

Shifter

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Intelligence modifier

Alignment: Any Neutral

Hit Points: 1d10 per level

Lvl	Base Attack Bonus	Fort Sv	Ref Sv	Will Sv	Special	Shifter Claws	Defensive Instinct	Max Attacks
1	+1	+2	+2	+0	1st Aspect, Wild Empathy, Druid Language	1d4	+0	2
2	+2	+3	+3	+0	Beast (Minor) Aspect (1 min), Defensive Instinct, Track, Aspect Pool	1d4	+0	3
3	+3	+3	+3	+1	Feral Combat Training, Woodland Stride, Shifter's Flurry, Shifter's Claws (Magic)	1d4	+0	3
4	+4	+4	+4	+1	Beast Shape I (Small/Medium), Body & Soul of the Wild	1d4	+1	3
5	+5	+4	+4	+1	Chimeric Aspect, 2nd Aspect, Trackless Step	1d6	+1	4
6	+6/+1	+5	+5	+2	Beast Shape II (Tiny/Large)	1d6	+1	4
7	+7/+2	+5	+5	+2	Wholeness of Body; Shifter Claws (Cold Iron & Silver)	1d6	+1	4
8	+8/+3	+6	+6	+2	Beast Shape III (Diminutive/Huge)	1d6	+2	4
9	+9/+4	+6	+6	+3	Shifter Claws (Improved Critical), Purity of Body	1d6; 19-20	+2	5
10	+10/+5	+7	+7	+3	3rd Aspect	1d8	+2	5
11	+11/+6/+1	+7	+7	+3	Malleable Body	1d8	+2	5
12	+12/+7/+2	+8	+8	+4	Immutable Body	1d8	+3	5
13	+13/+8/+3	+8	+8	+4	Shifter Claws (Crit multiplier x3)	1d8; x3	+3	5
14	+14/+9/+4	+9	+9	+4	--- Timeless Body?	1d8	+3	6
15	+15/+10/+5	+9	+9	+5	4th Aspect	1d10	+3	6
16	+16/+11/+6/+1	+10	+10	+5	Timeless Body, Shifter Claws (Adamantine)	1d10	+4	6
17	+17/+12/+7/+2	+10	+10	+5	Body Adept	1d10	+4	6
18	+18/+13/+8/+3	+11	+11	+6	Wild Shape IV (Fine/Gargantuan)	1d10	+4	7
19	+19/+14/+9/+4	+11	+11	+6	Body Mastery, Shifter Claws (DR/---)	1d10	+4	7
20	+20/+15/+10/+5	+12	+12	+6	Aspect Mastery, 5th Aspect	2d6	+5	7

Weapon & Armor Proficiencies

A shifter is proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. She is also proficient with the natural attacks (claw, bite, and so forth) from the shifter claws class feature and of forms she assumes with wild shape.

Shifters are proficient with light and medium armor but are prohibited from wearing metal armor. A shifter can wear wooden armor that has been altered by the *ironwood* spell so that it functions as if it were steel. Shifters are proficient with shields (except tower shields) but must use only those crafted from wood.

A shifter who wears prohibited armor or uses a prohibited shield is unable to use her shifter aspect, shifter claws, wild shape, and other shifter supernatural or spell-like abilities while doing so and for 24 hours thereafter.

Bonus Languages

A shifter's bonus language options include Sylvan, the language of woodland creatures, and Aklo, the tongue spoken by certain sinister fey or otherworldly denizens of reaches of the wild rarely explored by humanity. These choices are in addition to the bonus languages available to the character because of her race.

A shifter speaks Druidic, a secret language known only to druids and shifters, which she learns upon becoming a 1st-level shifter.

Druidic is a free language for a shifter; that is, she knows it in addition to her regular allotment of languages, and it doesn't take up a language slot. Shifters are forbidden to teach this language to non-druids or non-shifters.

For the purposes of teaching and learning the Druidic language, shifters are considered to be druids—the nuances of the language are instrumental in teaching characters of both classes to use and control their abilities. While the rare druidic circle might bar shifters from its order, and while some eccentric shifters may view druids as competitors or even enemies, all shifters are assumed to speak it.

Aspects (Ex)

At 1st level a Shifter chooses an animal type (cats, birds of prey, lizards, sharks, fish, etc.) or a specific animal (tiger, lion, chameleon, etc.); an aspect is a specialization in a type of animal whose form and abilities they are more familiar with. They choose additional aspects at 5th level, and every 5 levels thereafter; for a total of 5 Aspects at 20th level.

Shifter Claws (Su)

At 1st level as a Swift action a Shifter can grow claws, fangs, hooves, etc. as based on the Aspect they choose at 1st level. As they gain additional Aspects they can choose a variety of other attack forms chosen from their aspects normal attack types.

These claws deal 1d4 piercing and slashing damage (1d3 if small sized); they increase in damage and power as they level. This otherwise works as Shifter Claws per Ultimate Wilderness in regards to Wild Shape.

At 3rd level;

Wild Empathy (Ex)

At 1st level a shifter can improve the attitude of an animal. This ability functions as a Diplomacy check to improve the attitude of a person. The shifter rolls 1d20 and adds her shifter level and Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the shifter and the animal must be within 30 feet of one another and under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The shifter can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Aspect Pool (Su)

At 2nd level a shifter gains a pool of points that helps fuel their shifting of aspects. This pool has a number of points equal to ½ his shifter level (minimum 1) + his Constitution modifier. The pool refreshes once per day after he receives 8 hours of rest.

Beast Aspect (Su)

At 2nd level a shifter's aspect is able to be brought forth as further minor physical changes to their body, with a Standard action. By spending points from their Aspect Pool equal to the point cost of abilities from their Aspect(s); they transform parts of their body into those forms. These changes last for 1 minute per shifter level or until the body part is changed again via this ability.

They may also spend 1 point from their Aspect Pool to gain a +2 Enhancement bonus to a single Ability score that lasts for 1 minute per shifter level. They can only improve 1 ability score equal to the number of Aspects they have. So at 1st level only 1, 2 at 5th level, and another 1 every 5 levels thereafter; to a maximum of 5 at 20th level. The bonus from this increases to +4 at 8th level and +6 at 15th level. These attribute bonuses do not add to a shifter's aspect pool.

When using these points to take on forms of your Aspects, you have a limit to how many natural attacks you may gain from it. At 2nd level it is 3 Natural Attacks, at 5th level it increases to 4, at 9th increases to 5, at 14th level increases to 6; to a maximum of 7 natural attacks at 18th level.

Aspect & Costs

Use something similar to the Summoner's Eidolon (for costs), but are limited to your aspect animal in what you can take. Essentially look at an animal/creature within the aspects you've chosen, and you can add those to your current form piecemeal (if you wanted eagle wings on a tiger, you could do it while not having to take anything else from it.). Where the point cost in the Eidolon chart reflects the Aspect pool cost. With additional limbs, heads, etc. not being available until level 5 with Chimeric Aspect. Other abilities could have prerequisites and level requirements to use. Some may need to be added or costs determined for things like an Eel's electricity, or Terror Wolves negative energy absorption. But this would also make the aspects still get potentially some skill bonuses, but also some of the special qualities and attacks of the creature they are borrowing the shape of.

This section would most likely fit in the area taken up by the current aspects; as it could be just a listing of what costs what, since

you'd be using either the Eidolon description or that of the animal itself; adjusted to current size.

Some abilities from animals are actually hindrance, in this case you may take these as a reduction in the current cost of the Chimeric Aspect (minimum 0); they will never replenish prior spent Aspect pool points.

1 point Aspect Features

Bite: You gain a Bite attack on any 1 Head that you possess; the damage of this attack is equal to the standard damage for your size; 1d6 for Medium (1d4 Small). This is a primary attack, that does Bludgeoning, Piercing, and Slashing damage. This feature can be taken once per head that does not possess a bite attack.

Claws: You gain 2 Claw attacks on forelimbs that you possess; the damage of this attack is equal to the standard damage for your size; 1d4 for Medium (1d3 Small). This is a primary attack, that does Bludgeoning and Slashing damage. This feature can be taken once per set of limbs that do not possess a claw attack. A set of limbs cannot have both Claws and Pinchers.

Pinchers: You gain 2 Pincher attacks on forelimbs that you possess; the damage of this attack is equal to the standard damage for your size; 1d6 for Medium (1d4 Small). This is a secondary attack, that does Bludgeoning damage. This feature can be taken once per set of forelimbs that you possess; a limb cannot possess both Claws and Pinchers; but may replace the other. If you have the Grab ability you gain a +2 on the CMB for grapples with Pinchers.

Slam: You gain a Slam attack; the damage of this attack is equal to the standard damage for your size +1; 1d6 for Medium (1d4 Small). This is a primary attack, that does Bludgeoning damage. This feature can be taken once per forelimb, and can replace claws or pinchers, but not exist at the same time on the same limb.

Tail Slap: You gain a Tail Slap attack; the damage of this attack is equal to the standard damage for your size; 1d6 for Medium (1d4 Small). This is a secondary attack, that does Bludgeoning damage. This feature can only be taken if you possess the Tail feature and only once per tail.

Tentacle: You gain a Tentacle that can attack; the damage of this attack is equal to the standard damage for your size; 1d4 for Medium (1d3 Small). This is a secondary attack, that does Bludgeoning damage. This feature can be taken more than once.

Wing Buffet: You gain 2 Wing Buffet attacks; the damage of this attack is equal to the standard damage for your size; 1d4 for Medium (1d3 Small). This is a secondary attack, that does Bludgeoning damage. This feature can be taken once per set of wings; and you must have the Wings feature to take it.

Gore: You gain a Gore attack via horn(s) on your head; the damage of this attack is equal to the standard damage for your size; 1d6 for Medium (1d4 Small). This is a primary attack, that does Piercing damage. This feature can be taken once per head.

Skilled: You gain a +4 Racial bonus to a Skill; or +8 if it only applies in specific terrain or circumstance. This feature sometimes causes color variations; like a Tiger's stripes blending into grass and jungle.

Tail: ...

Swim: ...

Gills: ...

Scent: ...

Reach: ...

Pull: ...

Push: ...

Climb: ...

Hold Breath: ...

Improved Damage: ...

Improved Armor: ...

Sting: ...

Amphibious: ...

2 point Aspect Features

Grab: ...

Rake: ...

Rend: ...

Tremorsense: ...

Trample: ...

Limbs (Fore): ...

Limbs (Rear): ...

Immunity: ...

Flight: ...

Blood Frenzy: ...

Constrict: ...

Poison: ...

Trip: ...

Burrow: ...

Special: ...

3 point Aspect Features

Pounce: ...

Swallow Whole: ...

Web: ...

Blindsense: ...

Disease: ...

Special: ...

Negative point Aspect Features

Unskilled: ...

Vulnerability: ...

Weakness: ...

Senseless: ...

Defensive Instinct (Ex)

At 2nd level, when unarmored, not using a shield, unencumbered, and conscious, the shifter adds her Constitution bonus (if any) to her AC and CMD. If she is wearing nonmetal armor or using a nonmetal shield, she instead adds half her this bonus to her AC (minimum 0). In addition, the shifter gains a +1 bonus to her AC and CMD at 4th level. This bonus increases by 1 for every 4 shifter levels thereafter (up to a maximum of +5 at 20th level).

These bonuses to AC apply even against touch attacks and when the shifter is flat-footed. She loses these bonuses when she is immobilized or helpless. These bonuses do not stack with the monk AC bonus class feature.

Track (Ex)

At 2nd level, a shifter adds half her level as a bonus on Survival checks to follow tracks.

Feral Combat Training (Ex)

At 3rd level, a shifter's proficiency in using their natural attacks in combination with style feats that require Improved Unarmed Strike improves; gaining Feral Combat Training as a bonus feat. In addition, they are considered to possess Improved Unarmed Strike for the prerequisites of Style feats. This does not let them make unarmed attacks for these feats without using their natural attacks.

Shifter's Flurry (Ex)

At 3rd level, a shifter gains an ability like the Monk's Flurry of Blows gaining multiple attacks; but they may only use the attacks gained from Shifter Claws. This otherwise functions and counts as Flurry of Blows.

Woodland Stride (Ex)

At 3rd level, gains the Woodland Stride ability as per the Druid's ability.

Soul & Body of the Wild (Ex)

At 4th level, a shifter's level counts as druid level for feats, magic items, traits, etc. Additionally a Shifter can use their Constitution in place of Wisdom for Wild Shape feats prerequisites.

Wild Shape (Su)

At 4th level, a shifter has learned to fully take on the forms of animals. At this level they can only turn into small or medium animals; this acts as *Beast Shape I*; except they may only take on the forms with the animal type.

The effect lasts for 1 hour, unless they are taking on the form of one of their Aspects; in which case it lasts for 1 hour per shifter level. It is a standard action to change into an animal or back; and doesn't provoke an attack of opportunity. A shifter must be familiar with the animal they are changing into. They may use this ability a number of times per day equal to their shifter level + Con modifier.

A shifter loses her ability to speak with in animal form because she is limited to the sounds a normal, untrained animal can make; but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

At 6th level, a shifter can use wild shape to change into a Tiny or Large animal; functioning as *Beast Shape II*.

At 8th level, a shifter can use wild shape to take the form of a Diminutive or Huge animal; functioning as *Beast Shape III*.

At 18th level, a shifter can use wild shape to take the form of a Fine or Gargantuan animal; functioning as *Beast Shape IV* with the following changes (and still limited to animals only);

Fine Animal: If the form you take is that of a Fine animal, you gain a +8 size bonus to your Dexterity, a -6 penalty to your strength.
Gargantuan Animal: If the form you take is that of a Gargantuan Animal, you gain a +8 size bonus to your strength, a -6 penalty to your Dexterity, and a +8 natural armor bonus.

Trackless Step (Ex)

At 5th level, a shifter leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Chimeric Aspect (Su)

At 5th level, a shifter can use Beast Aspect in conjunction with Wild Shape; limited to the same costs, duration, number of natural attacks, etc. as the Beast Aspect class feature.

Wholeness of Body (Su)

At 7th level, a shifter has enough control of their body that they can heal themselves. As a standard action by spending 2 points from their Aspect pool they heal themselves an amount of hit points equal to their level.

Purity of Body (Ex)

At 9th level, a shifter becomes immune to poison and diseases (even supernatural).

Malleable Body (Su)

At 11th level, as a Immediate action a shifter can shift their internal organs and vital spots to cause critical hits and sneak attacks to miss. For 1 point there is a 25% chance, 2 points a 50% chance, and for 4 points negate it entirely.

Immutable Body (Ex)

At 12th level, a shifter even when not currently under the effects of a polymorph spell, can react to a polymorph spell or effect on them as if they were.

Timeless Body (Ex)

At 16th level, a shifter gains the Timeless Body class feature as per the Druid or Monks.

Body Adept (Ex)

At 17th level, a shifter's body is further under their control even against ability damage or drains; gaining immunity to it.

Body Mastery (Ex)

At 19th level, a shifter masters their body to the point that they are immune to death effects and energy drains.

Aspect Mastery (Su)

At 20th level, a shifter's Wild Shape and Aspect abilities become at will and their Aspect pool points are no longer used up; instead it acts as a cap for what can be taken. They work like a Eidolon's pool in his regards; but can be changed or exchanged at will. This does not change the type of action required.