

(Note - skill focus scales up in my game to +6, so treat those bonuses as a scaling class insight bonus)

Class TL:DR

Adjustable perks to move speeds, resistances, vision, attacks, and some (probably not enough?) utility/skills/unique things.

Cap based on level and key mod ($5 + \frac{1}{2}$ evo level + key mod).

Drawback checks in combat situations based on amount of perks give debuffs (Fort DC $5 + \text{perk expenditure-mods}$)

Niche Mechanical Themes

Eldritch - Magic access, flight

Mechanized - Skills, on-the-fly versatility

Sepulchral - Resistance, intimidation, damage

Vital - general versatility, racial chimerization

Focus Mechanical Themes

Augmented - +Slots, +Augment usage, on the fly augments

Combat - Attacking, Criticals

Packmaster - Companion

Evolutionist

Key Ability Score: Dexterity or Strength

Class Skills

4+Int per level

Acrobatics (Dex) Athletics (Str) Perception (Wis) Profession (Cha, Int, or Wis) Sense Motive (Wis) Stealth (Dex) Survival (Wis) Intimidate (Cha)

Proficiencies

Light armor

Small arms, basic melee weapons

Progression “Table”

Lvl	B	F	R	W	AdStr	Skills
1st	+0	+2	+2	+0	1d6	Basic adaptations, evolution track, flexible skill, niche abilities
2nd	+1	+3	+3	+0		Augmented form, Evolutionist adaptation
3rd	+2	+3	+3	+1		Weapon specialization
4th	+3	+4	+4	+1		Evolutionist adaptation
5th	+3	+4	+4	+1		Second niche ability
6th	+4	+5	+5	+2	1d10	Evolutionist adaptation
7th	+5	+5	+5	+2		Evolutionary focus (basic)
8th	+6	+6	+6	+2		Evolutionist adaptation
9th	+6	+6	+6	+3	2d8	Flexible skill 2, niche skill upgrade
10th	+7	+7	+7	+3		Evolutionist adaptation
11th	+8	+7	+7	+3	2d10	Evolutionary Focus (Advanced)
12th	+9	+8	+8	+4		Evolutionist adaptation
13th	+9	+8	+8	+4	3d10	Third Niche Ability
14th	+10	+9	+9	+4		Evolutionist adaptation
15th	+11	+9	+9	+5	4d10	Accelerated evolution
16th	+12	+10	+10	+5		Evolutionist adaptation
17th	+12	+10	+10	+5	5d10	Draining Strike
18th	+13	+11	+11	+6	6d10	Evolutionist adaptation
19th	+14	+11	+11	+6	7d10	Evolutionary focus (ultimate)
20th	+15	+12	+12	+6	8d10	Evolutionist adaptation, Final niche ability

Evolution Track (Su) 1st Level

You have learned to push your form to its limits with a form of evolutionary capability (EC). The driving force behind your evolution is determined by your niche, but it can take any form that fits the thematics of the effects.

You have a maximum EC equal to $5 + \frac{1}{2}$ your Evolutionist level + your key ability score modifier + miscellaneous modifiers.

If you have the available EC, you can manifest an adaptation as a standard action, gaining its benefits. Your available pool of EC is reduced by the EC cost noted in the adaptation. Unless otherwise noted, you can only manifest an adaptation once.

You can dismiss a manifested Adaptation and any alterations to it (such as Distant Strike on an Adaptive Strike) as a move action, regaining any EC invested into manifesting or upgrading it.

For 1 RP, you can manifest an adaptation as a move action or dismiss one as a swift action for the remainder of your turn.

Drawbacks

Maintaining your evolutionary adaptations is difficult in strenuous circumstances. Each round of combat on your turn where you have more than 0 EC invested, make a Fortitude DC (5+Invested EC) check. On failure, you gain the off-target condition until the beginning of your next turn and cannot manifest adaptations. If you fail by 5 or more, you are instead sickened for the duration. If you fail by 10 or more, you are staggered for the duration. You can spend 1 RP as a free action to treat a failure as a success.

Basic Adaptations (Su) 1st Level

All Evolutionists begin knowing these Adaptations.

Adaptive Strike

2 EC, +1 for each after the first.

When you learn this ability, choose one of the following damage types for your adaptive strike: acid, bludgeoning, cold, electricity, fire, piercing, or slashing. You can change this damage type when you gain a level.

You can transform one or more parts of your body into a deadly weapon. This adaptive strike can take almost any form, such as curved claws, sharp teeth, a club-like tail, fiery wings, porcupine-like quills that can be launched as projectiles, or throat glands that let you spit acid. Whatever its nature, your adaptive strike has a physical form that's apparent to a casual observer. Your adaptive strike can't be disarmed, dropped, or sundered. It doesn't interfere with your ability to wield equipment, and it doesn't require hands to wield. Melee adaptive strikes are treated as basic melee weapons and threaten squares within your reach. Ranged adaptive strikes are treated as small arms, though their power is on par with long arms.

When you manifest an adaptive strike, choose whether your adaptive strike is melee or ranged and whether it has the operative property or not for melee weapons. A ranged adaptive strike has a range increment of 30 feet. As normal, an adaptive strike that deals energy damage targets EAC, and an adaptive strike that deals kinetic damage targets KAC. Your normal melee adaptive strike deals damage equal to 1d6 + your Strength modifier. This damage increases to 1d10 at 6th level, 2d8 at 9th level, and 2d10 at 11th level. This damage then increases by 1d10

at 13th level, 15th level, 17th level, and every level thereafter. Reduce the damage dice by one size for small arms and operative weapons for a maximum of 8d8 at level 20. You can manifest your adaptive strike around fusion seals to gain their benefit as long as they are within one item level of your Evolutionist level, following other rules as if your weapon level is equal to your Evolutionist level. You must reform the strike to change these options unless otherwise noted.

Climate Adaptation

1 EC

You can select one weather effect from the Environmental Adaptation feat and gain the feat's benefit for it. You can manifest this Adaptation multiple times, selecting a new type of weather effect.

Combat Physiology

Varies

You can invest EC up to the difference between your Evolutionist level and your BAB to treat your BAB as that much higher. If you would lose the extra attack bonus from Weapon Focus due to this gain, reduce the EC cost by 1.

Mobility

1 EC

Add a swim speed or climb speed equal to half your highest speed, increase all your speeds by 5', or decrease your highest speed by 10' to gain either a burrow speed or fly speed with clumsy maneuverability at half your highest speed. You can manifest this adaptation multiple times, selecting a different bonus each time.

Enhanced Senses

1 EC

Choose one of the following: scent, sound, or vibration. You gain blindsense with the selected method out to 30'. You can manifest this Adaptation multiple times to increase the range by 30' or select different methods.

Lethality

1 EC

You grant an adaptive strike a critical hit effect based on its damage type: arc (electricity), bind (cold), bleed (piercing or slashing), burn (fire), corrode (acid), or knockdown (bludgeoning). Critical hit effects that deal damage deal 1d6 damage, increasing to 1d10 at 7th level, 2d10 at 13th level, and 3d10 at 19th level.

Tough Skin

1 EC

Gain +1 AC in light or no armor. Gain +1 EAC in heavy or powered armor, up to your KAC.

Flexible Skills (1st)

After an 8-hour rest, you can select a skill, adding it to your class skills and gaining ranks in it equal to your Evolutionist level until you take another 8-hour rest. You can additionally invest 1 EC to manifest an adaptation to gain skill focus in any class skill or your flexible skill choice. At 9th level, you can select two skills to add to your class skills, and you can invest 2 EC to manifest an adaptation and gain Skill Focus in two skills until your next 8-hour rest.

Niche (Su) 1st Level

Each evolutionist selects a specific niche of personal transformation into some new kind of being, be that a living robot, ferocious god-beast, immortal undead, or a being of magical energy. You must pick one niche upon taking your first evolutionist level, and once made, this choice can't be changed.

If a niche ability allows a target to attempt a saving throw to resist its effects (including spell-like abilities), the DC is equal to 10 + half your evolutionist level + your key ability score modifier unless otherwise stated.

At 1st level, your niche grants a wide array of boosts that includes adding a class skill, skill focus in a skill, a way to use specific weapon types for your adaptive strike, and affinity for an augmentation type.

Each adaptive strike weapon benefit is unique in its own way, but the following are the shared rules for all niches. You can still use fusion seals following the normal manifestation rules, factoring in any fusions on the weapon after disabling any not compatible with the strike's form. You must be wielding the weapon to manifest over it, but manifesting can either incorporate it into your body fully or let you continue wielding it normally with the strike melding into it. If you continue to wield the weapon normally, you can attack with the weapon in addition to using it as the adaptive strike foundation, using its statistics like damage and usage as normal unless noted otherwise. You can reload an accessible weapon, but it can't be dropped or disarmed.

At 5th level, you gain a unique adaptation for your niche.

At 9th level, you gain skill focus in the class skill granted at 1st level. Additionally, you gain a +1 bonus to both skills boosted by your niche.

At 13th level, your niche grants you another adaptation.

At 20th level, your niche alters your fundamental nature in unique ways. All niches render you immune to the effects of aging.

Eldritch

Magic powers your evolutionary transformations.

Augmentation Type: Magitech.

Class Skill: Mysticism

Skill Focus: Perception

Adaptive Strike Benefit

You gain proficiency with shadow chains and can buy Velstrac Shackles at the price and level of the equivalent Shadow Chain. You can switch between full and a half-split of cold and your selected adaptive strike damage type as a swift action, and your strike gains the critical effects and fusions if you manifest it over the weapon. You can freely choose whether the strike is ranged or melee, but any incompatible fusions on the shadow chain are disabled.

Innate Magic (1st Level)

Your creature type becomes your choice of dragon, fey, magical beast, or outsider with the native subtype. You can select thought when manifesting sense adaptations like Enhanced Senses. You gain a supernatural flight speed equal to 10' with perfect maneuverability.

Select the mystic or witchwarper spell list. Select one first level spell to cast as a spell-like ability, once per day plus one per every 3 Evolutionist levels. Additionally, select two 0-level spells from that list to cast at will. Once made, this choice can't be changed.

Use your Key Ability Score modifier instead of your Charisma modifier for determining the save DCs for Innate Magic and other Eldritch niche spells.

Spellbinder (5th level)

After an 8-hour rest, you can invest up to $\frac{1}{3}$ of your Evolutionist level to gain one spell up to that level from your selected list as a spell-like ability, 1/day. For every level lower than that level and greater than 0, you can select one spell to cast as a spell-like ability, 3/day. Additionally, your adaptive strikes and shadow chains can be used to deliver touch spells, targeting EAC or KAC as normal for that attack.

Magical Journey (13th Level)

You can cast *dimension door* as a spell-like ability, 1/day. You can spend 1 RP to instantly refresh this cooldown. Improve your Innate Magic flight speed to 20'.

Pure Power (20th level)

You can cast your highest Spellbinder spell 3/day. Your Innate Magic flight speed equals your highest other speed, and you no longer need to eat, drink, or breathe. You can wear an additional magic item.

Mechanized

Augmentation Benefits: Cybernetics. Additionally, you can buy weaponized prosthesis augmentations at level 1 for the cost of a standard prosthetic limb and mark 2 versions at level 8 for the price of the mark 1.

Adaptive Strike Benefit

You can treat integrated weapons installed in weaponized prostheses or worn armor as the foundation for your adaptive strikes. By manifesting over the weapon, you can gain the weapon's critical effects and fusions. Whether it's ranged or melee is based on the weapon, but you can choose between your selected damage type, the weapon's damage type, or a half-split when manifesting the adaptation.

--but you can also use the weapon as normal.

Class Skill: Engineering

Skill Focus: Perception

One with the Machines (1st)

Your creature type becomes construct with the technological subtype. You gain the Robotic, Integrated Equipment, and Healing Circuit racial traits. If you already have all of these traits, you gain blindsense (electronics 30') and reduce the effective EC for drawbacks by 1. You can choose electronics for any sense-based adaptation like Enhanced Senses.

Constant Innovation (5th)

For 1 EC, you can form an adaptation that allows you to ignore the RP requirement to speed up your manifestations, and you can adjust your initiative score by 2 at the end of your turn, taking effect the next round. You also treat your Engineering ranks as 5 higher for determining crafting speed.

Logarithmic Capabilities (13th)

You gain Nanite Integration as a bonus feat. You can cast animate construct for 1 RP and count your Evolutionist levels towards its casting.

Revolutionary Design (20th)

Your Adaptive Strike EC cost is capped at 2 EC.

You can take a swift action to temporarily swap one adaptation known for any whose requirements you meet until your next long rest or 24 hours, whichever comes first, at which

point any manifestations of the temporary adaptation are dismissed. You can't swap an adaptation that is a prerequisite for another you know or that has an active manifestation. You can swap multiple adaptations this way, but each adaptation after the first costs 2 RP.

Sepulchral

Augmentation Type: Necrografts.
Class Skill: Mysticism
Skill Focus: Intimidate

Adaptive Strike Benefit

You gain a special proficiency with Necrograft Bone Blades, and you can manifest an adaptive strike over a bone blade to gain its critical effects and fusions. You can freely choose melee or ranged, but any incompatible fusions are disabled.

If you have an operative adaptive strike manifested over a wielded operative bone blade, you can treat full attacks as attacking with multiple operative weapons even if you only use that strike.

You can swap between slashing, your selected adaptive strike damage type, or a half split as a swift action.

Forego Life (1st)

Your creature type becomes undead. You gain Darkvision 60', Deathless Immunity, Deathless Weakness, Silver Susceptibility, Torpor, and Unnerving Gaze, replacing 'varculak' with 'you' and using your current race for Unnerving Gaze. If your race is Varculak, you gain blindsight (life) to 30' and reduce your drawback DC by 1.

Additionally, you count as possessing the Intimidating racial trait for the purpose of meeting prerequisites.

Undead Hunger (5th)

You can invest 2 EC to cause your unarmed attacks and adaptive strikes to deal extra damage to living creatures equal to half of your invested EC while gaining that amount in HP (Fortitude negates), halved for ranged and area attacks. You also gain the Grave Touch racial for these attacks while Undead Hunger is manifested. You do not gain these benefits while suffering from a drawback failure.

Fear the Walking Dead (13th)

You gain Terrifying Presence as a bonus feat or a bonus feat if you already have it. You can spend 1 RP before rolling a Demoralize check to treat it as if you were under the effects of *hateful visage*. You can also spend 1 RP to cast *animate dead* while counting Evolutionist levels towards your caster level.

Lichdom (20th)

You can cast *akashic revival* once per day as a spell-like ability. You gain the benefits of an 8-hour rest with a 1-hour rest once per day. You lose the Deathless Weakness racial trait. Your Undead Hunger damage increases to your invested EC, and you no longer need to spend RP to gain the benefits of *hateful visage*.

Vital

Augmentation Type: Biotech.

Class Skill: Life Science

Skill Focus: Survival

Adaptive Strike Benefit

You can form your adaptive strikes around a weapon with the living special property as long as you are proficient with them. By manifesting over the weapon, you can gain the weapon's critical effects and fusions. The adaptive strike is ranged or melee according to the weapon, but you can choose between your selected damage type, the weapon's damage type, or a half-split when manifesting the adaptation.

Chimera Form (1st)

Your creature type becomes your choice of aberration, animal, monstrous humanoid, plant, or vermin.

Aberrations gain the benefit of an aberration race.

Animals gain the benefits of one animal or magical beast race.

Monstrous Humanoids can select the racial traits of one monstrous humanoid race.

Plants can gain the benefits of any one plant or plantlike race.

Vermin can select the racial traits of one animal, monstrous humanoid, or vermin race.

Your size and ability score adjustments stay the same as your original race. Your subtype matches any subtypes of the chosen race. If your original race and chimera race offer differing movement modes, you gain the highest speed version. Differing flying maneuverabilities can stack.

If you select the same race as your original, you can either select alternate racial traits that don't impact ability scores as if selecting the race again or reduce your effective EC for drawbacks by 2. Once made, these choices cannot be changed.

Branching Evolution (5th)

After an 8-hour rest, you can invest 2 EC to manifest a benefit from this list: Creature Companion feats, Diehard, Dive Bomb, Echolocation Attack, Effortless Aerobatics, Environmental Adaptation, Extended Telepathy, Extra Resolve, Hauler, Improved Initiative, Kip Up, Mobility, Multifaceted Nature (ignoring the level requirement), Protective Fur, Reject Chains (ignoring the shirren requirement), Psychic Insight, Psychic Sense, Scurry, Solid Stance, Spellbane, Startled Scream, Tight Fit, Toughness, Underfoot.

Constant Struggle (13th)

Select two benefits when you manifest your Branching Evolution. You can spend 1 RP to swap one to another as a standard action, but the change only lasts for a number of rounds equal to your key ability score modifier.

Top of the Chain (20th)

You gain 4 extra EC and reduce the DC for drawbacks by 4. Select three additional adaptations known with 6th level requirements or lower, and pick three benefits when manifesting your Branching Evolution.

Augmented Form (2nd)

You gain a 10% discount for all augments within your niche's associated augment type, excluding species grafts, necrograft conversions from other types, and adaptive biochains. You can upgrade your augments of the same type for the difference in the cost between the versions

Evolutionist Adaptations (2nd)

At 2nd level and every 2 levels after, you can learn an adaptation as long as you meet the minimum level and any other noted requirements.

Weapon Specialization (3rd)

You gain Weapon Specialization as a bonus feat for each weapon type for which this class grants you proficiency. Your melee adaptive strikes without the operative property gain a special form of specialization that adds $1\frac{1}{2} \times$ your level for attacks targeting EAC and $2 \times$ your level for attacks targeting KAC. Your ranged adaptive strikes and operative melee strikes gain a special form of specialization that adds $1 \times$ your level for attacks targeting EAC and adds $1\frac{1}{2} \times$ your level for attacks targeting KAC.

Evolutionary Focus (7th)

You have begun to hone the focus of your evolution. Each focus has unique benefits, and each will improve as your training does. You gain the Basic ability when learning Evolutionary Focus, the Advanced ability at 11, and the Ultimate ability at 19.

Augmented

Basic: Select a body part. You increase its augmentation limit by one. This choice cannot be changed. For 1 EC, you can manifest an upgrade that doubles the daily uses of all augmentations.

Advanced: You can manifest an augmentation within your evolutionary capability for 1 EC plus 1 for each previous augment you have manifested. The augment must be equal to or lower than your Evolutionist level. The augment does not take up a normal body slot, but you can only manifest one per body part.

Your Basic focus passive expands to two body parts.

Ultimate: Your Basic focus passive expands to three body parts, and your Advanced augmentation costs are capped at 1 EC.

Combat

Your evolutionary focus on your Combat Physiology empowers your battle presence. Note that the increased EC costs are not cumulative.

Basic: Your Combat Physiology adaptation costs 1 more EC. While you have the Combat Physiology adaptation, you gain a +1 circumstance bonus to full attacks.

Advanced: Your Combat Physiology adaptation now costs 2 more EC. While you have the Combat Physiology adaptation, you can make three attacks at a -6 penalty to these attacks for a base of -5 with the Basic benefit.

Ultimate: Your Combat Physiology adaptation now costs 3 more EC. While you have the Combat Physiology adaptation, if you hit a creature two times in one round, the second hit delivers its critical effect as if it was a critical hit. Roll its damage as a normal hit unless it is a natural 20.

Packmaster

Basic

You can manifest an adaptation for 5 EC that summons a creature companion at your level that shares your creature type and base size, and you can control it as if you had the Creature Companion Adept and Creature Companion Expert feats. The cost is reduced by 1 EC for each of the granted feats that you already possess.

You can pick its array and good save bonus, but it gains no other abilities. Instead, you can grant non-Niche adaptations to your companion totaling up to 4 EC upon summoning.

It does not make its own drawback checks, but it suffers the same penalties as you do if you fail. If it dies, you cannot summon a new one until you take a long rest. If you dismiss the adaptation, the creature is absorbed back into you.

Advanced

Your Packmaster adaptation now costs 7 EC and lets you control your companion as if you had the Creature Companion Virtuoso feat, reducing the cost by 1 for each feat in the chain you already know.

You can grant adaptations totaling up to half of your maximum EC to your companion when summoning it, and you can alter its adaptations within the range of an adaptive strike as if altering your own. You make your drawback checks at the higher of your invested EC and the EC value of the companion's adaptations.

Ultimate

You can grant adaptations up to your maximum EC when summoning your companion, and you can alter them per the Advanced ability. You make your drawback checks at the higher of your invested EC and the EC value of the companion's adaptations.

Accelerated Evolution (15th)

You can manifest an adaptation as a move action or dismiss one as a swift action. For 1 RP, you can dismiss one adaptation and manifest another as a swift action.

Draining Strike (17th)

When you hit a significant enemy with an Adaptive Strike, you automatically succeed at your next drawback check. You can gain this benefit from an enemy once per 24 hours.

Evolutionist Adaptations

At 2nd level and every 2 levels after, you gain a new way of manifesting your evolutionary potential. Unless otherwise noted, Adaptations reduce your EC by the stated amount, last until dismissed, and take a move action to manifest or dismiss. If an adaptation requires a save, the DC is $10 + \frac{1}{2}$ your Evolutionist level + your key ability score modifier.

2nd Level

Advanced Mobility

2 EC

Add a swim speed or climb speed equal to your highest speed, increase all your speeds by 10', or decrease your highest speed by 10' to gain either a burrow speed or fly speed with average maneuverability equal to your highest speed. You can manifest this adaptation multiple times, selecting a different bonus each time, but it does not stack with Mobility or Extreme Mobility.

Dazzling Appearance

2 EC

Gain a +1 circumstance bonus to Charisma checks and Charisma-based skill checks. As a standard action, you can dazzle all creatures within 30' (Will negates) until the beginning of your next turn. If you spend 1 RP before use, they are fascinated with you instead. You can extend the duration for 1 round as a move action on all affected creatures within 30' (Will negates).

Distant Strike

1 EC

When you manifest this adaptation, select an adaptive strike or your unarmed attacks. Your melee Adaptive Strikes and unarmed attacks gain 5' of reach while ranged Adaptive Strikes add 10' to the range increment. You can manifest this adaptation multiple times, selecting a different strike each time.

Evolutionary Backtracking

1 EC

When you finish taking an 8-hour rest, you can invest 1 EC to select a racial trait from any race that shares your creature type, subject to GM approval.

Natural Armor

1 EC

While wearing no armor, you gain your Evolutionist level as a bonus to EAC and KAC. Gain a +1 bonus for every 6 Evolutionist levels to the AC values (maximum 23/23). This armor can take no upgrades and grants no environmental protections.

Ocular Advantage

1 EC

You gain one of the following forms of vision: darkvision (60 feet), low-light vision, or unflankable. If you already have darkvision, you can instead increase the range of your darkvision by 30 feet. You can manifest this adaptation multiple times.

Resistant Form

2 EC

You must know Natural Armor to take this adaptation. Select kinetic or energy when learning this adaptation; you can learn it twice to gain both. When you manifest this adaptation, select bludgeoning, acid, cold, electric, fire, piercing, slashing, or sonic as long as you know Resistant Form for that damage's category.

If you select a kinetic damage type, you gain DR (half of your Evolutionist level)/the other two types of kinetic damage, minimum 1. If you select an energy damage type, you gain energy resistance against the selected damage type equal to $\frac{1}{2}$ of your Evolutionist level, minimum 1. These stack with one other form of resistance, up to your Evolutionist level.

You can manifest this adaptation twice, once for energy and once for kinetic.

6th Level

Eat Them Alive

1 EC

For 1 EC, you can grant an adaptive strike the stun weapon special property.

Fused Strike

2 EC

Select a fusion at or below your Evolutionist level. Once made, this choice can only be changed when you gain a level. When you manifest this adaptation, select an adaptive strike or unarmed attack. You can add that fusion to the strike, following the other rules for allowed fusions and using your Evolutionist level as the weapon's item level. You can manifest this adaptation multiple times to upgrade different adaptive strikes or unarmed attacks.

Inherent Wisdom

2 EC

You gain a +2 circumstance bonus to Wisdom checks or Wisdom-based skill checks and can take 10 on them in strenuous circumstances.

Poisoned Strike

1 EC

You can manifest this adaptation over an adaptive strike to grant it the injection weapon special property and the Injection DC+2 critical effect. If the weapon already has a critical hit effect, you can apply either the weapon's normal critical hit effect or the injection critical hit effect when you score a critical hit.

Riding Form

3 EC

You can serve as a mount for one creature of a size category smaller than yourself, doubling capacity as the rider size decreases. For example, a huge Evolutionist in Riding Form can have one large rider, two medium riders, four small riders, and so forth.

Precise Strike

1 EC

For 1 EC, you can reduce the AC benefits from cover and range penalties by 1 for your adaptive strikes. If you take a move action to aim, increase the reductions to 2.

10th Level

Area Strike

2 EC

Select one of your Adaptive Strikes or unarmed attacks, and select either blast or line. For ranged strikes, add unwieldy and either blast at half range or line at the normal range. For melee attacks, your selection grants you the ability to make either a blast attack in a cone equal to your strike's reach or a line attack at your strike's reach as a standard action.

Enhanced Resistance

4 EC

For an additional 2 EC (total 4), the bonus from your Resistant Form increases to your Evolutionist level. These stack with one other form of resistance, up to twice your Evolutionist level. You can choose whether or not to use the Enhanced Resistance version when manifesting.

Size Modification

2 EC

You can ignore the prerequisites for the Tight Fit feat. For 2 EC, you can adjust your size category up or down one tier.

Stable Progress

0 EC

Reduce your effective EC for drawbacks by 2.

Versatile Strike

1 EC

By spending 1 extra EC when manifesting an adaptive strike, you can grant it the ability to switch between ranged and melee as a swift action. Incompatible fusions are disabled, and convert adaptation benefits to their appropriate mode, such as swapping Distant Strike from melee to ranged versions.

14th Level

Durable Exterior

3 EC

If you invest 3 EC instead of 1, increase the bonus from Tough Skin by 1.

Explosive Strike

2-5 EC

Select an Adaptive Strike that you have manifested or your unarmed strikes and invest 2 EC. If it is ranged, it gains explode (5') and unwieldy as special properties. If it is melee, you can make an emanation attack centered on yourself (Reflex half) with a 5' radius as a standard action. Increase the radius by 5' for each additional EC invested in either form, up to 5 EC and 20'.

Extreme Mobility

3 EC

Gain all the benefits of Advanced Mobility except the general speed increase is 20' and ignore the highest speed decreases. You must know Advanced Mobility to take this adaptation, and it does not stack with Mobility or Advanced Mobility.

Evolved Defenses

3 EC

Select a save score. Increase it by 2. You can manifest this Adaptation once for each score.

Pinpoint Sense

2 EC

When you activate Enhanced Senses, you can spend an additional 1 EC to gain blindsight with the selected sense to 20' and blindsense with the selected sense out to 60'.

Pinpoint Strike

2 EC

Reduce the benefits from cover and penalties due to range by 2 when attacking with your Adaptive Strike. If you take a move action to aim, decrease it by 4.

18th Level

Advanced Size Modification

4 EC

With this adaptation, you can spend 4 EC instead of 2 EC when manifesting Size Modification to adjust your size up to two size categories in either direction. You must know Size Modification to take this adaptation.

Amorphous Body

2 EC

You do not take increased damage from critical hits.

Generally Gifted

Passive or 1 EC

You can select three skills with Flexible Skills, including both the passive option and the ability to invest for Skill Focus.

Instant Upgrade

You can manifest an Instant Upgrade using any number of EC. You can dismiss the Instant Upgrade as normal to manifest any number of adaptations with total EC cost equal to or lower than the EC invested in Instant Upgrade.

Regenerative Form

3 EC

After an 8-hour rest, you can store some of your capability for dire moments. You can dismiss this adaptation as a reaction after taking damage from a significant enemy to gain regeneration 10 for 5 rounds that is disabled by damage from either of your two lowest energy resistances, your selection on ties.

Spacewalker

Up to 20 EC

Build a starship with a tier equal to your maximum EC up to 20, using a frame of medium or smaller size. After concentrating for 10 rounds with all your EC available, you can invest all of your EC and take on the form of that starship. If your starship form can't land due to its size, you must be in space to manifest this adaptation. You can upgrade your starship whenever you gain maximum EC or by taking 14 downtime activities to change it. Discuss this adaptation with your GM before selection.

