

The Animist - Nature "Incarnate" Interjection Games

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Credits

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Class Stats

Difficulty to Play (1-5): 2

Difficulty to Build (1-5): 2

Role: Full BAB Spellcaster

Playstyle: A barbarian/druid/binder/incarnum mashup

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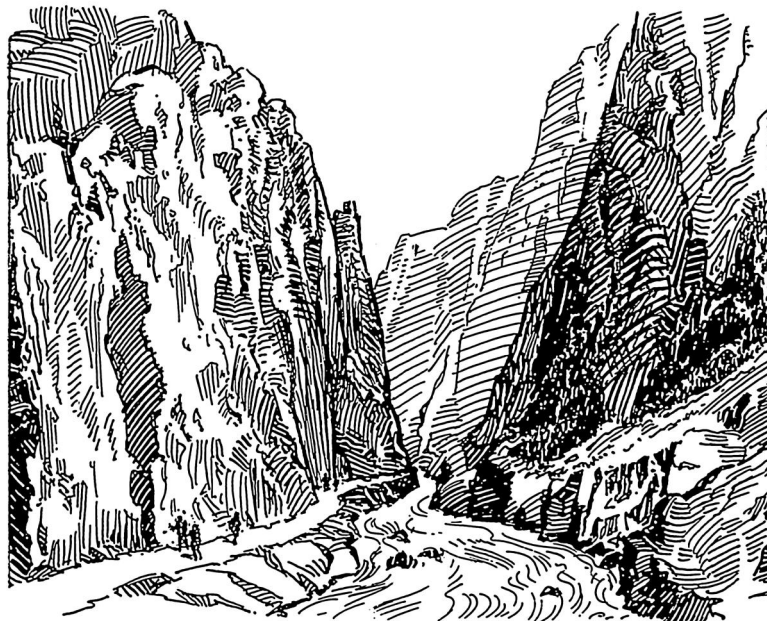
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The Animist - Nature "Incarnate" Interjection Games

The Animist

Though barbarians and rangers are in tune with the land and druids draw from its vast wellsprings as though it were a deity to revere, their means of interacting with nature are external. They interact with mother nature's output: the land, the trees, and the beasts that roam the wilds, not with the primal consciousness that gives shape to these. Animists are unique in that they alone take that final plunge, merging with nature itself and taking on the guise of her various aspects.

Role: Even without nature's help, animists are powerful physical combatants. It is when they take the various aspects of nature that they truly differentiate themselves, becoming tenders of the land, hunters of prey, or walking natural phenomena, as the case may be.

Alignment: Any neutral

Hit Die: d10

Starting Wealth: 3d6 x 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

The animist's class skills are Acrobatics (Dex), Climb (Str), Craft (any) (Int), Fly (Dex), Handle Animal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Str), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Class Features

All of the following are class features of the animist.

Weapon Proficiency: Animists are proficient with simple weapons, the greatclub, the longbow, the shortbow, and the whip.

Armor and Shield Proficiency: Animists are proficient with light armor and shields, but not tower shields. Animists wearing medium or heavier armor have their maximum prominence reduced by -1. Non-metal armor with the *wild* armor special ability never applies these penalties.

 **Table: The Animist** 

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Major Slots	Minor Slots	Maximum Prominence
1st	+1	+0	+0	+2	Animism	2	1	1
2nd	+2	+0	+0	+3	-	2	2	1
3rd	+3	+1	+1	+3	-	3	2	1
4th	+4	+1	+1	+4	-	3	2	2
5th	+5	+1	+1	+4	Embody anew 1/day	3	2	2
6th	+6/+1	+2	+2	+5	-	3	3	2
7th	+7/+2	+2	+2	+5	-	4	3	2
8th	+8/+3	+2	+2	+6	-	4	3	3
9th	+9/+4	+3	+3	+6	Embody anew 2/day	4	3	3
10th	+10/+5	+3	+3	+7	-	4	4	3
11th	+11/+6/+1	+3	+3	+7	-	5	4	3
12th	+12/+7/+2	+4	+4	+8	-	5	4	4
13th	+13/+8/+3	+4	+4	+8	Embody anew 3/day	5	4	4
14th	+14/+9/+4	+4	+4	+9	-	5	5	4
15th	+15/+10/+5	+5	+5	+9	-	6	5	4
16th	+16/+11/+6/+1	+5	+5	+10	-	6	5	5
17th	+17/+12/+7/+2	+5	+5	+10	Embody anew 4/day	6	5	5
18th	+18/+13/+8/+3	+6	+6	+11	-	6	6	5
19th	+19/+14/+9/+4	+6	+6	+11	-	7	6	5
20th	+20/+15/+10/+5	+6	+6	+12	Shifting aspects	7	6	5

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Animism: An animist's primary source of power is his ability to become one with various aspects of nature on a temporary basis. Through that connection, he leverages the most iconic forces of the natural world: growth, decay, savage strength, and the capricious power of the sylvan. Such a connection is forged with nature by the ritual (and temporary) tattooing of the animist's body with natural pigments, such as animal blood, berries, or the purple paste liberated from grinding up the glands of certain mollusks.

An animist begins play knowing three major aspects and three minor aspects. Aspects are drawn from the animist's aspects known and represent particular concepts in nature, such as seasons, species, natural phenomena, or biomes. At each new animist level, an animist learns a new aspect for which he knows all the prerequisites.

An animist must get 8 hours of sleep and spend 1 hour tattooing his body in a sort of meditative trance in order to change his aspects. While in said meditative trance, the animist assigns a major aspect to each major slot he possesses and a minor aspect to each minor slot he possesses. An animist cannot apply the same aspect multiple times. An animist begins play with 2 major slots and 1 minor slot. At 3rd level and every four levels thereafter, the animist gains an additional major slot, to a maximum of 7 major slots at 19th level, while at 2nd level and every four levels thereafter, he gains an additional minor slot, to a maximum of 6 minor slots at 18th level. An animist does not need to tattoo his body each day to refresh his daily uses of any of his aspect abilities, effectively allowing him not to meditate, or even rest, at all should he be happy with his current aspect selection.

The Difficulty Class (DC) for a saving throw against an animist's aspect is $10 + 1/2$ the animist's class level + the animist's Wisdom modifier.

An animist may suppress the physical signs of any of his major aspects as a full-round action that provokes attacks of opportunity. While suppressed, he gains no benefit from that aspect. He may cease this suppression as a full-round action that provokes attacks of opportunity.

Prominence: As he becomes more experienced, an animist gains the ability to display his major aspects more prominently, effectively taking up multiple major slots with a single major aspect. This grants two benefits. First, for each major slot occupied by a major aspect beyond the first, the animist gains the benefits of that aspect's **Prominence Each** bonus. The **Prominence Each** bonus stacks with itself, as well as with any other bonuses granted by that same aspect. Second, each aspect has abilities at **Prominence 2**, **Prominence 3**, **Prominence 4**, and **Prominence 5**. If a single major aspect occupies 2, 3, 4, or 5 major slots, respectively, then that aspect grants the bonuses corresponding to that prominence value. **Prominence 1** refers to a major aspect's base ability.

An animist's major aspects begin play able to occupy only a single major slot. For every four animist levels he possesses, the animist's major aspects may take up an additional major slot, to a maximum of five major slots at 16th level.

Embody Anew (Su): At 5th level, the animist gains the ability to alter the identity of his minor aspects quickly. As a full-round action that provokes attacks of opportunity, select a single minor aspect occupying one of the animist's minor slots that either grants a permanent ability or still has all of its daily uses remaining. The animist immediately loses the benefit of that minor aspect, replacing it with any other legal minor aspect that he knows. This ability can be used once per day at 5th level, plus an additional time per day every four levels thereafter.

Shifting Aspects (Su): At 20th level, the animist gains an additional major slot. This major slot follows a number of special rules. First and foremost, any major aspect occupying this slot can occupy only this slot; its maximum prominence is effectively 1. Second, as a full-round action that provokes attacks of opportunity, the animist can immediately lose the benefit of the major aspect occupying this slot, replacing it with any other legal major aspect that he knows. Though any major aspect can initially occupy this slot when the animist meditates each morning, any major aspect whose Prominence 1 ability is limited in its use or benefit per day, such as the troll or the unicorn, is not considered a legal major aspect when swapping.

Sidebar: Ability Type Categories for Aspect Abilities

As aspects have seven or more abilities, each capable of being independently extraordinary (Ex), supernatural (Su), spell-like (Sp), or entirely untyped, it becomes necessary to define a simple flow by which each piece of that aspect can be defined as one of the above ability types.

Any aspect ability that modifies another aspect ability is **untyped**, as the ability it is modifying defines what type of ability it is.

Any aspect ability that is totally passive or grants natural attacks is **extraordinary** (Ex).

Any aspect ability that explicitly states it grants a spell-like ability is a **spell-like ability** (Sp).

All other abilities are **supernatural** (Su).



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Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have animists as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – The first time this bonus is selected, choose a minor slot. For every two times this bonus has been selected, the animist treats his class level as though it were +1 higher for the purpose of determining the number of times he may use the aspect occupying that slot per day.

Drow – Add +1/4 to the Difficulty Class of any saving throws called for by poisons produced by aspects.

Dwarf – Whenever the animist uses the embody anew class feature, he gains temporary hit points equal to the number of times this bonus has been selected. These temporary hit points last for 1 minute.

Elf – Whenever the animist uses the embody anew class feature, he gains an insight bonus to his next attack roll made before the end of his next turn equal to half the number of times this bonus has been selected, rounded down.

Gnome – Add +1/4 of a new aspect.

Half-elf – Add +1/2 to Diplomacy, Intimidate, and Handle Animal checks made against creatures that share one or more natural attacks with the animist.

Halfling – Add +1 to Perform or Profession checks made to make a living during downtime.

Half-orc – The animist gains a bonus on attack rolls made to confirm natural attack critical hits equal to one-third the number of times this bonus has been selected, rounded down.

Hobgoblin – Add +1/6 to attack rolls made using secondary natural weapons.

Human – Add +1/4 of a new aspect.

Kobold – Add +1/4 to the Difficulty Class of all aspects if the target is a gnome.

Orc – Add +1/6 to attack rolls made using secondary natural weapons.

Puddling – Treat the animist's class level as though it were +1/2 higher for the purpose of determining how many times the animist can cast cure light wounds or inflict light wounds, granted by the unicorn or the decay major aspects, respectively, per day.

Tiefling – Add +1/4 to the Difficulty Class of any saving throws called for by poisons produced by aspects.

Animist Feats

Apprentice of Aspects

You have delved into the heart of nature herself.

Prerequisites: Skill Focus (Knowledge [nature]), Wis 13, character level 4th.

Benefit: Select one minor aspect for which you meet all the prerequisites. You permanently gain access to the chosen minor aspect. You have an effective animist level equal to half your character level, rounded down, for the purpose of meeting the prerequisites of minor aspects, as well as for the purpose of determining how many times you can use that minor aspect per day.

Aspect Study

Though you can tap into the primal forces of nature, you push yourself to apply it in more ways than your peers do.

Prerequisite: Animism class feature

Benefit: You immediately learn two aspects for which you meet all the prerequisites.

Special: Aspect Study can be taken multiple times. Each time, select new aspects.

Faux Prominence

Like the sneakier animals out there, what you display and what you mean are two different things.

Prerequisites: Animism class feature, maximum prominence of 2+

Benefit: When preparing aspects for the day, you may reduce the prominence of a major aspect occupying two or more major slots by -1, but only for the purpose of its **Prominence Each** ability. If you do, you may increase the prominence of any other major aspect occupying one or more major slots by +1, max 5, but only for the purpose of its **Prominence Each** ability.

Majoring in Minors

Nature has many faces, but a mere mortal cannot expect to agree with the way all of them presents themselves to the outside world. Ergo, favoritism occurs. You prefer a particular minor aspect and can use it more often as a result.

Prerequisite: Animism class feature, know at least one minor aspect

Benefit: Select one minor aspect you know. You may use that minor aspect an additional time per day.

Special: Majoring in Minors can be taken multiple times. Each time, select a new minor aspect you know.

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Animist Archetypes

Though their veneration of nature and the power it wields is universal, not all animists go about expressing this veneration in the same way. Some animists become so enamored with a particular concept that it becomes a permanent fixture of their own being, while others firmly believe that the artistic quality of their temporary tattoos is just as important, if not more important, than the connection to nature that makes any old tattoo grant aspect powers in the first place.

Tattooist (Archetype)

Nature has many fantastic displays for those who care to look for them, the aurora borealis, male peacocks, and the riot of color of the coral reef being only but a few. In many cases, these spectacles are totally unnecessary for the base survival of the creatures displaying it, but help to determine genetic optimization, while in others, those who live among the riot of color actually use it as a form of camouflage given the way the sensory organs of their competitors and predators function. In short, no matter how ridiculous the display, nature typically has a fairly good reason for it existing. A specialized group of animists, the tattooists, have embraced the idea of nature as an artist, and insist upon a greater level of artistry in their own work as a result.

Tattooists have the following class features:

Pigment Pool (Su): At 1st level, a tattooist gains a pool of pigment points, which represent both the tattooist's knowledge of and ability to collect vibrant pigments found in nature. The tattooist's pigment pool contains 1 point at 1st level, increasing by +1 every four levels thereafter.

When preparing his aspects for the day, the tattooist may expend 1 pigment point to apply one of the following pigments to an aspect. When a pigment is applied to an aspect, it becomes semi-permanent and must be a part of the tattooist's daily loadout for the next week. At the end of this week, the pigment ceases to be a part of that aspect, the aspect can be replaced with a new one, and the tattooist is refunded his pigment point. A single aspect cannot have more than one pigment applied to it at any one time.

- *Aureolin* - This aspect may be activated an additional time per day. (Minor aspects with an activated ability only)
- *Ivory* - The Difficulty Class of any saving throw called for by this aspect increases by +1 if this is a major aspect or +2 if this is a minor aspect.
- *Sanguine* - When this aspect is activated, the tattooist gains a +1 morale bonus to damage rolls for 1 round. At 11th level, this becomes a +2 morale bonus. (Minor aspects with an activated ability only)
- *Vermilion* - When rolling for initiative, the tattooist may grant himself a +3 circumstance bonus to his initiative roll. If he does, then he must activate this aspect in the first round of combat, if possible. (Aspects with an activated ability only)

Starting at 9th level, the tattooist may also use the following pigments.

- *Quicksilver* - This aspect can be activated as a swift action, but only if none of its daily uses have been consumed. Doing so consumes all of its daily uses. (Minor aspects with an activated ability only)
- *Tyrian Purple* - The tattooist gains a +2 circumstance bonus to his class level for the purpose of determining the effects of this aspect, but not for determining the number of times it can be used in a day.
- *Viridian* - The tattooist treats the prominence of this aspect as though it were +1 higher, maximum 5, for the purpose of its Prominence Each ability. This pigment costs 2 pigment points to apply. (Major aspects only)
- *Ultramarine* - When this aspect is activated, the tattooist gains fast healing 1 for rounds equal to his Wisdom modifier. (Minor aspects only)

This ability replaces embody anew.

Verdant Herald (Archetype)

Some animists believe that all of nature deserves representation, and those who specialize in a single aspect are doing their patron a great disservice.

Verdant heralds have the following class features:

Wide Focus: A verdant herald can never have a prominence level greater than 2 for the purpose of a major aspect's **Prominence Each** ability.

This ability modifies animism.

Equality Pool (Su): At 5th level, the verdant herald gains an equality pool, representing her ability to speak on behalf of the forgotten aspects of nature. The number of points in the equality pool is equal to 2, plus an additional 2 for every four verdant herald levels beyond 5th. The verdant herald may expend 1 equality point to activate a minor aspect she has prepared without expending one of its uses for the day, or expend 2 equality points to activate a minor aspect that she know, but does not have prepared.

The verdant herald may never expend more than 2 equality points on a single minor aspect each day.

The equality pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

This ability replaces embody anew.

Voice of All (Su): At 20th level, the verdant herald has become a conduit for the grievances of all the natural world. Each morning when preparing her aspects, she gains temporary equality points equal to 7 - the highest prominence level among her major aspects. These temporary equality points last for 24 hours.

This ability replaces shifting aspects.

(See page 11 for a special sidebar of verdant herald feats!)

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Aspect Book - Major Aspects

Autumn (Major)

The animist embodies the season of autumn, a time of plenty, as well as a time to ready oneself for the scarcity of winter by stockpiling, gorging, or eliminating sources of waste. Each morning, thin vines burst forth from the animist's scalp, laden with a number of berries equal to twice his animist level. Allies that threaten the space occupied by the animist, or the animist himself, may pluck a berry and consume it, following all rules for potions. Unmodified by feats or abilities, this is a standard action that provokes attacks of opportunity. When consumed, a berry heals the consumer for 1 point of damage. Berries left over from prior days rot, become useless, and fall off when a new crop of berries appears.

Prominence

Each: For each major slot this aspect occupies beyond the first, the animist selects one of the following: Fortitude saves, Will saves, Reflex save, or AC. When one of the berries grown by this aspect is consumed, it also grants a +1 luck bonus to the selected quantity for rounds equal to the animist's Wisdom modifier. A particular quantity cannot be selected multiple times. In addition, the animist treats his class level as though it were +2 higher for the purpose of determining the number of berries produced by this aspect.

2: If this aspect occupies at least two major slots, the animist can pluck a berry from his body and hurl it as a standard action that provokes attacks of opportunity. Treat this berry as a thrown splash weapon with a range increment of 10 ft. that entangles for 1d4 rounds on a direct hit and deals Wisdom modifier acid damage as splash damage with a radius of 10 feet.

3: If this aspect occupies at least three major slots, the animist's berries now heal 1d4 points of damage. Further, he may pluck and throw two berries when using the ability granted at **Prominence 2**, dealing splash damage equal to twice his Wisdom modifier.

4: If this aspect occupies at least four major slots, the animist gains the ability to pluck and consume his berries as a swift action that does not provoke attacks of opportunity. Further, as a full-round action, the animist may use the ability granted at **Prominence 2** twice, hurling berries two separate times in a single action; however, the animist is moving so quickly that he accidentally loses two berries in addition to those thrown in this manner.

5: If this aspect occupies five major slots, the animist's berries now heal 1d8+1 points of damage. Further, whenever the animist reduces a creature to 0 or fewer hit points, if that creature's number of Hit Dice was at least half the animist's character level, he immediately grows 1d4 berries. The animist can never have more berries than the number he grows at the start of each day. Finally, he may pluck and throw three berries when using the ability granted at **Prominence 2**, dealing splash damage equal to three times his Wisdom modifier.

The Chimpanzee (Major)

Requires: Animist 8

Curious. Intelligent. Social. Dangerous. The animist takes on the aspect of the chimpanzee, known by scientists of all races as either the most advanced or second most advanced of the hominids. The curious and ever-experimenting nature of the chimpanzee allows the animist to activate spell completion and spell trigger magic items through sheer dumb luck. A spell trigger magic item can be activated blindly in this manner, though targets must be selected before the attempt is made. If the chosen target is an illegal target, then the spell trigger item targets the animist. When activating a magic item in this manner, roll 1d20. On a roll of 11+, the item is activated properly; otherwise, the animist suffers a failure equivalent to failing a Use Magic Device check by 5 or more. This ability cannot be combined with abilities that modify the effects of activating a spell trigger or spell completion item in any way, excepting those abilities sourced from this very aspect.

Prominence

Each: For each major slot this aspect occupies beyond the first, the required roll to properly activate a magic item through sheer dumb luck decreases by -2, to a minimum of a 3+ at **Prominence 5**.

2: If this aspect occupies at least two major slots, the animist does not expend a charge of any spell trigger item he activates blindly. Further, whenever the animist rolls a natural 20 to activate a spell trigger item or a spell completion item through sheer dumb luck, the item activates without expending a charge or consuming the item, respectively.

3: If this aspect occupies at least three major slots, the animist may roll twice and take the better result when he activates a magic item through sheer dumb luck. If both dice would result in a successful activation, the caster level of that particular activation is treated as though it were +2 higher. This ability may be used three times per day.

4: If this aspect occupies at least four major slots, the animist gains a +2 luck bonus to saving throws made against spells sourced from spell completion or spell trigger items.

5: If this aspect occupies five major slots, the animist chooses a 1st-level spell, a 2nd-level spell, a 3rd-level spell, and a 4th-level spell from the druid spell list whenever he prepares this aspect. When the animist activates a spell trigger or spell completion item, the animist may choose to replace the spell being cast with one of the spells he chose when applying this tattoo, but only if the chosen spell's spell level is less than or equal to the spell normally contained within the item. This ability may be used once per day per spell chosen in this manner.



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The Creeper (Major)

Requires: Animist 4

The animist's body becomes covered in so many creeping vines that he looks more like an ambulatory shrubbery than a man. He gains a plethora of vines as a primary natural attack; however, unlike a typical natural weapon, the animist's vines can only make attacks of opportunity. Further, the animist never applies an ability score modifier to vine damage. Attacks of opportunity made by the animist's vines do not count against the animist's number of attacks of opportunity per round and instead draw from a separate pool of attacks, meaning an animist at **Prominence 1** without the Combat Reflexes feat could make an attack of opportunity with his vines and an attack of opportunity with a different weapon in a single round should two separate chances to make an attack of opportunity be granted to him. The animist's vines may only make a single attack of opportunity per round, deal bludgeoning damage, have a reach of +5 feet beyond that of the animist's base, and entangle creatures damaged by them for 1 round.

Starting at 5th level, the animist's vine natural attack gains a +1 enhancement bonus, increasing by an additional +1 every five animist levels thereafter. The animist can only make attacks of opportunity with his vines.

Prominence

Each: For each major slot this aspect occupies beyond the first, the animist may make an additional attack of opportunity per round with his vines.

2: If this aspect occupies at least two major slots, the animist's reach with his vines increases by an additional +5 feet, for a total of +10 feet.

3: If this aspect occupies at least three major slots, the animist's vine natural attack becomes impregnated with a toxin akin to that of poison ivy, but much, much more potent. Creatures dealt damage by the animist's vines take a -1 penalty to their armor's maximum Dexterity bonus, minimum +0. The maximum Dexterity bonus of any shield wielded by the subject is unaffected. This penalty lasts for 1 minute, though its duration refreshes to its maximum should the animist's vines deal damage again.

4: If this aspect occupies at least four major slots, the animist's reach with his vines increases by an additional +5 feet, for a total of +15 feet.

5: If this aspect occupies five major slots, the animist gains the ability to attack all creatures within reach of his vines with his vines as a standard action. He may choose to forego his vine attack against any or all of his legal targets.



Decay (Major)

In order for new life to bloom, that which exists now must perish. The animist gains the ability to cast *inflict light wounds* twice per day as a spell-like ability. For the purpose of spell-like abilities granted by this aspect, the animist has a caster level equal to his animist level and treats Wisdom as his primary casting ability score. For every three animist levels he possesses, he may cast *inflict light wounds* an additional time per day. Creatures that fail their saving throw against any spell-like ability granted by this aspect take 1 point of damage to a random ability score. Roll once on the table below to determine the ability score damaged.

Table: Random Ability Score

d6	Ability Score Damaged
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

Prominence

Each: For each major slot this aspect occupies beyond the first, roll an additional time on **Table: Random Ability Score** whenever a creature fails its saving throw against any spell-like ability granted by this aspect. That creature takes 1 point of damage to each ability score rolled. Multiples stack.

2: If this aspect occupies at least two major slots, the animist may cast *inflict light wounds* an additional time per day and gains the ability to cast *inflict moderate wounds* once per day as a spell-like ability. In addition, all spell-like abilities granted by this aspect may be delivered as a melee touch attack or as a ranged touch attack with a range of 30 feet.

3: If this aspect occupies at least three major slots, the animist may cast *inflict light wounds* and *inflict moderate wounds* an additional time per day and gains the ability to cast *inflict serious wounds* once per day as a spell-like ability. In addition, the animist may expend two daily castings of any spell-like ability granted by this aspect to cast that spell in place of an attack in a full-attack action.

4: If this aspect occupies at least four major slots, the animist may cast *inflict light wounds*, *inflict moderate wounds*, and *inflict serious wounds* an additional time per day and gains the ability to cast *inflict critical wounds* once per day as a spell-like ability.

5: If this aspect occupies five major slots, the animist may cast *inflict light wounds*, *inflict moderate wounds*, *inflict serious wounds*, and *inflict critical wounds* an additional time per day. In addition, ability damage dealt by this aspect becomes ability drain instead.

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The Firefly (Major)

The animist takes on the aspect of the light show of warm summer nights. His butt begins to warm up, granting him the ability to illuminate his rear end as the *light* spell at will. This effect is permanent until dismissed. If wearing pants, they illuminate instead, but should he take them off, they stop glowing immediately. Additionally, creatures that hit the animist in melee take 1 point of fire damage, plus an additional point of fire damage for every four animist levels he possesses.

Prominence

Each: For each major slot this aspect occupies beyond the first, the animist deals an additional point of fire damage to creatures that hit him in melee.

2: If this aspect occupies at least two major slots, the animist gains the ability to produce and throw a glob of phosphorescent goo as a standard action. Treat this goo as a thrown splash weapon with a range increment of 10 ft. that deals 1d6 + the animist's level fire damage on a direct hit.

3: If this aspect occupies at least three major slots, the animist grows a set of insectoid wings, gaining a 60-ft. fly speed with good maneuverability.

4: If this aspect occupies at least four major slots, the animist gains the ability to spray an area with phosphorescent goo as a standard action, dealing 1d8 points of fire damage per two animist levels in a 15-ft. cone with a Reflex save for half damage. If the animist uses this ability, he loses his **Prominence 1** ability to deal fire damage to creatures that hit him in melee for 1 minute, and cannot use this ability again for the duration.

5: If this aspect occupies five major slots, the animist's **Prominence 1** ability to deal fire damage to creatures that hit him in melee ignores resistance, but not immunity, to fire. In addition, when he uses the ability granted by **Prominence 4**, he only loses this ability to deal fire damage to creatures that hit him in melee for 1d4 rounds, not 1 minute.



The Frog (Major)

The animist's skin becomes slimy and multihued, much like the tropical frogs that people joke about licking, while his maw becomes a fleshy, gaping cavern. He gains a bite attack as a primary natural attack. Additionally, he gains a +2 insight bonus to Constitution for the purpose of calculating maximum hit points.

Prominence

Each: For each major slot this aspect occupies beyond the first, the animist gains a +4 circumstance bonus to Acrobatics checks made to jump.

2: If this aspect occupies at least two major slots, the animist's body becomes covered in milky pustules. Whenever a creature critically hits him in melee, some of the pustules burst, coating the attacker in sticky goo that entangles it for 2 rounds. There is no saving throw.

3: If this aspect occupies at least three major slots, the animist may attempt to leap on top of a foe he charges. Make an Acrobatics check against a DC of the subject's CMD. The subject gets a +4 bonus to CMD for each size category larger than Medium it happens to be; conversely, it takes a -4 penalty to CMD for each size category smaller than Medium it happens to be. On a successful Acrobatics check, the animist lands in the nearest square occupied by the subject and may perform a charging bite attack without provoking attacks of opportunity. Until moved, grappled, tripped, or otherwise forced to relinquish his perch, the animist is treated as being on high ground relative to the subject. On a failed Acrobatics check, the animist charges as normal, but provokes an attack of opportunity from the subject at the end of his movement, before he makes an attack.

4: If this aspect occupies at least four major slots, the animist may attempt to start a grapple as a free action without provoking an attack of opportunity whenever he successfully hits another creature with his bite natural attack. He can only grapple creatures of his size or smaller in this manner.

5: If this aspect occupies five major slots, the animist gains a tongue attack as a secondary natural attack. A tongue is equivalent to a whip, save that it is not a manufactured weapon and cannot be used to perform attacks of opportunity. If the animist makes a uses manufactured weapon while making a full-attack action, he cannot attack with his tongue as part of that full-attack action for fear of cutting himself. Creatures touched by this tongue are subject to the following poison.

Type poison (contact);

Save Fortitude DC 10 + 1/2 animist level + Wis modifier

Frequency 1/round for 2 rounds

Effect confused for 1 round; **Cure** 1 save



The Animist - Nature "Incarnate" Interjection Games

The Giraffe (Major)

Requires: Animist 4

The animist's neck lengthens precipitously and his jaw expands to allow the sudden inclusion of large, crushing molars. He gains a bite attack as a primary natural attack; due to the neck, the bite is also a reach weapon.

At 7th level, the animist's bite gains a +1 enhancement bonus. This bonus increases by +1 every three animist levels thereafter, to a maximum of a +5 at 19th level.

Prominence

Each: For each major slot this aspect occupies beyond the first, the animist ignores 5 points of damage reduction with his bite attacks.

2: If this aspect occupies at least two major slots, the animist gains the benefit of the Weapon Focus (bite) and Weapon Specialization (bite) feats.

3: If this aspect occupies at least three major slots, the animist's bite gains the *lesser bane* weapon special ability. The *lesser bane* weapon special ability is the same as the *bane* weapon special ability, save that it only deals an additional 1d6 points of damage to creatures of the chosen type. The animist specifies the designated foe.

4: If this aspect occupies at least four major slots, the animist's bite may be used both as a reach weapon and as a non-reach weapon. In addition, his bite loses the *lesser bane* weapon special ability and gains the *bane* weapon special ability.

5: If this aspect occupies five major slots, the critical threat range of the animist's bite increases by +1. This bonus is applied before effects that multiply critical threat range, such as the *keen* weapon special ability or the Improved Critical feat.

The Jellyfish (Major)

Requires: Animist 6

The animist's body becomes translucent and aquatically-inclined, granting him the ability to breathe water as though he were constantly under the effect of the *water breathing* spell, as well as a swim speed of 5 feet. At 9th level and every three levels thereafter, his swim speed increases by +5 feet, to a maximum of a 25-ft. swim speed at 18th level.

Prominence

Each: For each major slot this aspect occupies beyond the first, the animist gains a tentacle attack as a secondary natural attack. Unlike most natural weapons, the animist's tentacles can never apply an ability modifier to damage, nor can they gain benefit from any weapon special abilities. The tentacles may, however, be granted an enhancement bonus.

2: If this aspect occupies at least two major slots, the animist gains light fortification.

3: If this aspect occupies at least three major slots, the animist's tentacles deal an additional point of acid damage and an additional point of electric damage on a successful hit.

4: If this aspect occupies at least four major slots, the animist ignores the first ten points of ability score damage he would take each day.

5: If this aspect occupies five major slots, the animist's tentacles apply 1 "sting" on a successful hit. If the amount of "sting" on a creature is ever greater than or equal to the subject's Dexterity score (min. 6), then all "sting" is removed and that creature is paralyzed for 1 round with no saving throw allowed. Creatures with "sting" lose 1 "sting" at the beginning of their turn.

Table: Natural Attacks by Size

Natural Attack	Base Damage by Size					Damage Type	Attack Type
	<i>Tiny</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>	<i>Huge</i>		
Bite	1d3	1d4	1d6	1d8	2d6	B, P, and S	Primary
Claw	1d2	1d3	1d4	1d6	1d8	B and S	Primary
Gore	1d3	1d4	1d6	1d8	2d6	P	Primary
Hoof, Tentacle, Wing	1d2	1d3	1d4	1d6	1d8	B	Secondary
Pincers, Tail Slap	1d3	1d4	1d6	1d8	2d6	B	Secondary
Slam	1d2	1d3	1d4	1d6	1d8	B	Primary
Sting	1d2	1d3	1d4	1d6	1d8	P	Primary
Talons	1d2	1d3	1d4	1d6	1d8	S	Primary
Other	1d2	1d3	1d4	1d6	1d8	B, P, or S	Secondary

The Animist - Nature "Incarnate" Interjection Games

The Lion (Major)

The animist grows a beard that wraps around to the back of his neck, effectively producing a mane. The sheer volume of this mane blunts incoming attacks, granting a +4 armor bonus to AC. This bonus increases by +1 for every three animist levels he possesses, to a maximum of a +10 armor bonus to AC at 18th level.

Prominence

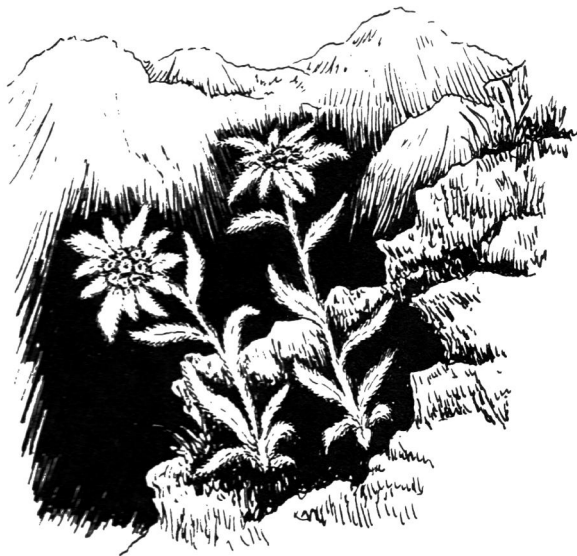
Each: For each major slot this aspect occupies beyond the first, the animist gains a +2 circumstance bonus to Intimidate checks made to demoralize a creature, and his claw attacks deal an additional point of damage on a critical hit.

2: If this aspect occupies at least two major slots, the animist gains two claw attacks as primary natural attacks. If he has both pincers and claws, he may only attack with one or the other as part of a full-attack action.

3: If this aspect occupies at least three major slots, whenever the animist critically hits a creature with a natural attack, he may attempt to demoralize that creature as a swift action. So fierce is the animist that creatures that are normally immune to fear, even mindless creatures, can be demoralized in this fashion.

4: If this aspect occupies at least four major slots, the animist becomes immune to fear. Additionally, if he successfully hits a creature with both claw attacks in a single round, he deals additional bleed damage equal to the base damage die of his claw attacks + his Strength modifier.

5: If this aspect occupies five major slots, the animist's natural attacks deal an additional 1d6 points of damage to demoralized creatures. This damage is multiplied on a critical hit and is the same type as the natural attack.



The Mountain (Major)

The animist becomes as powerful and unflinching as the mountain itself, gaining a +1 enhancement bonus to natural armor, a 10% chance to ignore critical hits and precision damage, and DR 1/-. For every four ritual hunter levels he possesses, his DR increases by +1.

Prominence

Each: For each major slot this aspect occupies beyond the first, the animist's enhancement bonus to natural armor increases by +1, and his chance to ignore critical hits and precision damage increases by +10%.

2: If this aspect occupies at least two major slots, the animist becomes immune to bleed.

3: If this aspect occupies at least three major slots, the animist reduces the critical multiplier of successful critical hits made against him by -1, minimum x2.

4: If this aspect occupies at least four major slots, whenever the animist negates a critical hit, he gains temporary hit points equal to his Wisdom modifier. These temporary hit points are granted before damage is dealt and last for 1 round.

5: If this aspect occupies five major slots, manufactured weapons with hardness 12 or less take 1d6 points of damage upon hitting the animist. This damage ignores hardness.

The Obsidian Sentinel (Major)

The animist's skin becomes shiny and studded with magic-dampening obsidian. When applying this tattoo, choose acid, cold, electric, fire, or sonic. He gains resistance equal to 5 + his animist class level against the chosen energy type.

Prominence

Each: For each major slot this aspect occupies beyond the first, select an additional energy type. This aspect now protects against all selected energy types.

2: If this aspect occupies at least two major slots, the animist gains a +1 luck bonus to saving throws against spells and abilities that deal damage of any of the energy types against which this aspect protects.

3: If this aspect occupies at least three major slots, the first successful attack made by the animist each round deals 1 point each of acid, cold, electric, fire, and sonic damage.

4: If this aspect occupies at least four major slots, allies within 10 feet of the animist gain resistance 10 against each of the energy types against which this aspect protects.

5: If this aspect occupies five major slots, the first successful attack made by the animist each round deals 1d4 points each of acid, cold, electric, fire, and sonic damage.

The Animist - Nature "Incarnate" Interjection Games

The Scorpion (Major)

The animist's body begins to look much like the tough, chitinous exterior of the scorpion. His fingers fuse together somewhat, granting him two pincer attacks as secondary natural attacks, but imposing a -4 penalty to all Dexterity-based skill checks that require precision use of the hands, such as most Sleight of Hand or Open Lock checks. If the animist has both pincers and claws, he may only attack with one or the other as part of a full-attack action.

Prominence

Each: For each major slot this aspect occupies beyond the first, the animist's pincers ignore 1 point of natural armor.

2: If this aspect occupies at least two major slots, the animist may use his pincers to deflect incoming attacks. As a standard action, or by foregoing a pincer attack in a full-attack action, he readies an action to parry the next melee attack made against him. Roll 1d20 + the animist's AC + the number of major slots this aspect occupies - 10. If the result of this roll is greater or equal to the attack roll made against the animist, the attack misses; otherwise, it hits. If the attack misses, the animist may immediately make two pincer attacks against the attacking creature as a free action.

3: If this aspect occupies at least three major slots, the animist treats his pincers as primary natural attacks rather than secondary natural attacks.

4: If this aspect occupies at least four major slots, the animist may attempt one of the following as a swift action should both of his pincer attacks hit a single creature in the same round.

- The animist attempts to crush a leg or other ambulatory appendage. Make a combat maneuver check against the subject, applying bonuses as though this were a trip. If successful, the subject's leg is crushed, halving his base land speed for 1d4 rounds. The duration of multiple applications of this combat maneuver stack, to a maximum of 1 minute.

- The animist attempts to crush an arm, tentacle, or other offensive appendage. If the subject has natural attacks, nominate either one of those natural attacks or the subject's manufactured weapons. Make a combat maneuver check against the subject, applying bonuses as though this were a disarm. If successful, the subject's appendage is crushed, imposing a -2 penalty to attack rolls of the nominated attack type for 1d4 rounds. The duration of multiple applications of this combat maneuver stack, to a maximum of 1 minute.

5: If this aspect occupies five major slots, the animist gains a sting attack as a primary natural attack. Creatures damaged by this sting are subject to the following poison.

Type poison (injury); **Save** Fortitude DC 10 + 1/2 animist level + Wisdom modifier

Frequency 1/round for Wisdom modifier rounds

Effect 2d6 fire damage; **Cure** 1 save

The Spider (Major)

Requires: Animist 4

The animist becomes quick, agile, perceptive, and deviously sneaky, gaining a circumstance bonus to the Climb and Stealth skills equal to half his animist level, rounded down. In addition, he may shoot a creature with webbing as a standard action. Make a ranged touch attack with a range of 30 feet; on a successful touch, the subject is entangled for 1 round.

Prominence

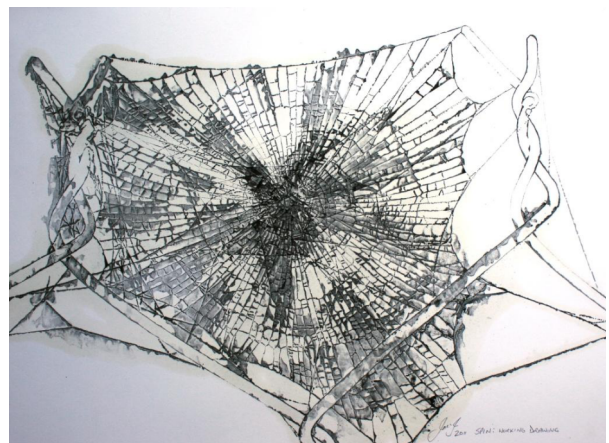
Each: For each major slot this aspect occupies beyond the first, the animist gains a +1 bonus to CMD against the trip combat maneuver and a +2 circumstance bonus to Perception skill checks.

2: If this aspect occupies at least two major slots, the animist cannot be flanked unless he is dazzled, blinded, or otherwise cannot see his assailant.

3: If this aspect occupies at least three major slots, the animist gains the benefits of the *spider climb* spell. This is a constant effect. Further, the entangling ability granted at **Prominence 1** can now be used as a move action.

4: If this aspect occupies at least four major slots, the animist gains the ability to spew forth a mass of webbing in a 20-ft. cone as a standard action. This webbing lasts for rounds equal to the animist's level, but otherwise functions as the *web* spell. Once used, this ability cannot be used again until the duration of the previous mass of webbing expires. This ability can be used three times per day.

5: If this aspect occupies five major slots, the animist gains the benefits of the *freedom of movement* spell. This is a constant effect.



The Animist - Nature "Incarinate" Interjection Games

Spring (Major)

The animist embodies the essence of spring, a time of new beginnings and renewed life. His natural healing rate for both hit point damage and ability score damage is doubled. In addition, he gains a +2 morale bonus to Strength whenever his current hit points are equal to his maximum hit points.

Prominence

Each: For each major slot this aspect occupies beyond the first, the animist gains a +1 morale bonus to Strength whenever his current hit points are equal to his maximum hit points. In addition, his maximum hit points increases by +3.

2: If this aspect occupies at least two major slots, whenever the animist is not wearing armor or wielding a shield, he gains a dodge bonus to AC equal to his Wisdom modifier.

3: If this aspect occupies at least three major slots, the animist can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. This ability can be used only if the animist is wearing light armor or no armor. A helpless animist does not gain the benefit of this ability.

4: If this aspect occupies at least four major slots, the animist gains the benefits of the Spring Attack and Shot on the Run feats.

5: If this aspect occupies five major slots, the animist gains the benefits of the improved evasion rogue talent.

Summer (Major)

The animist embodies the sweltering heat of the most unbearable summers ever. As a standard action, or by foregoing an attack in a full-attack action, the animist attempts to sap the vigor of the subject. On a successful melee touch, the subject becomes fatigued for 1 round with a Fortitude save to negate. The duration of this fatigue effect increases by +1 round for every five animist levels he possesses.

Prominence

Each: For each major slot this aspect occupies beyond the first, foes within 30 feet of the animist when rolling for initiative take a -1 penalty to their initiative rolls.

2: If this aspect occupies at least two major slots, the animist gains the ability to rapidly increase the temperature of an object as the *heat metal* spell at will as a standard action, save that this ability has a range of 30 feet, ends immediately if the subject is out of range of the animist, and that the Difficulty Class of any saving throw called for by this ability is equal to 10 + 1/2 the animist's level + the animist's Wisdom modifier

3: If this aspect occupies at least three major slots, the animist gains a +2 circumstance bonus to attack and damage rolls made against fatigued or exhausted creatures. Additionally, whenever the animist inflicts the fatigued or exhausted conditions upon another creature, he gains the benefits of the *haste* spell for 1 round.

4: If this aspect occupies at least four major slots, the animist becomes immune to fatigue and exhaustion. Additionally, creatures damaged by the *heat metal* ability granted at **Prominence 2** become fatigued for 1 round with no saving throw allowed.

5: If this aspect occupies five major slots, the animist's fatiguing touch granted at **Prominence 1** exhausts the subject on a failed Fortitude saving throw.

Sidebar: Verdant Herald Feats

Enhanced Equality

You know the faces of the forgotten by heart.

Prerequisite: Equality pool class feature

Benefit: The size of your equality pool increases by +1. If, when preparing your aspects for the day, the highest prominence level among your major aspects is 2 or less, you gain a temporary equality point. This temporary equality point lasts for 24 hours.

Forgotten Gifts

When you speak for the forgotten, they reward you.

Prerequisite: Equality pool class feature

Benefit: Whenever you activate a minor aspect that you do not have prepared, you are healed for 2d4 points of damage.

Fundamentalist Herald

You are considered extreme in your ways and beliefs, even by other verdant heralds, but you know that your ways are pure of heart, respectful to your patron, and, above all else, correct.

Prerequisite: Enhanced Equality, verdant herald level 15th

Benefit: The maximum prominence of your major aspects is set to 1, and can never increase. You learn two major aspects for which you meet all the prerequisites. In addition, each morning when preparing your aspects for the day, you gain temporary equality points equal to the size of your equality pool. These temporary equality points last for 24 hours.

The Animist - Nature "Incarnate" Interjection Games

The Troll (Major)

Requires: Animist 6

The animist takes on the regenerative aspects of the troll, gaining fast healing equal to his Wisdom. Once this has healed a number of hit points equal to his Wisdom modifier multiplied by half his animist level, rounded down, the fast healing ceases to function until the next time he prepares his aspects for the day.

Prominence

Each: For each major slot this aspect occupies beyond the first, the number of hit points of damage this tattoo can heal before deactivating each day increases by an amount equal to three times the animist's Wisdom modifier.

2: If this aspect occupies at least two major slots, the animist gains temporary hit points equal to the prominence level of this aspect at the beginning of each of his turns. These temporary hit points last for 1 round.

3: If this aspect occupies at least three major slots, the animist may suppress the fast healing granted by this tattoo as a swift action. This suppression can be maintained indefinitely, and a swift action resumes the fast healing. If the animist's current hit points ever fall below 0, his fast healing is immediately resumed should it be suppressed. In addition, he gains a +2 insight bonus to Fortitude saves.

4: If this aspect occupies at least four major slots, whenever a single attack deals damage equal to at least one-quarter of the animist's maximum hit points, the fast healing granted by this aspect doubles for 1 round, but only counts against the animist's daily healing limit as though it were not doubled.

5: If this aspect occupies five major slots, the animist becomes all but impossible to kill. If he still has fast healing from this aspect remaining, his current hit points can drop below the point at which he would die without resulting in his death. While below the point at which he would die, the animist falls unconscious, even if he has the Diehard feat. Should he take acid damage, take fire damage, or if the fast healing granted by this aspect runs out while his current hit points are below the point at which he would die, the animist dies immediately. Similarly, if acid damage or fire damage reduces him to or below the point at which he would die, he dies immediately.

The Unicorn (Major)

The animist's forehead becomes itchy, and a two-inch horn reminiscent of that of a unicorn bursts forth! He gains the ability to cast *cure light wounds* twice per day as a spell-like ability. For the purpose of spell-like abilities granted by this aspect, the animist has a caster level equal to his animist level and treats Wisdom as his primary casting ability score. For every three animist levels he possesses, he may cast *cure light wounds* an additional time per day.

Creatures healed by any spell-like ability granted by this aspect gain DR 2/cold iron for 1 round.

Prominence

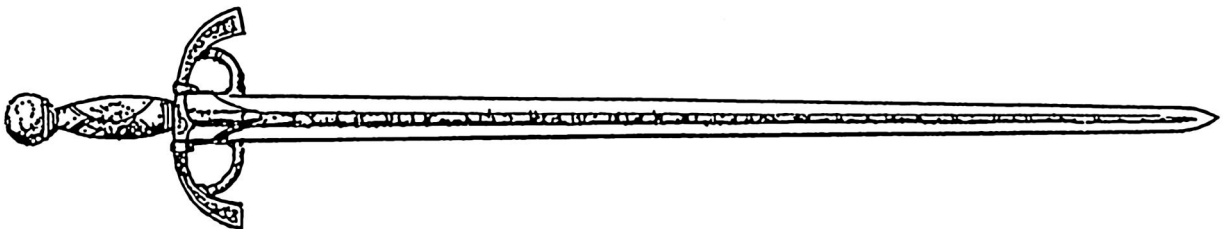
Each: For each major slot this aspect occupies beyond the first, the damage reduction granted to those affected by spells granted by this aspect increases by +2.

2: If this aspect occupies at least two major slots, the animist may cast *cure light wounds* an additional time per day and gains the ability to cast *cure moderate wounds* once per day as a spell-like ability. In addition, creatures healed by a spell-like ability granted by this aspect are healed of 1 point of ability score damage per spell level of the spell cast. The animist chooses which ability score to heal.

3: If this aspect occupies at least three major slots, the animist may cast *cure light wounds* and *cure moderate wounds* an additional time per day and gains the ability to cast *cure serious wounds* once per day as a spell-like ability. In addition, the animist may expend two daily castings of *cure light wounds* to cast it as a move action. This may only be done once per round.

4: If this aspect occupies at least four major slots, the animist may cast *cure light wounds*, *cure moderate wounds*, and *cure serious wounds* an additional time per day and gains the ability to cast *cure critical wounds* once per day as a spell-like ability.

5: If this aspect occupies five major slots, the animist may cast *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, and *cure critical wounds* an additional time per day. In addition, the animist may expend two daily castings of *cure light wounds* to cast it as a swift action or as a move action. This may only be done once per round and replaces the ability to cast *cure light wounds* as a move action granted at **Prominence 3**.



The Animist - Nature "Incarnate" Interjection Games

The Viper (Major)

The animist grows a pair of wicked snake fangs, granting him a bite attack as a primary natural attack. Whenever he successfully deals damage with his bite attack, he may inject poison into the wound as a free action. Once the animist injects poison in this manner, he cannot do so again for 1 hour while his poison glands refill.

At 9th and 17th levels, the ability damage dealt by the poisons granted by this aspect increases by +1, to a maximum of 3 points of ability damage at 17th level.

Type poison (injury); **Save** Fortitude DC 10 + 1/2 animist level + Wisdom modifier

Frequency 1/round for Wisdom modifier rounds

Effect 1 Dex damage; **Cure** 2 consecutive saves

Prominence

Each: For each major slot this aspect occupies beyond the first, the time required to refill the animist's poison glands decreases by 10 minutes.

2: If this aspect occupies at least two major slots, all attacks made against the animist by creatures occupying spaces he threatens with his bite attack provoke attacks of opportunity, but only if the animist has not made a bite attack that round. Attacks of opportunity provoked in this fashion only allow the animist to make bite attacks in retaliation.

3: If this aspect occupies at least three major slots, the animist gains the following poison. Whenever he successfully deals damage with his bite attack, he may inject this poison into the wound as a free action. The animist may only inject one dose of poison per bite. Like the original poison granted at **Prominence 1**, he must wait 1 hour for his poison glands to refill before he can bite again. Each poison granted by this aspect is a separate sac in the animist's poison glands. As a result, injecting a dose of the Dexterity-damaging poison does not consume the dose of the Strength-damaging poison, and the poisons refill on separate timers.

Type poison (injury); **Save** Fortitude DC 10 + 1/2 animist level + Wisdom modifier

Frequency 1/round for Wisdom modifier rounds

Effect 1 Str damage; **Cure** 2 consecutive saves

4: If this aspect occupies at least four major slots, the animist gains the following poison. This poison follows the same rules as the others granted by this aspect.

Type poison (injury); **Save** Fortitude DC 10 + 1/2 animist level + Wisdom modifier

Frequency 1/round for Wisdom modifier rounds

Effect 1 Con damage; **Cure** 2 consecutive saves

5: If this aspect occupies five major slots, the poisons granted by this aspect deal ability drain rather than ability damage. In addition, following a critical hit with his bite, the animist may inject all available poisons as a free action rather than just one of them.

Winter (Major)

The animist takes on the aspect of the frigid winter, a time of relative scarcity in which the weak and infirm that thrived in the bounty of the growing season are removed from the biosphere. The animist gains a wintry aura, which itself gains a number of abilities as the animist increases the prominence of this aspect. The wintry aura has a radius of 10 feet; however, for each ability beyond the first that the wintry aura expresses at any one time, its radius decreases by -5 ft., down to a minimum of 0 feet, at which point there's no aura at all. The animist may activate or suppress each individual wintry aura ability at will as a standard action.

The animist's wintry aura causes the ground to become slick and icy. Other creatures within the bounds of the aura that attempt to stand up from being prone must succeed on a DC 10 + 1/2 the animist's level + the animist's Wisdom modifier Acrobatics check or slip and fail to stand up. This provokes attacks of opportunity. Alternatively, a creature in the bounds of the aura may stand up carefully as a standard action; this does not require an Acrobatics check.

Prominence

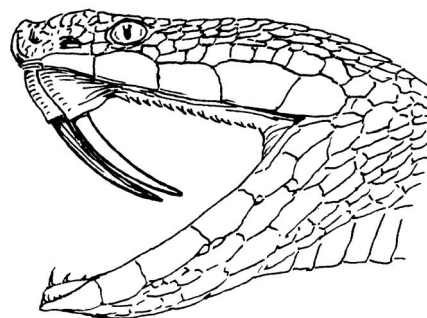
Each: For each major slot this aspect occupies beyond the first, the radius of the animist's wintry aura increases by +5 feet.

2: If this aspect occupies at least two major slots, the animist's wintry aura deals cold damage equal to the animist's Wisdom modifier to all other creatures that begin their turn within its bounds.

3: If this aspect occupies at least three major slots, the animist's wintry aura produces a permanent obscuring mist effect within its bounds. The animist can see through this effect unhindered.

4: If this aspect occupies at least four major slots, the animist's wintry aura causes all ground within its bounds to be treated as difficult terrain for all creatures other than the animist.

5: If this aspect occupies five major slots, the animist's wintry aura imposes a -4 penalty to Dexterity to all other creatures within its bounds. A creature's Dexterity cannot be reduced below 1 in this fashion. This ability counts as two abilities for the purpose of determining the radius of the animist's wintry aura.



The Animist - Nature "Incarnate" Interjection Games

The Wisp (Major)

The animist's body becomes faintly radiant and somewhat translucent, much like the will-o'-the-wisp. He gains resistance 1 against spells with the force descriptor, as well as DR 1/- against weapons that are treated as force effects or that have the ghost touch weapon special ability. Both this damage reduction and this resistance increase by +1 for every five animist levels he possesses.

Further, as a standard action, the animist can drain the willpower of a creature within 30 feet, causing that creature to become shaken for 1 round; a Will save negates.

Prominence

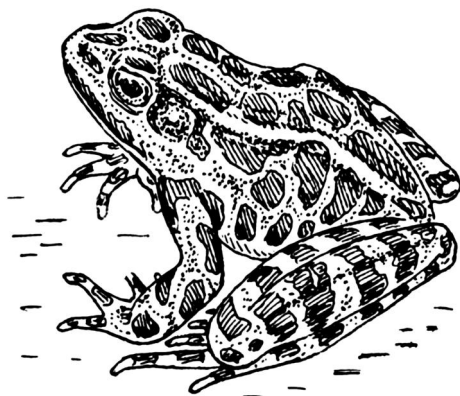
Each: For each major slot this aspect occupies beyond the first, creatures shaken by an ability granted by this aspect are shaken for an additional round.

2: If this aspect occupies at least two major slots, the animist gains the ability to electrocute a creature within 30 feet as a standard action, dealing 1d6 + half his animist level electric damage, rounded down, on a successful ranged touch. This damage is maximized against creatures that are shaken, frightened, or panicked.

3: If this aspect occupies at least three major slots, the animist's willpower-draining ability granted at **Prominence 1** now affects a 5-ft. burst rather than a single creature. In addition, the animist may use his electrocution ability granted at **Prominence 2** twice as a full-round action.

4: If this aspect occupies at least four major slots, the animist gains a fly speed of 30 feet with perfect maneuverability. In addition, the animist may use his willpower-draining ability granted at **Prominence 1** as a swift action three times per day.

5: If this aspect occupies five major slots, whenever a creature within 30 feet provokes an attack of opportunity, the animist may expend an attack of opportunity to electrocute that creature with the ability granted at **Prominence 2**. In addition, the animist may use his electrocution ability granted at **Prominence 2** three times as a full-round action.



The Wolf (Major)

The animist becomes fleet of foot, gaining a +5-ft. bonus to his base land speed, plus an additional +5-ft. bonus for every three animist levels he possesses, max +30 feet at 15th level. This is an enhancement bonus.

Prominence

Each: For each major slot this aspect occupies beyond the first, the animist deals an additional 1d6 points of precision damage against creatures he is flanking. He may only deal this precision damage once per creature per round.

2: If this aspect occupies at least two major slots, the animist gains a +1 dodge bonus to AC and a +2 bonus to initiative rolls.

3: If this aspect occupies at least three major slots, any creature the animist charges is considered flanked until the end of his turn.

4: If this aspect occupies at least four major slots, weapons wielded by the animist gain the *wounding* weapon special ability.

5: If this aspect occupies five major slots, whenever the animist deals precision damage, he also deals bleed damage equal to half the precision damage dealt to that creature. (Sneak attack damage is a type of precision damage.)



The Animist - Nature "Incarnate" Interjection Games

Aspect Book - Minor Aspects

The Anteater (Minor)

As a standard action, the animist shoots his tongue out at a creature or stationary object within 30 feet. On a successful melee touch, the animist latches on and retracts his tongue, pulling himself directly toward the subject. This movement provokes attacks of opportunity, but grants a +4 dodge bonus to the animist's AC against any attacks of opportunity made against him. The animist's movement stops once he is either adjacent to the subject or when his movement is blocked by a fence, secure grating, or other similar obstruction.

This ability may be used once per day, plus an additional time per day for every four animist levels he possesses.

The Armadillo (Minor)

As a swift action, the animist rolls into a ball. He gains DR X/-, where X is his animist level, until the beginning of his next turn, but cannot attack, charge, cast spells, or perform any action that requires a standard action to perform for the duration. This ability cannot be used if he has already performed one of the barred actions this round.

This ability may be used once per day, plus an additional time per day for every three animist levels he possesses.

The Badger (Minor)

Requires: Animist 5

Whenever the animist takes damage from a physical attack, he flies into a rage as a free action at the beginning of his next turn. He gains a +2 morale bonus to Strength and Constitution while enraged, but takes a -2 penalty to AC and cannot use spell-like abilities for the duration. This rage lasts for rounds equal to the animist's Wisdom modifier or until the creature whose attack triggered the rage is reduced to 0 or fewer hit points. When the animist's rage ends, he becomes fatigued for rounds equal to the number of rounds he spent raged. While fatigued, the animist cannot become enraged.

The Bat (Minor)

Requires: Animist 8

As a swift action, the animist becomes blind for rounds equal to his Wisdom modifier. While blind in this manner, he gains blindsense out to a distance of 30 feet. As a move action, he can let out a screech, granting him blindsight out to a distance of 30 feet until the beginning of his next turn. This blindness effect cannot be cleansed or removed; further, it bypasses blindness immunity.

This ability may be used once per day, plus an additional time per day for every four animist levels he possesses.

The Bloodhound (Minor)

Requires: Animist 6

The animist gains the scent ability and can use this ability to locate unseen foes (see Special Abilities for rules on the scent ability).

The Boar (Minor)

Requires: Animist 5

Whenever the animist successfully hits a creature while charging, he may immediately perform another attack against that creature as a swift action. This ability cannot be used in conjunction with other abilities that grant additional attacks on the charge, such as pounce, but it may be used in conjunction with other abilities that grant additional attacks for reasons other than charging, such as the mighty cleaving weapon special ability.

This ability may be used once per day, plus an additional time per day for every two animist levels he possesses.

The Chameleon (Minor)

Requires: Animist 3

The animist gains the ability to cast *vanish* as a spell-like ability. For the purpose of spell-like abilities granted by this aspect, the animist has a caster level equal to his animist level and treats Wisdom as his primary casting ability score.

This ability may be used once per day, plus an additional time per day for every three animist levels he possesses.

The Cheetah (Minor)

As a swift action, the animist channels the speed of the cheetah, gaining a +30-ft. enhancement bonus to base land speed, but only when running or charging. This ability lasts for 1 minute per animist level.

This ability may be used once per day, plus an additional time per day for every five animist levels he possesses.

The Cornered (Minor)

Requires: Animist 11, one or more natural weapons

When applying this aspect, choose a natural weapon the animist possesses. Whenever the animist critically hits with the chosen natural weapon, all weapons he wields, both manufactured and natural, gain the wounding weapon special ability, but only when used against the creature the animist critically hit, until the beginning of his next turn.

The Cornucopia (Minor)

Requires: Animist 7

The animist gains the ability to speak with and understand all animals, magical beasts, fey, plants, and elementals as though he were permanently subject to the *tongues* spell.

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Cursebreaker (Minor)

Requires: Animist 9

Curses are merely supernatural barriers that hinder bodily function. Like any barrier, enough brute force can burst it. As a standard action, the animist makes a dispel check (1d20 + his animist level) against each ongoing curse affecting himself. The DC for this dispel check is 11 + the curse's caster level. If he succeeds on a particular check, that spell is dispelled; if he fails, that spell remains in effect.

This ability may be used once per day, plus an additional time per day at 15th level.

The Dragon (Minor)

Requires: Animist 4

When applying this aspect, choose acid, cold, electric, or fire. As a standard action, the animist spews forth a 30-ft. line of the chosen energy type, dealing 1d6 points of damage per two animist levels with a Reflex save for half damage. Creatures that fail their Reflex save are subject to an additional effect which corresponds to the energy type chosen. Once used, this ability cannot be used again for 1 minute.

Acid - The subject takes a -2 penalty to armor bonus to AC for 1 round.

Cold - The subject takes a -10-ft. penalty to base land speed, minimum 5 feet, for 1 round.

Electric - The subject takes a -2 penalty to attack rolls for 1 round. Creatures without musculature, such as plants, most constructs, skeletal undead, and incorporeal creatures, are immune.

Fire - The subject bursts into flames as per the rules for alchemist's fire.

This ability may be used once per day, plus an additional time per day for every six animist levels he possesses.

The Filcher (Minor)

As a swift action, the animist gains the ability to move through an area as small as one-quarter his space without squeezing or one-eighth his space when squeezing for a number of rounds equal to his Wisdom modifier.

This ability may be used once per day, plus an additional time per day for every two animist levels he possesses.

The Fungus (Minor)

Requires: Animist 5

As a full-round action that provokes attacks of opportunity, the animist may decompose the corpse of a non-undead, non-construct corporeal creature occupying the same space as him, healing him for a number of hit points of damage equal to twice the former creature's Hit Dice. A decomposed corpse cannot be affected by spells that require whole, or mostly whole, corpses to function, such as raise dead or animate dead.

This ability may be used once per day for every five animist levels he possesses.

The Gargoyle (Minor)

Requires: Animist 5

As a swift action, the animist's body becomes sheathed in thin stone. For rounds equal to his Wisdom modifier, all of his forms of movement, such as land, swimming, climbing, flying, burrowing, and so on, have their speeds set to 5 feet unless they would otherwise be slower, and the animist gains fast healing equal to half his animist level, rounded down.

This ability may be used once per day at 5th level, plus an additional time per day every six animist levels thereafter.

The Monarch (Minor)

Requires: Animist 6

Creatures that hit the animist with a bite attack, or any other natural weapon that happens to have a sense of taste, become nauseated for 1 round with a Fortitude save to negate. Creatures that succeed on this saving throw are immune to this aspect for 24 hours. Additionally, if the animist has the Leadership feat, then he gains a +1 bonus to his leadership score.

The Mongoose (Minor)

Requires: Animist 4

As a swift action, the animist gains the benefits of the *delay poison* spell for rounds equal to his Wisdom modifier.

This ability may be used once per day, plus an additional time per day for every five animist levels he possesses.

The Monsoon (Minor)

The animist gains the ability to cast *create water* at will as a spell-like ability. In addition, at 5th level, the animist gains the ability to cast *touch of the sea* three times per day as a spell-like ability. Finally, starting at 10th level, he gains the ability to cast *water breathing* once per day as a spell-like ability. For the purpose of spell-like abilities granted by this aspect, he has a caster level equal to his animist level and treats Wisdom as his primary casting ability score.



The Mosquito (Minor)

As a standard action, or by foregoing a natural weapon attack in a full-attack action, the animist attempts to drain the blood of his target, dealing 1 point of Constitution damage on a successful melee touch. Creatures without blood are immune to this ability. If the subject takes Constitution damage, the animist is healed of 1 point of Constitution damage.

This ability may be used once per day, plus an additional time per day for every two animist levels he possesses.

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The Mule (Minor)

The animist gains a +4 bonus to Strength for the purpose of determining his carrying capacity. This bonus increases by +1 for every five animist levels he possesses.

The Pack (Minor)

Requires: Animist 8, know at least one teamwork feat

When applying this aspect, the animist selects one teamwork feat he knows. He treats all allies within 10 feet as though they had that feat.

The Porcupine (Minor)

Requires: Animist 4

As a swift action, the animist bristles with spines, dealing 1d8 points of piercing damage per four animist levels to the next creature to strike him in melee before the beginning of his next turn. If the next creature to strike him in melee scores a critical hit on the animist, then that creature takes 1d4 points of Constitution damage, as well.

This ability may be used once per day, plus an additional time per day for every three animist levels he possesses.

The Rat (Minor)

The animist is immune to all ingested poisons with a save DC of $12 + 1/2$ the animist's level or less.

The Sow (Minor)

As a move action, the animist slams against the ground, falling prone and spraying a slippery layer of fat, as the *grease* spell, in a 10-ft. radius centered on himself. This layer of fat remains slippery for 1 minute, after which point it denatures and simply becomes a mess. In addition, for 1 minute after slamming the ground in this fashion, the animist gains a +4 bonus to CMD against grapples.

This ability may be used once per day, plus an additional time per day for every four animist levels he possesses.

The Spitting Cobra (Minor)

Requires: Animist 5

As a standard action, the animist spits on a manufactured weapon he is currently wielding, coating the weapon with the following poison. He cannot accidentally poison himself in this manner. At 11th level and 17th level, the duration of this poison increases by +1 round.

Type poison (injury); **Save** Fortitude DC $10 + 1/2$ animist level + Wisdom modifier

Frequency 1/round for 2 rounds

Effect 1 Str damage, 1 Dex damage, 1 Con damage;

Cure 1 save

This ability may be used once per day, plus an additional time per day for every four animist levels he possesses.

The Taproot (Minor)

Requires: Animist 4

As a swift action, the animist becomes immobile until the beginning of his next turn. While immobile, he has immunity to the trip combat maneuver, a +8 circumstance bonus to CMD against the overrun and trample combat maneuvers. In addition, he gains temporary hit points equal to his animist level. These temporary hit points last for 1 minute.

This ability may be used once per day, plus an additional time per day for every four animist levels he possesses.

The Phoenix (Minor)

Requires: Animist 10

As a standard action, the animist expels a plume of flame in a 10-ft. radius centered on himself, dealing 1d6 points of fire damage per two animist levels with a Reflex save to negate. The animist is healed for a number of points of damage equal to one-quarter the fire damage dealt in this fashion.

This ability may be used once per day, plus an additional time per day at 16th level.

The Ravening (Minor)

Requires: Animist 5, one or more natural weapons

As a swift action, the animist taps into the ravening hunger of the starving beast. Until the beginning of his next turn, he treats himself as though he were one size category larger for the purpose of determining the base damage die of his natural weapons. At the beginning of his next turn, the animist becomes fatigued for 1 round. This ability cannot be used while fatigued.

This ability may be used once per day, plus an additional time per day for every three animist levels he possesses.

The Wolverine (Minor)

Requires: Animist 3

Whenever the animist successfully hits a creature while charging, he may immediately make an Intimidate skill check to demoralize that creature as a swift action.

This ability may be used once per day, plus an additional time per day for every two animist levels he possesses.

Yarrow (Minor)

The animist gains the ability to cast *cure light wounds* three times per day as a spell-like ability. For the purpose of spell-like abilities granted by this tattoo, he has a caster level equal to his animist level and treats Wisdom as his primary casting ability score.

At 10th level, this aspect grants the ability to cast *cure moderate wounds* instead, and at 15th level, it grants the ability to cast *cure serious wounds* instead.

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