a swift action.

Special: You may take this feat multiple times, up to once per 5 character levels. Its effects stack. Traits gained from this feat count against the maximum number of traits you may receive from the *shapeshift* ability of the Alteration sphere. You may choose to suppress one or more traits granted by this ability when you assume your Transformation form.

ALTERNATE

Choose one trait for every 5 character levels you possess (minimum 1) from the Blank Form ability of the Alteration sphere, from the talent chosen for the Transformation feat, another Alteration sphere talent you possess, or another trait deemed appropriate to the form selected for your Transformation feat by the GM. You may not select a trait that carries an additional SP cost. You gain these traits while under the effects of your Transformation feat. Once selected, these traits cannot be changed. You may take the Perfect Imitation talent or the Retain Ability talent in place of a trait and may apply them to your Transformation form. Additionally, the time required to change shape with the Transformation feat is reduced to a swift action.

Special: Traits gained from this feat count against the maximum number of traits you may receive from the *shapeshift* ability of the Alteration sphere. You may choose to suppress one or more traits granted by this ability when you assume your Transformation form. Alternatively, you may choose to gain one or more traits without the base form.

Shifting Disguise (Su)

Prerequisites: Alteration sphere.

Benefit: You may alter the shape, color, and texture of your body to mimic other creatures. As a full-round action, you may reshape your body, but not your clothes, armor, or equipment, to mimic another creature of your size, appearing to be of another race, sex, and build, though you cannot add or remove limbs or disguise major wounds, granting a +10 circumstance bonus on Disguise checks. This change persists until you change form again. The bonus on Disguise checks does not stack with that granted by the *shapeshift* ability of the Alteration sphere, a *hat of disguise*, the Realistic Likeness feat, or similar sources. You cannot assume the form of a specific individual unless you also possess the Perfect Imitation talent. This is a supernatural polymorph effect.

Special: You may gain traits from the Blank Form option of the *shapeshift* ability of the Alteration sphere while under the effects of this feat even though it is a polymorph effect. If you possess the Perfect Imitation talent, you may choose to merge your currently worn equipment and mimic clothing and armor per that talent. If your base form changes (such as with *shapeshift* or the Transformation feat), you cease to benefit from the bonus to disguise checks until using this feat again.

Shifting Mastery

Prerequisites: Combat Casting.

Benefit: When targeting only yourself with a *shapeshift* effect, your casting does not provoke attacks of opportunity. Additionally, you may take 10 on any concentration checks related to casting Alteration sphere effects.

Swarm Coordination [Combat]

The mass of insects seethes forward, taking a form not unlike a giant hand to drag the enemy down.

Prerequisites: Alteration sphere, Swarm Transformation talent.

Benefit: When under the effects of the Swarm Transformation talent, you may perform combat maneuvers in place of dealing swarm damage. You may choose individually to deal damage or perform a maneuver against each creature that would receive swarm damage and may perform different maneuvers against each creature. These maneuvers provoke attacks of opportunity as normal. You may also hold and carry objects while in swarm form, though may not wield weapons or activate magic items. You count as a Small creature for determining your size bonus on these maneuvers and for carrying capacity, increasing by one size per 5 caster levels. Additionally, you threaten the squares you occupy while in swarm form, but still may not deal swarm damage as an attack of opportunity.

Transformation (Su)

Benefit: Choose one Alteration sphere talent that grants a form but does not cost a spell point. As a full-round action, you may assume the form of a single creature whose type corresponds to this form talent (see Creature Types and Form Talents in Section 3) per the *shapeshift* ability of the Alteration sphere as a supernatural ability. The same creature (wolf, spider, treant, etc.) is mimicked and the appearance of that creature is retained each time. The chosen form may be the same as your base size or else Medium or Small. When assuming your chosen form, you gain the chosen size. This transformation lasts until you choose to revert to your original form as a full-round action. You gain all the abilities granted by this form (movement modes, natural attacks, special abilities, etc.) but do not gain any traits from the Alteration sphere as part of this transformation. Treat your HD as your caster level for the purposes of this effect. This is a polymorph effect.

Additionally, you gain the shapechanger subtype.

Special: You may gain traits from the Blank Form option of the *shapeshift* ability of the Alteration sphere while under the effects of this feat even though it is a polymorph effect. This feat counts as possessing the Alteration sphere and the chosen form-granting talent for the purpose of

meeting feat prerequisites. If you possess the Perfect Imitation talent or Shifting Disguise feat, you may make cosmetic changes to your Transformation form per the base Alteration sphere trait.

Two-Headed Adept [Combat]

Prerequisites: Extra Limbs talent or multiple heads.

Benefit: When you have more than one head you do not take two-weapon fighting penalties to off-hand attacks or for wielding non-light weapons in your off hand.

Two-Headed Sight [Combat]

Prerequisites: Extra Limbs talent or multiple heads.

Benefit: When you have more than one head you are immune to flanking.

Two Minds

Prerequisites: Extra Limbs talent or multiple heads.

Benefit: When you have more than one head and are the target of a mind-affecting ability that allows a Will save, you may spend a spell point as a free action, even if it is not your turn, to reroll the save after the die is rolled but before the result is revealed.

Venom Spitter (Ex) [Combat]

Prerequisites: Poison bestial trait or Alteration sphere and Serpentine Transformation or Vermin Transformation talents, or racial poison ability.

Benefit: You may spit your poison as a ranged touch attack with a range of 20 ft. Treat the poison as a contact poison for this feat.

Venomous Ichor (Ex) [Combat]

Prerequisites: Poison bestial trait or Alteration sphere and Serpentine Transformation or Vermin Transformation talents, or racial poison ability.

Benefit: Any creature that confirms a critical hit against you with a piercing or slashing melee weapon is sprayed with your poison (treat the poison as a contact poison for this application). Melee weapons with reach don't endanger their users in this way. You cannot use this ability if you do not have poison.

Additionally, you can apply your poison to a weapon or natural attack by dipping it in your own blood as a Swift action. This requires dealing 1d4 damage to yourself as part of the swift action unless you suffer from an ongoing bleed effect or are below half your maximum hit points.

Venomous Soul (Ex) [Combat]

Prerequisites: Poison bestial trait or Alteration sphere and Serpentine Transformation or Vermin Transformation talents, or racial poison ability.

Benefit: You gain a +2 bonus to the DC of the poison granted by your bestial trait, *shapeshift*, or race and the cure now requires an additional save.

Web Mastery [Combat]

Prerequisites: Web bestial trait or Alteration sphere and Vermin Transformation talent.

Benefit: If you possess the Web bestial trait, increase the number of times per day you may use the Web bestial trait by twice your Constitution modifier. When you possess the web Alteration trait, it may be used a number of times per minute equal to your Constitution modifier.

Additionally, as a full round action, you may render a creature that is entangled by your web and within your reach helpless. Such a creature counts as being tied up, increasing the DC to escape to 20 + ½ of your Hit Dice + Constitution modifier. The helpless creature may still attempt Strength and Escape Artist checks to free themselves as normal.

Wild Casting

Prerequisites: Alteration sphere, Somatic or Verbal Casting drawbacks.

Benefit: You may supply somatic and verbal components even when in a form not normally able to do so.

Sphere-Specific Drawbacks

“Well, no, I cannot change myself. But that is acceptable. I like myself. It is you I do not like. I think you would make a good frog though. Good luck finding a princess.” - Circe, Flesh Warper

Flesh Warper: (Requires Alteration)

You may not target yourself with *shapeshift*. You may not select this drawback if you possess the Lycanthropic drawback. You may not select the Lycanthropic drawback, once you have selected Flesh Warper.

Rebound: (Requires Alteration)

If an unwilling creature succeeds on a save to resist your *shapeshift* effect, you must save against the same effect at the same DC. On a failed save, you receive all the traits and forms you would have granted the target. This effect lasts for 1d4 rounds. You may not select this drawback if you possess the Lycanthropic drawback. You may not select the Lycanthropic drawback, once you have selected Rebound.

Unnatural Transformation: (Requires Alteration)

Creatures under the effect of your *shapeshift* bear irrepressible signs (coloration, visual aura, glowing sigil or similar) of their true identity. Your *shapeshift* never grants a bonus to Disguise checks due to the obviously unnatural nature of the transformation. When struck by a silver weapon a creature under the effect of your *shapeshift* must make a Will save with a DC equal to the damage dealt or have the *shapeshift* end immediately.

Traits

Natural Shifter (racial)

You were born with an affinity for alteration magic.

Benefit: You gain a +2 trait bonus to your caster level with the Alteration sphere. This bonus cannot cause your caster level to exceed your HD.

Favored Curse (magic)

Some forms are just more fun... To give to others.

Benefit: Choose one *form* talent. When using this talent while applying your *shapeshift* to an unwilling target, you gain a +1 trait bonus to the effect's DC.

Favorite Shape (magic)

You can maintain your favorite form when others would be exhausted.

Benefit: Choose one *form* talent. Twice per day as a swift action when using *shapeshift* to apply this form to yourself, you may extend the *shapeshift's* duration without spending a spell point.

Impersonator (social)

You are a natural at taking the place of others.

Benefit: You gain a +2 trait bonus to Bluff checks to impersonate another creature and Bluff is always a class skill for you.

Alternate Racial Traits

Aasimar* - Celestial Body

Some aasimar have a stronger connection to their celestial forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Celestial Transformation, receiving Celestial Transformation as a bonus talent as normal. This replaces skilled and the spell-like ability racial traits.

Elf, Half-Elf, Halfling, Half-Orc, or Human – Doppelganger-spawn

Due to the incredible skill of their imitations, the blood of doppelgangers can easily mingle with that of other races. This blood sometimes asserts itself strongly, creating the doppelganger spawn. They gain the Shifting Disguise feat and the Basic Magical Training feat for the Alteration sphere as bonus feats. For elves, this replaces elven magic and keen senses. For half-elves, this replaces elven immunities and keen senses. For halflings, this replaces halfling luck and fearless. For half-orcs, this replaces orc ferocity and intimidating. For humans, this replaces the bonus feat trait.

Ifrit* - Flame Touch

Some ifrit have a stronger connection to their elemental forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback

for Elemental Transformation (fire elemental only), receiving Elemental Transformation as a bonus talent as normal. Once per day, they may use this talent without paying the additional spell point cost. This replaces fire affinity and the spell-like ability racial traits.

Kitsune* – Human Guise

To better mesh with the options available in this book, Kitsune receive Transformation as bonus feat gained at 1st level, even if they do not meet the prerequisites, selecting the form of a human (or other suitable humanoid at the GM's discretion). This replaces change shape.

– Natural Shapechanger

A few kitsune push their natural shapeshifting abilities into more extreme directions. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level. This replaces kitsune magic.

Kobold* – Avatar of the Dragon

While most kobold's are barely even dim reflections of the might and majesty of their draconic forebears, others are blessed with a much greater portion of the old blood. As a bonus feat gained at 1st level, they can choose either the Transformation feat, even if they do not meet the prerequisites, selecting the form of a dragon, or the Basic Magical Training in Alteration with the Beast Soul drawback for Dragon Transformation, receiving Dragon Transformation as a bonus talent as normal. This replaces crafty.

Nagaji*, Ophidean, or Vishkanya* - Serpent's Body**

Some reptilian races are born with a great affinity for the serpents they resemble. They gain Transformation, selecting the form of a serpent per the Serpentine Transformation talent, as a bonus feat at 1st level, even if they do not meet its prerequisites. For nagaji, this replaces resistant and serpent sense. For ophideans, this replaces naturally psionic and psionic aptitude. For vishkanya, this replaces poison use and toxic.

Oread* - Stone Body

Some oreads have a stronger connection to their elemental forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Elemental Transformation (earth elemental only), receiving Elemental Transformation as a bonus talent as normal. Once per day, they may use this talent without paying the additional spell point cost. This replaces earth affinity and the spell-like ability racial traits.

Skinwalker+ - Form-master

All skinwalkers have some connection to form altering magic, though some wield greater proficiency than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level. This replaces animal minded and the spell-like ability racial traits.

- True Changer

Rather than their hereditary lycanthropy manifest in a minor shapeshifting ability, some skinwalker's can fully assume the form of a beast. They gain Transformation as a bonus feat at

1st level, even if they do not meet its prerequisites. The form chosen for this feat reflects their lycanthropic heritage (wolf, tiger, shark, etc.). This replaces change shape.

Suli* - Destructive Heritage

A few suli have a stronger connection to their elemental forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Elemental Transformation, receiving Elemental Transformation as a bonus talent as normal. This replaces elemental assault, negotiator, and energy resistance.

Sylph* - Air Master

Some sylph have a stronger connection to their elemental forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Elemental Transformation (air elemental only), receiving Elemental Transformation as a bonus talent as normal. Once per day, they may use this talent without paying the additional spell point cost. This replaces air affinity and the spell-like ability racial traits.

Tiefling* - Fiendish Atavism

Some tieflings have a stronger connection to their fiendish forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Fiendish Transformation, receiving Fiendish Transformation as a bonus talent as normal. This replaces fiendish sorcery and the spell-like ability racial traits.

Undine* - Ocean Master

Some undine have a stronger connection to their elemental forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Elemental Transformation (water elemental only), receiving Elemental Transformation as a bonus talent as normal. Once per day, they may use this talent without paying the additional spell point cost. This replaces water affinity and the spell-like ability racial traits.

**Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing*

***Psionics Unleashed. Copyright 2010, Dreamscarred Press.*

+Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.;

Section 6 - Equipment

Equipment

Kit, Lycanthrope Hunter's

Price 80 gp; **Weight** 4 lbs.

This sturdy leather case straps to the waist or thigh, or can be slung over a shoulder. It consists of a leather pouch, 5 doses of wolfsbane, 5 doses of weapon blanche (silver), 1 dose of deodorizing agent, and an alchemical silver dagger.

Properties

Wild Fang

Price +1 bonus

Aura faint transmutation; **CL** 5th; **Weight** —

DESCRIPTION

Weapons with this special ability usually appear to have claw, horn, or antler worked into their hilts or shafts. The bearer of a weapon with this ability may apply any enhancement bonus or other magic properties of this weapon to a single natural weapon while in a wild shape or under the effects of the Alteration sphere's *shapeshift* and the chosen natural weapon can bypass material based DR as if it was made of the same material as the weapon. While the bearer is in a wild shape or *shapeshift*, the weapon cannot be seen. Ranged weapon properties do not apply to melee natural attacks and melee weapon properties do not apply to ranged natural attacks.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *baleful polymorph* or Alteration sphere; **Cost** +1 bonus

Specific Items

Form Breaker Oil

Aura moderate alteration; **CL** 5th;

Slot none; **Price** 125 gp **Weight** ½ lb.

DESCRIPTION

A sticky concoctions of colloidal silver, wolfsbane, and cold iron, vials of form breaker oil may be thrown as splash weapons. You may made an MSB check with an MSB of +5 to dispel any Alteration sphere or polymorph effects on affected creatures. A creature that sustain a direct hit and has an effect dispelled cannot be affected by polymorph effects for 5 rounds or until it spends a standard action scraping the residue off. Stronger version of this potion may be made with higher MSB.

CONSTRUCTION REQUIREMENTS

Brew Potion, Form-Breaker mystic combat or Counterspell feat; **Cost** 75 gp

Warg Pelt

Aura moderate alteration; **CL** 6th;

Slot Shoulder; **Price** 8,000 gp **Weight** 1 lb.

DESCRIPTION

This cloak, made from the hide of a slain warg, grants the wearer the ability to assume its likeness. This item functions as a rod of Alteration with the Animalistic Transformation talent (limited to the shape of a warg) and grants darkvision 60 ft. as an additional trait.

CONSTRUCTION REQUIREMENTS

Craft Rod, alteration sphere, Animalistic Transformation; **Cost** 4,000 gp

Vest of Shape Stabilization

Aura moderate alteration; **CL** 6th;

Slot body; **Price** 8,000 gp **Weight** 1 lb.

DESCRIPTION

Each vest is attuned to one form talent when created. Any *shapeshift* effect applying that form talent to the wearer lasts an additional two rounds without concentration and gains a +2 bonus to MSD versus dispelling effects.

CONSTRUCTION REQUIREMENTS

Craft Ring, alteration sphere, lingering transformation, creator must possess the form talent to be attuned; **Cost** 4,000 gp

Section 7 – Gamemastering

Alteration and Lycanthropy

The Alteration sphere, the shifter class and Transformation feat especially, can work well for simulating lycanthropy in your game, avoiding the need for attempting to balance the template's boons with non-lycanthrope party members. However, if using the lycanthrope template, or using other creatures with the *change shape* ability such as the skinwalker race, the Alteration sphere is less than ideal. While a werewolf shifter appears synergistic and thematic on the surface, both *change shape* and Alteration's *shapeshift* are polymorph effects. As a creature can only be under a single polymorph effect at one time, which means that a creature with a racial *change shape* ability will find their options somewhat limited. It is recommended then that such creatures be allowed to treat their *change shape* forms as if they were the creatures normal form, applying traits according to their casting ability. Applying traits this way still requires the normal casting time, concentration, duration, and spell point costs that a use of *shapeshift* would entail. Essentially, you treat the *change shape* form as if it were the creature's base form for Blank Form. You of course can still apply different forms, applying the polymorph rules as normal for determining what effect supersedes the other.

Disguise Checks and Shapeshift

As *shapeshift* as well as other abilities interact with the disguise skill frequently, a moment should be taken to detail how abilities interact with the factors affecting Disguise check DCs. The base Alteration sphere *shapeshift* ability grants a +10 untyped bonus on Disguise checks to appear as a different race, gender, or species, provided the proper form is applied, though you cannot assume the form of a specific individual without the Perfect Imitation talent. The base ability also does not provide for producing clothing; a non-humanoid creature assuming a humanoid form may have some difficulty infiltrating society without pants, though the Perfect Imitation talent provides a way around this. Refer to the Form Talent/Creature Type table in Section 2 for a guide as to what talents correspond to different creature types. Obviously there is not a penalty for making Disguise checks without a disguise kit when using *shapeshift*.

While you may have the shape of the creature you wish to imitate, this does not confer knowledge of speech patterns, posture, or other subtle cues that could alert others to your deception, thus the various modifiers for being disguised as another race, gender, or age still apply, however assuming the correct size with your *shapeshift* will eliminate the -10 penalty for being the wrong size.

Long-term infiltrators would be advised to take the Shifting Disguise feat so as to be able to maintain their disguise for long periods without concentration or spell point cost.

Polymorph and Armor

Since armor merges when under polymorph effects, relying on it while using the Alteration sphere beyond Blank Form is problematic. One option, available to anyone, is to craft or purchase armor with the *wild* property, allowed to apply to the Alteration sphere's *shapeshift* per *Spheres of Power* (pg 178). The armorist can add *wild* to the list of available armor properties by taking the new arsenal trick, *wild*, found in second 2: Archetypes and Class Features.

While any creature can simply don armor appropriate to their shape after transforming, the limited duration of *shapeshift* makes this solution problematic barring the Permanent Transformation advanced talent, the Transformation feat, or the shifter's class features. Once the *shapeshift* effect ends, armor donned while shifted that does not fit the base form falls off in the creature's square. Other items that may have been equipped during the transformation may be retained or fall off as the GM deems appropriate. For example, a headband may be retained, but rings and gloves on an extra set of arms would fall to the ground. As usual, equipping multiple items that occupy the same magic item slot does not grant additional benefits.

Shifters can take the *Barding* bestial trait, available with 14 class levels.

The armorist has two additional ways to mitigate the armor issue with varying degrees of preparation and cost. Once able to summon armor, a polymorphed armorist can simply summon armor in the form of armor or barding appropriate to their current shape. This has the advantage of working for any shape, but if you change shape again new armor will have to be summoned. If focusing primarily on a single form, an armorist capable of binding armor may form their bound armor to suit their preferred form. This provides no benefit in their default form, but in the chosen form they can still benefit fully from the higher enchantment level of bound armor. Additionally, armorists with the symbiotic knight archetype can form their symbiotic armor over any form, reforming it whenever changing shape.

What is harmless?

When cast on a willing target, consider *shapeshift* to be harmless. As a harmless effect, creatures normally immune to polymorph effects, such as undead and constructs, may still benefit from it without further talents or abilities required.

OGL Stuff

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing

Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.

Pathfinder Roleplaying Game: Ultimate Equipment © 2012, Paizo Publishing, LLC,

Path of War, © 2014, Dreamscarred Press.

Psionics Unleashed. Copyright 2010, Dreamscarred Press

Spheres of Power, Copyright 2014, Drop Dead Studios LLC

Ultimate Psionics. Copyright 2013, Dreamscarred Press